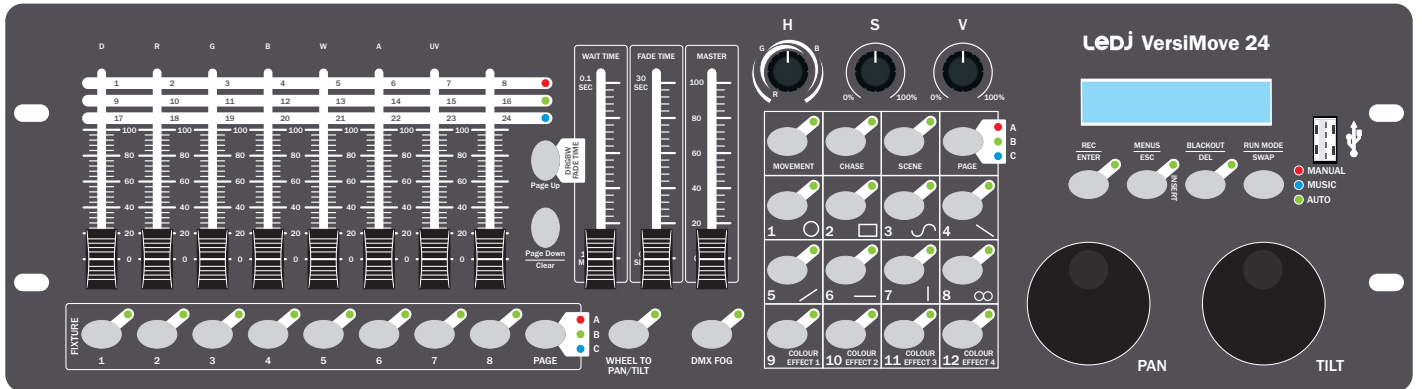# LEDJ

VersiMove 24 DMX Controller
User Manual

Order code: LEDJ320

WARNING

FOR YOUR OWN SAFETY, PLEASE READ THIS USER MANUAL CAREFULLY BEFORE YOUR INITIAL START-UP!

- Before your initial start-up, please make sure that there is no damage caused during transportation.
- Should there be any damage, consult your dealer and do not use the equipment.
- To maintain the equipment in good working condition and to ensure safe operation, it is necessary for the user to follow the safety instructions and warning notes written in this manual.
- Please note that damages caused by user modifications to this equipment are not subject to warranty.

⚠	**CAUTION!** **KEEP THIS EQUIPMENT AWAY FROM RAIN, MOISTURE AND LIQUIDS**	⚡	**CAUTION!** TAKE CARE USING THIS EQUIPMENT! **HIGH VOLTAGE-RISK OF ELECTRIC SHOCK!!**

IMPORTANT:

The manufacturer will not accept liability for any resulting damages caused by the non-observance of this manual or any unauthorised modification to the equipment.

- Never let the power cable come into contact with other cables. Handle the power cable and all mains voltage connections with particular caution!
- Never remove warning or informative labels from the unit.
- Do not open the equipment and do not modify the unit.
- Do not connect this equipment to a dimmer pack.
- Do not switch the equipment on and off in short intervals, as this will reduce the system's life.
- Only use the equipment indoors.
- Do not expose to flammable sources, liquids or gases.
- Always disconnect the power from the mains when equipment is not in use or before cleaning! Only handle the power-cable by the plug. Never pull out the plug by pulling the power-cable.
- Make sure that the available mains supply voltage is between 100~240V AC, 50/60Hz.
- Make sure that the power cable is never crimped or damaged. Check the equipment and the power cable periodically.
- If the equipment is dropped or damaged, disconnect the mains power supply immediately and have a qualified engineer inspect the equipment before operating again.

- If the equipment has been exposed to drastic temperature fluctuation (e.g. after transportation), do not connect power or switch it on immediately. The arising condensation might damage the equipment. Leave the equipment switched off until it has reached room temperature.
- If your product fails to function correctly, stop use immediately. Pack the unit securely (preferably in the original packing material), and return it to your Prolight dealer for service.
- Only use fuses of same type and rating.
- Repairs, servicing and power connection must only be carried out by a qualified technician. THIS UNIT CONTAINS NO USER SERVICEABLE PARTS.
- This fixture is for professional use only - it is not designed for or suitable for household use. The product must be installed by a qualified technician in accordance with local territory regulations. The safety of the installation is the responsibility of the installer. The fixture presents risks of severe injury or death due to fire hazards, electric shock and falls.
- WARRANTY: One year from date of purchase.

