

User Manual

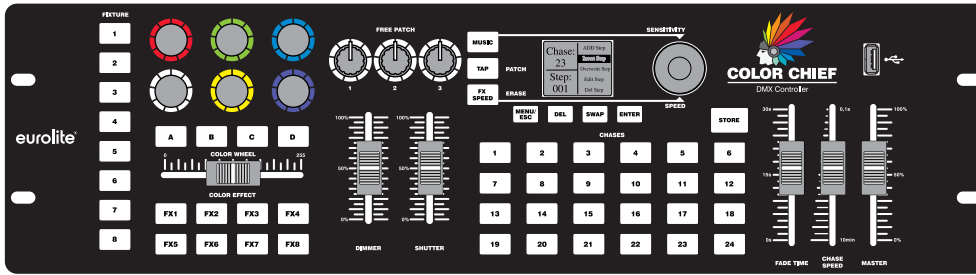
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COLOR CHIEF

eurolite[®] DMX Controller

PRODUCT OVERVIEW



Innovative control concept for colored spot lights

The Color Chief offers you an innovative control concept combining easy handling with astounding results. The DMX controller has been developed especially for both colored spot lights and simpler light effects. What makes the Color Chief so special is that it cannot only control individual spot lights but also fixtures with up to 4 individual segments. Thus you can easily control your KLS system or your light bars with 4 segments. Altogether, the Color Chief can control a total of 8 spot lights with up to 4 segments each.

The power of colors

As the name suggests, the Color Chief's strong suit is its colors. It supports up to 6 colors, thus it does not matter whether you have a simple RGB spot light or a complex light effect unit with red, green, blue, amber, white and UV. Spot lights with individual colors, e.g. white light spot lights, can be integrated as well. The Color Chief's clear design makes it particularly easy to be always in control.

Smart color effects

Do you have a color effect with only one channel for various colors? Thanks to the color wheel function, this is not a problem for the Color Chief. The 8 already recorded smart color effects make the configuration even easier for you. It has never been easier to create such impressive color effects.

Special features

Of course, the Color Chief offers more than color control. You can also adjust the dimmer, shutter and three free channels, thus you can also control simple beam effects, lasers and projectors.

Easy memory procedure

Memorizing your scenes is just as easy. When you have created a nice scene and want to memorize it as a new step you just press the Store button. This way you can easily create individual scenes and chases which can be stored on up to 24 memory banks. However, you can also easily add steps at any position, edit previously memorized scenes or delete steps.

Simultaneously running chases

With the Color Chief you can run more than one chase, thus you can use several chases and scenes simultaneously. What is more, every chase can have its own running time and fade time, i.e. you can determine for each chase how fast it should run and if the fade effect should be hard or soft. Of course, you can change these settings anytime.

Everything safe

The Color Chief has a USB interface that can be used to memorize the entire control panel with all its settings and programs. You can memorize up to 24 complete setups on a USB flash drive. This way you can easily manage different shows or fixture arrangements.

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For product updates, documentation, software and support please visit www.eurolite.de. You can find the latest version of this user manual in the product's download section.

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INTRODUCTION

Experience Eurolite.

Product videos, suitable accessories, firmware and software updates, documentation and the latest news about the brand. You will find this and much more on our website. You are also welcome to visit our YouTube channel and find us on Facebook.



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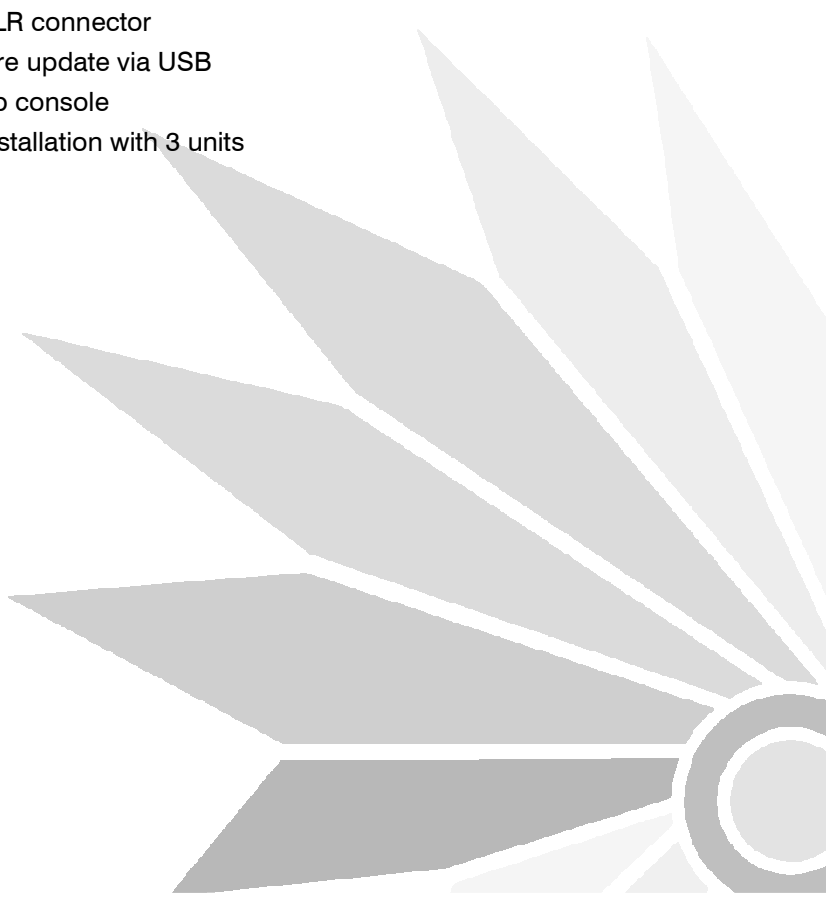
Welcome to Eurolite! Thank you for choosing one of our products. Eurolite is your connection to the world of show with an unparalleled variety of products, both for professionals and beginners.

