



Botex LED Commander

USER MANUAL

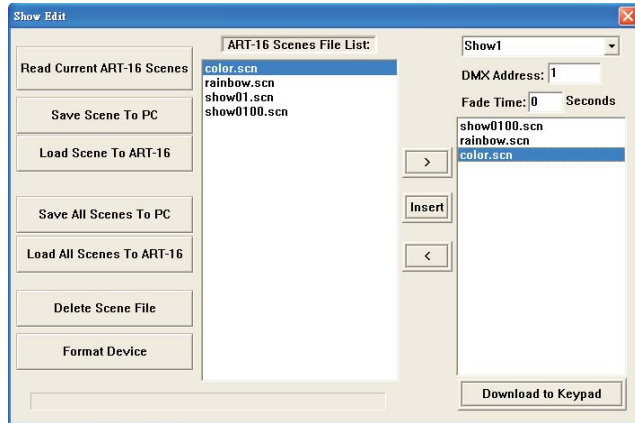
24-004-2723-00 Rev1.0

Technical Specifications

Adapter (Included)	AC230V 50Hz for power input DC9V 500mA for power output
Power Input	DC9-12V, 300mA min.
DMX IN	3PIN male XLR connector
DMX OUT	3PIN female XLR connector (2pcs)
Audio Input	Line input 0.1V-1Vpp
Dimensions	310mm(L) x 147mm(W) x 62.4mm(H)
Weight	1600g

5.3. Configuring a SHOW

6. Click "EditShow" icon to edit and configure each of the 8 shows.



6.1 Select the Show to configure by using the drop down menu in the top right corner of the screen. Set the base address of Light Operator in the DMX address field. Set fade time in the "Fade Time" field.

6.2 Assign scenes to the selected show using the ">", "Insert" and "<" icons.

6.3 Click "Download to keypad" icon to save a configured show to the Light Operator.

6. About Updating

1. Obtain a file named "LightOpPro.scn" from BOTEX .
2. Power off Light Operator. Then hold on pressing "Fn/Record" button and "Mode/Lib" button and power on the unit.
3. Connect Light Operator to your computer with USB cable via USB port.
4. Run the program "ART-16.exe". Then use EditShow function to download the file "LightOpPro.scn".
5. Unplug the USB cable after completing download. Then, power off the unit.
6. Power on the unit. The unit completes updating now.

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Introduction

Thank you for selecting Light Operator from BOTEX. The Light Operator is a prominent professional LED controller, as well as a conventional DMX controller. This controller allows users to easily manipulate various LED fixtures via simple to use buttons and faders. The Light Operator puts programming, playback and live manipulation of Scenes and Chases at your fingertips.

Unpacking

Every unit has been thoroughly tested and carefully packed before shipment. Unpack the shipping carton and inspect thoroughly, saving the carton and all packing materials for possible use later.

Check carefully and make sure your product is not damaged and that no included accessory is missing. If your product appears to be damaged or missing something, please do not use it and contact your local distributor immediately.

About the manual

Read the instructions in this manual carefully and thoroughly, as they give important information regarding safety during use and maintenance. Keep this manual with the unit for consulting it in the future. If the unit is sold or given to another operator, make sure that it always has its manual, to enable the new owner to read about its operation and relative instruction.

Update & Changes

Improvements and specifications in the design of the unit and manual are subject to change without any prior written notice.

Copyright

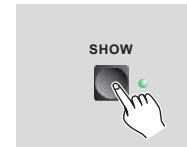
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Operation Guide

5.2. Running a SHOW



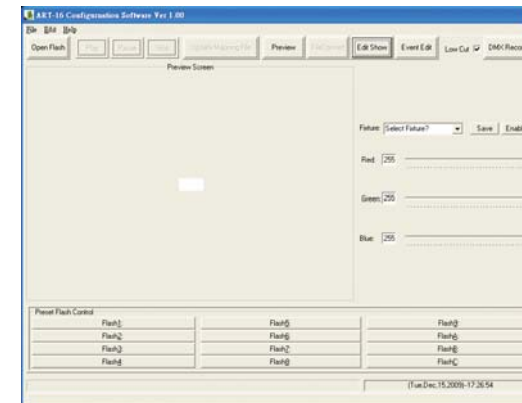
1. To exit Programmable state, press and hold down the "Fn/Record" button for about 5 seconds until the LED indicator next to "Fn/Record" button blacks out.



