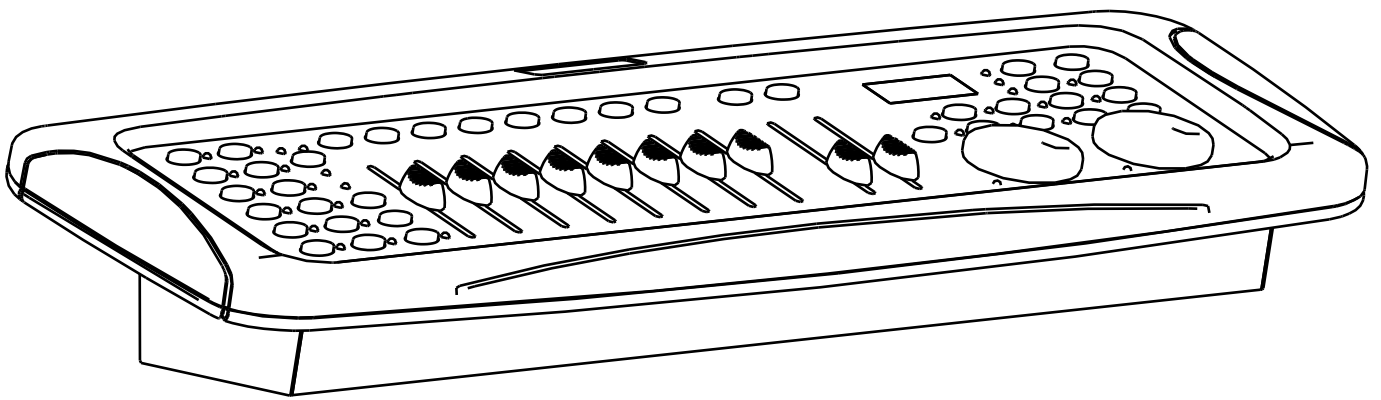


EZ-CON 192

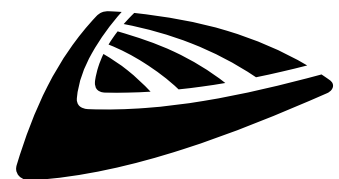


ENGLISH Operation Manual

Other languages can be downloaded from:
WWW.JB-SYSTEMS.EU



Version: 1.0



JB SYSTEMS



EN - DISPOSAL OF THE DEVICE

Dispose of the unit and used batteries in an environment friendly manner according to your country regulations.

FR - DÉCLASSER L'APPAREIL

Débarrassez-vous de l'appareil et des piles usagées de manière écologique Conformément aux dispositions légales de votre pays.

NL - VERWIJDEREN VAN HET APPARAAT

Verwijder het toestel en de gebruikte batterijen op een milieuvriendelijke manier conform de in uw land geldende voorschriften.

DU - ENTSORGUNG DES GERÄTS

Entsorgen Sie das Gerät und die Batterien auf umweltfreundliche Art und Weise gemäß den Vorschriften Ihres Landes.

ES - DESHACERSE DEL APARATO

Reciclar el aparato y pilas usadas de forma ecologica conforme a las disposiciones legales de su país.

PT - COMO DESFAZER-SE DA UNIDADE

Tente reciclar a unidade e as pilhas usadas respeitando o ambiente e em conformidade com as normas vigentes no seu país.

OPERATION MANUAL

Thank you for buying this JB Systems® product. To take full advantage of all possibilities and for your own safety, please read these operating instructions very carefully before you start using this unit.

FEATURES

- Versatile DMX controller for mobile DJ's, pubs and small discotheques
- 192 DMX channels
- 12 Fixtures of 16 channels each (best used with fixtures having up to 8 channels)
- 20 Banks of 8 programmable scenes (total = 160 scenes)
- 6 Programmable chases of 160 scenes
- 8 Sliders for manual control of channels
- 2 jog wheels for easy Pan and Tilt navigation
- USB A port for saving programmed shows on a memory stick
- No external power adapters thanks to the build in power supply!
- Auto mode program controlled by speed and fade time sliders
- Fade time/Assign fade time
- Reversible DMX channels allows fixture to react in opposition to others in a chase
- 8 channel or 16 channel mode
- Blackout master button
- Manual Override button allows you to grab any fixture on the fly
- Built in microphone for music triggering
- MIDI control over banks, chases and blackout

BEFORE USE

- Before you start using this unit, please check if there's no transportation damage. Should there be any, do not use the device and consult your dealer first.
- **Important:** This device left our factory in perfect condition and well packaged. It is absolutely necessary for the user to strictly follow the safety instructions and warnings in this user manual. Any damage caused by mishandling is not subject to warranty. The dealer will not accept responsibility for any resulting defects or problems caused by disregarding this user manual.
- Keep this booklet in a safe place for future consultation. If you sell the fixture, be sure to add this user manual.
- To protect the environment, please try to recycle the packing material as much as possible.

Check the contents:

Check that the carton contains the following items:

- EZ-CON 192 controller
- Mains cable
- Gooseneck USB LED light
- Operating instructions

SAFETY INSTRUCTIONS:



CAUTION

RISK OF ELECTRIC SHOCK
DO NOT OPEN



CAUTION: To reduce the risk of electric shock, do not remove the top cover. No user-serviceable parts inside. Refer servicing to qualified service personnel only.



The lightning flash with arrowhead symbol within the equilateral triangle is intended to alert the user or the presence of un-insulated “dangerous voltage” within the product’s enclosure that may be of sufficient magnitude to constitute a risk of electric shock.



The exclamation point within the equilateral triangle is intended to alert the user to the presence of important operation and maintenance (servicing) instructions in the literature accompanying this appliance.