OPERATING DETERMINATIONS

If this equipment is operated in any other way, than those described in this manual, the product may suffer damage and the warranty becomes void. Incorrect operation may lead to danger e.g: short-circuit, burns and electric shocks etc.

Do not endanger your own safety and the safety of others!

Incorrect installation or use can cause serious damage to people and/or property.
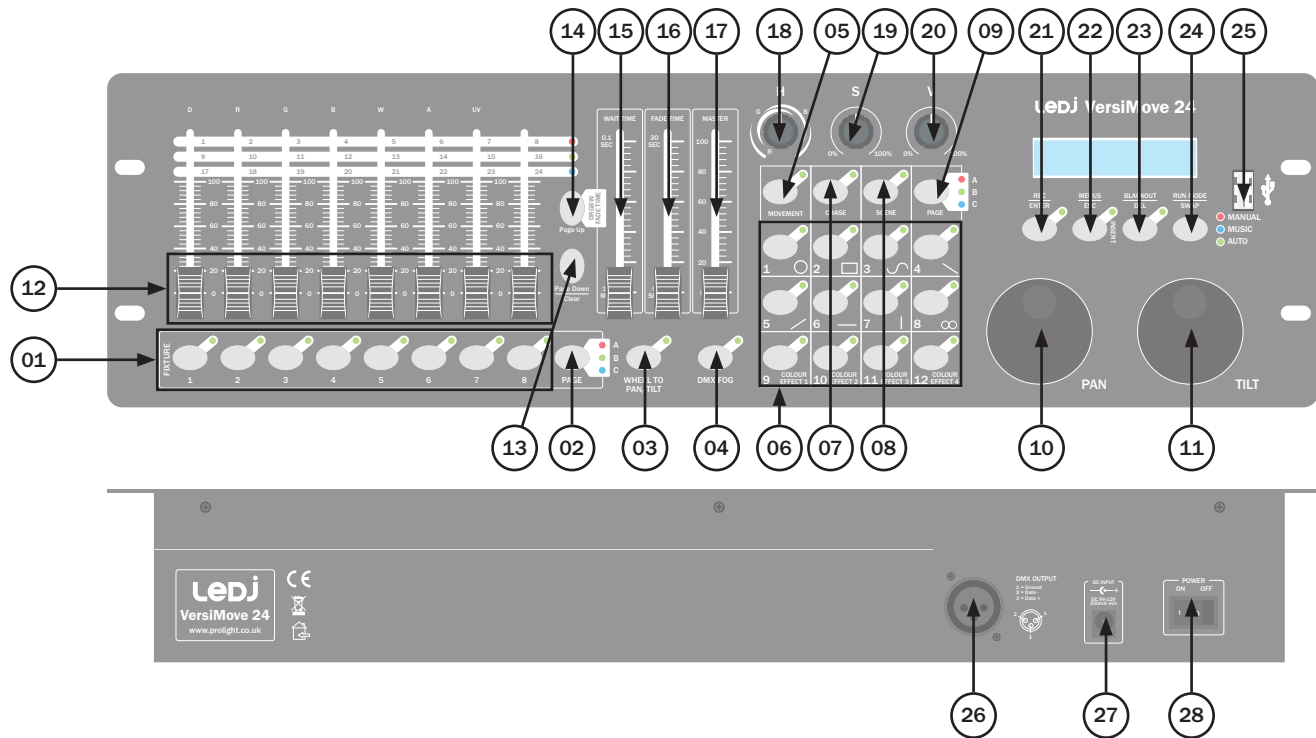
LEDJ

VersiMove 24 DMX Controller

The VersiMove 24 from LEDJ is designed to offer control of intelligent lighting fixtures including dimmers, moving lights, LED par cans and haze machines. The DMX controller follows an intuitive layout using a combination of faders and rotary encoders together with a 2-line LCD display.

To speed up the programming process the VersiMove 24 features a built in shape generator and HSV/RGBWAUV colour mixing coupled with full channel assignment across each fixture allocating the channels to faders and encoders with dedicated functions.