2. Press the SHOW button to choose a show which you want to display. The unit can display multiple shows in cycle.

5.3. Configuring a SHOW

1. Connect Light Operator to your computer with USB cable. If you first use ART-16.exe, you need to install a USB drive program.
2. Launch ART-16.exe. The main screen displays as the following:



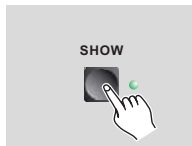
3. Click "Open Flash" icon to select and display a flash file.
4. Click "Preview" icon to preview the flash file.
5. Click "FileConvert" icon to convert flash file with extension .swf into the file with extension .scn which Light Operator can play directly .

5. Show

5.1 Recording DMX Signal



1. To enable Programmable state, press and hold down the "Fn/Record" button for about 5 seconds until the LED indicator next to the "Fn/Record" button is lit.



2. Press one of Show1-8 buttons to which you want to record DMX signal.

3. Press the same Show button to choose record mode. Then press "Fn/Record" button to enable the record mode. In the process of recording, you can press "Fn/Record" button to stop recording.

There are 3 record modes for user selection available in Manual mode, Auto mode and Semi-Auto mode.

In Auto mode, while detected an initializing signal of "all zero", the rest signal of "non-zero" will be recorded to the device automatically. While detected the next signal of "all zero", all the indicators flash once, the recording is complete.

In SEMI-AUTO mode, while detected an initializing signal of "all zero", the rest signal of "non-zero" will be recorded to the device automatically. If you want to stop recording, press SHOW button. While detected the next signal of "all zero", all the indicators flash once, the recording is complete.

In MANUAL mode, while the device goes into the state of ready to record, manually press the SHOW button and the device is processing record. Then press the same SHOW button again to finish recording, all the indicators flash once, the recording is complete and the device record all the DMX signal it receives.

Every SHOW is allowed to record up to 16 DMX segments. The total time of record can exceed 1000 minutes.

Safety Information & Maintenance

Read this manual before powering or installing the fixture, and follow the safety precautions listed below and observe all warnings in this manual.

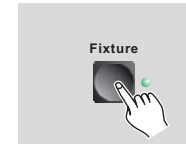
- Be sure that the local power outlet matches that of the required voltage for your unit.
- To reduce the risk of fire or electrical shock, **do not** expose this unit to rain or high levels of moisture.
- Do not spill water or other liquids into or on your unit.
- Do not open the unit as there are no user serviceable parts inside.
- Do not dismantle or modify the unit, as this voids all warranties.
- Turn off the unit immediately in the event of malfunction. Should you notice smoke or an unusual smell coming from the equipment, please discontinue using it and disconnect it from power immediately.
- Do not attempt repairs. Repairs by unqualified people could cause damage or faulty operation. Contact your local authorized service center.
- Unplug this unit when not used for long periods of time.
- Clean only with dry cloth.
- Handle this unit carefully. Any strong shock or vibration may result in malfunction.

Principal Features

- Professional LED controller, as well as DMX console.
- Internal editable LED fixture library, each LED fixture having maximal 8 programmable channels.
- 8 quick access Fixture buttons for controlling 8 different LED fixtures, 64 channels in total.
- 64 Color Presets, divided into 8 Banks.
- 8 programmable Chases, each can record up to 99 scenes.
- 3 operation mode available in Auto mode, Music mode and Manual mode.
- Blackout master for shutting off all lighting fixtures.
- Strobe function and Strobe frequency adjustable.
- Built-in 1G memory, being able to record up to 255 files.
- Additional 8 Shows, each can record 16 flash files which are downloaded by record or from PC via USB port.
- DMX 512 and DMX 1000K Output available.
- LCD display for easy operation.
- LED indicators.
- Audio input and built-in microphone for music synchronization.
- USB port for connecting PC.
- Power requirement of DC 9-12V, 300mA min.

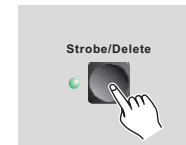
4. Editing a Scene

To create a scene, this unit must **not** be in the Programmable state. If this unit is in Programmable state, hold on pressing "Fn/Record" button for about 5 seconds until the LED indicator beside the button blacks out to exit Programmable state.



1. Press any of Fixture1-8 buttons to choose a fixture which you want to edit.

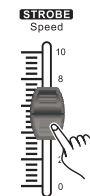
2. Move the fader button, or select a color preset, to edit a scene.



3. Press "Strobe/Delete" button, if you want to edit strobe effect, and the LED indicator beside the button will flash repeatedly.



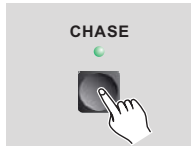
4. Press "Fn/Record" button and the LED indicator beside the button is lit.