If you follow the instructions given in this manual, we are sure that you will enjoy this product for a long period of time. This user manual will show you how to install, set up and operate your new Eurolite product.

Users of this product are recommended to carefully read all warnings in order to protect yourself and others from damage. Please keep this manual for future needs and pass it on to further owners.

Product features

- DMX lighting desk with innovative control concept for LED spotlights
- Easy control of LED spotlights with up to 6 colors, light bars as well as simple lighting effects
- For 8 devices or device groups, each with up to 4 segments
- Each device can occupy up to 30 channels
- Quick and easy programming
- Eurolite KLS systems and LED spotlights already in the library
- Additional fixtures can be configured manually
- 8 color effects directly selectable
- 3 additional channels available per fixture (e.g. for rotations)
- Color wheel selection and simulation
- 24 memory spaces for scenes and chases
- Several chases can be run simultaneously
- USB port for data storage of lighting programs
- Sound control via audio signal or TAP button
- Master dimming, fade time and run time easily adjustable
- Very simple to program and use
- 3-pin XLR connector
- Firmware update via USB
- Desktop console
- Rack installation with 3 units



IMPORTANT SAFETY INSTRUCTIONS

CAUTION!



Operating conditions

This device has been designed for indoor use only. Keep this device away from rain and moisture.

DANGER!



Electric shock caused by short-circuit

Be careful with your operations. With a dangerous voltage you can suffer a dangerous electric shock when touching the wires!

- Please read these operating instructions carefully before using the product. They contain important information for the correct use of your product. Please keep them for future reference.
- Only use the product according to the instructions given herein. Damages due to failure to follow these operating instructions will void the warranty! We do not assume any liability for any resulting damage.
- We do not assume any liability for material and personal damage caused by improper use or non-compliance with the safety instructions. In such cases, the warranty/guarantee will be null and void.
- Unauthorized rebuilds or modifications of the product are not permitted for reasons of safety and render the warranty invalid.
- Never open any part of the product to prevent a possible electric shock.
- **IMPORTANT:** This product is not an outdoor product! Only for indoor use! Do not use this device near water. The recommended temperature range is -5 to +45 °C.
- To clean the unit, disconnect it from the power source.
- Only use a soft cloth, never use any solvent.
- Do not touch the power cord and connectors with wet hands as it may cause electric shock.
- This product is not a toy. Keep it out of the reach of children and pets. Do not leave packaging material lying around carelessly.
- This unit corresponds to all required directives of the EU and is therefore marked with **CE**.

Intended use

- The DMX controller serves for operation of DMX-controlled light effect devices such as LED spot lights, moving heads and scanners.
- This device is designed for professional use in the field of event technology, e.g. on stage.

