Architectural & Environmental Lighting Control System

User manual

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Chapter 1.   Lite-Puter Environmental Lighting Control System

"Lite-Puter Environmental Lighting Control System use degital panel **CP-2B / CP-3B** to connect with DMX decorder DP-6 and DX-1220, the dimmer pack. This system can be used in environmental lighting control system to control the lighting atmosphere in each room or public area, such as: hotel, fair, conference, hall, department store and entertainment center etc.

Lite-Puter's Architechtural & Environmental Lighting Control System
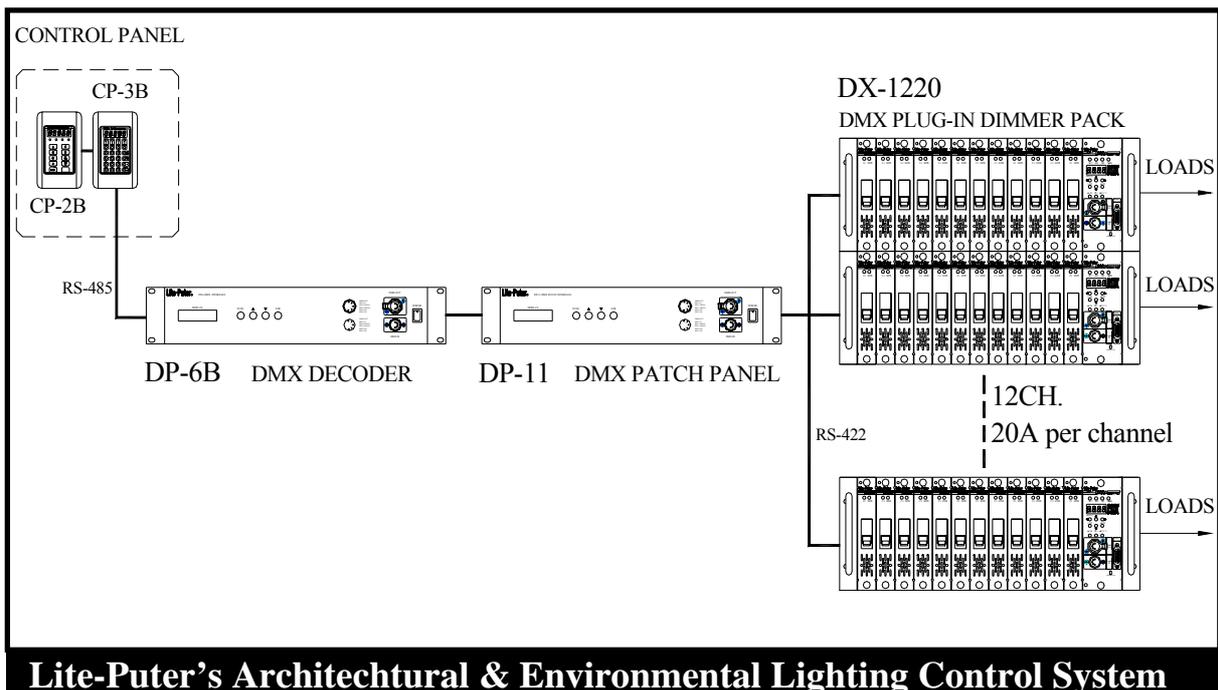
CP-2B   DMX Control Panel :

It is easy to call out Scene1 ~ Scene6   OFF to meet your needs (each button has programmed different dimming levels which is called "scene"). You can also control the same area by connecting several pieces of CP-2B (multi-control points) or control independently when one area is separated into small sections. (8 sections max. for 1 DP-6, 16 sections max. for 2 DP-6, etc…).

CP-3B   DMX Control Panel :
You can set / call out the dimming level and the time of changing scene in each area. You can also control the same area by connecting several pieces of CP-3B (multi-control points) or control independently when one area is separated into small sections. (8 sections max. for 1 DP-6, 16 sections max. for 2 DP-6, etc…).

DP-6   DMX Decoder :

It controls 256 channels, stores 100 scenes.   It has the timer functions for automatically executive scenes according to the schedule that has been set.

DP-11   DMX Patch Setting Panel :

This unit is for DMX soft patch, you can change the dimming channel without change the wiring.

### DX-1220   DMX Plug-In Dimmer Pack :

Each module can be removed easily, 20A per channel can be set dimming or switching for different kind of loads.

You cannot set scene by CP-2B, but CP-3B (or use other DMX console). If you save the data in DP-6, and then take away CP-3B, you can still call out the data saved in DP-6 by CP-2B.

Chapter 2.   Installation

How to connect with DP-6B & CP-3B/ CP-2B

STEP-1: Connect CP-2B / CP-3B and DP-6B by a cable from 6 pin phone jack on CP-3B/ CP-2B back panel to the 9 pin d-type plug & socket on cable side are reversed, please check pin indictor on the connector.

SOCKET   PLUG

1 2 3 4 5 6   1 2 3 4 5 6

CP-2B / CP-3B

PIN 1:   DC 12V

PIN 2:   DATA -

PIN 3 - PIN 4: GND

PIN 5:   DATA +

PIN 6:   NC

DP-6B

PIN 1 ~ PIN 2: GND

PIN 3:   DATA -

PIN 4:   DATA +

PIN 5 ~ PIN 6 : DC12V

PIN 7 ~ PIN 9:   NC

Note: The order of 9 pin plug & sockets are opposits.

5 4 3 2 1

9 8 7 6
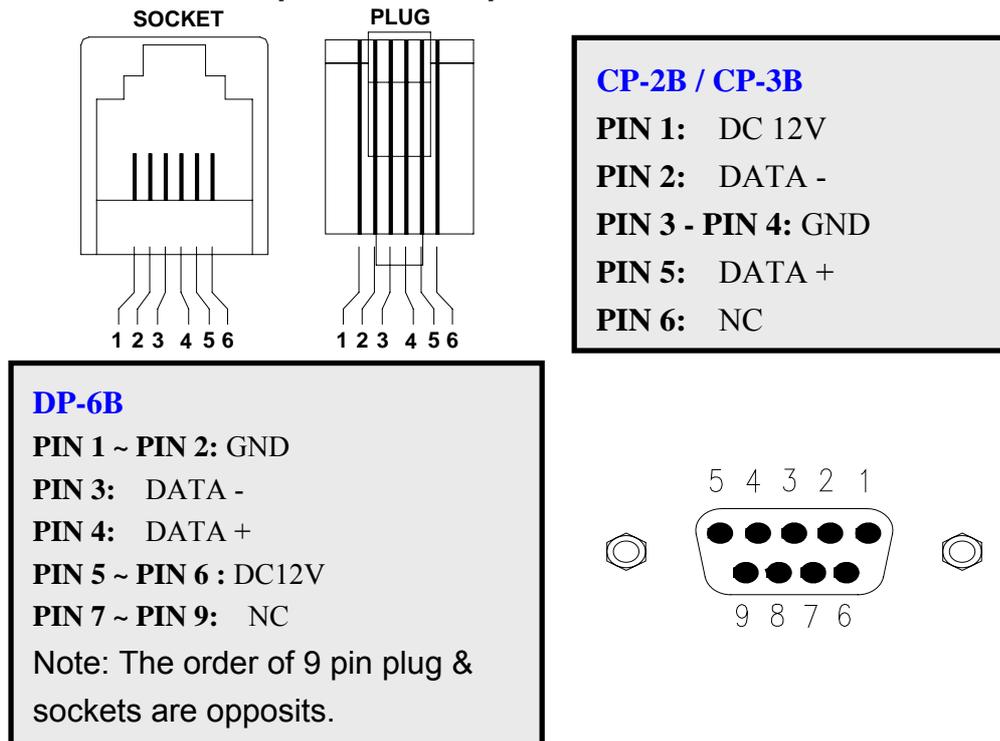
STEP-2: Connecting DMX OUT 5 pin XLR connector on DP-6B panel to DMX IN 5 pin XLR connectors on DMX dimming pack. Such as: DX-1220. If you have DP-11, connect DP-6 to DP-11, than to the dimming pack.