5. Move "Strobe/Speed" fader button to change strobe frequency between 0.1Hz and 20Hz.

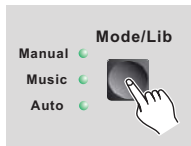
3.3 Running a Chase

To run a Chase, this unit must **not** be in the Programmable state. If this unit is in Programmable state, hold on pressing "Fn/Record" button for about 5 seconds until the LED indicator beside the button blacks out to exit Programmable state.



1. Press the Chase button to choose a chase. The unit can choose 8 Chases simultaneously.

2. Press UP&DOWN button to change loop number for the chase.



3. Press "Mode/Lib" button to choose running mode.

There are 3 modes for user selection available in Manual mode, Music mode and Auto mode.

CPxx CSx
FT: xxxxx

- In Manual mode, press UP&DOWN buttons to play the next or previous step. Press "Fn/Record" button, then move fader6 button to change the fade time between 0second and 10minutes. "FT" means fadetime.

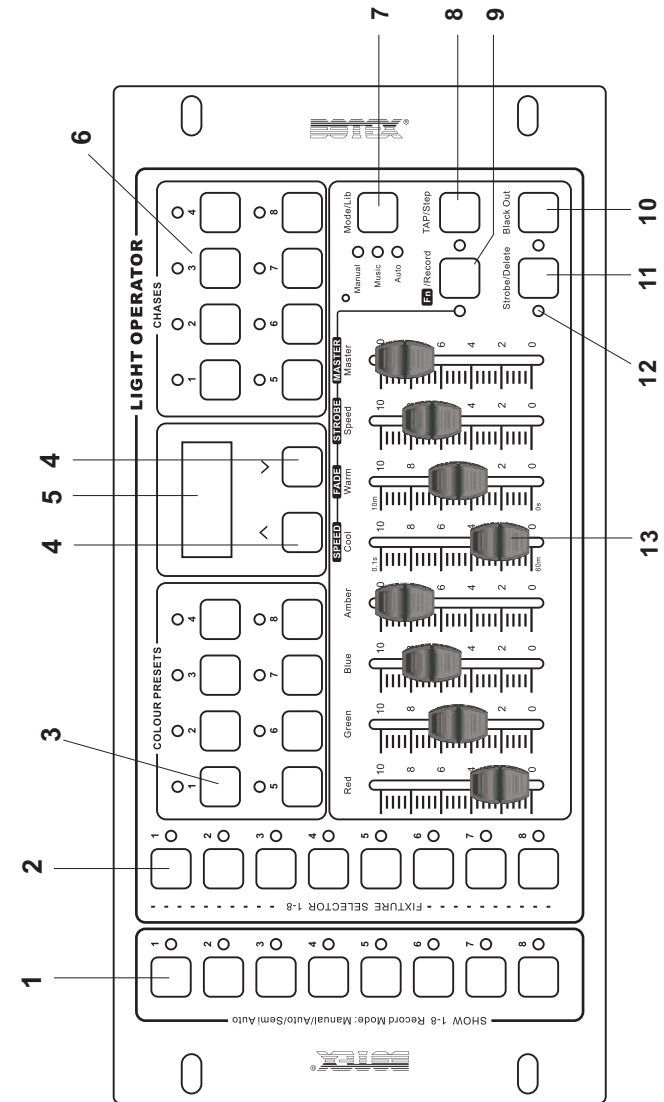
CPxx CSx
SENS: xxx

- In Music mode, the rhythm triggers each step. Users can press UP&DOWN buttons to increase or decrease the sensitivity number. "SENS" means sensitive.

CPxx CSx
SP: xxxx

- In Auto mode, the chase is played automatically. Users can set speed by quickly pressing the "Tap/Step" button twice. Alternatively, users can press "Fn/Record" button, then move fader5 button to change the speed. "SP" means speed.

Front Panel



Front Panel

1. SHOW buttons 1-8

Show buttons are used to play recorded flash files.

2. FIXTURE selectors 1-8

The Fixture selectors are used to select LED lighting fixtures for manual control. Hold on pressing this button for 2s to see the patched LED fixture.

3. Colour Preset buttons 1-8

The Colour Preset buttons are used to select 64 color preset. Hold on pressing this button for 2s to see and edit bank when playing a Chase.

4. UP / DOWN buttons

The UP / DOWN buttons are used to choose bank, scroll and adjust desired levels during operation.

5. LCD screen

The LCD screen displays current information about the console state.