Disposal of old equipment

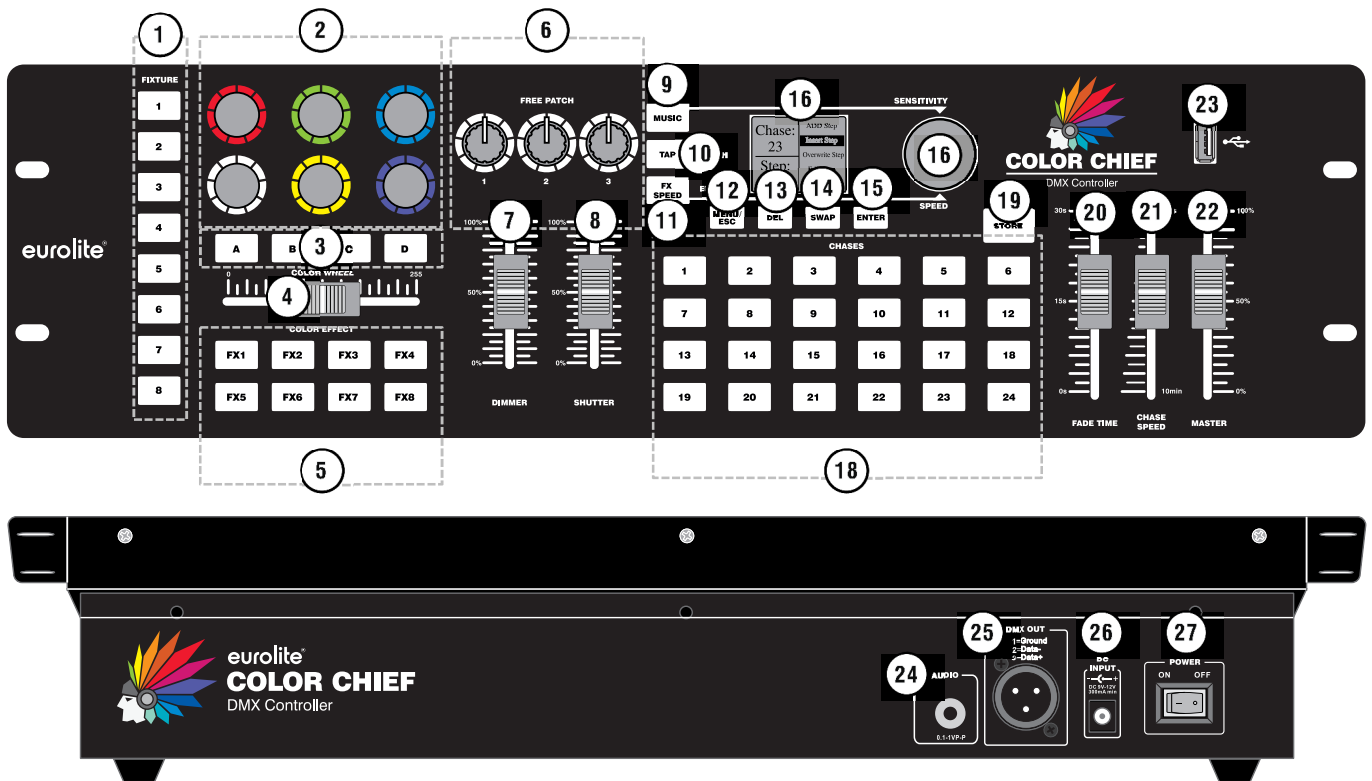


When to be definitively put out of operation, take the product to a local recycling plant for a disposal which is not harmful to the environment. Devices marked with this symbol must not be disposed of as household waste. Contact your retailer or local authorities for more information. Remove any inserted batteries and dispose of them separately from the product.



You as the end user are required by law (Battery Ordinance) to return all used batteries/rechargeable batteries. Disposing of them in the household waste is prohibited. You may return your used batteries free of charge to collection points in your municipality and anywhere where batteries/rechargeable batteries are sold. By disposing of used devices and batteries correctly, you contribute to the protection of the environment.

OPERATING ELEMENTS AND CONNECTIONS



No.	Element	Function
1	FIXTURE buttons	Buttons 1 to 8 to select and deselect up to 8 devices. The buttons light to indicate which devices are selected.
2	Color controls	For variable color adjustment.
3	Buttons A, B, C and D	Buttons A, B, C and D to select and deselect individual segments of devices consisting of multiple segments, e.g. Eurolite KLS spotlight systems.
4	COLOR WHEEL fader	To adjust the colors of devices with a single color channel (e.g. color wheel).
5	Buttons COLOR EFFECT	Buttons FX1 to FX8 to call the integrated color effects.
6	FREE PATCH faders	Additional DMX functions can be freely patched to FREE PATCH faders 1 to 3 (e.g. movements and effects).
7	DIMMER fader	To adjust the brightness when programming scenes. If the device has no dimmer channel but color mixture, this setting is made via the color mixture.
8	SHUTTER fader	To adjust the shutter function. This fader is active only if the respective fixture has a shutter channel.
9	MUSIC button	To activate sound control. Keep this button pressed in order to adjust the sensitivity of the microphone.
10	TAP/PATCH button	The TAP function is to adjust the running speed when calling programs. Keep this button pressed during the configuration of the controller in order to change the DMX start address.
11	FX SPEED/ERASE button	In order to adjust the effect speed, first activate the FX SPEED button. Now you can use the encoder wheel to adjust the desired value. Keep the FX SPEED button pressed in order to delete all settings stored in the cache memory.

12	MENU/ESC button	Keep this button pressed for 3 seconds in order to call or exit the system settings. Shortly press the button to abort a setting procedure and go back to a higher menu level.
13	DEL button	To delete a DMX function during configuration of the controller.
14	SWAP button	To switch between menu items.
15	ENTER button	To confirm settings.
16	Display	Indicates the settings currently made and other important information.
17	Encoder wheel	To adjust values.
18	CHASES 1 to 24 button group	To memorize and call scenes and chases.
19	STORE button	To memorize a setting.
20	FADE TIME fader	To adjust the fade time of chases.
21	CHASE SPEED fader	To adjust the running speed of chases.
22	MASTER fader	To adjust the overall brightness.
23	USB port	For connecting a USB flash drive for storing and importing data and firmware updates.
24	Audio input	RCA jack for connecting an audio device with Line output (e.g. mixer) to control the run of a chase to the rhythm of the music; when connecting the jack the internal microphone is switched off.
25	DMX512 output	3-pin XLR jack for connecting the DMX input of the first light effect unit.
26	Power input	Connect the power adapter provided here.
27	Power on/off	Switches the controller on and off.

