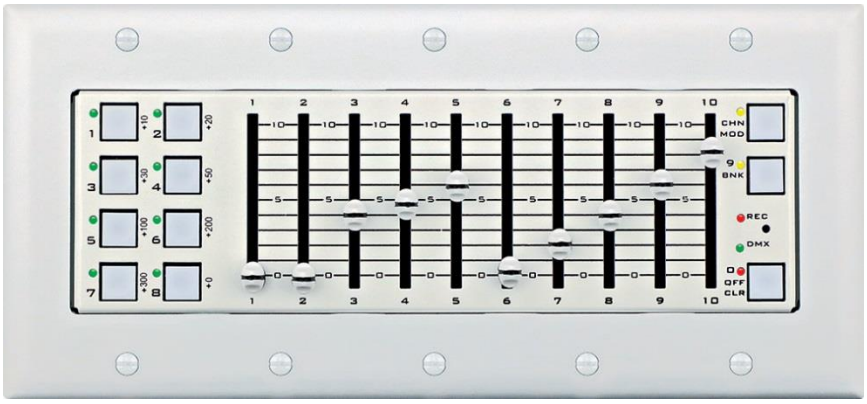
LIGHTRONICS



SC910D/SC910W

DMX CONTROLLER

Version 2.11

04/08/2022

TABLE OF CONTENTS

DESCRIPTION

The SC910 is designed to be a compact DMX controller and remote station control device. When used as a standalone controller, the SC910 is capable of independently controlling 512 channels of DMX and has the ability to record and recall 18 scenes. The scene control is broken down to 10 real time fader controls and 8 push buttons with user defined fade times. This device features the ability to set a fixed output value or park DMX channels. The SC910 is able to connect to a DMX data chain with another DMX controller. The SC910 can operate with other types of Lightronics smart remotes and simple remote switches to recall 16 of the 18 available scenes from additional locations. Scenes 17 & 18 are only available from fader 9 & 10 on the SC910. These remote units will connect to the SC910 via low voltage wiring.

The SC910 is the ideal device for architectural control of DMX512 lighting systems. It can be used as a backup to a DMX console, great for controlling LED lighting for special events or anywhere that requires quick, easy control of a full universe of DMX.

SC910D INSTALLATION

The SC910D is portable and is intended to be used on a desktop or other suitable horizontal surface.

SC910D POWER & DMX CONNECTIONS

A 120 Volt AC power outlet is needed for the power supply. The SC910D includes a 12 VDC/ 2 Amp minimum, power supply that has a 2.1mm barrel connector with POSITIVE center pin.

TURN OFF ALL CONSOLES, DIMMER PACKS, AND POWER SOURCES BEFORE MAKING EXTERNAL CONNECTIONS TO THE SC910D.

DMX connections are made using 5 pin XLR connectors located on the rear edge of the SC910D

Connector Pin #	Signal Name
1	DMX Common
2	DMX DATA -
3	DMX DATA +
4	Not Used
5	Not Used

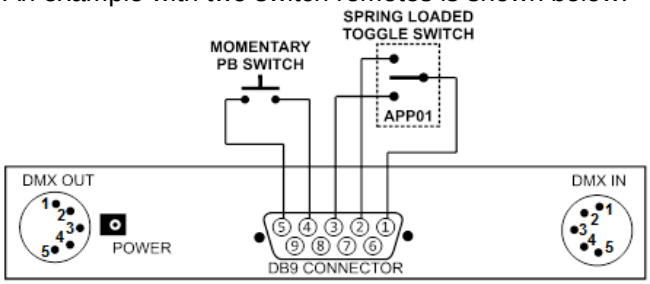
SC910D REMOTE DB9 CONNECTOR PINOUT

Connector Pin #	Signal Name
1	Simple Switch Common
2	Simple Switch 1
3	Simple Switch 2
4	Simple Switch 3
5	Simple Switch Common
6	Smart Remote Common
7	Smart Remote Data -
8	Smart Remote Data +
9	Smart Remote Voltage +

SC910D SIMPLE REMOTE CONNECTIONS

The DB9 connector pins 1 - 5 are used for connecting simple switch remotes.

An example with two switch remotes is shown below.