This symbol means: indoor use only



This symbol means: Read instructions



CAUTION: Do not stare at operating lamp.
May be harmful to the eyes.

- To protect the environment, please try to recycle the packing material as much as possible.
- To prevent fire or shock hazard, do not expose this appliance to rain or moisture.
- To avoid condensation to be formed inside, allow the unit to adapt to the surrounding temperatures when bringing it into a warm room after transport. Condense sometimes prevents the unit from working at full performance or may even cause damages.
- This unit is for indoor use only.
- Don’t place metal objects or spill liquid inside the unit. Electric shock or malfunction may result. If a foreign object enters the unit, immediately disconnect the mains power.
- Locate the fixture in a well ventilated spot, away from any flammable materials and/or liquids. The fixture must be fixed at least 50cm from surrounding walls.
- Don’t cover any ventilation openings as this may result in overheating.
- Prevent use in dusty environments and clean the unit regularly.
- Keep the unit away from children.
- Inexperienced persons should not operate this device.
- Maximum safe ambient temperature is 40°C. Don’t use this unit at higher ambient temperatures.
- Make sure the area below the installation place is free from unwanted persons during rigging, de-rigging and servicing.
- Allow the device about 10 minutes to cool down before to start servicing.
- Always unplug the unit when it is not used for a longer time or before to start servicing.
- The electrical installation should be carried out by qualified personal only, according to the regulations for electrical and mechanical safety in your country.
- Check that the available voltage is not higher than the one stated on the unit.
- The power cord should always be in perfect condition. Switch the unit immediately off when the power cord is squashed or damaged. It must be replaced by the manufacturer, its service agent or similarly qualified persons in order to avoid a hazard.
- Never let the power-cord come into contact with other cables!
- This fixture must be earthed in order to comply with safety regulations.
- Don’t connect the unit to any dimmer pack.
- Always use an appropriate and certified safety cable when installing the unit.
- In order to prevent electric shock, do not open the cover. There are no user serviceable parts inside.
- **Never** repair a fuse or bypass the fuse holder. **Always** replace a damaged fuse with a fuse of the same type and electrical specifications!
- In the event of serious operating problems, stop using the fixture and contact your dealer immediately.
- The housing and the lenses must be replaced if they are visibly damaged.
- Please use the original packing when the device is to be transported.
- Due to safety reasons it is prohibited to make unauthorized modifications to the unit.

Important: Never look directly into the light source! Don’t use the effect in the presence of persons suffering from epilepsy.

Some words explained:

- **SCENE:** A scene is a set of different fader values that describes a certain condition at a given moment.

Example: You have set the faders on the EZ-CON 192 to put a fixture in a certain direction, with a certain gobo and a certain color. The combination of these different fader values is called "SCENE"

- **BANK:** On the EZ-CON 192 there are 8 scene buttons. Under each scene button a scene can be stored. To have a total of 160 scene memories you need to put these scenes in banks. That is why you have 20 banks with each 8 scenes: 20 x 8 = 160 scenes.

Example:

BANK1(scene1 ; scene2 ; scene3 ; ... scene8)

BANK2(scene1 ; scene2 ; scene3 ; ... scene8)

BANK3(scene1 ; scene2 ; scene3 ; ... scene8)

...

BANK20 (scene1 ; scene2 ; scene3 ; ... scene8)

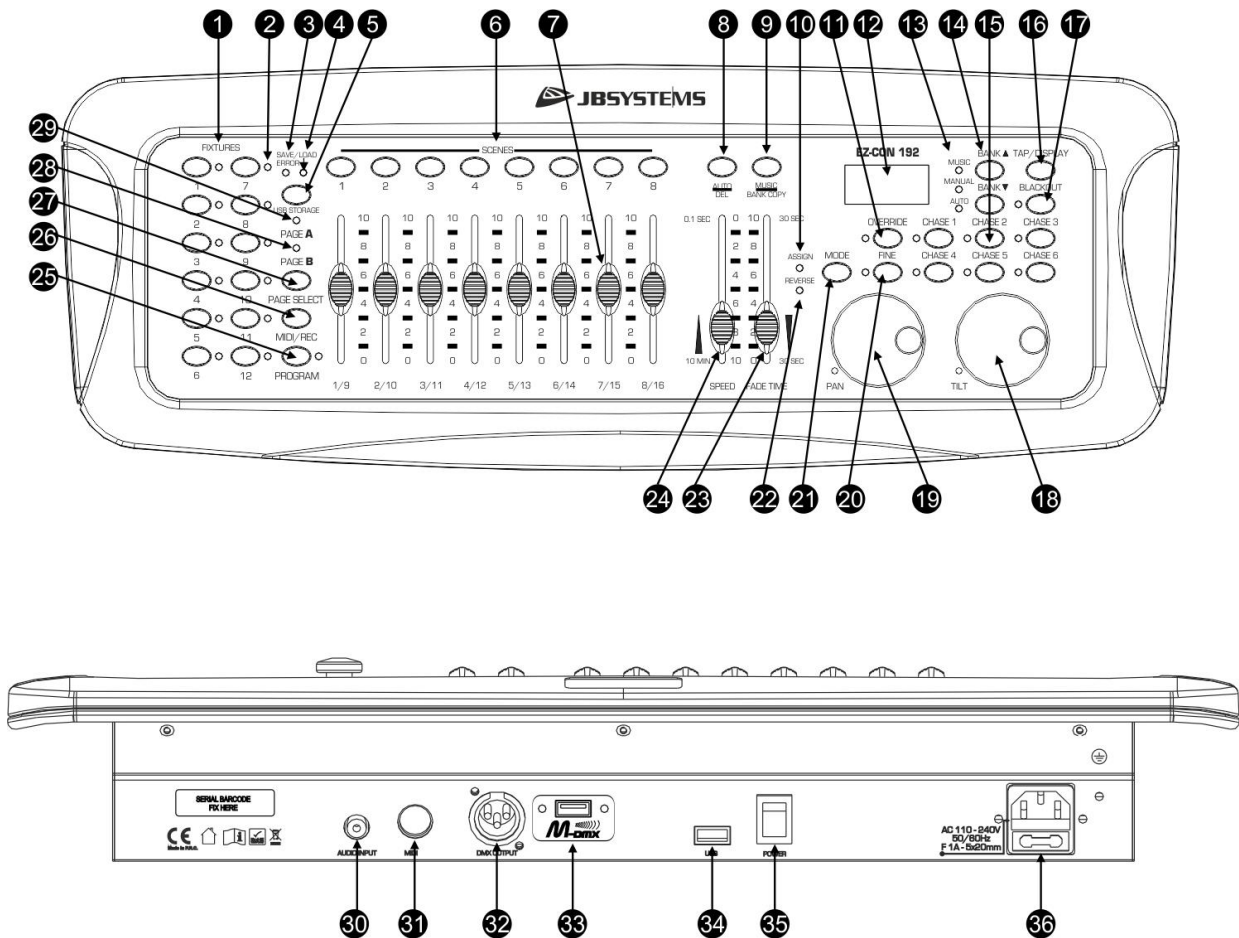
- **CHASE:** On the EZ-CON 192 there are 6 programmable chases. A chase is a succession of scenes. This succession of scenes can be programmed by the user in any order. One chase can contain a maximum of 160 scenes.