DMX OUT

PIN 1: G
PIN 2: DATA-
PIN 3: DATA+
PIN 4: NC
PIN 5: NC

PIN 1: G
PIN 2: DATA-
PIN 3: DATA+
PIN 4: NC
PIN 5: NC

DMX IN

PIN 1: G
PIN 2: DATA-
PIN 3: DATA+
PIN 4: NC
PIN 5: NC

PIN 1: G
PIN 2: DATA-
PIN 3: DATA+
PIN 4: NC
PIN 5: NC
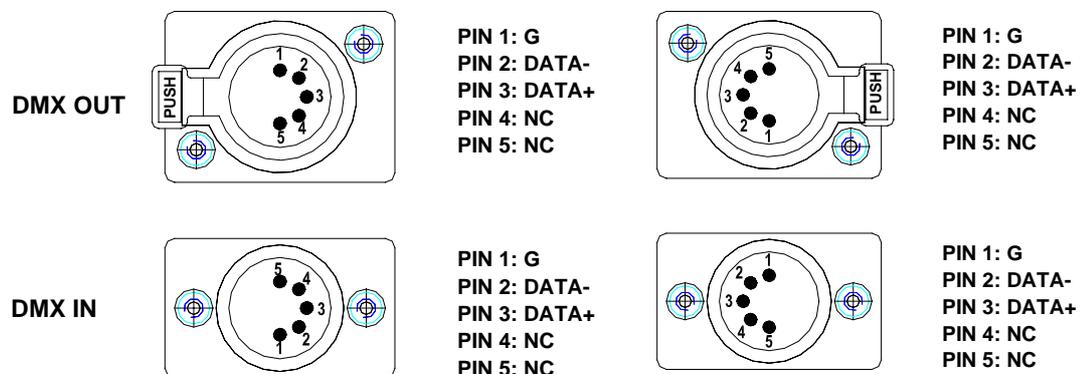
PIN diagram of DP-6B / DP-11   **PIN diagram of DX-1220**
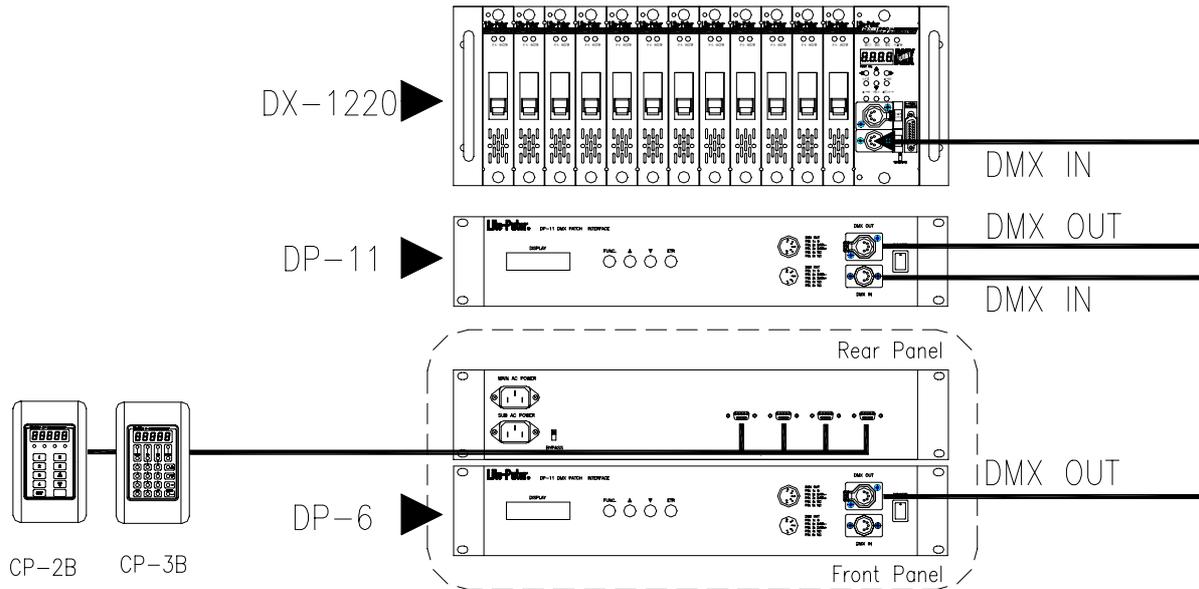
Remark: The instruction of using twisted pairs

WHITE

RED

GREEN

BLACK

SILVER
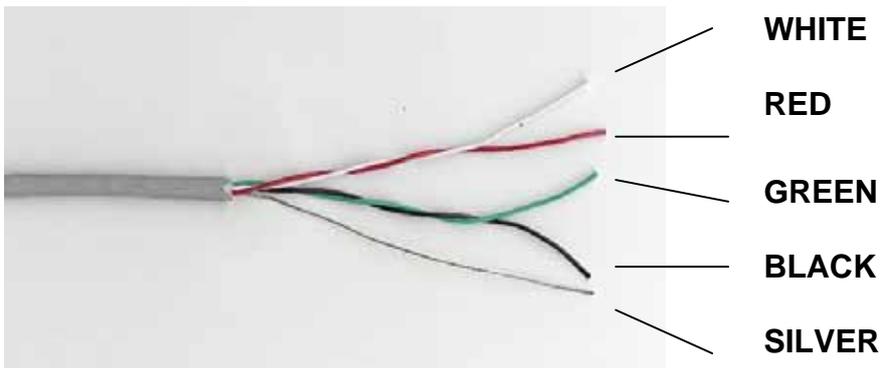
Al-Myler shielded twied pair   24AWG

CAUTION:

(1) Always use the same twisted pair for "DATA -" and "DATA +".

(2) In the illustration, the red wire and the white one are a pair, the green and black are the other. Color is not the point but do use the same twisted pair.

(3) Use another twisted pair for DC12V power input.

(4) The ground (silver) must be connected to the chassis of DP-6B

    RED .... DATA +

    WHITE .... DATA -

    GREEN .... DC 12V +

    BLACK .... GND

    SILVER .... GND

# Chapter 3.   The functions of CP-2B/CP-3B

3-1   CP-2B

- **One touch to call out any of 7 scenes (S1-S6 & OFF) that were preset.**
- **256 steps of dimming resolutions.**
- **Memories are protected by backup battery of DP-6B, and the last scene will be recalled automatically after ther recover of electric power failure.**

1 ~ 6	SCENE 1 ~ SCENE 6
7	OFF
8	**INCREASE THE DIMMING LEVEL.** P.S. Uuder any circumstances, press this key to increase the dimming level of current scene up to 100% without changing the memory, and the memories of S1~S6 wouldn't be changed.
9	**DECREASE THE DIMMIGN LEVEL** P.S. Uuder any circumstances to press this function key can make lighting level of all channels gradually reduced until full-off , and the memories of S1~S6 wouldn't be changed.
10	DISPLAY THE CURRENT SCENE.
11	DISPIAY THE CURRENT TIME.
12	DISPLAY THE CURRENT TIME.

