

The logo for VIRAGE, with the word in a bold, sans-serif font. Each letter is a different color: V (purple), I (blue), R (green), A (yellow), G (orange), E (red).

Club 12 DMX Desk

VIS2421

USER MANUAL

Please read this manual before using

Running Chases:

Manual Mode

1. When the power is turned on, the unit enters manual mode automatically.
2. Select the chase you wish to run by pressing the corresponding chase button. Pressing this button second time will release the chase.

Auto Mode

1. Press the “Auto/Del” button to activate Auto Mode.
2. Select the desired chase by pressing one of six chase buttons. Press this button a second time will cancel this selection.
3. Use the “Speed” and “Fade” time sliders to adjust the chase to your specifications.

Music Mode

1. Press the “Music/Bank Copy” button to activate music mode.
2. Select the desired chase by pressing one of the six chase buttons. This will activate the chase and cause it to respond to the rhythms of the music.

Technical Specifications:

Power Input: DC 9-12V 500mA Min

DMX In/Out: 3 Pin female/male XLR socket X 1

Midi In: 5 Pin multiple socket

Dimensions: 570x185x120mm

Weight: 3kgs

Product Descriptions

To optimize the performance of the controller 192, please read these operating instructions carefully to familiarize yourself with the basic operations of the unit. It has been tested at the factory before being shipped to you, so there is no assembling needed. Functions include

-192 DMX channels

-12 Scanners of 16 channels each

-30 banks of 8 programmable scenes

-6 programmable chases of 240 scenes

-8 sliders for manual control of channels

-Auto mode program controlled by speed and fade time sliders

-Fade time/speed

-Blackout master button

-Reversible DMX channels allows fixtures on the fly

-Built in microphone for music triggering

-Midi control over banks, chases, and blackout

-DMX polarity selector

-Power failure memory

Read the instructions in this manual carefully and thoroughly, as it gives important information regarding safety during use and maintenance.

Please keep this manual with the products for future reference.

Warnings

1. To prevent or reduce the risk of electrical shock or fire, do not expose this unit to rain or moisture.
2. Cleaning memory repeatedly may cause damage to the memory chip, be careful not to initialize your units frequency often to avoid this.
3. Only use recommended AC/DC power adaptor.
4. Be sure to save the packing in case you have to return the product for service.
5. Be sure that the local power outlet matches the required voltage for your controller.
6. Do not attempt to operate this unit if the power cord has been frayed or broken.
7. Do not attempt to remove or break off ground prong from the electrical cord. This prong is used to reduce the risk of electrical shock and fire in case of an internal short.
8. Disconnect from the main power supply before making any type of connection.
9. Do not remove the top cover under any conditions. There are no user serviceable parts inside.
10. Disconnect the unit's main power when left unused for long periods of time.
11. Carefully inspect this unit for damage that may have occurred during shipping. If it appears damaged, do not attempt any operation, please contact your dealer immediately.
12. This product should be operated by adults only, never allow small children to temper of play with this unit.
13. Never operate this product in places subject to excessive humidity.

There are three modes in which to run scenes and chases. They are Manual Mode, Auto Mode and Music Mode

Manual Mode

1. When the power is turned on, the unit enters manual mode automatically.
2. Check and verify that both the Auto and Music LEDs are off.
3. Use the “Bank Up/Down” button to select the bank with the scenes you wish to run.
4. Press the scene button corresponding to the scene you wish to display.

Auto Mode

This function allows you to run a bank of programmed scenes in sequence.

1. Press the “Auto/Del” button to enter the Auto Mode. The “Auto” LED will light up indicating the Auto Mode is active.
2. Use the “Bank Up/Down” button to select a bank of scenes to run.
3. After selecting the bank of scenes to run, you can use the speed and fade sliders to adjust the speed of the scene and the scene progression.
4. You can use the “Tap Sync/Display” button to set the speed instead, the amount of time between the last two taps will instruct the controller as to the length of time between steps. This setting will stay in effect until the speed slider is moved.
5. Press the “Auto/Del” button to exit Auto Mode

Music Mode

1. Press the “Music/Bank Copy” button to activate Music Mode.
2. Use the “Bank Up/Down” button to select the bank of scenes you wish to run. The scenes selected will run through sequentially to the beat of the music identified by the built-in microphone.
3. Tap the “Music/Bank Copy” button again to exit Music Mode.