- **SPEED:** time between 2 scenes in a chase running in automatic mode.

- **FADE TIME:** This is the amount of time it takes for a fixture (or fixtures) to move from one position to another.

- **PAN/TILT:** PAN means moving horizontally or moving on the X-axis.
TILT means moving vertically or moving on the Y-axis.

FUNCTIONS



1. **[FIXTURE] BUTTONS:** Used to select one or more fixtures (1-12).
2. **[FIXTURE] INDICATOR:** Shows the selected fixture(s) when lit.

3. **[ERROR] INDICATOR:** Lit when an errors occurs during saving/loading programs on a USB memory stick.
4. **[SAVE/LOAD] INDICATOR:** Used to indicate the saving/loading operation.
5. **[USB STORAGE] BUTTON:** Used to save/load shows to/from a USB memory stick.
6. **[SCENE] BUTTONS:** Used to load or store a certain scene.
7. **CHANNEL FADERS:** Used to control the values of the different channels.
8. **[AUTO/DEL] BUTTON:**
 - **Running mode:** Used to switch between manual and automatic chase mode.
 - **Program mode:** Used to delete scenes or chases.
9. **[MUSIC/BANK COPY] BUTTON:**
 - **Running mode:** Used to switch between manual and music chase mode.
 - **Program mode:** Used to copy banks.
10. **[ASSIGN] INDICATOR:** Lit when the controller is in channel assign mode during setup.
11. **[OVERRIDE] BUTTON:** When a chase is running, you can select 1 or more fixtures and control them independently from the chase running at that moment.
12. **LCD DISPLAY:** Shows the current activity or programming state. The LCD Display contains 2 lines of 8 characters each. Below is a list of abbreviations used:

LCD DISPLAY	FULL MESSAGE
• SN1	<i>scene 1 is active</i>
• BK01	<i>bank 1 is active</i>
• CHASE1	<i>chase1 is active</i>
• STEP 009	<i>step 9 of a chase</i>
• DATA 184	<i>DMX-value the last fader used = 184 (0→255)</i>
• SP:1m34s	<i>Speed is set to 1minute and 34 seconds.</i>
• FT:3.31s	<i>Fade time is set to 3,31seconds</i>
• ASS04 05	<i>Joystick is assigned to channels 4 & 5 (PAN=4 * TILT=5)</i>
• RES10 13	<i>DMX channels 10 & 13 are reversed</i>
13. **[MUSIC-MANUAL-AUTO] INDICATORS:** Show the working mode of the controller.
14. **[BANK ▲/▼] BUTTONS:** Used to select one of the 20 banks, to select one of the steps in a chase or to select PAN or TILT in the jogwheel setup.
15. **[CHASE] BUTTONS:** Used to activate one or more chases (1-6).
16. **[TAP/DISPLAY] BUTTON:** Used to select different display modes.
Used to change the readout of the channel DMX-values: you can change between real DMX-values (0 → 255) or values in percentage (0 → 100%)
Also used as TAP-function in auto chase mode to set the chase speed: tap the button twice with a certain time interval. (alternative to the speed fader)
17. **[BLACKOUT] BUTTON:** Used to stop all DMX output.
18. **[TILT] JOG WHEEL:** Used to control the TILT (up/down movements) of the selected fixture(s)
19. **[PAN] JOG WHEEL:** Used to control the PAN (horizontal movements) of the selected fixture(s)
20. **[FINE] BUTTON:** Used to control the PAN/TILT functions of a fixture with the smallest increment.
This gives you the possibility to position the fixtures with high precision. (sometimes using the channel faders can give you even better results)
21. **[MODE] BUTTON:** Used to activate jog wheel assign and channel reverse modes in combination with the FINE button..
22. **[REVERSE] INDICATOR:** Lit when a fader or jog wheel function is in reversed mode.
23. **[FADE TIME] FADER:** Used to adjust the fade time within a range of 0 to 30sec.
24. **[SPEED] FADER:** Used to select the chase speed within a range of 0.1seconds to 10minutes.
25. **[PROGRAM] BUTTON:** Used to enter or leave the program mode by pressing it for about 2 seconds.
26. **[MIDI/REC] BUTTON:** Used to record actions in memory or to set a MIDI channel.
27. **[PAGE SELECT] BUTTON:** Every fixture can have up to 16 channels. These 16 channels are divided over 2 pages with 8 channels each (faders):
 - PAGE A: channels 1→8
 - PAGE B: channels 9→16
28. **[PAGE B] INDICATOR:** Lit when page B (channels 9 -> 16) is active
29. **[PAGE A] INDICATOR:** Lit when page A (channels 1 -> 8) is active
30. **[AUDIO input]:** receives audio from any line or record output on audio equipment. If this input is not used, the internal microphone of the EZ-CON 192 takes over.
31. **[MIDI] INPUT:** Can be used to receive MIDI data.