3-2   CP-3B

- **100 scenes memories. 256 control channels output.**
- **Set the time of fade in and fade out.**
- **Timer function.**
- **Blind function: to modify the data of any scenes without changing the output of the current scene.**
- **Keyboard lock / unlock function.**
- **256 steps of dimming resolutions.**
- **Memories are protected by backup battery.**
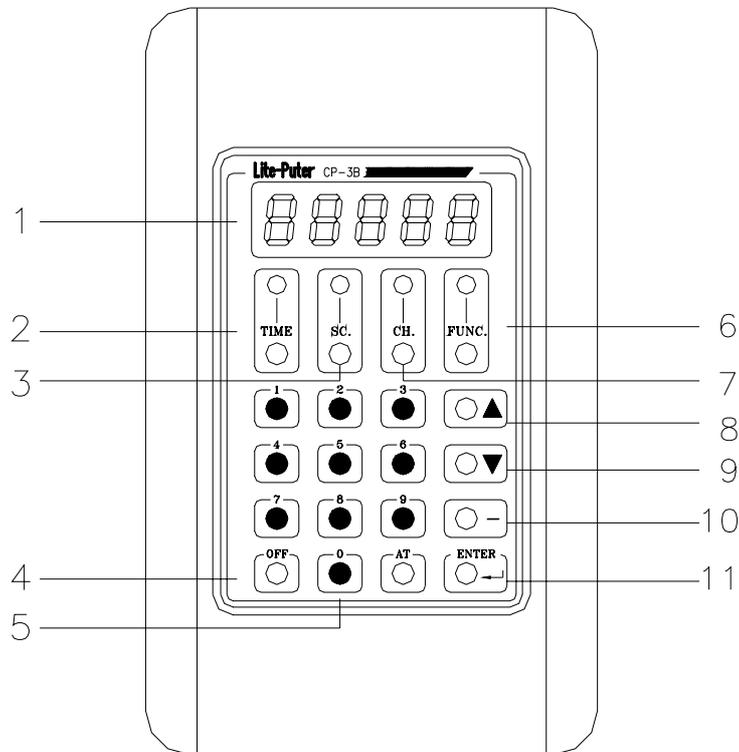
Operation: [FUNC]+[1] means holding "FUNC" key and press no. "1" key at the same time.

| Displsy & Key operation	FUNCTION
1. LED DISPLAY	(1) **In time mode:**display the current time. (2) **In channel mode:**display the dimming level of the current channel. (3) **In scene mode:**display the current scene's number. (4) **Press[FUNC]+[1] mode:**for modifing current time. (5) **Press [FUNC]+[3] mode:**display the start time given for the scene you set. (6) **Under [FUNC]+[5] mode:**display the fader time for selected scene.
2. TIME	**In time mode:**the led will display the current time.
3. SC	(1) Getting into Scene mode, press scene number then enter to load a scene. (2) In scene mode:check the no. of current scene.
4. OFF	(1) In channel mode:the dimming level of channel is 0% (2) Turnning off the current output.
5. 0 ~ 9	Digital Key.
6. FUN	(1) **[FUNC] +[0.7.5.3]:**lock/ unlock the panel. (2) **[FUNC] +[1]:**set the current time. (3) **[FUNC] +[3]:**set the timmer clock. (4) **[FUNC] +[-]:**cancel the timmer clock. (5) **[FUNC] +[5]:**set fader time for selected scene. (6) **[FUNC] +[ENTER]:**make confirmation .
7. CH	(1) Go to "channel mode" To check the dimming level of each channel.
8.	(1) Increase the dimming level of the current scene. (2) Increase the fader time in fader mode. (3) Increase starting time of the scene in fader function.
9.	(1) Decrease the dimming level of the current scene. (2) Decrease the fader time in fader mode. (3) Decrease starting time of the scene in fader function.
10. —	"THROUGH" in channel mode, specify range of successive channel.
11. ENTER	**Make confirmation**.
12. AT	In channel mode, display the dimming level of the selected channel.

Chapter 4.   The operation of CP-3B

4-1   Channel

1.   How to set the dimming level of each channel ?

EG: set the 5th channel dimming level at 50%.

STEP-1: Press [CH] to channel mode, and the led dispalys:

```
CH___
```
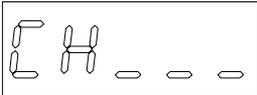
STEP-2: Press [5] to choose the channel no.

```
CH005
```
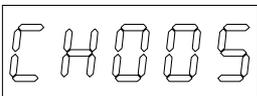
STEP-3: Press [AT]   then press [5] , [0] to set dimming level 50%.

```
At_50
```
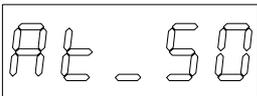
STEP-4: Press [ENTER] to confirm and then the led will dispay next channel.

```
CH006
```
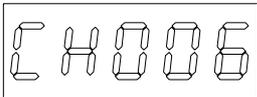
Follow the steps as above to set the dimming level for following channels.

P.S.

The dimming level range from 00—99%, FL (100%).

Press [OFF] :The dimming level is 00%. The led displays: `At_00`
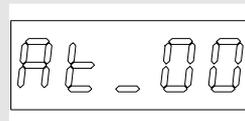
Press [   ] :The dimming level is FL (FL means 100%).
   **The led displays:**   `At_FL`
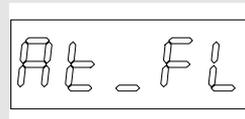
2.　How to set the dimming level of a series of channels ?

Eg: set the 6th channel to 10th channel at 80%

STEP-1: Press [CH] to channel mode. The led displays :

```
CH___
```
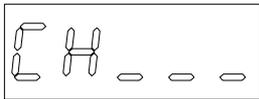
STEP-2: Press [6] to set the first channel of a series of channels.

```
CH006
```
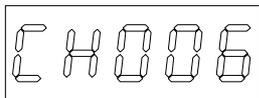
STEP-3: Press [–] then Press [1] , [0] to set the last channel of a series of channels.

```
CH0 10
```
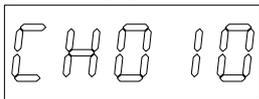
STEP-4: Press [AT] and Press [8] , [0] to set the same dimming level for the successive channels.

```
At_80
```
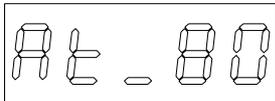
STEP-5: Press [ENTER] to confirm and then the led display the next channel.
Follow the steps as above to set the dimming level for following channels.

```
CH0 1 1
```
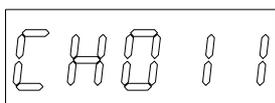
3.   How to display the dimming level of the channel ?

Eg.: To check the dimming level of the 5th channel.

STEP-1: Press [CH] to channel mode.

```
[H__ _
```
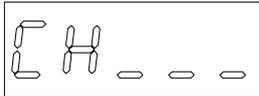
STEP-2: Press [5]

```
[H005
```
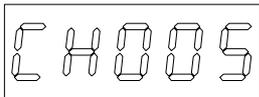
STEP-3: Press [AT] to display the dimming level of 5th channel.

```
At_50
```
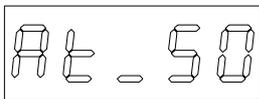
4.   How to modify the dimming level of channels ?

Eg: the user wants to modify 5th channel demming level from 50% to 80%

STEP-1: Refer to section 4-3, led displays the original dimming level

```
At_50
```
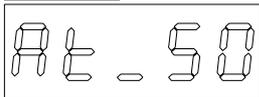
STEP-2: Press [8] , [0] to set the new dimming level.

```
At_80
```
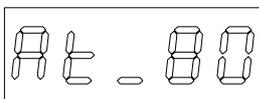
STEP-3: Press [ENTER] to confirm. (The old dimming level are substituted by the new one.)