SETUP

DMX512 connection

Use a DMX cable and 3-pin XLR plugs and connectors in order to connect the foot switch to the DMX chain. If you wish to connect fixtures with other XLR outputs, you need to use adapter cables.

- 1 Connect the DMX output of the controller to the DMX input of the first light effect unit.
- 2 Connect the DMX output of the first fixture in the DMX chain to the DMX input of the next fixture. Always connect one output to the input of the next fixture until all fixtures are connected.
- 3 At the last fixture, the DMX cable has to be terminated with a terminator. For this solder a 120 Ω resistor between signal (-) and signal (+) into a 3-pin XLR plug and plug it in the DMX output of the last fixture.
- 4 If the cable length exceeds 300 m or the number of DMX devices is greater than 32, it is recommended to insert a DMX level amplifier to ensure proper data transmission.

Connection to the mains

Connect the power adapter provided to the corresponding input on the controller and to a mains socket. After the operation, disconnect the mains plug unit from the socket, to prevent unnecessary power consumption.

Sound control

For sound-controlled run of a chase it is possible to connect an audio unit with line output (e.g. CD player, mixer) to the jack AUDIO (sensitivity 0.1-1 V). When connecting the audio unit to the jack, the internal microphone is switched off.

PATCHING AND MANAGING DEVICES

This chapter will explain how to patch and manage fixtures.

Step 1: Call the system settings

In order to perform the following steps call the system settings by keeping the **ESC/MENU** button pressed for three seconds. The display indicates the first menu item "**01. Patch fixture**". All necessary DMX settings can be made in this menu. Press the **ENTER** button to start the configuration. The display indicates "**Please select a fixture**". Select the fixtures using the 8 **FIXTURE** buttons on the left side of the device. For instance, if you press button **1**, the respective fixture can be selected and deselected. After your settings (steps 1-4), keep the **ESC/MENU** button pressed for three seconds again to exit the system settings.

Step 2: Adjust the DMX start addresses of the fixtures

After you selected a fixture using the **FIXTURE** buttons, the DMX Color Chief calls menu item "**Patch fixture**" and suggests a DMX start address for the fixture. The start address can be adjusted using the encoder wheel. Confirm your settings by pressing the **ENTER** button. To confirm the memory procedure, all LEDs of the controller flash three times. Now continue the configuration by pressing the **SWAP** button. Use the **ESC/MENU** to exit the "**Patch fixture**" menu and abort the configuration.

Using default values - The easiest way of setting the start addresses is to adjust them according to the DMX Color Chief's default values, i.e. a multiple of 30 + 1. Assign the first fixture to start address 1, the second to 31, the third to 61 etc. If identical units are to be controlled synchronously, they can receive the same start address; otherwise each unit must receive an individual address. For further information, please refer to the fixture's documentation.

Fixture	Start address	Fixture	Start address
1	1	5	121
2	31	6	151
3	61	7	181
4	91	8	211

Default values for the starting address of the fixtures

Manual assignment – You may also split the 240 available DMX addresses among the fixtures as desired. Then, usually the first fixture is assigned the address. 1 The second fixture receives the next free DMX channel as start address. If the first fixture requires, for example, 14 DMX channels, the start address of the second fixture must be assigned to the 15th channel. Proceed according to this scheme, until all fixtures receive a start address assigned to the console. If the display inserts "!" behind the set start address, an overlap in the DMX addresses exists. Several fixtures then try to access the same DMX address. This is usually the case, if you have already assigned the start addresses, yet have not entered the lighting functions and thus also not the number of channels.

Step 3: Assign the DMX channels according to the fixture library

The DMX Color Chief has a large fixture library with several profiles of common types of spot lights and spot light systems (Eurolite KLS models) already recorded. You can use this library to adjust the fixture and its functions by pressing the **SWAP** button to select the menu item "**Patch Channel**". Then keep the **SWAP** button pressed for three seconds in order to call the library. You can now select the desired fixture profile with the **encoder wheel**. Confirm with **ENTER**. The fixture profile is now assigned to the **FIXTURE** button, thus the configuration is now complete. Additional spot lights or spot light systems are patched following the same scheme (step 1 to 3). After your settings, you can exit the fixture library with **ESC/MENU**.

A special feature of the DMX Color Chief are the Eurolite KLS laser systems. In order to control all the functions, these models are split into 2 fixtures and are assigned to 2 fixture buttons on the DMX Color Chief. For Fixture 1 you select the profile "Laser_KLS-PRO-SPOT-Derby_28CH" and for Fixture 2 you select the profile "Laser_KLS_PRO_Effects_28CH". Bear in mind that the DMX addresses have to directly follow one another in order to avoid gaps in the DMX protocol (in this case the display indicates an exclamation mark). As one fixture always occupies 20 DMX channels, Fixture 2 needs to be patched with a distance of 20 channels to Fixture 1. If you want to use multiple KLS laser systems, each of them has to occupy 2 Fixture buttons. In total, you can control up to 4 KLS laser systems.