32. **[DMX OUTPUT]:** Sends DMX-signals to the connected fixtures
33. **[M-DMX OUTPUT]:** Please note that this USB-connector is NOT used for updates or to connect the unit to a PC! Instead this USB-connector makes it very easy to add wireless DMX to the unit! Just add the (optional) WTR-DMX DONGLE from BRITEQ® and you will get wireless DMX! No extra settings to be made in the setup menu, just follow the procedure in the user manual supplied with the WTR-DMX DONGLE from BRITEQ®. The separate WTR-DMX DONGLE is available from WWW.BRITEQ-LIGHTING.COM (order code: B04645)
34. **USB A-PORT:** Used to insert a memory stick for recording the programmed shows. Can also be used to put in a USB LED light (5V)
35. **POWER SWITCH:** Used to switch the unit ON/OFF
36. **MAINS INPUT:** with IEC14 socket and integrated fuse holder, connect the supplied mains cable here.

SET UP

1. **[FIXTURE SETUP]:** The EZ-CON 192 has 12 [FIXTURES] (1) buttons". Each fixture button represents 16 DMX channels. (8 faders on page A and 8 faders on page B)
The following chart helps you to set up the DMX-start address on your fixtures:

Fixture #	Digital Setting	Dip Switch Setting
1	1	1 "On"
2	17	1 and 5 "On"
3	33	1 and 6 "On"
4	49	1,5 and 6 "On"
5	65	1 and 7 "On"
6	81	1,5 and 7 "On"
7	97	1,6 and 7 "On"
8	113	1,5,6 and 7 "On"
9	129	1 and 8 "On"
10	145	1,5 and 8 "On"
11	161	1,6 and 8 "On"
12	177	1,5,6 and 8 "On"

2. **[JOGWHEEL SETUP]:** For each fixture any 2 addresses can be assigned to the PAN (19) and TILT (18) jogwheels:
- Press and hold the [PROGRAM] (25) button until its LED blinks.
 - Press 2 times the [MODE] (21) and [FINE] (20) buttons at the same time. The assign LED (10) should light up. (if reverse LED (22) is lit, press both buttons a second time together)
 - Use the [BANK ▲] (14) and [BANK ▼] (14) buttons to select the axis you wish to assign (PAN or TILT).
 - If your fixture has more than 8 DMX addresses, you can use the [TAP/DISPLAY] (16) button to select 16 or 8 channel mode.
 - Press the button (1) corresponding to the fixture you wish to edit.
 - While holding the [MODE] (21) button press the scene number (6) corresponding to the fader which controls the movement. (Example: If PAN is controlled by fader number 4, press and hold the [MODE] (21) button while pressing scene (6) button 4).
 - When both PAN and TILT are assigned, press the [MODE] (21) and [FINE] (20) buttons at the same time again to exit ASSIGN mode.

Note: you can still use the channel faders instead of the jog wheels to control the movements of the fixture.

1. DELETE JOGWHEEL SETUP FOR A FIXTURE:

- Enable Programming Mode. (Press and hold the [PROGRAM] (25) button until its LED blinks)
- Press 2 times the [MODE] (21) and [FINE] (20) buttons at the same time. The ASSIGN LED (10) should light up. (if the REVERSE LED (22) is lit, press both buttons a second time together)
- If your fixture has more than 8 DMX addresses, you can use the [TAP/DISPLAY] (16) button to select 16 or 8 channel mode.

- Press the button (1) corresponding to the fixture you wish to edit.
- While holding the [MODE] (21) button, press the [AUTO/DEL] (8) button.
- Press the [PROGRAM] (25) button for some seconds to stop program mode.

4. **[FADE TIME SETUP]:** During auto and music chase playback you can insert a fade time between the steps of the chase. You can choose to affect only the PAN/TILT channels or ALL channels. If you select X/Y channels you won't have the inconvenience that gobo's, colors also change slowly while PAN/TILT are moving slowly.

- With the power off, press the [MODE] (21) and [TAP/DISPLAY] (16) buttons at the same time.
- Turn the unit on and press the [TAP/DISPLAY] (16) button to change between ONLY X/Y (fade time only for PAN/TILT) and ALL CH (fade time affects all channels)

The display shows:



- First press the [MODE] (21) button and hold it, now press the [TAP/DISPLAY] (16) button at the same time to store your setting into memory. All LEDs will flash 3 times. If you do not wish to save your setting, press the [BLACKOUT] (17) button to exit this operation.

Important note: first assign the PAN/TILT of the jog wheels (see earlier) before you set up the fade times. If you change the fixture PAN/TILT assignments later, you have to restart the fade time setup!