Deleting a Step

1. Enable the program mode.
2. Select the chase that contains the step you wish to delete.
3. Press the “Bank Up/Down” button and scroll to the step you wish to delete.
4. Press the “Auto/Del” button to delete the step. All LEDs flash three times indicating the requested operation has been performed.

Deleting a Chase

1. Press the button corresponding to the chase you wish to delete.
2. Press and hold down the “Auto/Del” button while holding down the chase button. All LEDs will flash three times indicating that the requested operation has been performed.

Deleting All Chases

1. With the power” Off”, press and hold down the “Auto/Del” and “Bank Down” button at the same time.
2. Turn on the power, all chases should be cleared.
3. While holding the “Mode” button, press the corresponding scene button on the channel you wish to reverse. (Example: if you are reversing the scanner, once you verify that you are in reverse mode and the tilt LED is lit, check to see which slider the tilt control is on. Hold the “Mode” button and press the scene button that is the same as the slider number for tilt. (Slider 5/Scene 5)
4. Continue steps 3-7 as needed, you may reverse a maximum of 48 channels for 12 scanners.

Payback:

Running Scenes

In places subject to excessive vibration or bumps

In areas with a temperature over 45 degrees C/113 degrees F

Or less than 2 degrees C/35.6 degrees F.

Caution!

1. There are no user serviceable parts inside.
2. Do not attempt any repairs by yourself, doing so will void the manufacturer’s warranty.
3. In the unlikely event your unit may require service, please call your dealer.

Controls and functions

Front panel:

1. Scanner buttons 1-12
2. Scene Buttons

Press the scene button to load or store your scenes. There are a maximum of 240 programmable scenes.

3. Faders

These faders are used to control the intensity of channels 1-8 and 9-16 on page B.

4. Page Selection Button

Used to select between page A channel 1-8 and page B channel 9-16.

5. Speed slider

Used to adjust the chase speed within the range of 0.1seconds to 10minutes.

6. Fade Time Slider

Used to adjust the fade time. Fade time is the amount of time it takes for a

scanner (or scanners) to move from one position to another, or for the dimmer to fade in or out.

7. LED Display

Show the current activity or programming state

8. Program Button

Activates the program mode.

9. Midi/Add

Used to control midi operations or to record programs.

10. Auto/Del

Activates program mode or to delete scenes or chases.

11. music/Band/Copy

Activates program mode.

12. Bank Up/Down

Press the up and down button to select from the 30 banks.

13. Tap/Display

Used to create a standard beat or to change the value mode between 0-255.

14. Blackout Button

Tap to momentarily pause all output.

15. Chase Buttons (1-6)

These buttons are used for activating the “chase” of programmed scenes.

Rear Panel

1. Midi In

Receivers Midi data.

2. DMX Polarity Select

Used to select the DMX polarity

3. DMX out

This connection sends your DMX value to the DMX scanner or DMX Indicating the function has been completed.

5. Press the program button for three seconds to exit programming mode.

Programming a Chase

Note: you must have already programmed scenes in order to program a chase, this function allows you to cycle through up to 240 scenes in a reselected order. It is recommended that before programming chases for the first time. You delete all chases in the controller, see **Delete All chases** for instructions on how to do so.

1. Enable the program mode.

2. Tap the “Chase” button to select the chase you wish to program.

3. Select a desired scene from the bank that has scenes stored inside it.

4. Tap the “Music/Bank copy” button.

5. Tap the “Midi/Add” button, all LED’s will flash three times indicating that the requested operation has been performed.

Adding a Step

1. Enable the program mode.

2. Press the corresponding button of the chase you wish to add a step to.

3. Press the “Bank/Up/Down” button and scroll to the step after which you wish to add an additional step.

4. Press the “Midi/Add” button, the segment display will read the step one level higher than before.

5. Once you have selected the scene you wish to add, press the “Midi/Add” button again, all LED’s will flash three times indicating the new step has been inserted into the chase.

Programming

1. Enable program mode.
2. Tap the “Bank” Up/Down buttons to select the bank containing the scene you wish to copy.
3. Select the scene you wish to copy by pressing its scene button.
4. Using the “Bank” up/down button select the bank you wish to copy the scene to.
5. Tap the Midi/Add button.
6. Tap the scene button you wish to copy the scene to.

