



# DMX OPERATOR 384

## User Manual

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## DOCUMENT VERSION

Due to additional product features and/or enhancements, an updated version of this document may be available online.

Please check [www.adj.com](http://www.adj.com) for the latest revision/update of this manual before beginning installation and/or programming.

Date	Document Version	Software Version	DMX Channels	Notes
03/21/18	1	N/A	Not Applicable	Updated Release, DB-9 Connection Removed Jog Wheel, References Removed.
03/03/21	2	N/A	Not Applicable	Updated to Add Chase Section.
08/18/21	3	2.5	Not Applicable	Updated Midi Control, Updated Formatting.
08/16/24	4	2.6	Not Applicable	Updated Midi Control, Specifications; added Midi Implementation Chart

Europe Energy Saving Notice

Energy Saving Matters (EuP 2009/125/EC)

Saving electric energy is a key to help protecting the environment. Please turn off all electrical products when they are not in use. To avoid power consumption in idle mode, disconnect all electrical equipment from power when not in use. Thank you!

## TABLE OF CONTENTS

<b>Features</b>	<b>4</b>
<b>General Introduction   Warnings   Cautions</b>	<b>5</b>
<b>Overview</b>	<b>6</b>
<b>Joystick Set Up</b>	<b>8</b>
<b>Manual Control</b>	<b>10</b>
<b>Scene Operation</b>	<b>11</b>
<b>Chase Operation</b>	<b>14</b>
<b>Bank Copy and Fixture Copy   Fade Time</b>	<b>17</b>
<b>MIDI Channel Setting</b>	<b>18</b>
<b>MIDI Control</b>	<b>19</b>
<b>MIDI Implementation Chart</b>	<b>22</b>
<b>DMX Addressing</b>	<b>23</b>
<b>Warranty</b>	<b>24</b>
<b>Specifications</b>	<b>25</b>

## FEATURES

The DMX Operator 384 is a multifunction controller that can work as an LED controller as well as a simple MIDI controller. When operating as a stage lighting controller, the device has the following main features:

- 8x4 Control Channel Faders
- 384 Total DMX Channels
- Individual Speed & Fade Time Faders
- 30 Memory Banks x 8 Programmable Scenes per Bank
- 12 Programmable Chases, 240 Steps per Chase
- Assignable Fade Setting
- Manual Control Chase Override
- Built-In Microphone and Line Level Input for Audio Triggering
- MIDI Controllable
- Optional Foot Controller for Chase Step Activation
- Onboard Fog Maching Trigger Button
- 7-Segment LED Display
- Standard Joystick Module



## JOYSTICK MODULE

When operating as a MIDI controller, the device has the following features:

- 1 to 16 channel selectable
- MIDI Note
- Control Change
- Program Change

## GENERAL INTRODUCTION

ADJ strives to design dependable, reliable, and user friendly products for our customers, and new products are being designed constantly to meet the needs of both entertainment and special effects lighting industries. We welcome your comments about our product and services and are open to suggestions on how we can improve to better serve you.

It is a privilege for us to be chosen as your control solution.

This controller is an expansion of the simple to use DMX OPERATOR 384. We have added 6 additional chase memory buttons, giving the user a total of 12 to work with. A joystick is supplied for traditional X/Y control of a moving light. To optimize performance of this product, please read the instructions carefully to familiarize yourself with the basic functions and operations.

## WARNINGS



- This unit is intended for indoor user only.
- Do not allow for any flammable liquids, water, or metal objects to enter the unit.
- To reduce the risk of fire or electric shock, do not expose the unit to rain or high levels of moisture.
- No user serviceable parts inside, do not dismantle the unit yourself.
- Repairs must be done by qualified personnel only.
- Please do not allow children to play with or tamper with this product.