4-2   Scene

100 scenes (from scene 00 to scene 99) can be memorized in CP-3B, which is the best choice of public area. (Eg.: The lobby in big hotel). CP-3B has timer functions which can make all the lighting effects set in advance and executive on schdule automaually.

1.   How to save the dimming level of each channel in a scene

eg: save the dimming level in scene 1 : 1st 30%
2nd 100%
3rd 50%

STEP-1: **Set the dimming level of each channel you need.** (Please refer to 4-1)

STEP-2: **Press [SC] to the "SCENE   mode**   the led displays:

$$SC = OF$$
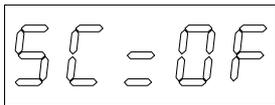
It means that there is no scene executed.

STEP-3: **Press [1] to save the no. of scene.**

$$SC = 01$$
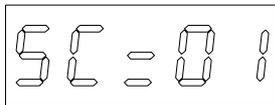
STEP-4: **Press [FUN] + [ENTER] at the same time to confirm.**

2.   How to set timer function of scene

Suggestion: The scenes used everyday of cyclic should be stored into timer function.

Eg.: *Scene 1 / timmer setting at 6:30*

**STEP-1**: Press [FUNC] + [3] at the same time to the checking mode, the led will display the time of the scene memoried previously. If there is no data saved and it will display:

End
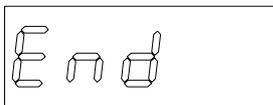
STEP-2: Press [AT]   the cursor will glimmer and stay at left "00".

00:00
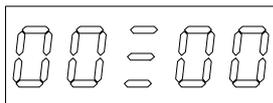
STEP-3: Press [   ] or [   ] till the led displays "6".

STEP-4: Press [ENTER] , the vernier will glimmer and stay at right "00".

06:00
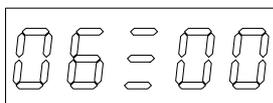
STEP-5: Press [   ] or [   ] till the led displays "30".

06:30
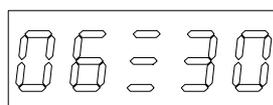
STEP-6: Press [ENTER] , the LED will display the no. of current scene.

SC:02
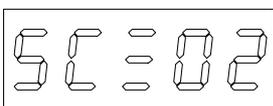
STEP-7: Press [0]   [1] .

SC:01
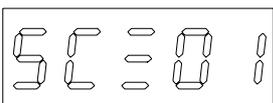
STEP-8: Press[FUNC] + [ENTER] at the same time to confirm and timer setting at 6:30 for scene 1.

3.   How to execute or cancel timer function of scene

Execute : **Press [FUNC] + [TIME] at the same time, the glimmering led means the system is in the timer mode.**

Cancel : **Press [FUNC] + [TIME] at the same time again, the led stops glimmering and the function will be canceled.**

4.   How to check the timer function of scene

Eg. :   *in a resturant: the previous setting time:*

Scene 1 (during breakfast) :   start at   6:30
Scene 2 (during lunch) :   start at   11:30
Scene 3 (during dinner):   start at   18:00
Scene 4 (In the evening):   start at   21:30
(Please refer 5-2 to follow the steps)

The resturant is in the scene 2 during luch time.

STEP-1 : **Press [FUNC] + [3] at the same time to the timer mode of scene**
LED will display scene 1 at   6:30 .

```
06:30
```
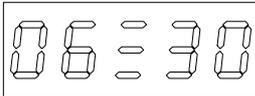
STEP-2 : **Press[   ] to display the next setting time**

```
11:30  →  18:00  →  21:30  →  End
```
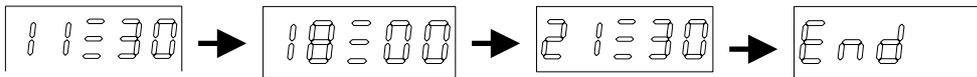
STEP-3 : **Press[   ] to display the previous setting time**:

```
21:30  →  18:00  →  11:30  →  06:30
```
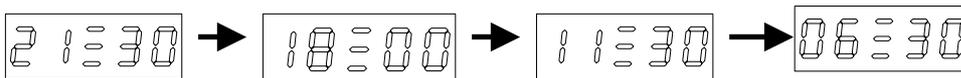
5.   How to cancel timer function of scene

Eg: in section 5-4: the user wants to cancel setting time (21:30)

STEP-1: **Press[FUNC] + [3] at the same time to check mode And the led displays:**

`06:30`
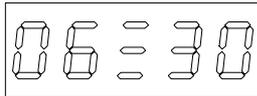
STEP-2: **Press[   ] till led displays:**

`21:30`
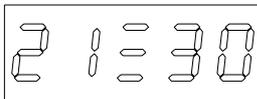
STEP-3: **Press [FUNC] + [   ] at the same time to cancel the time setting without changing the original data.**

6.   How to set fader function

The range of fader time: 0 min.---90 min.

STEP-1: **Press[FUNC] + [5] at the same time to fader mode.**

STEP-2: **Press [   ]** (Increase fading time) **or [   ]** (decrease fading time) to meet your needs.

STEP-3: **Press [FUNC] + [ENTER] at the same time to confirm.**

7. Corresponding list of fader time

Fd=- 0	Fd=- 1	Fd=- 2	Fd=- 3	Fd=- 4	Fd=- 5	Fd=- 6	Fd=- 7	Fd=- 8	Fd=- 9
0.1sec	6 sec	12 sec	18 sec	24 sec	30 sec	36 sec	42 sec	48 sec	54 sec
Fd=01	Fd=02	Fd=03	Fd=04	Fd=05	Fd=06	Fd=07	Fd=08	Fd=09	Fd=10
1min	2min	3min	4min	5min	6min	7min	8min	9min	10min
Fd=11	Fd=12	Fd=13	Fd=14	Fd=15	Fd=16	Fd=17	Fd=18	Fd=19	Fd=20
11	12	13	14	15	16	17	18	19	20
Fd=21	Fd=22	Fd=23	Fd=24	Fd=25	Fd=26	Fd=27	Fd=28	Fd=29	Fd=30
21	22	23	24	25	26	27	28	29	30
Fd=31	Fd=32	Fd=33	Fd=34	Fd=35	Fd=36	Fd=37	Fd=38	Fd=39	Fd=40
31	32	33	34	35	36	37	38	39	40
Fd=41	Fd=42	Fd=43	Fd=44	Fd=45	Fd=46	Fd=47	Fd=48	Fd=49	Fd=50
41	42	43	44	45	46	47	48	49	50
Fd=51	Fd=52	Fd=53	Fd=54	Fd=55	Fd=56	Fd=57	Fd=58	Fd=59	Fd=60
51	52	53	54	55	56	57	58	59	60
Fd=61	Fd=62	Fd=63	Fd=64	Fd=65	Fd=66	Fd=67	Fd=68	Fd=69	Fd=70
61	62	63	64	65	66	67	68	69	70
Fd=71	Fd=72	Fd=73	Fd=74	Fd=75	Fd=76	Fd=77	Fd=78	Fd=79	Fd=80
71	72	73	74	75	76	77	78	79	80
Fd=81	Fd=82	Fd=83	Fd=84	Fd=85	Fd=86	Fd=87	Fd=88	Fd=89	Fd=90
81	82	83	84	85	86	87	88	89	90

8. How to call out scene 0---scene 9 by special key

In the "time "mode, no.0---no.9 on the panel can be defined the special key of scene 0---scene 9.