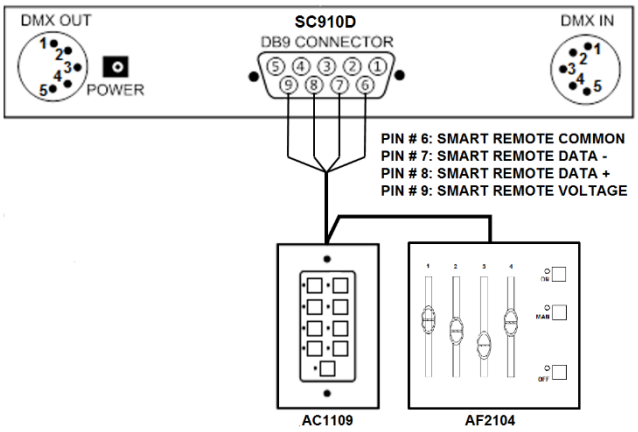
The example uses a Lightronics APP01 switch station and a typical pushbutton momentary switch. If the SC910D simple switch functions are set to factory default operation, then the switches will operate as follows:

1. Scene #1 will be turned on when the toggle switch is pushed up.
2. Scene #1 will be turned off when the toggle switch is pushed down.
3. Scene #2 will be turned on or off each time the pushbutton momentary switch is pressed.

SC910D SMART REMOTE CONNECTIONS

The SC910D can operate with two types of smart remote stations. This consists of Lightronics pushbutton stations (AK, AC and AI series) and the AF fader stations. Communication with these stations is over a 4 wire daisy chain bus which consists of a dual twisted pair data cable(s). One pair carries the data, while the other pair supplies power to the remote stations. Multiple smart remotes of different types can be connected to this bus.

An example using an AC1109 and an AF2104 smart remote wall station is shown below.



SC910W INSTALLATION

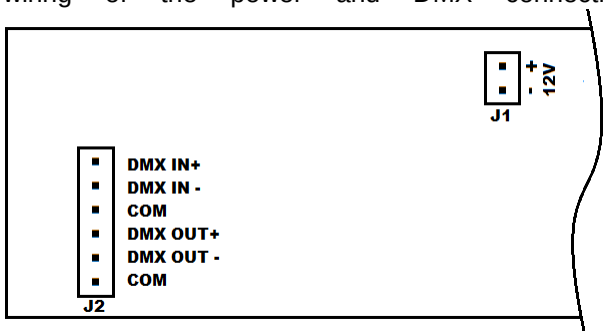
The SC910W (wall mount) is designed to fit in a standard 5 gang "new work" style junction box. Be certain to keep line voltage connections away from the SC910W and the junction box housing the unit. A trim plate is included with the SC910W.

SC910W POWER & DMX CONNECTIONS

The SC910W uses an external 12 VDC/2 Amp minimum, power supply, which is included. Connecting power to a wall mount will require connecting the positive wire to the +12V terminal and the negative wire to the -12V terminal on the two pin J1 connector located on the back of the device.

When making power and DMX connections to the device, make all low voltage connections and check DC output prior to mating the connector with the male pins located on the rear of the SC910W. Do not make any of the connections with voltage present or while any devices on the DMX data chain are transmitting.

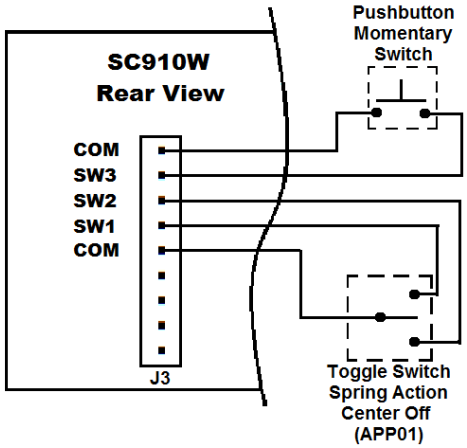
DMX is installed in a similar way on the removable 6 pin connector J2. The figure below shows the proper wiring of the power and DMX connections.



SC910W SIMPLE REMOTE CONNECTIONS

The upper five terminals of J3 are used to connect simple switch remote signals. They are marked as COM, SW1, SW2, SW3 and COM. The COM terminals are connected to each other on the printed circuit board.

An example with two switch remotes is shown below.



The example uses a Lightronics APP01 switch station and a typical pushbutton momentary switch. If the SC910W simple switch functions are set to factory default operation, then the switches will operate as follows:

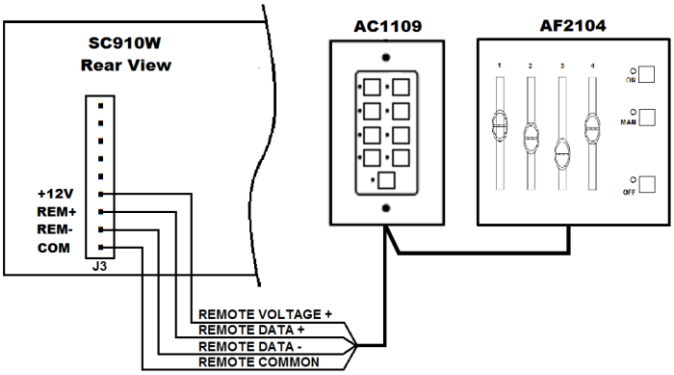
1. Scene #1 will be turned on when the toggle switch is pushed up.
2. Scene #1 will be turned off when the toggle switch is pushed down.
3. Scene #2 will be turned on or off each time the pushbutton momentary switch is pressed.

