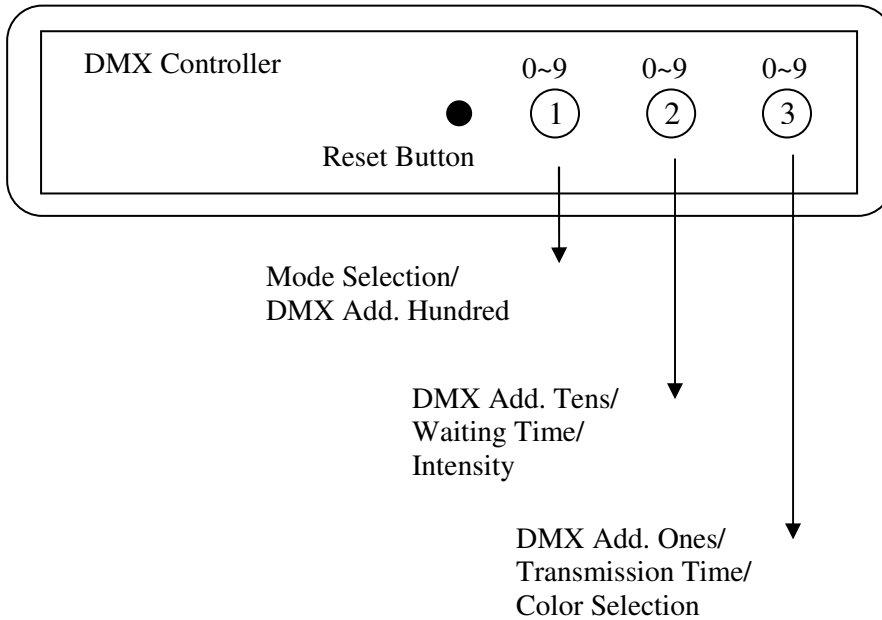


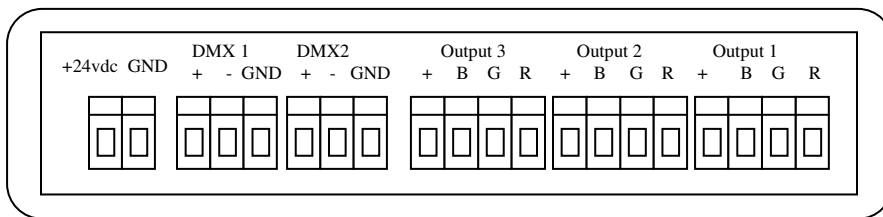
Operating Manual for Prime Light PCC-80 DMX Controller

1. Product Panel Overview

Front Panel



Back Panel



2. Front Panel Setting

2.1. Switch Settings

Mode/Function	SW1	SW2	SW3
3 Output DMX	0~5 To set the Hundreds of DMX address	0~9 To set the Tens of DMX address	0~9 To set the Ones of DMX address

Single Output DMX	6	0~9 To set the Tens of DMX address	0~9 To set the Ones of DMX address
Color Changing	7	0~9 Waiting Time	0~9 Fading Time
Color Chasing	8	0~9 Waiting Time	0~9 Fading Time
Static Color	9	0~9 Intensity	0~7 Color Selection

2.2. Reset Button

Important

The Reset Button must be pressed once for a new setting to take effect whenever there is a change in any one of the 3 switches.

2.3. Mode Description

2.3.1. 3 Output DMX

When the SW1 is rotated with 1~5, the controller is in the Individual DMX mode. You can use the three switches, SW1 (Hundreds), SW2 (Tens), and SW3 (Ones) to set the starting DMX address of the controller. For example, if you want to set a starting address of 256, you just rotate SW1 to 2, SW2 to 5 and SW3 to 6. This address will start at “R” port of Output 1 and the next 2 addresses going to the “G” and “B” ports respectively. The address will continue to run to Output 2 and Output 3.

Note: In this mode, the DMX address can only be set from 1 to 504. At starting address of 504, the last address on output 3 would be 512.

2.3.2. Single Output DMX

When SW1 is rotated to 6, the controller is in the Common DMX mode. You can use two switches SW2 and SW3 to set the starting DMX address of the controller. This address will start at “R” port of Output 1 and the next 2 addresses going to the “G” and “B” ports respectively. The three outputs will give one common output.

Note: In this mode, the DMX address can only be adjusted from 1~97. At starting address of 97, the last address would be 99.

2.3.3. Color Changing

When SW1 is rotated to 7, the controller is in the Color Changing Mode. The controller will run a pre-programmed color changing sequence. You can adjust the Waiting and Fading Time using SW2 and SW3 respectively.

2.3.4. Color Chasing

When SW1 is set to 8, the controller is in the Color Chasing Mode. The controller will run the Color Changing sequence in Chasing Effect, i.e. the Color Changing sequence will start from Output 1, follow by Output 2 and then Output 3 to create the chasing effect.

Use SW2 to adjust the Waiting Time and SW3 to set the Fading Time.

2.3.5. Static Color

When SW1 is set to 9, the controller is in the Static Color Mode. The three outputs will have the same fixed color output. And you can adjust the intensity of the three outputs using SW2 from 0~9 (0: No output, 9: 255 full intensity level), and the color can be selected using SW3 (1~7).

SW 3	Color
1	Red
2	Green
3	Blue
4	Pink
5	Yellow
6	Cyan
7	White

3. Back Panel Connection

3.1 Power Supply

Please input a regulated 24vDC power to the controller to ensure proper operation of the controller.

3.2 DMX Input/Output

Both the DMX 1 and DMX2 can be used interchangeable for input or output.

3.3 Outputs

Prime Light RGB lamps are to be connected to “+”, “R”, “G” and “B” port of the 3 Outputs. Depending on the effects required, the user needs to decide which lamps and Outputs to connect together.