6. Chase buttons 1-8

Chase buttons are used to playback or store Chase.

7. Mode/Lib button

This button is used to choose operating mode in normal state and to launch LED fixture library in edit state.

In Manual mode, hold on pressing this button for 2s to see Fade time.

In Music mode, hold on pressing this button for 2s to see sensitive.

In Auto mode, hold on pressing this button for 2s to see step speed.

8. TAP / Step button

This button is used to select step when editing a chase and set triggering time in playing a chase.

9. Fn/Record button

Hold on pressing Fn/Record button for 5s to enter/exit programmable state.

Tapping this button to switch between the two functions of Faders 5-8.

10. Blackout button

Blackout button is used to take all DMX value to 0.

11. Strobe/ Delete button

This button is used to choose Strobe function and to delete undesired items in programmable state.

In the state of Strobe, hold on pressing this button for 2s to see frequency.

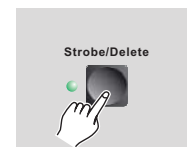
12. LED indicators

These indicators show the current operation.

13. Faders 1-8

Faders 1-8 are used to adjust desired value.

3.1 Editing a Chase



7. If you want to delete a step, press UP&DOWN buttons to choose the undesired step. Then press "Strobe/Delete" button to delete current step.

Users can store up to 99 steps per Chase. Every Chase has 8 built-in steps as factory setting.

3.2 Deleting a Chase

To delete a Chase, this unit must be in the Programmable state.

Hold on pressing the "Strobe/Delete" button, simultaneously, press the Chase button to choose the chase which you want to delete, until all the LED indicators flash repeatedly 3 times.



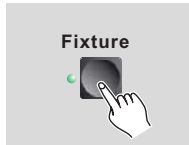
3. Chase

3.1 Editing a Chase

To create a Chase, this unit must be in the Programmable state.

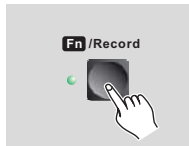


1. Press Chase button to select the Chase which you want to configure.



2. Press Fixture button to choose a fixture which you want to edit.

3. To edit a scene, you can move the fader buttons, or choose a Color Preset, or input DMX signal.



4. Press the "Fn/Record" button to record the current step and all the LED indicators flash repeatedly 3 times.

5. Repeat step3~4 to record more steps.

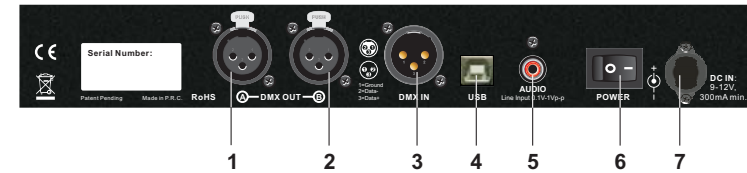
CPxx CSxx
Mxx Sxx

6. If you want to insert a step, press "Tap/Step" button and the LCD displays as the left figure.

CPxx means Color Preset.
CSxx means Chase xx.
Mxx means total steps of the Chase.
Sxx means current step.

Press UP & DOWN buttons to choose the location to which you want to insert the step. Then repeat step3~4, a step is inserted into current step.

Rear Panel



1. DMX OUT A

3pin XLR female connector to send DMX data to fixtures.

2. DMX OUT B

3pin XLR female connector to send SHOW data or output Preview function of PC software.

3. DMX IN

3pin XLR male connector to receive DMX data.

4. USB port

Used to connect PC to edit SHOW.

5. Audio in

Line input 0.1V-1Vp-p.

6. Power switch

Used to power on/off the unit.

7. DC IN

DC 9-12V, 300mA min.

1. LED Fixture Library

All the modification to LED fixture library can be done only in Programmable state. To enable Programmable state, you simply take the following steps:



1. Press and hold down the "Fn/Record" button for about 5 seconds until the LED indicator next to the "Fn/Record" button blinks. The device is engaged in programmable state.

2. Press the "Mode/Lib" button to enter LED fixture Library.

1.1 Patching a LED Fixture



Fix Lib
1.Patch

1. Press UP & DOWN buttons to scroll the menu on LCD display and select the submenu "1.Patch".



2. Press the "Fn/Record" button to start to patch.



↑ REBEL1
CW-----

3. Press UP & DOWN buttons to select the desired LED fixture. Then press the fixture button to which you want to patch the LED.

4. If you want to choose other LEDs, repeat step3.



5. When you are satisfied with the patch, press the "Mode/Lib" button to exit.

2.2 Deleting a Color Preset

To delete a color preset, this unit must be in the Programmable state.