## CAUTIONS

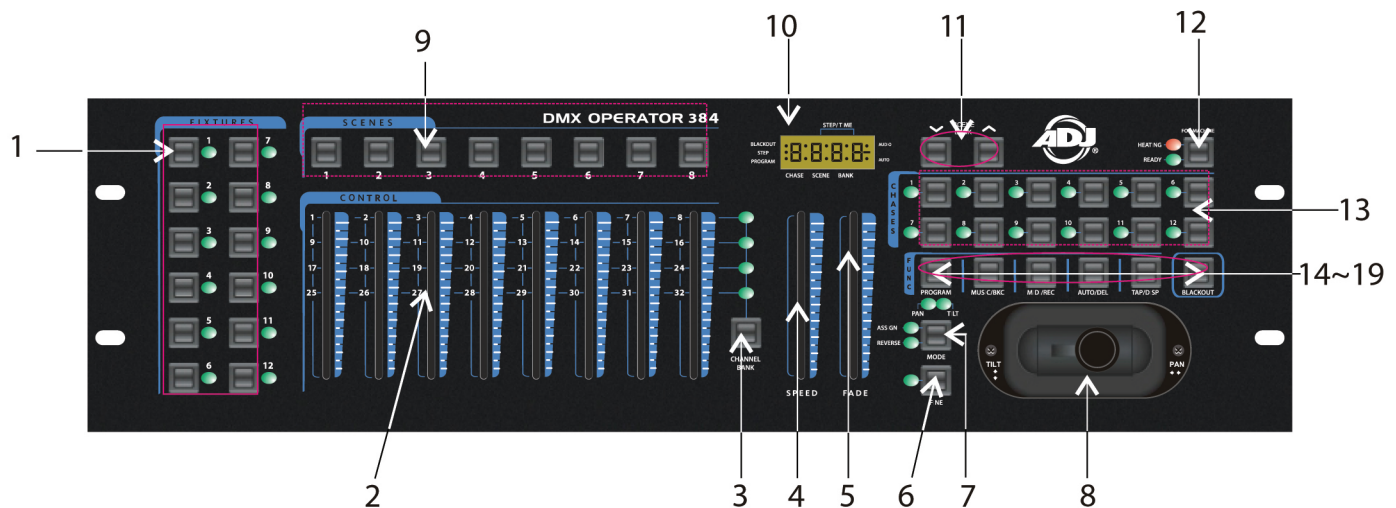


- When unpacking, check to ensure that the unit has not been damaged. Should any issues be found, contact ADJ service immediately.
- All rights reserved. No part of this manual may be reproduced, transmitted, transcribed, or translated into any language, in any form, by any means, without authorized permission from ADJ Products, LLC.

**NOTICE:** Specifications and improvements in the design of this product and this manual are subject to change without any prior notice.

# OVERVIEW

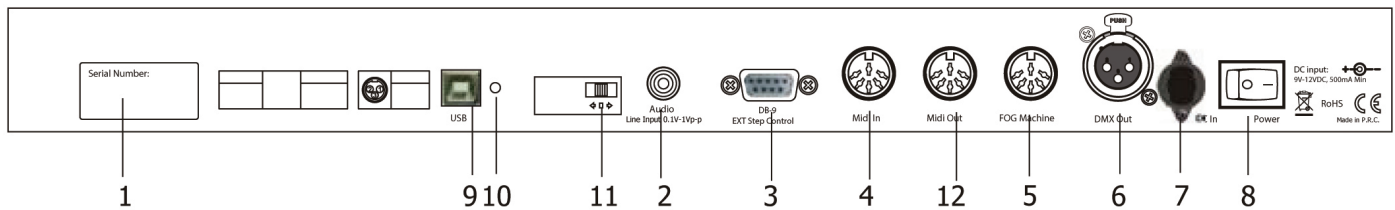
## FRONT PANEL



1. **Fixture buttons (1~12):** Used to select relevant fixtures for control.
2. **Channel faders (1~8):** Used to control the output of each corresponding fixture channel.
3. **Channel Bank button:** Used to switch between channels 1-8, 9-16, 17~24 and 25~32.
4. **Speed fader:** Used to adjust chase speed (range is 0.1 second to 10 minutes per step).
5. **Fade Time fader:** Used to adjust chase fade time (range is 0 to 30 seconds).
6. **FINE button:** Used in conjunction with the joystick. When the FINE button is engaged, adjusting the joystick will be more precise when needing to hit a specific area with a scanner or moving head.
7. **MODE button:** This is a multi-function button that is used when assigning the joystick & Fade setting.
8. **Joystick:** Traditionally used to adjust the X/Y channels of a moving light.
9. **Scene buttons (1-8):** Used when storing or playing back programmed scenes. Also used when backing up data to a USB Stick or through a ULink Cable.
10. **LED display:** The LED display shows you relevant information depending on current operation.
11. **Bank Up/Down button:** Used to select a scene bank or chase step. Also used to view files in memory stick.
12. **Fog-machine button:** Used to trigger fog machine which should be connected to rear of console.
13. **Chase buttons (1-12):** Used when storing or playing back relevant chases.
14. **Program button:** Used to enter and exit Record mode when programming.
15. **Music/Bkc button:** Used to engage audio mode for chase synchronization and to copy a bank of scenes to another.
16. **MIDI/Rec button:** Used to record scenes and chase steps. Also used to setup MIDI operation.
17. **Auto/Del button:** Used to enter AUTO mode for automatic scene bank sequence or to delete a scene or chase.
18. **Tap/Disp button:** Used to tap sync chase playback and to change display view operation.
19. **Black-out button:** Used to bring all current output down to zero.

# OVERVIEW

## REAR PANEL



1. **Label:** Lists model, serial number, and production date.
2. **Audio input:** To connect line level input for audio trigger (0.1V-1Vp-p).
3. **DB-9 connector:** To connect optional external chase step controller.  
*NOTE:* No longer included in units manufactured after Feb. 2018.
4. **MIDI IN:** To receive MIDI information from a midi sequencer or compatible device.
5. **Fog machine connector:** To connect a compatible fog machine.
6. **3 Pin Female XLR:** DMX Output. Connect to first device in line.
7. **DC INPUT:** Connects the included power supply to this input. (DC 9V~15V, 500mA Min).
8. **Power switch:** Used to switch the units power on and off.
9. **USB Interface:** Outputs the MIDI signal via USB interface when connected to MIDI controller.
10. **LED Lamp:** Indicates the working state of USB interface.
11. **Switch:** Switches the function of DMX controller or MIDI controller. The change will work after re-startup.
12. **MIDI Out Socket:** output the MIDI signal when connected to the MIDI controller.