Fixture	Start address	Fixture	Start address
1	1	5	81
2	21	6	101
3	41	7	121
4	61	8	141

Examples for start addresses of 4 KLS laser systems

Display	Fixture type	Mode
RGB Spot 5CH	RGB spot lights with the DMX protocol: 1 Red, 2 Green, 3 Blue, 4 Dimmer, 5 Shutter/Stroboscope	5 ch mode
RGBA Spot 6CH	RGBA spot lights with the DMX protocol: 1 Red, 2 Green, 3 Blue, 4 Amber, 5 Dimmer, 6 Shutter/ Stroboscope	6 ch mode
RGBW Spot 6CH	RGBW spot lights with the DMX protocol: 1 Red, 2 Green, 3 Blue, 4 White, 5 Dimmer, 6 Shutter/Stroboscope	6 ch mode
RGBAW Spot 7 CH	RGBAW spot lights with the DMX protocol: 1 Red, 2 Green, 3 Blue, 4 Amber, 5 White, 6 Dimmer, 7 Shutter/Stroboscope	7 ch mode
RGBAWUV Spot 6 CH	RGBAWUV spot lights with the DMX protocol: 1 Red, 2 Green, 3 Blue, 4 Amber, 5 White, 6 UV	6 ch mode
RGBWAUV 6CH	RGBWAUV spot lights with the DMX protocol: 1 Red, 2 Green, 3 Blue, 4 White, 5 Amber, 6 UV	6 ch mode
RGBUV Spot 6CH	RGBUV spot lights with the DMX protocol: 1 Red, 2 Green, 3 Blue, 4 UV, 5 Dimmer, 6 Shutter	6 ch mode
KLS 30_and_50_20CH	LED KLS-30 and LED KLS-50	20 ch mode
KLS-180_21CH	LED KLS-180	21 ch mode
KLS-2500_23CH	LED KLS-2500	23 ch mode
KLS-RGB_15CH	LED KLS-200, LED KLS-400, LED KLS-401, LED KLS-800, LED KLS-801, LED KLS-1001	15 ch mode
Laser_KLS-Spot_Derby_27ch Laser_KLS_Effects_27CH	LED KLS Laser Bar FX Caution! For this model, two fixtures need to be patched; the first as „Laser_KLS-Spot_Derby_27ch“ and the second as „Laser_KLS_Effects_27CH“. There must not be any gaps in the DMX protocol, thus the start addresses must be patched respectively, i.e. the start address of the second fixture must follow directly after the start address of the first fixture so that the display does not indicate an exclamation mark.	27 ch mode
Laser_KLS-PRO-SPOT-Derby_28CH Laser_KLS_PRO_Effects_28CH	LED KLS Laser Bar PRO FX Caution! For this model, two fixtures need to be patched; the first as „Laser_KLS-PRO-SPOT-Derby_28CH“ and the second as „Laser_KLS_PRO_Effects_28CH“. There must not be any gaps in the DMX protocol, thus the start addresses must be patched respectively, i.e. the start address of the second fixture must follow directly after the start address of the first fixture so that the display does not indicate an exclamation mark.	

Fixture profiles available in the library

Step 4: Assigning DMX channels manually

Patching fixtures not available in the library is just as easy. In order to do so, just assign the DMX channels to the DMX Color Chief's control elements manually.

- 1 Call the menu item „**Patch Fixture**“ and confirm with **ENTER** in order to begin with the configuration.
- 2 Assign the fixture to one of the **FIXTURE** buttons on the left side of the device. The display now indicates the menu for entering the DMX start address. Skip this menu by pressing the **SWAP** button and switch to the menu “**Patch Channel**” in order to begin with the manual configuration.
- 3 The display indicates the control element in the upper line, e.g. “Fader channel: Red 1”, and the DMX channel in the lower line, e.g. “DMX channel: 01”. You now need the DMX protocol of the spot lights which is usually part of the fixture's user manual.
- 4 You can scroll through the control elements using the **encoder wheel** with the current DMX channel being indicated in the lower line. In order to edit an assigned DMX channel, simultaneously press the **TAP** button and turn the **encoder wheel**. Confirm your settings with **ENTER**. To confirm the memory procedure, all LEDs of the controller flash three times.
- 5 Unused channels are deleted by pressing the **DEL** button. To confirm the deletion, all LEDs of the controller flash three times and the display inserts “NULL”.

Generally it is recommended to create a list of the required functions when patching various fixtures manually. The first column shows the all function channels of the DMX Color Chief. The other columns depict the assignment of the respective fixture.

EXAMPLE Refer to the table below. A template for your configuration can be found on page 34.