Eg.: *Call out the scene 6.*

Condition 1 : In the "TIME" mode, call out any scene from scene 0--9 to fade in instead of the current scene.
STEP-1: Press[6] to call out the scene 6, the scene 6 will fade in and the current scene will fade out.

Condition 2 : In the "TIME" mode, call out any scene from scene 0--9 instead of the current scene immediately.
STEP-1: Press [6] two times (within 1 sec.) to cancel the fader function of the scene 6.

9. How to call out the scene 10--- scene 99

Eg: *call out the scene 28 immediately*

Condition : In the "TIME" mode, call out any scene from scene 10--99 instead of the current scene.

STEP-1: Press [SC] to scene mode.
STEP-2: Press [2], [8]
STEP-3: Press [ENTER] to show the fader scene 28.

P.S.: Press [ENTER] two times to cancel the fader function of the scene 28.

> **Attention:**
>
> (1)The scene call out by manual will last utill the next scene (set on schedule) starts.
>
> (2)The original data saved in memory will not be changed.

4-3   Blind

Blind function:

To "check", "modify" and "set" any scene without influencing the current scene.

1. How to modify and set any scenes without influencing the current scene

Eg.*: In a resturant---*

The user wants to modify the scene or the fading time without changing the current scene, he can follow the steps:


Old data   5th dimming level is 80%-------------→ **new data**   5th dimming level is FL (100%)
            Fader time:Fd=30 (about 30min.)-----→   Fader time:Fd=20 (about 20min.)
            Timer :11:30am------------→   Timer :18:30

STEP- 1: Press [FUNC] + [SC] at the same time and the led of "SC" will glimmer that means in the blind mode.

**STEP- 2: Press [SC] and LED displays the current SCENE 1**

```
SC=01
```
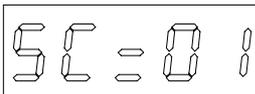
STEP- 3: Press [0]   [2] and then press[ENTER] to confirm that the scene 2 will be modified.

```
SC=02
```

STEP- 4: Press [CH]

```
CH___
```
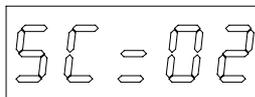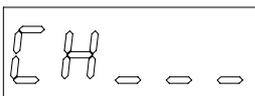
STEP- 5: Press [5].

```
CH005
```
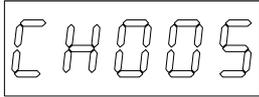
STEP- 6: Press [AT] to check the current dimming level.

```
At_80
```
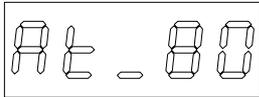
STEP- 7: Press [   ] to modify the dimming level to FL (100%).

```
At_FL
```
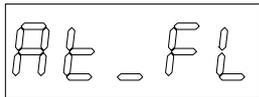
STEP- 8: Press[ENTER] to confirm and led will display the next channel.

```
CH006
```
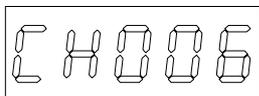
STEP- 9: Press [FUNC] + [5] at the same time to fader mode.

```
Fd=30
```
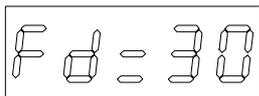
STEP- 9: Press[   ] till the led display "20".

```
Fd=20
```
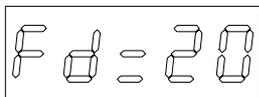
STEP-10: Press [FUNC] +[3] at the same time to timer mode   LED will display
scene 1 at 6:30   (Please refer to section 5-4)

```
06:30
```
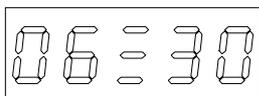
STEP-11: Press [AT]   the vernier will glimmer and stay at left "06".

STEP-12: Press [   ] till the led display "18".

```
18:30
```
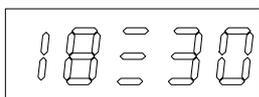
STEP-13: Press [SC] and press[0] , [2] to scene 2.

```
SC=02
```
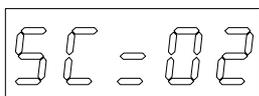
STEP-14: Press[FUNC] + [ENTER] at the same time to confirm and save the

modified data in the second scene.

P.S. The example of Scene 2 you saw is for increasing a scene on to the schedule, the Scene 2 will be executived on 11:30 and 18:30. If you want Scene 2 be executived only on 18:30, press [FUNC]+[3], find out the schedule of 11:30, then press [FUNC]+[-] to cancel.

2.   How to modify the dimming level of all channels in the current scene

Eg: in current scene 2

STEP-1: Press [   ] to increse or decrease dimming level or press [   ] to decrease dimming level.

STEP-2: Press [SC] to scene mode and then press[0]   [2] .

STEP-3: Press [FUNC] + [ENTER] at the same time and save the modified dimming level in the 2nd SCENE.

P.S.   Step-2 and step-3 can be skipped if the data need not be saved in the 2nd scene.

4-4   Timer

TIME: To display the current time.

1.   How to set hours and minutes in the led

Eg.:   *The user wants to change the current time 00:00 to 16:30.*

STEP-1: **Press [FUNC] + [1] at the same time, the cursor will glimmer and stay at left "00".**

```
00_00
```

▼   ＼
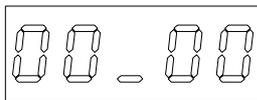
hour   minute

STEP-2: **Press [   ] or [   ] till the led diaplays" 16 .**

STEP-3: **Press [ENTER]   the cursor will glimmer and stay at right "00".**

```
16_00
```
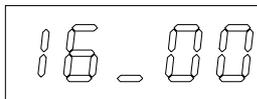
STEP-4: **Press [   ] or [   ] till the led displays"30".**

```
16_30
```
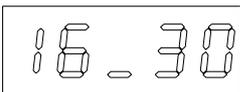
STEP-5: **Press [TIME] and the led will display the modified time.**

```
16-30
```
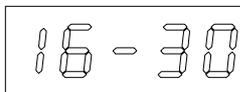
4-5   Special functions for emergency situations

1.   How to turn off all the lights immediately ?

In "TIME" mode, press [OFF] to current scene and turn off all the lights of the scene. The function will last till the scene next scene (on schudule) is executed.

EG.: To turn off the lights for a birthday party.

2.   How to increase all the dimming level of the current scene ?

In "TIME" mode, press [   ] to adjust the brightness as desired.
The adjustment made by " " will not be stored in +to the current scene.

3.   How to decrease all the dimming level of the current scene?

In "TIME" mode, press [   ] to sdjust the brightness as desired.
The adjustment made by " " will not be stored in to the current scene.

4.   How to lock and unlock the function key ?

Lock :   Press [FUNC] + [0 . 7 . 5 . 3] at the same time.

Unlock: Press [FUNC] + [0 . 7 . 5 . 3] at the same time again.

Chapter 5.   DP-6B / DP-6S

5-1   Feature & Specifications

Lite-Puter designs two types of shape for DP-6 (DP-6B and DP-6S), in order to suit to install in defferent systems (DX-1220, DX-302A, DX-F01 and PX-304).