- Can control 20 fixtures, each with up to 26 channels
- All channels may be patched to suit your fixtures DMX profiles
- Pan & Tilt jog wheels (also fully patchable)
- 36 Scenes and 36 Chases
- 8 Built in movement shape generator with size and speed control
- 4 built in colour effects/chases

- Data load/save function via USB
- Instant Hue, Saturation and Brightness controls (for LED fixtures)
- Fog machine control for 1 or 2 channel fog machines including manual or timed triggering
- Supplied with USB gooseneck light

Specifications	VersiMove 24
Power supply	DC 9V-12V, 300mA min (by adaptor included)
Dimensions	95 x 483 x 135mm
Weight	2.3kg
Order code	LEDJ320

01 - Fixture buttons 1 to 8
02 - Fixture page selection button
03 - Pan/Tilt button
04 - DMX Fog/haze Machine button
05 - Movement button
06 - Number buttons
07 - Chase button
08 - Scene button

09 - Page select button
10 - Pan wheel
11 - Tilt wheel
12 - Channel Faders
13 - Page Down/Clear button
14 - Page Up/Fade time button
15 - Wait time fader
16 - Fade Time fader
17 - Master fader

18 - Hue control
19 - Saturation control
20 - Brightness control
21 - REC/Enter button
22 - Menu/Escape button
23 - Blackout/Delete button
24 - Run mode/Swap button
25 - USB socket
26 - 3-Pin DMX output

27 - DC power input (centre +ve)
28 - Power on/off switch

In the box:
1 x controller,
1 x USB gooseneck light
1 x power adaptor
& 1 x user manual

01) Fixture buttons 1 to 8:

Fixture buttons 1 to 8 with 3 pages giving a total of 24 fixtures. Please note: depending on the channel count of each fixture, only 20 fixtures may be used at any one time due to the 512 channel limit of a DMX universe. To allow full use of all 24 fixture's on the desk, any unused DMX channels can be deleted thus maximising the fixture count. For example: if you use a fixture that only has 16 channels the next fixture can start at the 17th channel address thus saving 10 of the 26 channels on that fixture button.

02) Fixture page selection button:

Use this button to select one of the 3 pages.

03) Pan/Tilt button:

Use the Pan/Tilt button when its LED is flashing. This allows you to adjust the pan and tilt using the jog wheels (10/11). If the LED is not flashing then the jog wheels will control other functions. Please note: the Pan/Tilt wheels must be assigned to your fixtures DMX profile for them to function correctly.

04) DMX Fog Machine button:

The fog function will control fog/haze machines with either one or two DMX channels. The DMX address and output value for each channel may be preset independently from 0-255 in the menu system (see page 10).

05) Movement button:

When activated you can choose one of the 8 built in movement patterns, buttons 1 to 8.
For this function to operate, you must first assign your Pan/Tilt channels.

06) Number button:

You have 12 number buttons that select different functions in different modes.

07) Chase button:

When pressed you can then select Page A, B or C followed by the desired chase number using buttons 1 to 12. Please note: You must first save your chases before you can recall them.

08) Scene button:

When pressed you can then select Page A, B or C followed by the desired scene number using buttons 1 to 12. Please note: You must first save your scenes before you can recall them.

09) Page selection button:

Use this to select Page A, B or C when using chase or scene mode.

10) Pan wheel:

Used to adjust the position of moving heads or scanner mirrors. When using the Pan wheel the display will show the DMX value being sent to the fixture.

11) Tilt wheel:

Used to adjust the position of moving heads or scanner mirrors. When using the Tilt wheel the display will show the DMX value being sent to the fixture.

12) Channel faders:

Used in conjunction with the page up/down buttons to control all the functions of your fixtures, as you move each fader in turn the display will show the DMX value being outputted.

13) Page down/Clear button:

Press this button to scroll down through the 3 pages of the fader channels.

14) Page up/Fade time button:

Press this button to scroll up through the 3 pages of fader channels. This button also enables you to change the fade time. Keep the button pressed down and at the same time, use the wait time fader to adjust the fade time. You will see the fade time displayed in the menu window.
Please note: This fade time is for the speed of fade using RGBW LEDs.

15) Wait time fader:

The wait time fader is used to adjust the chase wait time: move the "fade time" fader to adjust the chase fade time.

16) Fade time fader:

This is used to select the speed of fade from one scene to the next when running chases.

17) Master fader:

This fader controls the output of D, R, G, B, W, A and UV faders.

18) Hue control:

Used to change the hue of selected R, G, B, W, A colours.

19) Saturation control:

Used to change the colour mixing of your selected fixtures.

20) Brightness control:

A quick way of changing the brightness of any preselected colour mix.