## JOYSTICK SET UP

### ASSIGN JOYSTICK

1. Press and hold the Program button for approximately 2 seconds or until the PROG indicator in the LED display flashes. Once the indicator is flashing, record mode is engaged and you may release the Program button.
2. Press and hold the MODE button, then tap the FINE button. The “Assign” and “Pan” LEDs should illuminate.
3. “Assign Joystick Reverse” (Pan/Tilt Invert) Operation Guide. Select the fixtures that you wish to assign the “Pan” for by pressing the FIXTURES # buttons, 1-12, so the selected fixture LEDs illuminate.
4. Press the Tap/Disp button to switch between “PL.XX” & “PH.XX”. “PL.XX” represents the Low Byte or Fine channel, generally listed as the Pan Fine channel. PH.XX represents the High Byte or Coarse channel, generally listed as the Pan channel.
5. Set to “PH.XX” and press and hold the MODE button, then tap the SCENE button that corresponds to the Pan channel of your fixture. For example, if your fixture’s Pan channel is 1, press the SCENE #1 button. Please refer to the fixture’s DMX chart.
6. If your fixture includes a pan fine channel, press the Tap/Disp button so the display reads “PL.XX”. Press and hold the MODE button and then tap the SCENE button that corresponds to the Pan Fine channel of your fixture. For example, if your fixture’s Pan Fine channel is 2, press the SCENE #2 button.
7. Press the BANK UP or DOWN buttons to switch between “TL.XX” & “TH.XX”. “TL.XX” represents the Low Byte or Fine channel, generally listed as the Tilt Fine channel. TH.XX represents the High Byte or Coarse channel, generally listed as the Tilt channel.
8. Set to “TH.XX” and press and hold the MODE button, then tap the SCENE button that corresponds to the Tilt channel of your fixture. For example, if your fixture’s Tilt channel is 3, press the SCENE #3 button. Please refer to the fixture’s DMX chart.
9. If your fixture includes a Tilt Fine channel, press the Tap/Disp button so the display reads “TL.XX”. Press and hold the MODE button, then tap the SCENE button that corresponds to the Tilt Fine channel of your fixture. For example, if your fixture’s Tilt Fine channel is 4, press the SCENE #4 button.
10. Press and hold down the Program button for approximately 2 seconds or until the PROG indicator in the LED display stops flashing. A flashing Blackout indicator in the LED display confirms that the controller is out of Program mode



## JOYSTICK SET UP

### ASSIGN JOYSTICK REVERSE (PAN/TILT INVERT)

1. Press and hold the Program button for approximately 2 seconds or until the PROG indicator in the LED display flashes. Once the indicator is flashing, record mode is engaged and you may release the Program button.
2. Press and hold the MODE button, then tap the FINE button. The “Assign” and “Pan” LED’s should illuminate.
3. Once again, press and hold the MODE button and then tap the FINE button. The “Reverse” LED should illuminate.
4. Select the fixtures that you wish to assign the “Pan Reverse” & “Tilt Reverse” for by pressing the FIXTURES # buttons, 1-12, so the selected fixture LED’s illuminate. Ideally, you should assign opposite fixtures for Pan/Tilt Reverse. For example, fixtures 1, 3, 5, 7, etc... should be assigned normal as described in the previous section, and fixtures 2, 4, 6, etc..., should be assigned reversed, so that the movements of successive fixtures are reversed from one another. This feature is traditionally referred to as Pan/Tilt invert.
5. Press the Tap/Disp button to switch between “PL.XX” & “PH.XX”. “PL.XX” represents the Low Byte or Fine channel, generally listed as the Pan Fine channel. PH.XX represents the High Byte or Coarse channel, generally listed as the Pan channel.
6. Set to “PH.XX” and press and hold the MODE button. Tap the SCENE button that corresponds to the Pan channel of your fixture. For example, if your fixtures Pan channel is 1, press the SCENE #1 button. Please refer to the fixtures DMX chart.
7. If your fixture includes a pan fine channel, press the Tap/Disp button so the display reads “PL.XX”. Press and hold the MODE button, then tap the SCENE button that corresponds to the Pan Fine channel of your fixture. For example, if your fixtures Pan Fine channel is 2, press the SCENE #2 button.
8. Press the BANK UP or DOWN buttons to switch between “TL.XX” & “TH.XX”. “TL.XX” represents the Low Byte or Fine channel, generally listed as the Tilt Fine channel. “TH.XX” represents the High Byte or Coarse channel, generally listed as the Tilt channel.
9. Set to “TH.XX” and press and hold the MODE button. Tap the SCENE button that corresponds to the Tilt channel of your fixture. For example, if your fixture’s Tilt channel is 3, press the SCENE #3 button. Please refer to the fixture’s DMX chart.
10. If your fixture includes a Tilt Fine channel, press the Tap/Disp button so the display reads “TL.XX”. Press and hold down the MODE button and then tap the SCENE button that corresponds to the Tilt Fine channel of your fixture. For example, if your fixtures Pan Fine channel is 4, press the SCENE #4 button.
11. Press and hold down the Program button for approximately 2 seconds or until the PROG indicator in the LED display stops flashing. A flashing Blackout indicator in the LED-display confirms that the controller is out of Program mode.

## JOYSTICK SET UP

### DELETE JOYSTICK PAN/TILT ASSIGNMENT

1. Press and hold the Program button for approximately 2 seconds or until the PROG indicator in the LED display flashes. Once the indicator is flashing, record mode is engaged and you may release the Program button.
2. Press and hold the MODE button, then tap the FINE button. The “Assign” and “Pan” LEDs should illuminate.
3. Select the fixtures for which you wish to delete the joystick pan/tilt settings by pressing the # buttons (1-12) of the relevant fixtures. The LEDs associated with this fixtures will illuminate to show that they have been selected.
4. Press and hold the MODE button, then tap the Auto/DEL button to delete the settings for the selected fixtures. All LEDs will flash three times to confirm that the settings have been erased.
5. Press and hold the Program button for approximately 2 seconds or until the PROG indicator in the LED display stops flashing. A flashing Blackout indicator in the LED display confirms that the controller is no longer in Program mode.

