The Ape Acrobat Instruction Manual

Product Description

To optimize the performance of the controller, 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, there is no assembly required. Its features include:

- 192 DMX channels
- 12 Scanners (i.e. Lights) 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 the speed and fade time sliders
- Fade time/speed
- Blackout master button
- Reversible DMX channels allows fixture to react opposite to others in a chase
- Manual override allows you to grab any fixture on the fly
- Built in microphone for music triggering
- Chases and blackout
- DMX polarity selector
- Power failure memory

Read the instructions in this manual carefully and thoroughly, as it gives you important information regarding safety during use and maintenance. Please keep this manual with the product 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. Clearing memory repeatedly may cause damage to the memory chip
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. Do not spill any liquids into or on your controller.
6. Be sure that the local power outlet matches the required voltage for your controller.
7. Do not attempt to operate this unit if the power cord has been frayed or broken.
8. 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.
9. Disconnect from the main power supply before making any type of connection.
10. Do not remove the top cover under any conditions. There are no user serviceable parts inside.
11. Disconnect the unit's main power when left unused for long periods of time.
12. This product is not intended for home use.
13. 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.
14. This product should be operated by adults only. Never allow small children to tamper or play with this unit.
15. Never operate this product under the following conditions:
    - **In places subject to excessive humidity**
    - **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 not user serviceable parts inside.
2. Do not attempt any repairs 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 buttons 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 channels 1-8 and Page B channels 9-16.
5. **Speed Slider**
Used to adjust the chase speed within the range of 0.1 seconds to 10 minutes.
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**
Shows the current activity or programming state
8. **Program Button**
Activates the program mode.
9. **Add**
Used to control operations or to record programs
10. **Auto/Del**
Activates music mode or to delete scenes or chases.
11. **Music/Band/Copy**
Activates program mode.
12. **Bank Up/Down**
Pressed 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 % and 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. **DMX Polarity Select**
    Used to select the DMX polarity.
2. **DMX Out**
    This connection sends your DMX value to the DMX scanner r DMX pack.
3. **DMX In**
    This connector accepts your DMX input signals.
4. **DC Input**

DC-12V, 500mA min.
5. Power Switch
This switch turns the power On/Off to the DMX controller.

Operation
The Acrobat 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 channel sliders. And to further your ability to dazzle the audience, it allows you to assign and reverse DMX channels.

Unit Setup
This 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 program:

Fixture #	Digital #	Dip Switch Setting	
1	1	1	"ON"
2	17	1&5	"ON"
3	33	1&5&6	"ON"

Enabling the Program Mode
To enable the program mode, hold the "Program" button for 3 seconds until the LED is lit.

Programming a Scene
1. Enter program mode (See Enabling Program Mode above).
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 by pressing the button corresponding to the scanner(s) you wish to program.
5. Move the faders and/or the joystick to the desired position. If necessary, you may select "Page B" to control channels 9-16.
6. Tap the "Bank" Up and 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 "Add" button to program this scene into the memory.
8. Tap the scene button you wish to store your scene into. All the LED's will flash 3 times signifying this operation.
9. Deselect the scanner(s) you have been programming again and select another scanner.
10. Repeat sets 2-8 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 the program mode. The LED will go out.

Example: Scene Program
1. Enable "Program" mode.
2. Tap the scanner 1 button to turn on its fader control.
3. Verify that the page select is set on "Page A". If not, press the page select button to select "Page A".
4. Move the first and second sliders all the way up to maximum value position.
5. Select "Bank 1" using the "Bank Up/Down" buttons.

6. Press the "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 buttons to select the bank containing the scene you wish to 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 "Add" button.
6. Tap the scene button that corresponds to the scene you are editing. This will override the existing scene.

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

Copy a Scene
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 buttons, select the bank to wish to copy the scene to.
5. Tap the "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 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 channel 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 buttons to select the bank you wish to copy.
3. Tap the "Add" button.
4. Tap the "Bank" Up/Down buttons to select the bank you wish to copy to.
5. Tap the "Music/Bank Copy" button. All LED's will briefly flash three times indicating the function has been completed.
6. Press the "Program" button for three seconds to exit the programming mode.

Chases:
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 the desired scene from the bank that has scenes stored in it.
4. Tap the "Music/Bank Copy" button.
5. Tap the "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 "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 "Add" button again. All LED's will flash three times indicating the new step has been inserted into the chase.

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 and scroll to the step you wish to delete.
4. Press the "Auto/Del" button to delete the step. All LED's will 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 LED's will flash three times indicating the requested operation has been performed.

Deleting All Chases
1. With the power "Off", press and hold down the "Auto/Del" and "Bank" Down buttons 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 the tilt. Slider 5/Scene 5).
4. Continue steps 3-7 as needed. You may reverse a maximum of 48 channels for 12 scanners.

Playback:
Running Scenes
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 LED's are off.
3. Use the "Bank" Up/Down buttons 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 a 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 buttons 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 or the scene progression.
4. Or 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 buttons to select a 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.

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 a second time will release the chase.

Auto Mode
1. Press the "Auto/Del" button to activate Auto Mode.
2. Select the desired chase b pressing one of the six chase buttons. Pressing this button a second time will negate this selection.
3. Use the "Speed" and "Fade" timer 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.
DMXIn/Out 3 Pin female/male XLR socket X1
Dimensions 570 X 185 X 120mm, Weight 3Kgs.