21) REC/Enter button:

When in Program mode, this is used to record your settings, when in menu mode is used to enter a command.

22) Menu/ESC button:

Press and hold for 3 seconds, this will activate menu mode. Press ESC to exit any of the menu modes.

23) Blackout/Delete button:

When the LED is flashing next to the Blackout button, all of your fixtures will be blacked out.
This button also becomes the delete button when in program mode.

24) Run mode/Swap button:

This is used to select Manual, Music or Auto mode for running chases, also it can be used to Swap from one selected movement to another (buttons 1 to 8).

25) USB socket:

Can be used to Save/Load show files. The USB socket is also used for factory software updates or your USB gooseneck light.

26) 3-Pin DMX output:

3-Pin XLR socket output. Pin 1 = Ground, Pin 2 = data –ve, Pin 3 = data +ve

27) DC power input (centre +ve):

Centre positive type connection. 9-12VDC, 300mA minimum regulated type.

28) Power on/off switch:

Use this switch to power the controller on/off.

Pan/Tilt wheels:

With the "Wheel to Pan/Tilt" button pressed and its LED flashing the jog wheels can then be used to adjust the Pan/Tilt position of your moving heads or scanners (once they have been assigned). With the "Wheel to Pan/Tilt" button not pressed and the LED not flashing the Pan/Tilt jog wheels can be used to adjust the Pan/Tilt range of the 8 built in shape generator movement macros.

Patching fixtures:

To enable you to control your fixtures you will first have to patch the controller to the DMX profiles of the fixtures you intend to control.

The controller can address 20 fixtures, each with up to 26 channels when you first power on from new (or following a factory reset) the controller is patched in the following way for all 20 fixtures.

Fader	DMX channel	Fader	DMX channel	Fader	DMX channel
1/D	1	10	10	19	19
2/R	2	11	11	20	20
3/G	3	12	12	21	21
4/B	4	13	13	22	22
5/W	5	14	14	23	23
6/A	6	15	15	24	24
7/UV	7	16	16	PAN	25
8	8	17	17	TILT	26
9	9	18	18		

You can now start to patch your fixtures to the controller in the following way.

Press and hold the "Menu" button for 3 seconds, the screen will now show "01 Patch Fixtures", now press the enter button and the screen will display "Please select fixture". If you press the fixture 1 button the display will show the fixture number and its start address, now press the "Swap" button and the screen show "CHANL: 1/D" and "DMX channel: 01" as you can see "DIMMER" is printed above fader 1, so using the Tilt wheel set your fixtures dimmer channel into the menu screen.

e.g. If your fixture's dimmer channel is number 5 then rotate the "tilt wheel" to show 05 on the display, now press "enter" to confirm. Now rotate the "pan wheel" to show number 02 in the display, this is fader 2 the "red" channel. If for example your fixtures red channel is DMX channel 3 then rotate the tilt wheel to show 03 in the display. Now press the Enter button to confirm.

For any unused channels, you can hit the "Blackout/Delete" button to change the channel value to "NULL". This will allow DMX fixtures to be patched based on the fixtures DMX channel count and allow you to utilise the full 24 available fixtures if required.

Now continue using the same process until all of the DMX channels on your fixture have been assigned. Don't forget, Pan & Tilt should be assigned to numbers 25 and 26.

Continue the same process for each fixture until all of your fixtures have been patched into the controller.

During the above patch process, it is possible to reverse the action of any fader (e.g. for shutter channels) by pressing the swap button, use the Tilt wheel to change. A second press of the swap button will enable or disable the fade in/out time of the fixtures colour channels just rotate the pan wheel left/right for yes or no.

If you have 2 or more of the same fixture you can patch the first fixture and then copy to a second fixture number by holding down the fixture button for three seconds and while keeping the button pressed you can press the fixture button you wish to copy too. The display will confirm that the copy has taken place. When you have finished all the patching press the "ESC" button to exit.

Saving scenes:

Press and hold the REC/Enter button to go into Program mode, then press the Scene button to illuminate its LED. Now select a fixture, then using the faders setup the fixture to the desired setting. Next select the Bank (A, B or C) using the Scene Page button you can then press the REC/Enter button once. At this point the LEDs next to the number buttons will illuminate to show any existing scenes. Now press the number button of the next available scene (unlit number button), when you do this all LEDs will flash to register the save. Repeat this process and when you have completed saving your scenes (maximum 36 scenes), press and hold the REC/Enter button to exit the program.