Control element	Function	RGB spot with 3 channels	LED KLS-801	LED FE-700 10-ch mode	LED SLS-9 spot	LED MFX-7 ball
Red 1	Red Spot 1	1	4	1	1	-
Green 1	Green Spot 1	2	5	2	2	-
Blue 1	Blue Spot 1	3	6	3	3	-
White 1	White Spot 1	-	-	4	4	-
Amber 1	Amber Spot 1	-	-	5	5	-
UV 1	UV Spot 1	-	-	6	6	-
Red 2	Red Spot 2	-	7	-	7	-
Green 2	Green Spot 2	-	8	-	8	-
Blue 2	Blue Spot 2	-	9	-	9	-
White 2	White Spot 2	-	-	-	10	-
Amber 2	Amber Spot 2	-	-	-	11	-
UV 2	UV Spot 2	-	-	-	12	-
Red 3	Red Spot 3	-	10	-	13	-
Green 3	Green Spot 3	-	11	-	14	-
Blue 3	Blue Spot 3	-	12	-	15	-
White 3	White Spot 3	-	-	-	16	-
Amber 3	Amber Spot 3	-	-	-	17	-
UV 3	UV Spot 3	-	-	-	18	-
Red 4	Red Spot 4	-	13	-	20	-
Green 4	Green Spot 4	-	14	-	21	-
Blue 4	Blue Spot 4	-	15	-	22	-
White 4	White Spot 4	-	-	-	23	-
Amber 4	Amber Spot 4	-	-	-	-	-
UV 4	UV Spot 4	-	-	-	-	-
Dimmer	Overall dimmer	-	2	-	-	3
Shutter	Shutter/Strobe	-	3	7	19 (Strobe)	4
Color Wheel	For fixtures with color selection via DMX channel	-	-	-	-	5
FP 1	Free channel 1	-	1	8 (Rotation)	24 (Strobe 2)	1
FP 2	Free channel 2	-	-	9 (Auto mode)	25 (SMD LEDs)	2
FP 3	Free channel 3	-	-	10 (Speed auto mode)	26 (Speed)	3

Example for manual patching of DMX fixtures

SELECTING AND CONTROLLING FIXTURES

Use the **FIXTURE** buttons in order to select the fixtures you want to control. The buttons glow. The buttons A, B, C and D also glow to indicate the number of segments patched for this device, thus a KLS spot light system should have 4 glowing buttons. On an individual spot light only button A should glow. After you selected the fixtures you can control them. You have the following options:

Control element	Function
Color controls Red, Green, Blue, White, Amber and Purple	For controlling the color mixtures. Each spot light with a recorded color mixture should respond to these controls. Provided that you made the correct assignments for each fixture, you can now set the color of various spot lights at once, e.g. red.
Color Wheel fader	This sliding fader usually controls fixtures with various colors recorded on a DMX channel, e.g. a spot light with a color wheel or simple LED effects. If no color wheel was assigned to the fixture during the DMX configuration, the DMX Color Chief simulates a color wheel function, thus you can easily scroll through the colors. The use of the Color Wheel fader overwrites any settings made with the color controls. In order to use the color controls again, slide the Color Wheel fader to the far left.
Color effects FX1 to FX8	<p>These controls are used for spot lights with color mixture in order to create various color effects.</p> <p>FX 1: soft change from red to blue FX 2: colorful light change 3 FX 3: RGB chase FX 4: chase green/blue FX 5: colorful light change 2 FX 6: soft, colorful light change FX 7: soft light change from red to green FX 8: strobe</p> <p>These are intelligent effects that respond differently to different types and numbers of fixtures. The speed can be adjusted via the encoder wheel with the FX SPEED button activated. You can also add more colors manually. This way you can, for instance, add red color to effect 4, which is programmed to produce a green and blue chase, and thus change it to yellow and pink. You can also memorize your edited color effects.</p>
Free Patch controls 1 to 3	These rotary controls can be patched freely. You can now call any functions assigned to these controls during DMX configuration such as movements or any other special functions.
Dimmer fader	This fader controls the brightness while you are adjusting your spots. Both the DIMMER fader and the MASTER fader need to be pulled up in order to make the spot work. If the spot does not have a dimmer channel but a color mixture, the color mixture function responds to the DIMMER fader. The color wheel function also responds to the dimmer channel. If the COLOR WHEEL fader is moved while the DIMMER fader is pulled down, no light will be produced even if you pull the DIMMER fader back up. You have to move the COLOR WHEEL fader too in order to produce light.
Shutter fader	This fader contains a shutter function. For some spots the shutter needs to be open in order to produce light. For most spots the shutter channel also contains the stroboscope mode which can be called with this fader. If the spot does not include a shutter function, this fader has no function.
FX Speed button	Keep the SPEED button pressed in order to delete all settings memorized in the cache memory of the DMX Color Chief, i.e. all values adjusted for a scene that were not memorized. The internal effects do not respond to this deleting function; they are deactivated by pressing the respective effect button again.

