

Addressing

The Control Board allows you to assign the DMX fixture address, which is defined as the first channel from which the DJ-SCAN 600 will respond to the controller.

Please, be sure that you don't have any overlapping channels in order to control each DJ-SCAN 600 correctly and independently from any other fixture on the DMX data link.

If two, three or more DJ-SCAN 600 are addressed similarly, they will work similarly.

To set DMX address for the device, press the encoder and turn it clock-wise to increase the value and counter-clockwise to decrease it. Press encoder again to confirm.

Controlling:

After having addressed all DJ-SCAN 600, you may now start operating these via your lighting controller.

Note:

After switching on, the DJ-SCAN 600 will automatically detect whether DMX 512 data is received or not. If the data is received, the green control LED lights up. If there is no data received at the DMX-input, the green control LED does not light up.

This situation can occur if:

- the 3 PIN XLR plug (cable with DMX signal from controller) is not connected with the input of the DJ-SCAN 600.
- the controller is switched off or defective, if the cable or connector is defective or the signal wires are swap in the input connector.

Note:

It's necessary to insert the XLR termination plug (with 120 Ohm) in the last lighting in the link in order to ensure proper transmission on the DMX data link.

DMX-protocol

Control-channel 1 - Horizontal movement (Pan)

Push slider up in order to move the mirror horizontally (PAN).

Gradual mirror adjustment from one end of the slider to the other (0-255, 128-center).

The mirror can be stopped at any position you wish.

Control-channel 2 - Vertical movement (Tilt)

Push slider up in order to move the mirror vertically (TILT).

Gradual mirror adjustment from one end of the slider to the other (0-255, 128-center).

The mirror can be stopped at any position you wish.

Control-channel 3 - Colour-wheel

Linear colour change following the movement of the slider.

In this way you can stop the colour-wheel in any position.

Decimal	Hexad.	Percentage	S/F	Feature
0 15	00 0F	0% 6%	S	Open/white
16 31	10 1F	6% 12%	S	Magenta
32 47	20 2F	13% 18%	S	Yellow
48 63	30 3F	19% 25%	S	Light blue
64 79	40 4F	25% 31%	S	Red
80 95	50 5F	31% 37%	S	Green
96 111	60 6F	38% 44%	S	Pink
112 127	70 7F	44% 50%	S	UV
128 191	80 BF	50% 75%	F	Forwards rainbow effect with increasing speed
192 255	C0 FF	75% 100%	F	Backwards rainbow effect with increasing speed

Control-channel 4 - Rotating gobo-wheel

Decimal	Hexad.	Percentage	S/F	Feature
0 15	00 0F	0% 6%	S	Open/white
16 31	10 1F	6% 12%	S	Rot. gobo 1
32 47	20 2F	13% 18%	S	Rot. gobo 2
48 63	30 3F	19% 25%	S	Rot. gobo 3
64 79	40 4F	25% 31%	S	Rot. gobo 4
80 95	50 5F	31% 37%	S	Rot. gobo 5
96 111	60 6F	38% 44%	S	Rot. gobo 6
112 127	70 7F	44% 50%	S	Rot. gobo 7
128 191	80 BF	50% 75%	F	Forwards gobo-change with increasing speed
192 255	C0 FF	75% 100%	F	Backwards gobo-change with increasing speed

Control-channel 5 - Gobo rotation

Decimal	Hexad.	Percentage	S/F	Feature
0 3	00 03	0% 1%	S	No rotation
4 135	04 87	2% 53%	F	Forwards gobo rotation with increasing speed
136 255	88 FF	53% 100%	F	Backwards gobo rotation with increasing speed

Control-channel 6 - Shutter, Strobe

Decimal	Hexad.	Percentage	S/F	Feature
0 0	00 00	0% 0%	S	Shutter closed
1 128	01 80	0% 50%	F	Gradual adjustment of the dimmer intensity from 0 to 100 %
129 133	81 85	51% 52%	S	No function (Shutter open)
134 243	86 F3	53% 95%	F	Random strobe effect with decreasing speed
244 249	F4 F9	96% 98%	S	Reset (after 3-5 seconds)
250 255	FA FF	98% 100%	S	No function (Shutter open)

Control-channel 7 - Focus

Decimal	Hexad.	Percentage	S/F	Feature
0 255	00 FF	0% 100%	F	Continuous adjustment from near to far

Control-channel 8 - Effect-wheel

Decimal	Hexad.	Percentage	S/F	Feature
0 47	00 2F	0% 18%	S	No function
48 48	30 30	19% 19%	S	3-facet-prism
49 66	31 42	19% 26%	F	Forwards rotation 3-facet-prism with increasing speed
67 85	43 55	26% 33%	F	Backwards rotation 3-facet-prism with increasing speed
86 86	56 56	34% 34%	S	4-facet-prism
87 104	57 68	34% 41%	F	Forwards rotation 4-facet-prism with increasing speed
105 123	69 7B	41% 48%	F	Backwards rotation 4-facet-prism with increasing speed
124 124	7C 7C	49% 49%	S	3D-prism
125 142	7D 8E	49% 56%	F	Forwards rotation 3D-prism with increasing speed
143 161	8F A1	56% 63%	F	Backwards rotation 3D-prism with increasing speed
162 162	A2 A2	64% 64%	S	9-facet-prism
163 180	A3 B4	64% 71%	F	Forwards rotation 9-facet-prism with increasing speed
181 199	B5 C7	71% 78%	F	Backwards rotation 9-facet-prism with increasing speed
200 223	C8 DF	78% 87%	S	9-facet-prism
224 255	E0 FF	88% 100%	F	Rainbow effect with increasing speed