5. **REVERSE JOG WHEEL MOVEMENT/DMX CHANNEL:** The PAN and/or TILT movements, or even certain channels can be reversed. (DMX value is 255 when the fader is down and 000 when the fader is in upper position)

- Enable Programming Mode. (Press and hold the [PROGRAM] (25) button until its LED blinks)
- Press simultaneously the [MODE] (21) and [FINE] (20) buttons once. The reverse LED (22) should light up. (if assign LED (10) is lit, press both buttons together for a second time)
- If your fixture has more than 8 DMX addresses, you can use the [TAP/DISPLAY] (16) button to select 8 or 16 channel mode.
- Press the button (1) corresponding to the fixture you wish to edit.
- While holding the [MODE] (21) button, press the corresponding [SCENE] (6) button from the channel you wish to reverse. (Example: You want to reverse the TILT on a fixture. In program mode press the [MODE] (21) and [FINE] (20) buttons simultaneously until the [REVERSE] led (22) is lit. Choose the fixture you want to modify. Hold the [MODE] (21) button and press the [SCENE] (6) button of the fader which corresponds with the channel for TILT movements. Press the [MODE] (21) and [FINE] (20) buttons together until both the assign (10) and reverse (22) leds are turned off. Press the [PROGRAM] (25) button for some seconds to stop program mode).

Note: you can reverse a maximum of 48 channels.

6. **DELETE REVERSE FUNCTION ON JOG WHEEL MOVEMENT/DMX CHANNEL:**

- Enable Programming Mode. (Press and hold the [PROGRAM] (25) button until its LED blinks)
- Press simultaneously the [MODE] (21) and [FINE] (20) buttons once. The [REVERSE] LED (22) should light. (if the [ASSIGN] (10) LED is lit, press both buttons together for a second time)
- If your fixture has more than 8 DMX addresses, you can use the [TAP/DISPLAY] (16) button to select 8 or 16 channel mode.
- Press the button (1) corresponding to the fixture you wish to edit.
- While holding the [MODE] (21) button, press the [AUTO/DEL] (8) button.
- Press the [PROGRAM] (25) button for some seconds to stop program mode.

Note: all inversed addresses for that fixture will be reset to normal.

7. **MIDI CHANNEL SETTING:**

- Press and hold down the [MIDI/REC] (26) button for three seconds: the display shows "MIDI xx" (xx is the midi channel: between 01 and 16)
- Use the [BANK ▲/▼] (14) buttons to select the MIDI channel 1 to 16 you would like the EZ-CON 192 to be activated from.
- Press and hold down the [MIDI/REC] (26) button again for three seconds: the MIDI operation is now on.

MIDI CHANNEL SETTING:

BANK (Octave)	NOTE NUMBER	FUNCTION
BANK 1	00 TO 07	1 to 8 of Bank 1 on or off
BANK 2	08 TO 15	1 to 8 of Bank 2 on or off
BANK 3	16 TO 23	1 to 8 of Bank 3 on or off
BANK 4	24 TO 31	1 to 8 of Bank 4 on or off
BANK 5	32 TO 39	1 to 8 of Bank 5 on or off
BANK 6	40 TO 47	1 to 8 of Bank 6 on or off
BANK 7	48 TO 55	1 to 8 of Bank 7 on or off
BANK 8	56 TO 63	1 to 8 of Bank 8 on or off
BANK 9	64 TO 71	1 to 8 of Bank 9 on or off
BANK 10	72 TO 79	1 to 8 of Bank10 on or off
BANK 11	80 TO 87	1 to 8 of Bank11 on or off
BANK 12	88 TO 95	1 to 8 of Bank12 on or off
BANK 13	96 TO 103	1 to 8 of Bank13 on or off
BANK 14	104 TO 111	1 to 8 of Bank14 on or off
BANK 15	112 TO 119	1 to 8 of Bank14 on or off
CHASES	120 TO 125	1 to 6 Chases
BLACK OUT	126	BLACKOUT

The EZ-CON 192 only receives MIDI notes and you may have to transpose your keyboard to find the proper notes

SCENES**1. PROGRAMMING A SCENE:**

- a. Enter program mode (Press and hold the PROGRAM (25) button until its LED blinks)
- b. Check the BLACKOUT (17) button and verify that the LED is not blinking. If it is, press the BLACKOUT (17) button once to exit blackout mode.
- c. Verify that the SPEED (24) and FADE TIME (23) faders are positioned at zero.
- d. Press the [FIXTURES] (1) button corresponding to the unit you wish to control. You may control several fixtures together by pressing the button corresponding to the fixture(s) you wish to program.
- e. Move the faders and jogwheel to the desired position. (In some cases, if necessary, you may select [PAGE B] (27) to control channels 9-16.)
- f. Press the [BANK ▲/▼] (14) button to choose the bank you want to store this scene into. There are a total of 20 banks you can select, you may store up to 8 scenes in each bank.
- g. Once all fixtures are programmed into the desired position for the scene, press the [MIDI/REC] (26) button.
- h. Press the [SCENE] (6) button you wish to store your scene into. All LEDs will flash three times to confirm the operation. The [LCD DISPLAY] (12) will show the bank and scene.
- i. Repeat steps d→h until all scenes are programmed.
- j. If you don't intend to continue programming at this time, press and hold the [PROGRAM] (25) button for some seconds to exit program mode. The LED will turn off.

2. EDITING A SCENE:

- a. Enter program mode (Press and hold the [PROGRAM] (25) button until its LED blinks)
- b. Check the [BLACKOUT] (17) button and verify that the LED is not blinking. If it is, press the [BLACKOUT] (17) once to exit blackout mode.
- c. Press the [BANK ▲/▼] (14) button to select the bank containing the scene you wish to edit.
- d. Select the scene you wish to edit by pressing it's [SCENE] (6) button.
- e. Select the fixtures and use the faders and/or jogwheel to make the desired adjustments to the scene.
- f. Once you have completed the changes, press the [MIDI/REC] (26) button.
- g. Press the [SCENE] (6) button that corresponds to the scene you're editing. This will override the existing scene.