SC910W SMART REMOTE CONNECTIONS

The SC910W can operate with two types of smart remote stations. This consists of Lightronics pushbutton stations (AK, AC and AI series) and the AF fader stations. Communication with these stations is over a 4 wire daisy chain bus which consists of a dual twisted pair data cable(s). One pair carries the data, while the other pair supplies power to the remote stations. Multiple smart remotes of different types can be connected to this bus.

Connections for the smart remotes are on the bottom 4 terminals of J3 marked COM, REM-, REM+, and +12V.

An example using the AC1109 and AF2104 smart remote wall stations is shown below.



For the best results, it is advised - when installed on a large DMX data network or any network containing devices with “Master/Slave” functions such as select Lightronics FXLD or FXLE fixtures - an optically isolated splitter be installed on the output side of the SC910 in the DMX data chain.

Once the SC910’s DMX and remotes are connected, the unit is ready to be powered on. Upon start up, the SC910 will flash the software version number then go to an OFF state, illuminating the “OFF” LED.

DMX INDICATOR LED

The green LED indicator conveys the following information about the DMX input and DMX output signals.

OFF	DMX is NOT being received DMX is NOT being transmitted
BLINKING	DMX is NOT being received DMX is being transmitted
ON	DMX is being received DMX is being transmitted

REC SWITCH AND REC LED

The RECORD switch is a pushbutton recessed below the face plate to prevent accidental operation of the record function. It is located to the right and below the red RECORD LED. You will need a small tool (such as a piece of solid wire or paperclip) to push the button when recording.

CHN MOD BUTTON AND LED

The SC910’s CHN MOD button is used to toggle between scene and channel mode. After startup, the device will default to scene mode. When in this mode, the unit acts as a replay device, each of the buttons and faders will recall any previously recorded scenes. When the CHN MOD button is pressed, the amber LED beside the button will illuminate, signifying that the SC910 is now in channel mode. In this mode, the device can be used like a DMX console or scene setter, allowing the user to set/change/modify/store scenes on any combination of levels using up to 512 DMX channels. Press CHN MOD and follow all steps in the next two sections of this manual to set outputs.

SETTING CHANNEL LEVELS

The ten faders on the SC910 user interface are used to set levels for a block of ten DMX channels at a time. Once set, those levels remain live until they are changed or a clear command is given. While in CHN mode, any changes to a DMX controller that inputs to the SC910 will not be received. Any changes to a DMX channel from the SC910 will follow a Last Takes Precedence priority.

The SC910 uses a unique addressing system to access blocks of faders. DMX channels 1 - 10 are the defaults for fader operation when the unit is powered up and switched to channel mode. To access a block of ten channels other than the default (1-10) the SC910 uses additive addressing. Utilizing the eight buttons on the left side of the unit, labeled ‘+10’, ‘+20’, ‘+30’, ‘+50’ etc. Addressing is achieved by pushing a combination adding up to the desired DMX start address. Any block of ten channels out of the 512 available channels are accessible using this procedure buttons.

For example, to access channel 256 when starting with the default ‘+0’, press ‘+50' and ‘+200'. 256 will then be on fader 6. To access channel 250, again starting from the default, press '+200', '+30' and '+10'. Channel 250 will now be the 10th fader (channel 241 will be the first fader).

A chart outlining the buttons used to access any of the 512 available DMX channels is available on page 10.

Press and hold the OFF CLR button for 3 seconds to set all SC910 DMX values to zero, until a fader is moved.

SETTING FIXED DMX CHANNELS (PARKING)

DMX channels can be assigned a fixed output level or be “parked” at any value above 1%. When a channel is assigned a fixed DMX output value the output will remain at that value in both scene and channel mode and cannot be overridden by scene recalls or by

independent DMX control. To set a DMX channel to a FIXED output:

1. Set the fader(s) associated with the DMX channel to the level(s) desired.

2. Press the REC button for 3-5 seconds until the REC and LEDs for 1-8 begin to flash.

3. Press the CHAN MOD button (begins to flash) and press 88.

4. Press CHAN MOD. The CHAN MOD and REC LEDs are now on solid.

5. Press 3327 (the LEDs will flash acknowledging your entry).

6. Press REC button to record the change.

To erase a fixed channel output follow the steps above setting the level for each of the DMX channels to regain normal operation to a value of 0% on the fader. It is important to note which channels have been parked so they can be changed later if needed.