### DELETE PAN/TILT JOYSTICK SETTINGS FOR ALL FIXTURES

1. Flip the Operator power switch to OFF. The switch is located on the rear of the device.
2. Simultaneously press and down the Auto/DEL and MODE buttons, and flip the power switch ON. All LEDs will flash three times to confirm that the Pan/Tilt settings have been erased.

## MANUAL CONTROL

When powered ON, this console defaults to Manual/Blackout mode. All output will be in a blackout state until the Blackout button is deselected. To determine blackout status, there is an indicator light in the display that flashes when engaged and OFF when disengaged. To gain manual control, disengage blackout, select the fixtures that you wish to control by selecting the relevant fixture buttons on the left, and then use the eight channel faders, the joystick, and the channel bank button to manually control the fixtures.

***Note: In most cases, for the joystick to work, it must first be assigned. Please see the Assign Joystick section of this manual.***

## **SCENE OPERATION**

### **RECORDING SCENES**

1. Select the fixtures that you wish to include into your scene by pressing the FIXTURES # buttons, (1-12). The selected fixture LEDs will illuminate.
2. Press and hold the Program button for approximately 2 seconds or until the PROG indicator in the LED display flashes. Once the indicator is flashing, record mode is engaged and you may release the Program button.
3. Set your scene using the eight Channel faders, joystick, or Channel Bank button if needed. The Channel Bank button should be used to switch between channel banks 1-8, 9-16, 17~24, and 25~32.
4. Once you are satisfied with the setup of your scene, press the MIDI/REC button to Record it.
5. Using the BANK UP & DOWN buttons, select a scene bank in which to store your scene. There are 30 available Scene Banks which can be viewed in the LED display by referring to the furthest two digits to the right.
6. Press a Scene button (1-8) to select a scene storage slot within the selected scene bank. Once pressed, all LED's will flash, indicating that your scene was stored. There are 8 scene storage slots for each bank. Make sure you select a different scene storage slot each time you store a scene in order to avoid recording over something that you wanted to keep.
7. To Record additional scenes, repeat steps 2 through 6.
8. Once you've stored all of your scenes, press and hold the Program button for approximately 2 seconds to exit. A flashing Blackout indicator in the LED display indicates that the device is no longer in Program mode.

### **EDITING SCENES**

1. Press and hold the Program button for approximately 2 seconds or until the PROG indicator in the LED display flashes. Once the indicator is flashing, the Program button can be released.
2. Using the UP/DOWN BANK button, select the bank that contains the scene that you want to edit. You can view the active bank in the LED display.
3. Press the Scene button (1-8) that you want to edit.
4. Press the relevant Fixture # buttons (1-12) to select the fixture or fixtures for which you wish to edit settings in the current scene. The selected fixture LED's should illuminate.
5. Make your changes using the faders or joystick.
6. Press the Midi/Rec button and then press the scene # button that you are editing. All LEDs will flash three times to confirm that your new settings were saved.
7. Press and hold the Program button for approximately 2 seconds to exit. A flashing Blackout indicator, in the LED display, is indicative that you are out of program mode.

## **SCENE OPERATION**

### **COPYING SCENES**

1. Press and hold the Program button for approximately 2 seconds or until the PROG indicator in the LED display flashes. Once the indicator is flashing, release the Program button.
2. Select the bank that contains the scene you want to copy with the Bank UP/DOWN buttons.
3. Select the Scene # button (1-8) that you want to copy.
4. Use the UP/DOWN BANK buttons to change the scene bank if desired.
5. Press the Midi/Rec button followed by the Scene # button (1-8) for the slot that you want to copy the scene to. All LEDs should flash three times to confirm and save settings.
6. Press and hold the Program button for approximately 2 seconds or until the PROG indicator in the LED display stops flashing. A flashing Blackout indicator in the LED display is indicative that the device is no longer on program mode.

### **DELETING SCENES**

1. Press and hold the Program button for approximately 2 seconds or until the PROG indicator in the LED display stops flashing. Once the indicator is flashing, record mode is engaged and the Program button can be released.
2. Select the bank that contains the scene you want to delete with the Bank UP/DOWN buttons.
3. Simultaneously press the Auto/Del button and the Scene # button (1-8) that you want to delete. All LEDs should flash three times to confirm that the scene was deleted.
4. Repeat steps 2 & 3 to delete additional scenes.
5. Press and hold the Program button for approximately 2 seconds or until the PROG indicator in the LED display stops flashing. A flashing Blackout indicator in the LED-display indicates that the device is no longer in program mode.

### **DELETE ALL SCENES**

1. Flip the device's power switch OFF. The power switch is located on the rear of the device.
2. Simultaneously press and down the Program and Bank Down buttons and flip the power switch back ON. All LEDs will flash three times to confirm that all scenes were deleted.

## SCENE OPERATION

### SCENE PLAYBACK

#### ***Manual Trigger***

1. When powered ON, this device defaults to Manual/Blackout mode. All output will be in a blackout state until the Blackout mode is deactivated by pressing the Blackout button. To determine blackout status, check the indicator light in the display. The indicator will flash when Blackout mode is engaged. When Blackout mode is deactivated, the indicator will stop flashing.
2. Press the Bank UP/DOWN buttons to select the scene bank containing the scene that you wish to play back.
3. Press the Scene # button (1-8) for the scene that you wish to play back. The selected scene will activate. Press the same Scene # button again to disable the scene, or press the Blackout button to stop all output by activating Blackout mode.
4. Repeat steps 2 and 3 to manually play back any additional scenes.