- h. Press and hold the [PROGRAM] (25) button for some seconds to exit program mode. The LED will turn off.

Note: Be sure to select the same scene in steps d and g, otherwise you may accidentally record over an existing scene.

3. COPY A SCENE:

- a. Enter program mode (Press and hold the [PROGRAM] (25) button until its LED blinks)
- b. Verify that the [BLACKOUT] LED (17) is not blinking. If it is, press the [BLACKOUT] (17) button once to exit blackout mode.
- c. Press the [BANK ▲/▼] (14) buttons to select the bank containing the scene you wish to copy.
- d. Press the [SCENE] (6) button of the scene you wish to copy.
- e. Press the [BANK ▲/▼] (14) buttons to select the bank you wish to copy the scene to.
- f. Press the [MIDI/REC] (26) button.
- g. Press the [SCENE] (6) button you wish to copy the scene to. If you want to copy other scenes, you can repeat steps c to g.
- h. Press and hold the [PROGRAM] (25) button for some seconds to exit program mode. The LED will turn off.

4. DELETE A SCENE:

- a. Enter program mode (Press and hold the [PROGRAM] (25) button until its LED blinks)
- b. Verify that the [BLACKOUT] LED (17) is not blinking. If it is, press the [BLACKOUT] (17) button once to exit blackout mode.
- c. Press the [BANK ▲/▼] (14) buttons to select the bank containing the scene you wish to delete.
- d. Press and hold down the [AUTO/DEL] (8) button. While holding the button, press the [SCENE] (6) button that corresponds with the scene you wish to delete. All LEDs will blink 3 times. When the programmed scene is deleted, all DMX channel values will be set to 0. If you want to delete other scenes, you can repeat steps c & d.
- e. Press and hold the [PROGRAM] (25) button for some seconds to exit program mode. The LED will turn off.

5. DELETE ALL SCENES:

- a. Switch the unit off with the power switch (35).
- b. Switch (35) the unit back on while you press and hold down the [PROGRAM] (25) and the [BANK ▲] (14) buttons at the same time. All scenes should be cleared.

Note: Be aware that all your scenes will be lost, to be used with care!

6. COPY A BANK OF SCENES:

- a. Enter program mode (Press and hold the [PROGRAM] (25) button until its LED blinks)
- b. Verify that the [BLACKOUT] LED (17) is not blinking. If it is, press the [BLACKOUT] (17) button once to exit blackout mode.
- c. Press the [BANK ▲/▼] (14) buttons to select the bank containing the scenes you wish to copy.
- d. Press the [MIDI/REC] (26) button.
- e. Press the [BANK ▲/▼] (14) buttons to select the bank you wish to copy to.
- f. Press the [MUSIC/BANK COPY] (9) button, all LEDs will blink three times indicating the function has been completed.
- g. Press and hold the [PROGRAM] (25) button for some seconds to exit program mode. The LED will turn off.

CHASES

A chase is a succession of scenes in a certain order so you must have already programmed these scenes in order to program a chase. Before programming chases for the first time it is recommended you delete all chases in the controller.

See **Delete All Chases** for instructions on how to do so.

1. DELETE ALL CHASES:

- a. Switch the unit off with the power switch (35).
- b. Switch (35) the unit back on while you press and hold down the [BANK ▲/▼] (14) and [AUTO/DEL] (8) buttons at the same time. All chases should be cleared.

Note: Be aware that all your chases will be lost, to be used with care!

2. PROGRAMMING A CHASE:

- a. Enter program mode (Press and hold the [PROGRAM] (25) button until its LED blinks)
- b. Verify that the [BLACKOUT] LED (17) is not blinking. If it is, press the [BLACKOUT] (17) button once to exit blackout mode.
- c. Press the button (15) of the chase you wish to program.
- d. Press the [BANK ▲/▼] (14) buttons to select the bank containing the scene(s) you wish to program in your chase.
- e. Press the button (6) of the desired scene.
- f. Press the [MIDI/REC] (26) button.
- g. Repeat steps d to g until all desired scenes have been entered.
- h. Press and hold the [PROGRAM] (25) button for some seconds to exit program mode. The LED will turn off.

3. INSERT A CHASE STEP:

- a. Enter program mode (Press and hold the [PROGRAM] (25) button until its LED blinks)
- b. Verify that the [BLACKOUT] LED (17) is not blinking. If it is, press the [BLACKOUT] (17) button once to exit blackout mode.
- c. Press the button (15) of the chase you wish to program.
- d. Press the [TAP/DISPLAY] (16) button, the LCD display (12) will show the current chase step.
- e. Press the [BANK ▲/▼] (14) button and scroll to the step you wish to insert the step after.
- f. Press the [MIDI/REC] (26) button, the segment display will read the step one step higher than before. The display (12) shows the current chase, scene, and bank.
- g. Press the [BANK ▲/▼] (14) buttons to select the bank containing the scene you wish to insert in your chase.
- h. Once you have selected the scene you wish to insert, press the [MIDI/REC] (26) button again. All LEDs will blink three times indicating the new step has been inserted into the chase.
- i. Repeat steps e to h until all desired scenes have been inserted.
- j. Press and hold the [PROGRAM] (25) button for some seconds to exit program mode. The LED will turn off.