Saving chases:

Press and hold the REC/Enter button to go into Program Mode, then press the Chase Button.
Now press one of the number buttons in which to save your chase. The display will now show the chase number and the step number, adjust your lighting fixtures to the desired setting then press the REC/Enter button. All the LEDs will flash and the step number will increase by one. Continue in this way until your chase is complete, then press and hold the REC/Enter button to exit the program mode.

Chase playback:

Press and hold the "Page Down/Clear" button for 3 seconds to clear the programmer of any manual adjustments on the faders & controls, the LEDs on the controller will show one quick flash to confirm the programmer is cleared. Press the "Chase" button and the LED alongside will illuminate. Press the number button(s) to activate the required chases. Please note: a maximum of 5 chases may be replayed simultaneously.

AUTO: Chases run in the sequence that they were saved, and can be controlled by both fade and wait time faders.

MANUAL: Rotate the Pan wheel to run step by step, forward or backward.

MUSIC: The chases will be activated by sound. To adjust the sensitivity of sound activation in MUSIC mode, press and hold the run mode/swap button and then rotate the Tilt wheel.

When two or more chases are running simultaneously, the chase that is adjustable shows a blinking LED indicator. To adjust another chase, press the corresponding number buttons for two seconds until its LED indicator blinks, then it is ready for adjustment.

Scene playback:

Press the Scene button and the LED alongside will illuminate. Press the number button(s) to activate the required scenes.

HTP/LTP:

The controller will output DMX commands in the following priority order:

Manual fader adjustments > movement macros > scenes > chases.

This means, any changes to the faders/wheels will override the movement macros, scenes and chase outputs.

Fade in/out time of the colour channels:

Press and hold "Page Up" and then move the "wait time fader" to adjust the fade in/out time of the colour channels. Each fixture can be set with individual fade in/out times. Fade in/out may also be disabled for individual fixtures in the Fixture Patch menu.

Other menu functions:

When in "Menu" mode, you can use the Pan or Tilt wheels to scroll through all the menu functions. They are listed as follows:

1)	Patch fixtures	6)	Data backup
2)	Reset factory settings	7)	Data load
3)	Delete all fixture patches	8)	Send fixture update file
4)	Fade mode	9)	Black-out mode
5)	RDM DMX address setup	10)	FOG machine control

1) Patching fixtures:

Please see previous description.

2) Reset factory settings:

Press and hold the Menu button to enter menu mode then rotate the Pan or Tilt wheels to show "02. Factory Reset" on the display. Press the Enter button to confirm. You can then select Yes/No by rotating the Pan or Tilt wheels and press enter to confirm.

NOTE: If you reset the controller to its factory settings, any patches, scenes and chases will be deleted.

3) Delete all fixture patches:

Press and hold the Menu button to enter menu mode then rotate the Pan or Tilt wheels to show "03. Delete All Fixture Patch" on the display. Press the Enter button to confirm, the display will now show "Del all Patch", you can now select Yes or No by using the Pan or Tilt wheel, then press Enter to confirm.

4) Fade mode:

Press and hold the Menu button to enter menu mode, then rotate the Pan or Tilt wheels to show "04. Fade Mode" on the display. Press the Enter to confirm and then use the Pan or Tilt wheels to select either "All Channels" or "Only Pan/Tilt", then press enter to confirm your selection.

5) RDM DMX Address setup:

Press and hold the Menu button to enter menu mode then rotate the Pan or Tilt wheels to show "04. RDM DMX Address Setup" on the display then press enter to confirm. The display will then show "DMX ADDR SETUP". Now using the Pan or Tilt wheels you can select Yes or No. If you select No, the controller will return to the Menu mode, if you select Yes the display will show "Discover" as the controller searches the DMX chain for any RDM compliant fixtures. If the controller finds any RDM compliant fixtures it will show the number of fixtures found then by using the Pan wheel you can select the desired fixture. Once you have selected the desired fixture you can then change/set its address by using the Tilt wheel followed by pressing Enter to confirm. Repeat the process for all your RDM fixtures. Note: RDM operation within a DMX chain may be blocked/corrupted by none-compliant fixtures and data repeaters. Please check this carefully should the RDM setup fail to operate.