#### ***Auto Trigger***

1. Press the Auto/Del button, and the Auto Trigger indicator light will illuminate in the LED display. This indicates that the device is now in Auto Trigger mode.
2. Press the Bank UP/DOWN buttons to select the desired scene bank (1-30) for automatic playback. All eight scenes in the selected scene bank will play in sequence.
3. At any time, you can adjust the Speed and Fade fader to adjust the scene sequence playback state. You can also press the Tap/Disp button twice to establish a sequence rate. The rate will be determined by the tempo at which you press the Tap/Disp button. Pressing the Auto/Del button again will disengage automatic playback mode.

#### ***Audio Trigger***

1. Press the Music/Red button, and the Audio Trigger indicator light will illuminate in the LED display. This indicates that the device is now in Audio Trigger mode.
2. Press the Bank UP/DOWN buttons to select a desired scene bank (1-30) or a chase # button (1-12). The selected scene bank or chases will trigger to audio via the internal microphone or line level input, if connected. Pressing the Music/Rec button again will disengage audio mode.

## **CHASE OPERATION**

### **RECORDING CHASES**

This product has 12 programmable chases, each of which can store up to 240 scenes/steps. Please see the below instructions for chase setting.

1. Press and hold the Program button for approximately 2 seconds or until the PROG indicator in the LED display flashes. Once the indicator is flashing, record mode is engaged and you may release the Program button.
2. Select a Chase # button (1-12) that you wish to record to. The relevant Chase LED should illuminate.
3. Using the BANK UP & DOWN buttons, select the scene bank (1-30) that contains the scene you want added to your chase. The scene banks can be viewed in the LED display by referring to the furthest two digits to the right. You can also set your scene using the eight Channel faders, joystick, or Channel Bank button if desired. The Channel Bank button should be used to switch between channel banks 1-8, 9-16, 17-24 and 25-32.
4. Press the Midi/REC button to record the chase step. All LEDs will flash three times to confirm that the chase step was recorded.
5. Repeat steps 3 & 4 to record additional steps.
6. Once all steps have been recorded, press and hold the Program button for approximately 2 seconds to exit. A flashing Blackout indicator in the LED display indicates that the device is no longer in program mode.

### **RECORDING A BANK OF SCENES TO A CHASE**

1. Press and hold down the Program button for approximately 2 seconds or until the PROG indicator in the LED display flashes. Once the indicator is flashing, the Program button can be released.
2. Select a Chase # button (1-12) that you wish to record to. The relevant Chase LED should illuminate.
3. Using the BANK UP & DOWN buttons, select the scene bank (1-30) that you want added to your chase. You can view the scene banks in the LED display by referring to the furthest two digits to the right.
4. Simultaneously press the Music/Bkc and Midi/Rec buttons to record the entire scene bank. All LEDs will flash three times to confirm that the scene bank was recorded. Scenes will record in the sequence in which they were stored in the bank.
5. Repeat steps 3 & 4 to record additional scene banks.
6. Once all steps have been recorded, press and hold down the Program button for approximately 2 seconds to exit. A flashing Blackout indicator in the LED display indicates that the device is no longer in program mode.

## **CHASE OPERATION**

### **ADD A CHASE STEP**

1. Press and hold the Program button for approximately 2 seconds or until the PROG indicator in the LED display flashes. Once the indicator is flashing, the Program button can be released.
2. Select the Chase # button (1-12) that you wish to add a step to. The relevant Chase LED should illuminate.
3. Press the Tap/Disp button. The Step indicator light should illuminate in the LED display.
4. Press the Bank UP/DOWN buttons to manually step through the chase steps. Find the chase step that you wish to add a step after.
5. Press the Midi/Rec button. This adds a new step with a new number. All other steps will be reasigned a new number.
6. Press the Tap/Disp button disengage Step mode. The Step indicator in the LED display should be OFF.
7. Using the BANK UP & DOWN buttons, select the scene bank (1-30) that contains the scene you want to add. You can view the scene banks in the LED display by referring to the furthest two digits to the right.
8. Press the Midi/Rec button to record the step into your chase. All LEDs should flash three times to confirm that the chase step was added.
9. Repeat steps 3 through 7 to add additional chase steps.
10. Press and hold down the Program button for approximately 2 seconds to exit. A flashing Blackout indicator in the LED-display indicated that the device is no longer in program mode.

### **DELETING CHASE STEPS**

1. Press and hold the Program button for approximately 2 seconds or until the PROG indicator in the LED display flashes. Once the indicator is flashing, the Program button can be released.
2. Select the Chase # button (1-12) that you want to delete a step in. The relevant chase LED should illuminate.
3. Press the Tap/Disp button. The Step indicator light should illuminate in the LED display.
4. Press the Bank UP/DOWN buttons to manually step through the chase steps. Find the chase step that you want to delete.
5. Press the Auto/Del button to delete the chase step. All LEDs should flash three times to confirm that the chase step was deleted.
6. Repeat steps 4 & 5 to delete additional chase steps.
7. Press and hold the Program button for approximately 2 seconds or until the PROG indicator in the LED display stops flashing. A flashing Blackout indicator in the LED display indicates that the device is no longer in program mode.