Options for controlling devices

PROGRAMMING LIGHT

24 memory banks are available for chases. Memorize a scene by shortly pressing the **STORE** button. The display now indicates “**Please select a chase**”. Select the desired memory bank with the number buttons **1** to **24** on the right side of the controller. If the memory bank is not occupied, the display indicates e.g. “Chase: 01 Step: Empty”. If you select a memory bank that already contains data, the display indicates e.g. “Chase: 04 Step: 010”. You can now select one of the following options for memorizing chases. Press **ESC/MENU** to abort the memorizing procedure.

Option	Function
ADD Step	The scene is added to the program as a new step. If the memory bank is not occupied, the first step will be recorded. If it already contains steps, the new step will be added at the end of the program. Shortly press the STORE button to memorize the scene.
Insert Step	With the Insert option you can add the scene to any desired position of the program. Shortly press STORE and use the encoder wheel to scroll to the step in front of which the new step is to be added. Press STORE to memorize the step.
Overwrite Step	Select this option if you want to overwrite a step. Shortly press STORE and scroll to the desired step with the encoder wheel. Press STORE to memorize the step.
Edit Step	With this option you can edit a step by selecting a program from a memory bank and shortly pressing STORE . Use the encoder wheel to select the step you want to edit. Press the STORE button again to store the settings of the step in the cache memory. Now the step can be edited and memorized on any memory bank with any of the other memorizing options.
Del Step	Use the Delete option in order to delete a step. Select a program from a memory bank and shortly press STORE . Use the encoder wheel to select the step you want to delete. Confirm the deleting procedure with STORE .

Options for memorizing scenes

CALLING PROGRAMS

You can call your programs using the number buttons **CHASES 1** to **24**. You can also call multiple programs simultaneously. If DMX values contradict each other (e.g. program A turns the spot to green and program B turns it to blue), the higher DMX value receives the higher priority.

Adjust running speed

The running speed of a program, i.e. how long each step is shown, can be adjusted with the **CHASE SPEED** fader or the **TAP** button. The **CHASE SPEED** fader can be used for time periods between 0.1 seconds and 10 minutes. Alternatively, you can press the **TAP** button twice. The time between the two actuations of the button defines the time until the next change of scene. The display shortly indicates the setting, e.g. “Speed 5.5S”. Both options can be adjusted for each memory bank individually which means that every program can be assigned to an individual running speed.

Adjust fade time

The fade time, i.e. the time between the steps, can be adjusted with the **FADE TIME** fader. With this function you can define whether the transition between the steps should be hard or soft. This setting can be individually adjusted for each memory bank as well.

Activate sound control

Shortly press the **MUSIC** button to activate sound control for your programs. The individual steps are now synchronized with music impulses picked up via the **AUDIO** jack or, if the jack is not connected, via the internal microphone. For soft fades you need to use the **FADE TIME** fader before activating sound control. Press the **MUSIC** button again to deactivate sound control.

Adjust overall brightness

The **MASTER** fader defines the overall brightness of the DMX Color Chief, i.e. both the scene in the cache memory and the scene currently running are controlled with this fader.

SYSTEM SETTINGS

Calling the system settings

- 1 Keep the button **MENU/ESC** for 3 seconds to call the system settings.
The upper display indicates the first menu item “**01. Patch fixture**”.
- 2 Use the encoder wheel to browse the menu items.
- 3 Press the **ENTER** button to select the desired menu item.
- 4 Use the encoder wheel to change a setting and confirm with **ENTER**.
- 5 Shortly press the **MENU/ESC** button to abort the setting procedure and return to the main menu level.
- 6 To save your settings and exit the system settings, keep the **MENU/ESC** button pressed for 3 seconds.

The following adjustments are possible:

Display	Function	Display	Function
01. Patch fixture	DMX configuration # ¹	05. USB Data load	Data import
02. Delete all fixture patch	Delete all fixture assignments	06. Send Update file	Firmware update # ²
03. Reset factory	Reset to factory settings	07. Fixture LIB Manage	Fixture library
04. USB Data backup	Data backup		

#¹ This menu item is covered in chapter **Patching and managing devices**.

#² This function is not available.

Delete all DMX assignments [Delete all fixture patch]

All address assignments and control channel options made can be deleted and reset to the presets.

- 1 Call the menu item [Delete all Fixture patch].
- 2 Select the setting [**YES**] with the encoder wheel if a reset is to be made. Confirm with **ENTER**.
The display shortly indicates “Delete all patch ok” and returns to the main menu level.

Reset to factory settings [Reset factory]

It is possible to reset the controller to factory setting. All programs and fixture patches will be deleted.

- 1 Call the menu item [**Reset factory**].
- 2 Select the setting [**YES**] with the encoder wheel and confirm with **ENTER**.
The display shortly indicates “Please wait ...” and then “Reset setup ok” as soon as the factory settings are loaded.

Data backup [USB Data backup]

All settings of a light show, i.e. DMX settings and programs can be stored on a USB memory device. 24 memory banks are available.