4. DELETE A CHASE STEP:

- a. Enter program mode (Press and hold the [PROGRAM] (25) button until its LED blinks)
- b. Verify that the [BLACKOUT] LED (17) is not blinking. If it is, press the [BLACKOUT] (17) button once to exit blackout mode.
- c. Press the button (15) of the chase that contains the step you want to delete.
- d. Press the [TAP/DISPLAY] (16) button, the display (12) shows the current step.
- e. Press the [BANK ▲/▼] (14) buttons and scroll to the step you wish to delete.
- f. Press the [AUTO/DEL] (8) button to delete the step. All LEDs will flash three times indicating the requested operation has been performed.
- g. Eventually repeat steps e and f until all desired steps have been deleted.
- h. Press and hold the [PROGRAM] (25) button for some seconds to exit program mode. The LED will turn off.

5. ADDING A BANK OF SCENES TO A CHASE:

Note: The bank of scenes will be added at the end of the chase.

- a. Enter program mode (Press and hold the [PROGRAM] (25) button until its LED blinks)
- b. Verify that the [BLACKOUT] LED (17) is not blinking. If it is, press the [BLACKOUT] (17) button once to exit blackout mode.
- c. Press the button (15) of the chase you wish to edit.
- d. Use the [BANK ▲/▼] (14) button to select the bank of scenes you wish to add.

- e. Press the [MUSIC/BANK COPY] (9) button.
- f. Press the [MIDI/REC] (26) button, all LEDs will blink three times indicating that the requested operation has been performed.
- g. Press and hold the [PROGRAM] (25) button for some seconds to exit program mode. The LED will turn off.

PLAYBACK OF SCENES

There are three modes in which you can playback scenes:

1. **Manual Mode:** You can select and show one or more scenes manually.
 - a. When the power is turned on, the unit starts automatically in manual mode.
 - b. Check if the [MANUAL] mode LED (13) is lit.
 - c. Verify that the [BLACKOUT] LED (17) is not blinking. If it is, press the [BLACKOUT] (17) button once to exit blackout mode.
 - d. Use the [BANK ▲/▼] (14) button to select the bank with the scenes you wish to run.
 - e. Press the [SCENE] (6) button corresponding to the scene you wish to display.
 - f. Eventually repeat steps d and e to select others scenes.
2. **Auto Mode:** You can run a bank of programmed scenes in sequence. You can use the [OVERRIDE] (11) button, see further for more information.
 - a. Press the [AUTO/DEL] (8) button to enter the [AUTO] mode. The [AUTO] LED (13) turns on.
 - b. Use the bank [BANK ▲/▼] (14) button to select a bank of scenes to run.
 - c. After selecting the bank of scenes to run, you can use the [SPEED] (24) fader and [FADE TIME] (23) fader to adjust the speed of the scene progression.
 - d. You can use the [TAP/DISPLAY] (16) button to set the speed instead. The time between the last two taps equals the length of time between steps. This setting will stay in effect until the [SPEED] (24) fader is moved.
 - e. Press the [AUTO/DEL] (8) button to exit [AUTO] mode.
3. **Music Mode:** You can run a bank of programmed scenes to the beat of the music. You can use the internal microphone or add an external music signal. You can use the [OVERRIDE] (11) button, see further for more information.
 - a. Press the [MUSIC/BANK COPY] (9) button to activate [MUSIC] mode. The [MUSIC] LED (13) turns on.
 - b. Use the bank [BANK ▲/▼] (14) button to select a bank of scenes you wish to run. The scenes selected will run through sequentially to the beat of the music.
 - c. Press the [MUSIC/BANK COPY] (9) button again to exit music mode.

PLAYBACK OF CHASES

There are three modes in which you can playback chases:

1. **Manual Mode:** You can select and show a chase manually.
 - a. When the power is turned on, the unit starts automatically in manual mode.
 - b. Check if the [MANUAL] mode LED (13) is lit.
 - c. Verify that the [BLACKOUT] LED (17) is not blinking. If it is, press the [BLACKOUT] (17) button once to exit blackout mode.
 - d. Select the [CHASE] (15) you want to use. The LCD display (12) shows the chase number.
 - e. Press the [TAP/DISPLAY] (16) button, the LCD display (12) now shows the STEP-numbers of the selected chase.
 - f. Use the [BANK ▲/▼] (14) buttons to manually show the different steps of the chase.
 - g. Eventually select another chase and repeat steps e and f. (pressing the same chase a second time unselects it)

2. **Auto Mode:** You can run one or more chases at an adjustable speed. If you select more than one chase, all chases will be run one by one. The LED of the active chase blinks. You can use the [OVERRIDE] (11) button, see further for more information.
 - a. Press the [AUTO/DEL] (8) button to enter the [AUTO] mode. The Auto LED (13) turns on.
 - b. Select one or more chases. (pressing the same chase a second time unselects it) The LEDs of the selected chases are lit. The active chase blinks and its name + active scene/bank are shown on the display (12).
 - c. Use the [SPEED] (24) fader and [FADE TIME] (23) fader to adjust the speed of the chases.
 - d. You can use the [TAP/DISPLAY] (16) button to set the speed instead. The time between the last two taps equals the length of time between steps. This setting will stay in effect until the speed fader is moved.
 - e. Press the [AUTO/DEL] (8) button to exit Auto mode.
3. **Music Mode:** You can run one or more chases to the beat of the music. You can use the internal microphone or add an external music signal. If you select more than one chase, all chases will be run one by one. The active chase blinks. You can use the [OVERRIDE] (11) button, see further for more information.
 - a. Press the [MUSIC/BANK COPY] (9) button to activate Music mode. The Music LED (13) turns on.
 - b. Select one or more chases. (pressing the same chase a second time unselects it) The LEDs of the selected chases are lit. The active chase blinks and its name + active scene/bank are shown on the display.
 - c. Press the [MUSIC/BANK COPY] (9) button again to exit music mode.