- **256 channel DMX signal output.**
- **DMX transit in RS-422 mode: the output is connected with DMX dimmer pack, such as DX-1220.**
- **RS-485 signal acceptable for connecting with CP-2B/ CP-3B.**
- **Can set for 8 separate zones; suitable for room with partitions.**
- **Can connect over 10pcs control panels CP-3B, and work as independent control mode or master-slave mode.**
- **100 scenes can be memorized: each scene controls 256 dimming channels.**
- **Automatic protection for the system when output short and will recover after the short.**
- **LCD indicator display 'year', 'month', 'day', 'week', 'hour', 'min.', 'sec.'**
- **Timer function: the changing steps can be set up to 120 scenes by the minute.**
- **Fade-in/ Fade-out time: the time setting can be applied for individual scene.(0.1 sec.– 90 min.)**
- **Function of detecting solar light.**
- **Signal transit distance: 1km.**

- Power Supply AC90-240V
- DMX signal input .... RS485 or DMX512/ 1990
- DMX signal output DMX512/ 1990
- Transit speed .... 250K BITS/ Sec.
- DMX signal connector .... XLR 5PIN

- ■　Dimension ....DP-6B:480(W) x 88(H) x 96(D) mm
- ....DP-6S:115(W) x 150(H) x 65(D) mm
- ■　Weight...DP-6B:2.8Kg
- DP-6S:
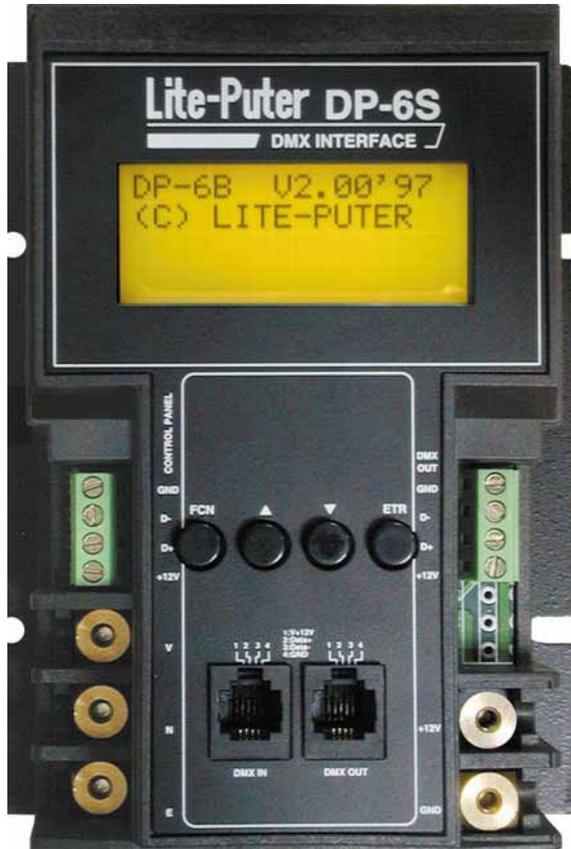
◄　　DP-6S

DP-6S Dimensions
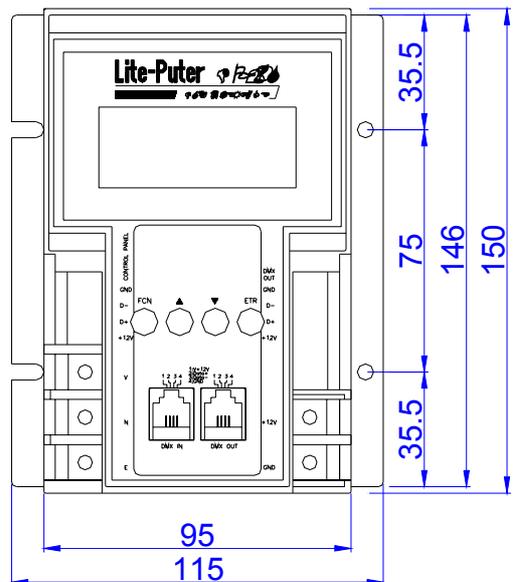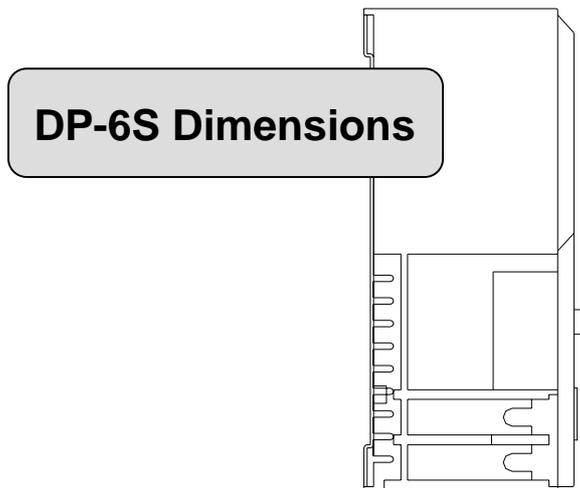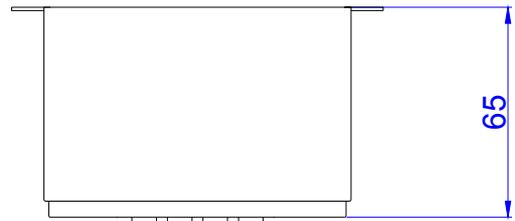
5-2   Installation

5-2-1.   The installation of DP-6B
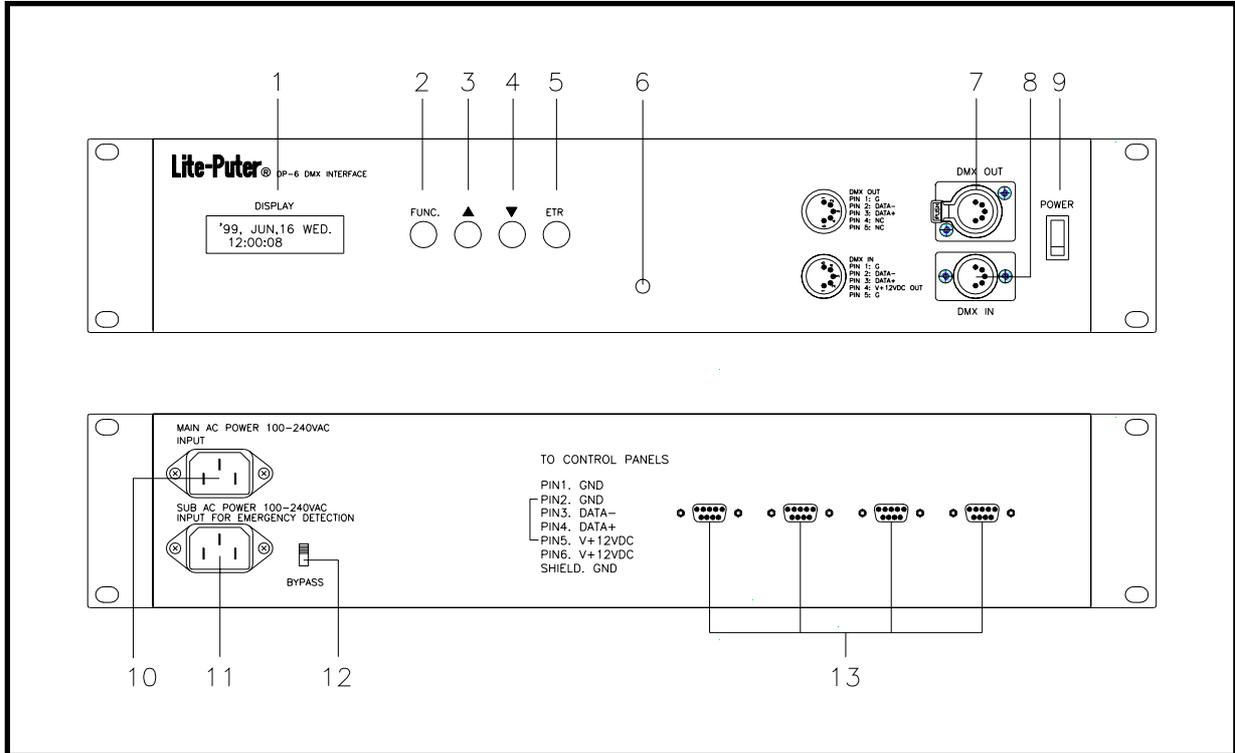
1	LCD	**2**	Function Key
3	Forth	**4**	Back
5	Confirmation Key	**6**	Reset (For Engineer)
7	DMX OUTPUT	**8**	DMX IN
9	Power Switch	**10**	MAIN AC POWER 100-240VAC (Please use GC emergency power.)
11	General power detective (Please use AC power.)	**12**	Power detective select **Down**: Don't use detective power. **Up**: Use general power detective and AC power is on.
13	RS-232 9 PIN Connector with CP-2B / CP-3B.		