- 1 Connect a USB memory device to the controller’s USB port.
- 2 Call the menu item [**USB Data backup**].
- 3 Select the setting [**YES**] with the encoder wheel and confirm with **ENTER**. The display indicates “**Press chase select file**” (select memory bank with number button).
- 4 Select a memory bank with one of the **number buttons 1-24**. The display shortly indicates e.g. “**FILE: 1...**” and then “File save ok”.
 - Each memory bank must be stored separately. If the LED of a number button lights, this memory bank has been stored on the USB memory device before (rewriting is possible).
 - The data will be stored in the folder “**COLORCHIEF**” located on the root directory of the USB memory device. A file with the extension “**PRO**” will be created for each memory bank. You should not make any changes to the default folder. Otherwise the controller cannot reload the data later.
- 5 After completing the data backup, the device returns to the main menu level.

REGARDING USB MEMORY DEVICES

- This unit supports data carriers with the file system FAT32 and with a capacity up to 32 GB.
- Prior to connecting a USB memory device, call the system settings.
- If a data carrier is not recognized at the first try, turn the controller off and on again

Data import [USB Data load]

- 1 Connect a USB memory device to the controller's USB port.
The files to be imported must be stored in the folder "COLORCHIEF" located on the root directory of the USB memory device.
- 2 Call the menu item [USB Data load].
- 3 Select the setting [YES] with the encoder wheel to import data and confirm with **ENTER**.
The display indicates "**Press chase select file**" (select file with number button).
The LED of a number button lights, when data is available on the USB memory device for this memory bank.
- 4 Select the file to be loaded with the **number buttons 1-24**.
 - The display shortly indicates "**FILE: 1...**" and then "Read file ok".
- 5 After successful completion of the data import, the device returns to the main menu level. Repeat the steps 2 and 3 to import further files.

Fixture library [Fixture LIB Manage].

Here you can manage the fixture library. After the purchase of this product, check our website www.eurolite.de on a regular basis in order to load new fixtures into the library.

Option	Function
Load a fixture LIB	Using this function you can load an individual fixture profile.
Delete a fixture LIB	Using this function you can delete an individual fixture profile.
Load all fixture LIB	Using this function you can load the entire fixture library.
Delete all fixture LIB	Using this function you delete the DMX Color Chief's entire fixture library. On the website, however, you can always download the latest version of the library and import it into the controller using the menu "Load all fixture LIB".

Options in the fixtures library

FIRMWARE UPDATE

The internal software (firmware) of the controller can be updated. New versions of the firmware will include new features, bug fixes and the optimization of current processes. We suggest to always operate the device with the latest firmware to ensure the highest level of functionality. Check www.eurolite.de from time to time for further information. The installation procedures may vary slightly from those described in this user manual; please note the instructions that will be included in the download package.

Follow the steps below to update the firmware:

- 1 Download the firmware from the internet → www.eurolite.de → download section of the product.
- 2 Create a folder "COLORCHIEF" on the root directory of a USB memory device.
- 3 Copy and extract the firmware to the folder on the USB memory device.
- 4 Connect the USB memory device with the new firmware to the controller's USB port.
- 5 Turn off the controller.
- 6 Press and hold the **STORE** button and turn the controller back on. After approx. 5 seconds, the display indicates "**Press any key to update**".
- 7 Release the **STORE** button again.
- 8 Press any button to start the update procedure.
- 9 Turn the controller off and on again, as soon as the new firmware has been programmed. The update procedure is complete and the USB memory device can be removed.

CLEANING AND MAINTENANCE

The product is maintenance-free, except for occasional cleaning. You can use a lint-free, slightly dampened cloth for cleaning. Refer all servicing to qualified personnel.

TECHNICAL SPECIFICATIONS

Power supply:	100-240 V AC, 50/60 Hz via included power adapter (9 V/800 mA)
Power consumption:	<10 W
Control channels:	maximum 240
Storable scenes/chases:	24
DMX512 output:	3-pin XLR connector
Sound control:	via built-in microphone or RCA line input (min. 100 mV)
Available storage media:	USB devices (FAT32)
Dimensions (L x W x H):	482 x 132 x 85 mm
	Rack installation with 3 U
Weight:	2.2 kg

Specifications are subject to change without notice due to product improvements.

Pin connection:

DMX-output

XLR mounting-socket:



1: Ground
2: Signal (-)
3: Signal (+)

DMX-input

XLR mounting-plug:



1: Ground
2: Signal (-)
3: Signal (+)

CONFIGURATION TEMPLATE

The table below will help you when configuring your spot lights and light effect devices.

Control element	Function					
Red 1						
Green 1						
Blue 1						
White 1						
Amber 1						
UV 1						
Red 2						
Green 2						
Blue 2						
White 2						
Amber 2						
UV 2						
Red 3						
Green 3						
Blue 3						
White 3						
Amber 3						
UV 3						
Red 4						
Green 4						
Blue 4						
White 4						
Amber 4						
UV 4						
Dimmer						
Shutter						
Color Wheel						
FP 1						
FP 2						
FP 3						

Template for manual patching of DMX fixtures