6) Data backup:

Press and hold the Menu button to enter menu mode then rotate the Pan or Tilt wheels to show "06. Data Backup" on the display then press enter to confirm. The display will now show "Data Backup USB", you can now use the Pan or Tilt wheels to select Yes or No. If you select Yes, the display will now show "Press Number Key Select File". The number keys are the 1-12 keys, if any of the LEDs adjacent to the number keys are illuminated this shows that a file exists on the USB memory stick. Please select from one of the non-illuminated keys followed by the enter button to save the data onto the memory stick. You can store up to a maximum of 12 data backups on any one USB memory stick.

7) Data load:

Press and hold the Menu button to enter menu mode then rotate the Pan or Tilt wheels to show "07. Data Load" on the display then press the Enter button to confirm. The display will now show "Load USB File", using Pan or Tilt wheels you can now select Yes or No. If you select Yes and then press the Enter button the display will show "Press Number Key Select File", the number keys will now illuminate if there is a data file saved into that location. Now select the number of the file you wish to load into the controller. A progress bar chart will show on the display indicating the data loading into the controller, when complete the screen will return to "07. Data Load".

8) Send fixture update file:

The Send Fixture Update File function is used only for initial software loading or for firmware updates as required.

9) Blackout mode:

Press and hold the Menu button to enter the menu mode, use the pan or tilt wheels until the display shows "09. Black-out mode" then press the Enter button to confirm. The display will then show "Black-out mode" and give an option of either [All channels] or [Only dimmer], you can scroll thru the options using the Pan or Tilt wheels and press enter to confirm.

10) Fog machine control:

Press and hold the Menu button to enter the menu mode, the display will show "10. Fog machine Control". Press the Run Mode/Swap button to change the display to each of the fog machine sub menus:

- Auto FOG. Use the Pan or Tilt wheels to change from Off to On. If the menu option is set to "ON" the controller will begin to output fog based on the on the "On/Off time". If the Auto option is set to "Off" the controller will only output a fog command upon the DMX FOG button being pressed manually.

- ON TIME: 010S / OFF TIMER: 060S. Pan wheel can be used to change the On timer (duration of fog burst) and the Tilt wheel can be used to change the Off timer (interval between fog bursts)

- FOG CH1: Empty / VALUE: 255 Pan wheel can be used to change the DMX address and the Tilt wheel can be used to change DMX output value.

- FOG CH2: Empty / VALUE: 255 Pan wheel can be used to change the DMX address and the Tilt wheel can be used to change DMX output value.

DMX setup

Setting the DMX address:

The DMX mode enables the use of a universal DMX controller. Each fixture requires a "start address" from 1- 511. A fixture requiring one or more channels for control begins to read the data on the channel indicated by the start address. For example, a fixture that occupies or uses 7 channels of DMX and was addressed to start on DMX channel 100, would read data from channels: 100,101,102,103,104,105 and 106. Choose a start address so that the channels used do not overlap. E.g. the next unit in the chain starts at 107.

DMX 512:

DMX (Digital Multiplex) is a universal protocol used as a form of communication between intelligent fixtures and controllers. A DMX controller sends DMX data instructions form the controller to the fixture. DMX data is sent as serial data that travels from fixture to fixture via the DATA "IN" and DATA "OUT" XLR terminals located on all DMX fixtures (most controllers only have a data "out" terminal).

DMX linking:

DMX is a language allowing all makes and models of different manufactures to be linked together and operate from a single controller, as long as all fixtures and the controller are DMX compliant. To ensure proper DMX data transmission, when using several DMX fixtures try to use the shortest cable path possible. The order in which fixtures are connected in a DMX line does not influence the DMX addressing. For example; a fixture assigned to a DMX address of 1 may be placed anywhere in a DMX line, at the beginning, at the end, or anywhere in the middle. When a fixture is assigned a DMX address of 1, the DMX controller knows to send DATA assigned to address 1 to that unit, no matter where it is located in the DMX chain.

DATA cable (DMX cable) requirements (for DMX operation):

This fixture can be controlled via DMX-512 protocol. The DMX address is set on the back of the unit. Your unit and your DMX controller require a standard 3-pin XLR connector for data input/output, see image below.

Further DMX cables can be purchased from all good sound and lighting suppliers or Pro Light Concepts dealers.

Please quote:

CABL10 – 2m
CABL11 – 5m
CABL12 – 10m

Note: DMX cable must be daisy chained and cannot be split.