5-2-1.   The installation of DP-6S
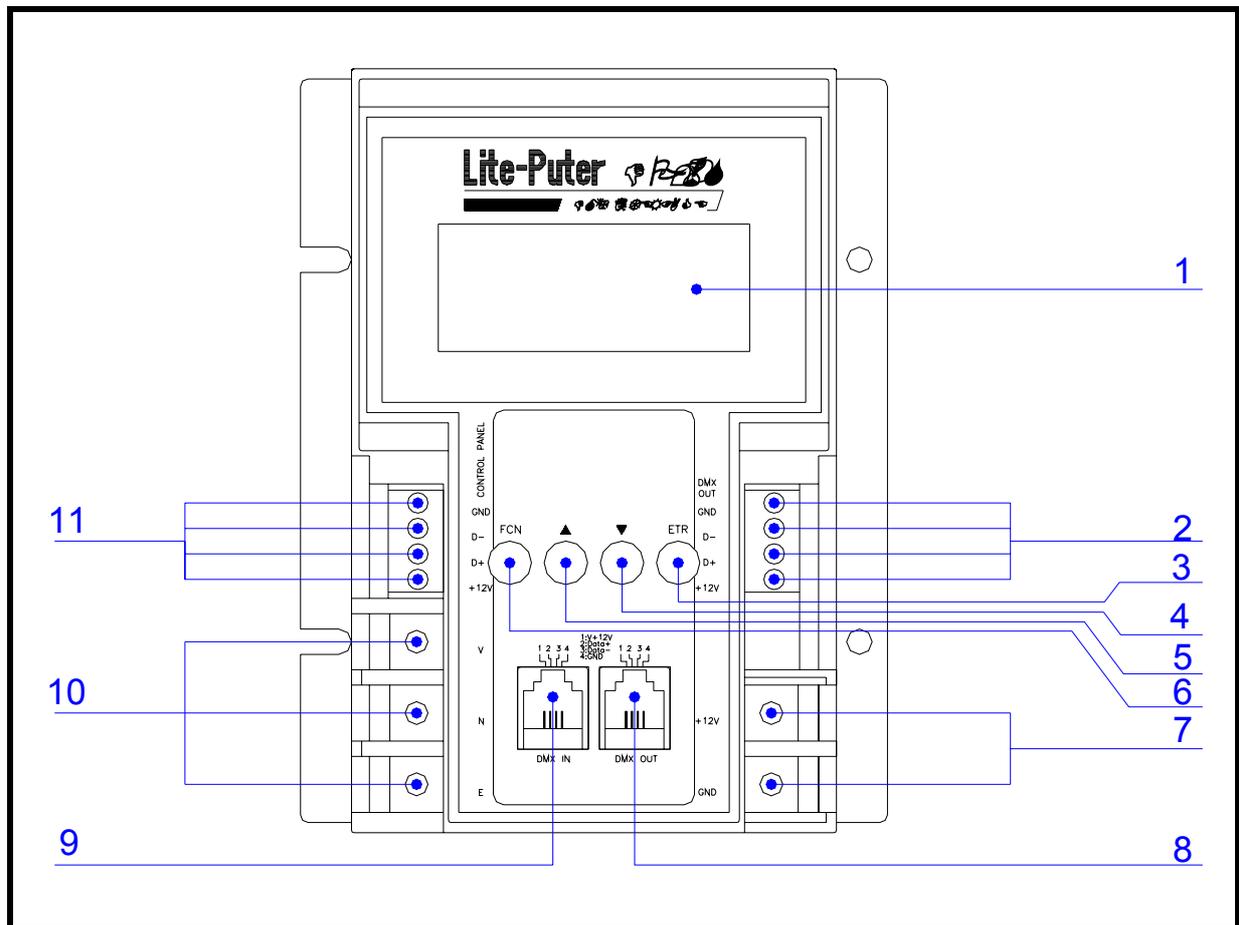
1	LCD	**2**	DMX Output
3	Confirmation Key	**4**	Back
5	Forth	**6**	Function Key
7	DC +12V, GND	**8**	DMX Output
9	DMX IN	**10**	AC INPUT (V, N, E)
11	Connect with CP-2B / CP-3B.		

5-3   Operation

Press [**FUNC**] in series to display 6 functions:

1.	Display the current time	2.	Display the current scene
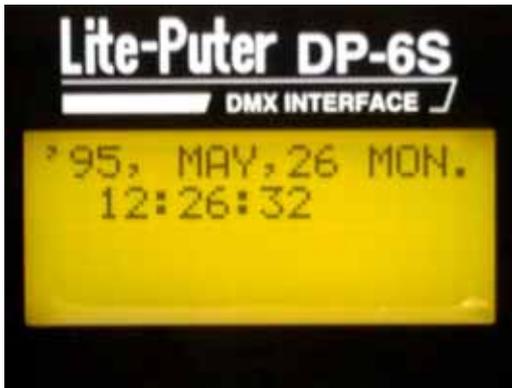
3.	Setting 8 zone	4.	New function reserved

5.	Signal monitor	6.	Display the version

1. Display the current time.

LCD **displays the current time as soon as** DP-6 is power on. Eg:

```
'99, JUN,16 WED.
  12  08  08
```

1-1. How to adjust the current time

eg: change the above time to TUE. MAR.16, 2000 at 12:08:08

STEP-1:press   **ETR**   under the current time mode and LCD displays :

```
**SYSTEM TIME**
Are you sure
```

STEP-2:press **FUNC.**   **ETR** at the same time and glimmer " 99   will be revised.

```
'99, JUN,16 WED.
  12  08  08
```

STEP-3:press   1 time and LCD displays" 00   which means 2000 year

```
'00, JUN,16 WED.
  12  08  08
```

STEP-4:press   **ETR**   to confirm and glimmer "JUN   will be revised

```
'00, JUN,16 WED.
  12  08  08
```

STEP-5:press   3 times and LCD displays" MAR   .

```
'00, MAR,16
WED.
```

STEP-6:press **ENTER** to confirm and glimmer" WED will be revised

```
'00, MAR,16 WED.
  12  08  08
```

STEP-7:press   1time and LCD displays" TUE

```
'00, MAR,16 TUE.
  12  08  08
```

STEP-8:press **FUNC.** to confirm the setting time.

2. Display the current scene

STEP-1:press **FUNC.** LCD displays:

```
-EDIT AUTO CLOCK
CONTROL TABLE
```

STEP-2:press **ETR** to check the current scene.

STEP-3:press **FUNC** to exit.