To delete an undesired color preset, hold on pressing "Strobe/Delete" button, simultaneously press the Color Preset button. Then all the LED indicators flash repeatedly 3 times to confirm the setting.



Light Operator has 64 built-in Color Presets, divided into 8 banks.

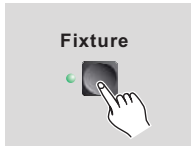
2. Color Preset

All the modification to Color Preset can be done only in Programmable state. To enable Programmable state, you simply follow the step listed below:

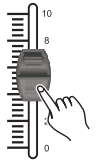


Press and hold down the "Fn/Record" button for about 5 seconds until the LED indicator next to "Fn/Record" button blinks.

2.1 Creating a Color Preset



1. Choose the Fixture that you wish to edit, and the LED indicator next to the fixture button is lit.



2. Move the fader or import DMX signal to edit a scene. Then, press "Fn/Record" button to record the current value.

3. Press UP & DOWN buttons to choose banks.



4. Press a Color Preset button to which you wish to store the scene, and all the LED indicators flash repeatedly 3 times to confirm your setting.

5. Repeat step 1~4 to record more scenes to preset.

1.2 Adding a LED Fixture

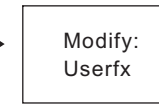
To add a LED fixture, this unit must be in the Programmable state.



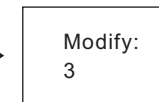
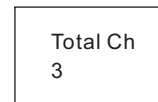
1. Press UP & DOWN buttons to scroll to the menu "2.Add". Then press "Fn/Record" button to add a fixture.



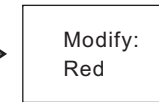
In "2.Add" menu, user can press Up&Down buttons to navigate to different submenus.



2. Press "Fn/Record" button firstly. Secondly, move fader button 1-6 to change the fixture name. Then press "Fn/Record" button to confirm the setting.



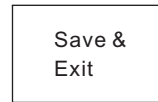
3. Press "Fn/Record" button firstly. Secondly, move fader1 button to choose the channel number. Then press "Fn/Record" button to confirm the setting.



4. Press "Fn/Record" button firstly. Secondly, move one of fader1-6 buttons to change the color. Then press "Fn/Record" button to confirm the setting.



5. Repeat step4 to configure the color of other channels.



6. Press the "Fn/Record" button to save and exit the configurations.



Alternatively, user can press "Mode/Lib" button. Then press "Fn/Record" button to save the configurations, or press "Mode/Lib" button to give up the configurations.

Operation Guide

1.3 Editing a LED Fixture

To edit a LED fixture, this unit must be in the Programmable state.



Fix Lib
3.Edit

1. Press UP & DOWN buttons to scroll to the menu "3.Edit". Then press "Fn/Record" button to enter edit menu.



↑ REBEL1
CW-----

2. Press Up&Down buttons to choose the LED fixture which you want to edit. Then press the "Fn/Record" button to start to edit the LED fixture.

3. Repeat step 2~6 of "1.2 Adding a LED Fixture" to complete the edit.

1.4 Deleting a LED Fixture

To delete a LED fixture, this unit must be in the Programmable state.

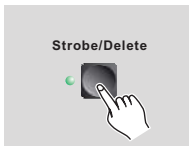


Fix Lib
4.Delete

1. Press UP & DOWN buttons to scroll to the menu "4.Delete". Then press "Fn/Record" button to enable the delete function.



2. Press UP&DOWN buttons to select the LED fixture which you want to delete.



3. Press "Strobe/Delete" button to delete the undesired LED fixture, and all the LED indicators flash repeatedly to confirm the setting.

4. Press "Fn/Record" button to exit current menu.

Operation Guide

1.5 Initializing LED Fixture Lib.

To add a LED fixture, this unit must be in the Programmable state.



Fix Lib
5.Initia

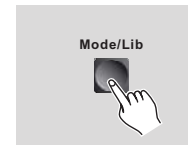
1. Press UP & DOWN buttons to scroll to the menu "5.Initia".



2. Then press "Fn/Record" button initialize the LED fixture library, and all the LED indicators flash repeatedly 3 times to confirm the setting.

1.6 Exit

There are two ways available for users to exit LED fixture Lib.



Press "Mode/Lib" button to exit LED fixture library.



Fix Lib
6.Exit

Alternatively, press UP & DOWN buttons to scroll to the menu "6.Exit". Press "Fn/Record" button to exit LED fixture library.