### **DELETE A CHASE**

1. Press and hold the Program button for approximately 2 seconds or until the PROG indicator in the LED display flashes. Once the indicator is flashing, record mode is engaged and the Program button can be released.
2. Select the Chase # button (1-12) that you want to delete.
3. Simultaneously, press the Auto/Del button and the same Chase # button that you selected in step 2. All LED's should flash three times to confirm that the chase was deleted.
4. Repeat steps 2 & 3 to delete additional scenes.
5. Press and hold the Program button for approximately 2 seconds or until the PROG indicator in the LED display stops flashing. A flashing Blackout indicator in the LED display indicates that the device is no longer in program mode.



## CHASE OPERATION

### DELETE ALL CHASES

1. Flip the power switch OFF. The switch is located on the rear of the device.
2. Simultaneously press and hold the Auto/Del and Bank Down buttons and flip the power switch ON. All LEDs will flash three times to confirm that all chases have been deleted.

### CHASE PLAYBACK

#### ***Manual Trigger***

1. Disengage blackout mode. *Note:* When powered ON, this console defaults to Manual/Blackout mode. All output will be in a blackout state until the Blackout button is deselected. There is a blackout status indicator light in the display that flashes when engaged. When blackout mode has been disengaged, the indicator light will be OFF.
2. Press the Chase # button (1-12) that you want to playback. The selected chase LED should illuminate.
3. Press the BANK UP & DOWN buttons, as desired, to manually step through your chase steps. You can also manually adjust the Fade Time fader if you wish to incorporate a crossfade between steps.
4. Repeat steps 2 & 3 to manually playback additional chases.

#### ***Auto Trigger***

1. Press the AUTO/Del button. The Auto Trigger indicator light will illuminate in the LED display, indicating that the device is in Auto trigger mode.
2. Press the Chase # button (1-12) that you wish to playback. The selected Chase LED should illuminate and begin to play. You can select more than one chase # button at a time to create a chase sequence.
3. At any time, you can adjust the Speed and Fade fader to set your chase playback state. You can also press the Tap/Disp button twice to establish a chase rate. The rate will be determined by the tempo at which you press the Tap/Disp button.

#### ***Audio Trigger***

1. Press the Music/Rec button, and the Audio Trigger indicator light will illuminate in the LED display, indicating that the device is now in Audio Trigger mode.
2. Press the Chase # button (1-12) that you wish to play back. The selected Chase LED should illuminate. The selected chase will now be triggered by audio input via the device's internal microphone, or to audio via the line level input if connected.
3. To deactivate Audio Trigger mode, simply press the Music/Rec button again.



## **BANK COPY AND FIXTURE COPY**

### **BANK COPY**

1. Enter the Program mode.
2. Use the Bank UP/DOWN buttons to select the bank to be copied.
3. Tap the Midi/Rec button, and then use the Bank UP/DOWN buttons to select the bank you would like to copy to.
4. Tap the Music/Bkc button. All LEDs will flash three times to confirm your bank copy operation.

### **FIXTURE COPY**

1. Enter the Program mode.
2. Press the Fixture # button (1-12) that you wish to copy.
3. Using channel faders 1-8 or the joystick, set your look for the light.
4. Press and hold down the same Fixture button, then tap the Fixture # button that you want to copy the same settings to.

## **FADE TIME**

1. Press and hold down the MODE button, then tap the Tap/Disp button. The LED display will display "ONLY" or "ALL" for 3 seconds, depending on the current setting.
  - "ONLY" indicates that the Pan/Tilt channels will only be affected by the fade time fader.
  - "ALL" indicates that all channels will be affected by the fade time fader.
2. To change this setting, tap the Tap/Disp button while pressing and holding the Mode button. This should switch between the only and ALL options.

## MIDI CHANNEL SETTING

### SET MIDI CHANNEL

1. Press and hold the Midi button for 2 seconds or until the LED-display displays “In:XX” (where “XX” represents the currently set midi channel).
2. Use UP/DOWN BANK buttons to set your desired Midi channel from 01 to 16.
3. Press and hold the Midi button for 2 seconds or until all LEDs flash three times to save your setting.

### ***MIDI Control:***

This unit can receive MIDI data to trigger or activate Bank 1-30, Chases 1-12, or the Blackout function. Refer to the chart below:

MIDI NOTE	FUNCTION
0 - 11	Turn on/off Chase 1-12
12 - 19	Turn of/off Scene 1-8
20 - 49	Select Bank 1-30
50	Enable / disable Audio
51	Enable / disable Auto
52	Enable / disable Blackout

## MIDI CONTROL

By using fixture 1-13, Scene 1-13, Chase 1-13, and Fade Time Slider, the DMX Operator 384 can function as a simple MIDI controller. The MIDI control function are as follows:

### FOR SOFTWARE REVISIONS PRIOR TO V2.5:

PAGE	CHASE 1-12	SCENE 1-12	FIXTURE 1-12	SLIDER 1-8	SLIDER 9-16
1	Note 0-11	Note 12-18	Note 20-31	CC 0-7	CC 8-15
2	Note 0-11	Note 12-19	Note 32-43	CC 16-23	CC 24-31
3	Note 0-11	Note 12-19	Note 44-55	CC 32-39	CC 40-47
4	Note 56-67	Note 68-75	Note 76-87	CC 48-55	CC 56-63
5	Note 88-99	Note 100-107	Note 108-119	CC 64-71	CC 72-79
6	Note 88-99	Note 120-127	Note 108-119	CC 80-87	CC 88-95
7	Note 08-19	Note 0-7	Note 20-31	CC 96-103	CC 104-111
8	Note 40-51	Note 32-39	Note 52-63	CC 112-119	CC 120-127
9	Note 64-75	Note 76-83	Note 84-95	CC 0-7	CC 8-15
10	Note 96-107	Note 108-115	Note 116-127	CC 0-7	CC 8-15