NOTE:

1. Timer function of scene is set by CP-3B (ref : sec. 4-2)

2. Press   to display the next set time of scene."

3. Press   to display the previous set time of scene"

---

3. Setting 8 zones

STEP-1:press **FUNC.** LCD displays:

```
*SYSTEM SETTING*
ZONE&CH. MAPPING
```

STEP-2:press **ETR** to display the controlled channels in Zone 1.

```
-ZONE & CH TABLE
Z1 = Ch001- Ch032 ───────▶  Zone 1 includes ch.1 – ch.32
```

STEP-3:press **ETR** Zone "1" glimmers

```
-ZONE & CH TABLE
Z1 = Ch001- Ch032
```

PS. press   or   to display the channels in next/ previous zone.

STEP-4:press **ETR** , and LCD displays:

```
-ZONE & CH TABLE
Are   you   sure
```

STEP-5:press **FUNC** **ETR** at the same time and LCD displays:

```
-ZONE & CH .TABLE
Z1 = Ch001- Ch032
```
→ Glimmer "Ch032" will be

STEP-6:press   or   till "42.
(P.S. If users want to revise channels Ch01--Ch42 in Zone 1)

STEP-7:press **ETR** and LCD diaplays

```
-ZONE & CH .TABLE
Z2 = Ch043- Ch064
```
→ Glimmer "Ch064" will be revised.

STEP-8:press **or** , revise the channels you want.

STEP-9:repeat STEP-7 - STEP-8 to check or revise channels patch in other zones.

STEP-10:press **FUNC** **ETR** to save the data you set.

STEP-11:Press **FUNC** to exit.

```
NOTE
    Users revise the setting channels which must be in series. If series channels
    are not accepted, please use our DP-11 (channel soft patch) to fix the
    problem.
```

How to restore the beginning channel set in each zone ?

DP-6 set the beginning channel in each zone as follows:

Z1:Ch001-Ch032   **Z2**:Ch033-Ch064   **Z3**:Ch065-Ch096   **Z4**:Ch097-Ch128
Z5:Ch129-Ch160   **Z6**:Ch161-Ch192   **Z7**:Ch193-Ch224   **Z8**:Ch225-Ch256

STEP-1:press **FUNC.**   and LCD displays:

```
*SYSTEM SETTING*
ZONE&CH. MAPPING
```

STEP-2:press **ETR**   LCD displays:

```
-ZONE & CH TABLE
Z1 = Ch001- Ch042
```

STEP-3:press   **or**   LCD displays:

```
-ZONE & CH TABLE
Reset to default
```

STEP-4:press **ETR**   LCD displays:

```
RESET ZONE & CH
Are   You   Sure
```

STEP-5:press **FUNC.**   **ETR**   at the same time to restore the beginning channel.

4. New functions reserved

```
-DARK SCENE=00
Fm   00   00 – 00   00
```

5. Signal monitor (for engineer)

```
*SIGNAL MONITOR*
ENV– FADE
```

6. Display the current version

```
DP-6B   V2.00'97
(C)   LITE-PUTER
```

Chapter 6. DP-11

6-1 Feature & specifications

DP-11 is a channel patch by using software, so DP-11 can be applied after the hardware channels are installed. When the users want to change the channels positions, they only have to change the Patch Address in DP-11 instead of changing the hardware diagram.

- Power   AC 90-240V, 50-60Hz
- DMX signal input/ output   DMX512/ 1990
- DMX signal connector   XLR 5PIN
- Dimension   70(W) x 120(H) x 50(D)mm
- Rack size   19" 2U rack mountable
- Weight   2.8Kg

FRONT PANEL INTRODUCTION:
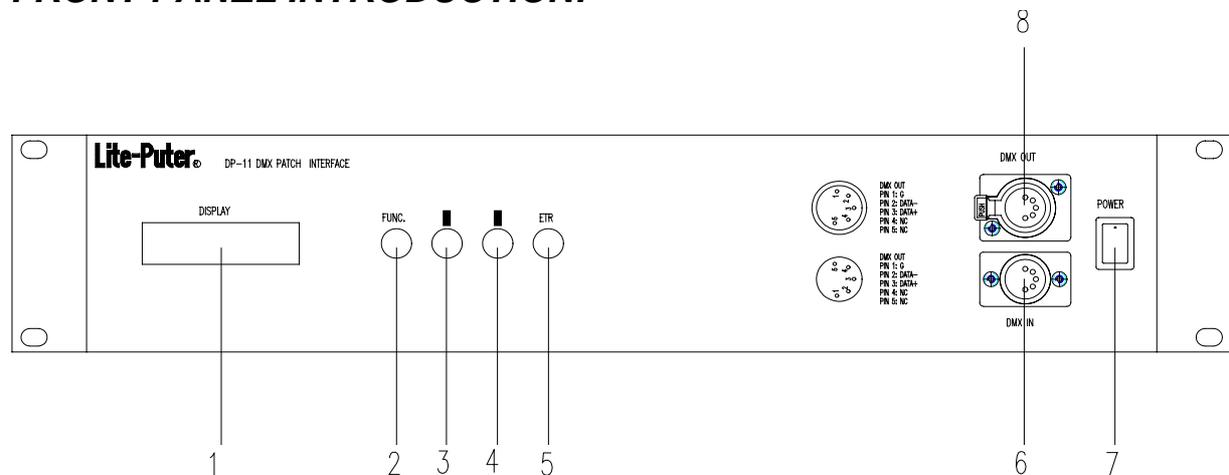
| (1)	LCD DISPLAYER	(2)	FUNCTION KEY
(3)	▲ DECREASE CH. NO.	(4)	▼ INCREASE CH. NO.
(5)	CONFIMATION KEY	(6)	DMX IN -- 5 PIN SOCKET FOR DMX IN
(7)	POWER	(8)	DMX OUT--5 PINSOCKET FOR DMX OUT

6-2   Operation

A.   HOW TO PATCH ADDRESS

*Eg: set the fifth channel of pack to be the first channel of console*

STEP-1:Press   **FUNC.**   key, and LCD veriner will stay at DIM001.

```
Lite Puter DP  11
DIM 001 = CH   001
```

→ **Console channel no.**

→ **Pack channel no.**
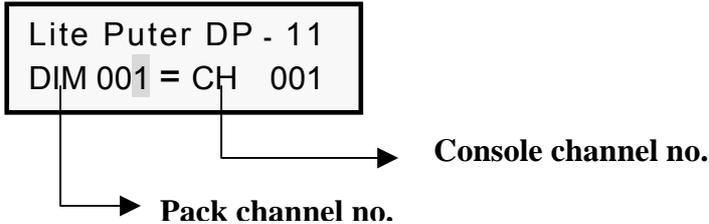
STEP-2:Press   to adjust to DIM 005.

```
Lite Puter DP  11
DIM 005 = CH   005
```
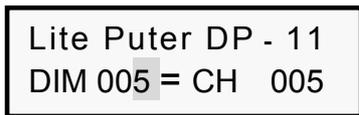
STEP-3:Press   **FUNC.**   , and veriner will stay at CH005.

```
Lite Puter DP  11
DIM 005 = CH   005
```
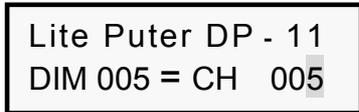
STEP-4:Press   to adjust to CH001.

STEP-5:Press **FUNC.**   **ETR**   to confirm and set data into memory.

B.   HOW TO RESTORE THE ORIGINAL PATCH.

STEP-1:Turn off the AC power.

STEP-2:Press   **FUNC.**   key till AC power is turned on again.

STEP-3:Release   **FUNC.**   key after LCD displays information and then PATCH ADDRESS is restored.