Notice:

Be sure to follow the diagrams below when making your own cables. Do not connect the cables shield conductor to the ground lug or allow the shield conductor to come in contact with the XLRs outer casing. Grounding the shield could cause a short circuit and erratic behaviour.
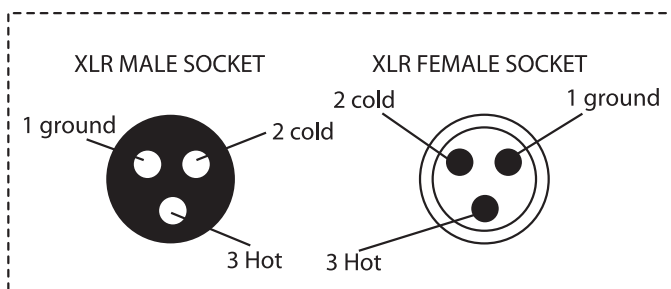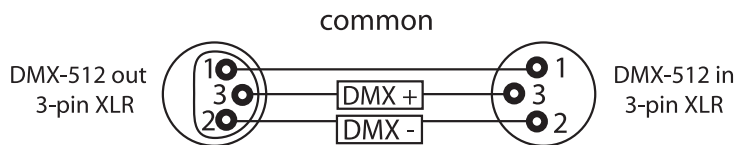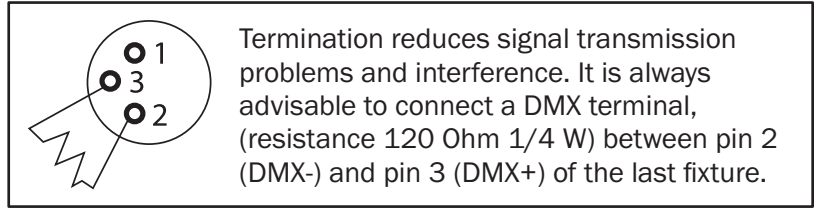

XLR Pin Configuration
Pin 1 = Ground
Pin 2 = Negative
Pin 3 = Postive

Special note:

Line termination:

When longer runs of cable are used, you may need to use a terminator on the last unit to avoid erratic behaviour.

Termination reduces signal transmission problems and interference. It is always advisable to connect a DMX terminal, (resistance 120 Ohm 1/4 W) between pin 2 (DMX-) and pin 3 (DMX+) of the last fixture.

Using a cable terminator will decrease the possibilities of erratic behaviour.
(3-pin - Order ref: CABL90, 5-pin - Order ref: CABL89)

5-pin XLR DMX connectors:

Some manufactures use 5-pin XLR connectors for data transmission in place of 3-pin. 5-pin XLR fixtures may be implemented in a 3-pin XLR DMX line. When inserting standard 5-pin XLR connectors in to a 3-pin line a cable adaptor must be used. The diagram below details the correct cable conversion.
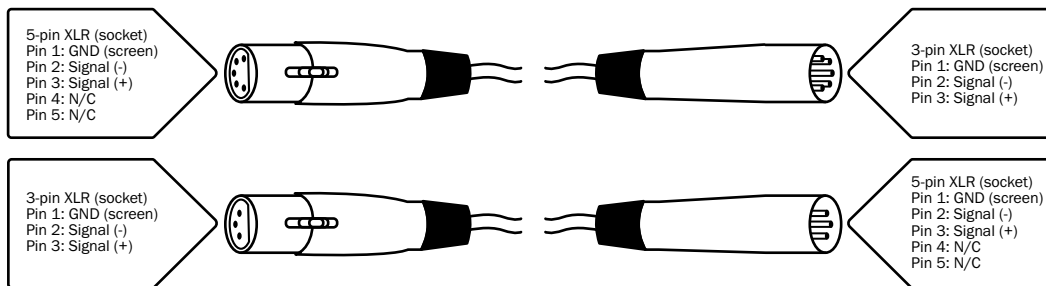
Correct Disposal of this Product
(Waste Electrical & Electronic Equipment)

(Applicable in the European Union and other European countries with separate collection systems)

This marking shown on the product or its literature, indicates that it should not be disposed with other household wastes at the end of its working life. To prevent possible harm to the environment or human health from uncontrolled waste disposal, please separate this from other types of wastes and recycle it responsibly to promote the sustainable reuse of material resources.

Household users should contact either the retailer where they purchased this product, or their local government office, for details of where and how they can take this item for environmentally safe recycling.

Business users should contact their supplier and check the terms and conditions of the purchase contract. This product should not be mixed with other commercial wastes for disposal.