Deleting a Scene

1. Enable the program mode.
2. Press the desired “Scene” button to select the scene you wish to delete.
3. Press and hold down the “Auto/Del” button. While holding the button, tap the scene button that corresponds with the scene you wish to delete.
4. When the programmed scene is deleted, all DMX channels values will be set to “0”.

Deleting All Scenes

1. With the power “Off” press and hold down the “Program” and “Bank Down” buttons at the same time.
2. Turn the unit back on, all scenes should be cleared.

Copy A Bank Of Scenes

1. Enable the program mode.
2. Tap the “Bank Up/Down” button to select the bank you wish to copy.
3. Tap the “Midi/Add” button
4. Tap the “Bank Up/Down” button to select the bank you wish to copy to
5. Tap the “Music/Bank copy” button, all LED’s will briefly flash three times

Power Switch

This switch turns the power On/Off to the DMX 192J.

Operation

The Visage Club allows you to program 12 scanners with up to 16 channels each, 30 banks of 8 programmable scenes, 6 chases of 240 scenes using 8 channels sliders, and other buttons.

Unit Setup

The unit is preset to allocate 16 channels per fixture. In order to assign your fixture to the scanner buttons located on the left side of your controller you will need to “Space” your fixtures 16 DMX channels apart.

The following is only an example of DMX address settings requiring 16 channels each to program:

Fixture # Digital # Dip Switch Setting

- 1 1 1 “On”
- 2 17 1 & 5 “On”
- 3 33 1 & 6 “On”
- 4 49 1,5, & 6 “On”
- 5 65 1 & 7 “On”
- 6 81 1.5 & 7 “On”
- 7 97 1, 6 & 7 “On”
- 8 113 1,5, 6 & 7 “On”
- 9 129 1 & 8”On”
- 10 145 1,5 & 8 “On”
- 11 161 1,6 & 8 “On”
- 12 177 1,5,6 & 8 “On”

Enabling The Program Mode

To enable program mode, hold the “Program” button for 3 seconds until the LED is lit.

Programming Scene

1. Enter program mode (See Enable Program Mode).
2. Check the blackout key and verify that the LED is not lit. If it is, press it once to exit blackout mode.
3. Verify that the “Speed” and “Fade” time sliders are positioned at zero.
4. Press the scanner button corresponding to the unit you wish to control. You may control more than one scanner at a time at pressing the button corresponding to the scanner(s) you wish to program.
5. Move the faders and joystick to the desired position. If necessary, you may select page “B” to control channels 9-16.
6. Tap the “Bank” UP &Down buttons to choose the bank onto which you want to store this scene.

There are a total of 30 banks you can select. You may store up to 8 scenes in each bank.

7. Once all the scanners are programmed into the desired positions for the scene, tap the “Midi/Add” button to program this scene into memory.
8. Tap the scene button you wish to store your scene into. All LED’s will flash three times signifying this operation.
9. Tap unselect the scanner(s) you have been programming again.
10. Repeat steps 2-7 until all scenes have been programmed.
11. If you do not intend to continue programming at this time, press and hold the program button for 3 seconds to exit program mode.

The LED will go to out indicating this selection. Example: scene program

1. Enable “Program” mode
2. Tap the scanner 1 button to turn to its fader control.
3. Verify that the page is sent on ‘Page A’, if not, press the page select button to select “Page A”.
4. Move the first and second faders all the way up to maximum value position.
5. Select ‘Bank 1’ using the “Bank Up/Down” buttons.
6. Press the “Midi/Add” button.
7. Tap scene 1 to store the first scene.
8. Repeat steps 4-7 until all scenes have been programmed into “Bank 1”.
9. Tap the scanner 1 button to turn off the fader control.
10. When finished, disable program mode. You can now manually tap through what you have just programmed.

Editing A Scene

1. Enable “program” mode.
2. Press the “Bank” Up/Down button to select the bank containing the scene you wish you edit.
3. Select the scene you wish to edit by tapping its scene button.
4. Use the faders and joystick to make the desired adjustments to the scene.
5. Once you have completed the changes, tap the “Midi/Add” button.
6. Tap the scene button that corresponds to the scene you are editing, this will override the existing scene.

Be sure select the same scene in steps 3 and 6, otherwise you may accidentally record over an existing scene.