### FOR SOFTWARE REVISIONS V2.5

PAGE	CHASE 1-12	SCENE 1-8
1	Note 0-11	Note 12-19
2	Note 29-31	Note 32-39
3	Note 40-51	Note 52-59
4	Note 60-71	Note 72-79
5	Note 80-91	Note 92-99
6	Note 100-111	Note 112-119
7	Note 120-127	

#### Notes:

- The Fade Time Slider controls the function of the Program Change.
- CC is short for Control Change.
- You can select the page by using the Bank UP/DOWN Button.
- Hold down Midi/Bkc and press the UP/DOWN buttons to alter the MIDI channel.

# MIDI CONTROL

## FOR SOFTWARE REVISIONS V2.6

Use 3 MIDI channels to fill each function, as denoted below.

- White cells = Ch 1
- Green cells = Ch 2
- Blue cells = Ch3

	BANK 1 CC	BANK 2 CC	BANK 3 CC	BANK 4 CC	BANK 5 CC	BANK 6 CC	BANK 7 CC	BANK 8 CC	BANK 9 CC	BANK 10 CC
Slider 1	0	16	32	48	64	80	96	112	0	16
Slider 2	1	17	33	49	65	81	97	113	1	17
Slider 3	2	18	34	50	66	82	98	114	2	18
Slider 4	3	19	35	51	67	83	99	115	3	19
Slider 5	4	20	36	52	68	84	100	116	4	20
Slider 6	5	21	37	53	69	85	101	117	5	21
Slider 7	6	22	38	54	70	86	102	118	6	22
Slider 8	7	23	39	55	71	87	103	119	7	23
Slider 9	8	24	40	56	72	88	104	120	8	24
Slider 10	9	25	41	57	73	89	105	121	9	25
Slider 11	10	26	42	58	74	90	106	122	10	26
Slider 12	11	27	43	59	75	91	107	123	11	27
Slider 13	12	28	44	60	76	92	108	124	12	28
Slider 14	13	29	45	61	77	93	109	125	13	29
Slider 15	14	30	46	62	78	94	110	126	14	30
Slider 16	15	31	47	63	79	95	111	127	15	31
Speed	32									
Fade	33									
	NOTE NUMBER									
Fixture 1	80	92	104	116	80	92	104	116	80	92
Fixture 2	81	93	105	117	81	93	105	117	81	93
Fixture 3	82	94	106	118	82	94	106	118	82	94
Fixture 4	83	95	107	119	83	95	107	119	83	95
Fixture 5	84	96	108	120	84	96	108	120	84	96
Fixture 6	85	97	109	121	85	97	109	121	85	97
Fixture 7	86	98	110	122	86	98	110	122	86	98
Fixture 8	87	99	111	123	87	99	111	123	87	99
Fixture 9	88	100	112	124	88	100	112	124	88	100
Fixture 10	89	101	113	125	89	101	113	125	89	101
Fixture 11	90	102	114	126	90	102	114	126	90	102
Fixture 12	91	103	115	127	91	103	115	127	91	103

# MIDI CONTROL

## FOR SOFTWARE REVISIONS V2.6 (continued)

	NOTE NUMBER									
<b>Scenes 1</b>	48	56	64	72	48	56	64	72	48	56
<b>Scenes 2</b>	49	57	65	73	49	57	65	73	49	57
<b>Scenes 3</b>	50	58	66	74	50	58	66	74	50	58
<b>Scenes 4</b>	51	59	67	75	51	59	67	75	51	59
<b>Scenes 5</b>	52	60	68	76	52	60	68	76	52	60
<b>Scenes 6</b>	53	61	69	77	53	61	69	77	53	61
<b>Scenes 7</b>	54	62	70	78	54	62	70	78	54	62
<b>Scenes 8</b>	55	63	71	79	55	63	71	79	55	63
<b>Chases 1</b>	0	12	24	36	0	12	24	36	0	12
<b>Chases 2</b>	1	13	25	37	1	13	25	37	1	13
<b>Chases 3</b>	2	14	26	38	2	14	26	38	2	14
<b>Chases 4</b>	3	15	27	39	3	15	27	39	3	15
<b>Chases 5</b>	4	16	28	40	4	16	28	40	4	16
<b>Chases 6</b>	5	17	29	41	5	17	29	41	5	17
<b>Chases 7</b>	6	18	30	42	6	18	30	42	6	18
<b>Chases 8</b>	7	19	31	43	7	19	31	43	7	19
<b>Chases 9</b>	8	20	32	44	8	20	32	44	8	20
<b>Chases 10</b>	9	21	33	45	9	21	33	45	9	21
<b>Chases 11</b>	10	22	34	46	10	22	34	46	10	22
<b>Chases 12</b>	11	23	35	47	11	23	35	47	11	23