Note: You can use the [FADE TIME] (23) fader to make the movement a little smoother. Don't add too much fade time, the music synchronization will be completely lost!

OVERRIDE FUNCTION

During playback of scenes and chases in auto and music mode, it is possible to select one or more fixtures and manipulate their functions manually.

To do this just select the fixtures you want to lift out of the running chase and press the [OVERRIDE] (11) button. Now you can manipulate all functions of the selected fixtures, completely independent from the running chase. At any moment you can select or unselect additional fixtures. Once a fixture is unselected or the override function is disabled, the fixtures continue the chase.

SAVE/LOAD DATA ON/FROM USB MEMORY STICK

The EZ-CON 192 allows you to save or load your shows on or from a USB memory stick.

1. SAVE DATA :

- a. Turn off the power.
- b. Insert an USB memory stick in the USB A port (34).
- c. Press the following buttons at the same time and hold down while you turn on the power:
 - [PAGE SELECT] (27) button
 - [FIXTURES] 1-8 button (1). Only the first 8 buttons can be used.

The display shows [usbsave1] ... [usbsave8] depending on the chosen fixture number. The data will be saved in a file named 1.TXT ... 8.TXT .

Repeat the above steps a and c to save the data from the 8 memory banks.

During saving the data, the green LED [SAVE/LOAD] (4) will light up. Once the data is saved, the EZ-CON 192 will return to its normal working mode.

Note : When the yellow LED [ERROR] (3) lights up, the message [usberror] will appear on the display (12) indicating there has an error occurred during the saving procedure.

2. LOAD DATA:

- a. Turn off the power.
- b. Insert an USB memory stick with data to load in the USB A port (34).
- c. Press the following buttons at the same time and hold down while you turn on the power:
 - [USB STORAGE] (5)

- [FIXTURES] 1-8 button (1). Only the first 8 buttons can be used.

The display shows [usbload1] ... [usbload8] depending on the chosen fixture number.

Repeat the above steps a and c to load the data into the 8 memory banks.

During loading the data, the green LED [SAVE/LOAD] (4) will light up. Once the data is loaded, the EZ-CON 192 will return to its normal working mode.

Note : When the yellow LED [ERROR] (3) lights up, the message [usberror] will appear on the display (12) indicating there has an error occurred during the loading procedure.

MAINTENANCE

- Make sure the area below the installation place is free from unwanted persons during servicing.
- Switch off the unit, unplug the mains cable and wait until the unit is cooled down.

During inspection the following points should be checked:

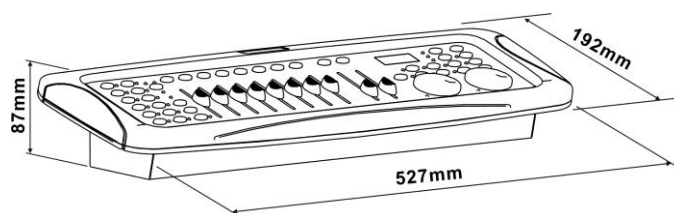
- All screws used for installing the device and any of its parts should be tightly fastened and may not be corroded.
- Housings, fixations and installations spots (ceiling, truss, suspensions) should be totally free from any deformation.
- When an optical lens is visibly damaged due to cracks or deep scratches, it must be replaced.
- The mains cables must be in impeccable condition and should be replaced immediately when even a small problem is detected.
- In order to protect the device from overheat the cooling fans (if any) and ventilation openings should be cleaned monthly.
- The interior of the device should be cleaned annually using a vacuum cleaner or air-jet.
- The cleaning of internal and external optical lenses and/or mirrors must be carried out periodically to optimize light output. Cleaning frequency depends on the environment in which the fixture operates: damp, smoky or particularly dirty surroundings can cause greater accumulation of dirt on the unit's optics.
 - Clean with a soft cloth using normal glass cleaning products.
 - Always dry the parts carefully.
 - Clean the external optics at least once every 30 days.
 - Clean the internal optics at least every 90 days.

Attention: We strongly recommend internal cleaning to be carried out by qualified personnel!

SPECIFICATIONS

This unit is radio-interference suppressed. This product meets the requirements of the current European and national guidelines. Conformity has been established and the relevant statements and documents have been deposited by the manufacturer.

Power Input:	AC 110 ~ 240V 50/60Hz
Fuse:	F1A (5x20mm)
DMX outputs:	3pin XLR; DMX, channels 001 → 192 USB A-port for M-DMX (optional dongle)
Midi input:	5pin Din
Audio input:	RCA 0.1V ~ 1Vpp
Size:	52.7 x 19.2 x 8.7cm (19" / 3U without cover)
Weight:	2.7kg



Every information is subject to change without prior notice

You can download the latest version of this user manual on our website: www.ib-systems.eu



JB SYSTEMS

MAILING LIST

EN: Subscribe today to our mailing list for the latest product news!

FR: Inscrivez-vous à notre liste de distribution si vous souhaitez suivre l'actualité de nos produits!

NL: Abonneer je vandaag nog op onze mailinglijst en ontvang ons laatste product nieuws!

DE: Abonnieren Sie unseren Newsletter und erhalten Sie aktuelle Produktinformationen!

ES: Suscríbete hoy a nuestra lista de correo para recibir las últimas noticias!

PT: Inscreva-se hoje na nossa mailing list para estar a par das últimas notícias!

WWW.JB-SYSTEMS.EU

Copyright © 2020 by BEGLEC NV

t Hofveld 2C ~ B1702 Groot-Bijgaarden ~ Belgium

Reproduction or publication of the content in any manner, without express permission of the publisher, is prohibited.