## MIDI IMPLEMENTATION CHART

### FOR SOFTWARE REVISIONS V2.6

SCENE BANK	FIXTURE 1-12	SCENES	SLIDERS 1-16	SPEED SLIDER	FADE SLIDE	CHASES
1	Note 80-91	Note 48-55	CC 00-15	CC 126	CC 127	Note 00-11
2	Note 92-103	Note 56-63	CC 16-31	not assigned	not assigned	Note 12-23
3	Note 104-115	Note 64-71	CC 32-47	not assigned	not assigned	Note 24-35
4	Note 116-127	Note 72-79	CC 48-63	not assigned	not assigned	Note 36-47
5	not assigned	not assigned	CC 64-79	not assigned	not assigned	not assigned
6	not assigned	not assigned	CC 80-95	not assigned	not assigned	not assigned
7	not assigned	not assigned	CC 96-111	not assigned	not assigned	not assigned
8	not assigned	not assigned	CC 112-125*	not assigned	not assigned	not assigned

*\*Scene Bank 8 Slider 15 + 16 are not assigned. These CC (Control Changes) are used for the Speed and Fade Sliders.*

## DMX ADDRESSING

FIXTURE NUMBER	DMX FIXTURE ADDRESS
1	1
2	33
3	65
4	97
5	129
6	161
7	193
8	225
9	257
10	289
11	321
12	353

# WARRANTY

## MANUFACTURER'S LIMITED WARRANTY

- A. ADJ Products, LLC hereby warrants, to the original purchaser, ADJ Products, LLC products to be free of manufacturing defects in material and workmanship for a prescribed period from the date of purchase (see specific warranty period on reverse). This warranty shall be valid only if the product is purchased within the United States of America, including possessions and territories. It is the owner's responsibility to establish the date and place of purchase by acceptable evidence, at the time service is sought.
- B. For warranty service you must obtain a Return Authorization number (RA#) before sending back the product—please contact ADJ Products, LLC Service Department at 800-322-6337. Send the product only to the ADJ Products, LLC factory. All shipping charges must be pre-paid. If the requested repairs or service (including parts replacement) are within the terms of this warranty, ADJ Products, LLC will pay return shipping charges only to a designated point within the United States. If the entire instrument is sent, it must be shipped in its original package. No accessories should be shipped with the product. If any accessories are shipped with the product, ADJ Products, LLC shall have no liability whatsoever for loss of or damage to any such accessories, nor for the safe return thereof.
- C. This warranty is void if the serial number has been altered or removed; if the product is modified in any manner which ADJ Products, LLC concludes, after inspection, affects the reliability of the product; if the product has been repaired or serviced by anyone other than the ADJ Products, LLC factory unless prior written authorization was issued to purchaser by ADJ Products, LLC; if the product is damaged because not properly maintained as set forth in the instruction manual.
- D. This is not a service contract, and this warranty does not include maintenance, cleaning or periodic check up. During the period specified above, ADJ Products, LLC will replace defective parts at its expense with new or refurbished parts, and will absorb all expenses for warranty service and repair labor by reason of defects in material or workmanship. The sole responsibility of ADJ Products, LLC under this warranty shall be limited to the repair of the product, or replacement thereof, including parts, at the sole discretion of ADJ Products, LLC. All products covered by this warranty were manufactured after August 15, 2012, and bear identifying marks to that effect.
- E. ADJ Products, LLC reserves the right to make changes in design and/or improvements upon its products without any obligation to include these changes in any products theretofore manufactured.

No warranty, whether expressed or implied, is given or made with respect to any accessory supplied with products described above. Except to the extent prohibited by applicable law, all implied warranties made by ADJ Products, LLC in connection with this product, including warranties of merchantability or fitness, are limited in duration to the warranty period set forth above. And no warranties, whether expressed or implied, including warranties of merchantability or fitness, shall apply to this product after said period has expired. The consumer's and/or Dealer's sole remedy shall be such repair or replacement as is expressly provided above; and under no circumstances shall ADJ Products, LLC be liable for any loss or damage, direct or consequential, arising out of the use of, or inability to use, this product.

This warranty is the only written warranty applicable to ADJ Products, LLC Products and supersedes all prior warranties and written descriptions of warranty terms and conditions heretofore published.

## MANUFACTURER'S LIMITED WARRANTY PERIODS:

- **Non L.E.D. Lighting Products = 1-year (365 days)** Limited Warranty (Such as: Special Effect Lighting, Intelligent Lighting, UV lighting, Strobes, Fog Machines, Bubble Machines, Mirror Balls, Par Cans, Trussing, Lighting Stands etc. excluding LED and lamps)
- **Laser Products = 1 Year (365 Days)** Limited Warranty (excluding laser diodes which have a 6 month limited warranty)
- **L.E.D. Products = 2-year (730 days)** Limited Warranty (excluding batteries which have a 180 day limited warranty). **Note: 2 Year Warranty only applies to purchases within the United States.**
- **StarTec Series = 1 Year Limited Warranty** (excluding batteries which have a 180 day limited warranty).
- **ADJ DMX Controllers = 2 Year (730 Days)** Limited Warranty



## **SPECIFICATIONS**

- 2 controllers in 1 (DMX and Midi controller)
- 12 Fixtures- 32 DMX channels each, 384 total channels
- 30 programmable scene banks- 240 total programmable scenes
- 12 programmable chases
- 8 control faders x 4 channel banks
- Assignable Joystick
- Speed and Fade faders
- Built-in microphone or Line level RCA audio input for music trigger
- MIDI input for scene, chase or blackout trigger
- Tap Sync button for chase speed over-ride
- Fog Machine input and trigger button (For use with ADJ VF1300 only)
- Blackout button
- Dimensions: 19" x 5.3" x 3.25" / 483x135x82mm (3 rack spaces)
- Weight: 5 lbs. / 2.23 kg.