OPERATION WITH ANOTHER DMX CONTROLLER

The SC910 can be connected to a DMX chain with another DMX controller/console. If a DMX controller is already transmitting a signal to the input of the SC910, once the SC910 is placed in CHAN MOD, no changes from the DMX input will be passed. The SC910 defaults to transmit 'last look' (last known values for all channels) for seamless integration with a DMX control console. With no power to the SC910, the DMX signal will be passed directly to the DMX output connection.

Push the CHAN MOD button once to enable local operation. The unit will begin sending the DMX values set by using the faders. Values set in channel mode previous to the SC910 receiving a DMX signal will not be retained.

OPERATION WITH REMOTE STATIONS

While in CHAN MOD mode, the SC910 will accept responses from simple and smart remote operation, however the actions WILL NOT occur until the SC910 is taken out of CHAN MOD.

SCENE OPERATION

RECORDING SCENES

The SC910 can store scenes created using the SC910's DMX control feature or snapshot scenes from a connected DMX Device. To record scenes from the SC910 internally, use the steps outlined in the SETTING CHANNEL LEVELS section of this manual to set up the desired look and then follow the steps in this section.

When the SC910 receives a valid DMX512 signal, the GREEN DMX LED will be solid as outlined in the DMX CONTROLLER OPERATION section of this manual. Once the LED is on solid, the SC910 is ready to start recording scene snapshots. To record or re-record a scene:

1. Set any DMX channels to the value you desire to capture using the SC910 or control console connected to the SC910. (Verify the SC910 is in CHAN MOD to create scenes within the SC910.)

2. Hold down REC on the SC910 until the REC LED indicator begins to flash (about 3 sec.).

3. Push the button or move the fader in the location corresponding to the scene you want recorded. The REC and scene LEDs may flash, indicating that recording was completed successfully.

4. Repeat steps 1 through 3 to record any subsequent scenes.

To clear a scene, turn the OFF/CLR button on, then hold record, (all 8 scene LEDs will being flashing) then select the scene.

RECALLING SCENES

When recalling scenes to the SC910, it is important to keep in mind that scenes recorded on the buttons will be played back at the levels recorded with the set fade rate, while scenes recorded to faders can be manually faded in and out or played back at a fraction of the original percentages captured. Scenes will pile onto the internal and incoming DMX signal. The SC910 defaults to a Highest Takes Precedence (HTP) merge between scenes.

Set CHN MOD to off, (LED not illuminated) then press, push or pull up any previously recorded button or fader. When multiple scenes are recalled the SC910 will combine the recorded values with the highest value taking precedence. For example, when channels 11-20 are recorded to button 1 at 80% and button 2 at 90%, if

both buttons are pushed the SC910 will transmit a value of 90% on channels 11-20. A combination of buttons and faders can be used to recall several scenes at a time. This technique can be used as a means of controlling fixtures with several attributes or parameters. For example, if a group of LED fixtures controlled by a SC910 have a 4 channel profile that contains a discrete channel for each; MASTER, RED, GREEN and BLUE, by assigning the master channels at full for each fixture to one push button, a control group can be created. Each fixture's respective RED, GREEN, and BLUE channel can then be assigned to a common fader, allowing for seamless control of the colors without crossfading the master intensities.

OFF CLR FUNCTION

The OFF CLR button turns off pushbutton scenes 1-8 and any pushbutton remote stations assigned to Scenes 1-16. The OFF CLR button will have no effect on any remote fader stations. If any scenes are selected from a remote station, the OFF CLR LED will be off. Scenes that are controlled by faders must be turned off by bringing scene faders to 0.

SYSTEM CONFIGURATION

The behavior of the SC910 is controlled by a set of function codes and their associated values. A full list of these codes and a brief description is listed below. Specific instructions for each function will be provided later in this manual. A diagram at the back of this manual gives a quick guide to programming the unit.

11 Scene 1 Fade Time
12 Scene 2 Fade Time
13 Scene 3 Fade Time
14 Scene 4 Fade Time
15 Scene 5 Fade Time
16 Scene 6 Fade Time
17 Scene 7 Fade Time
18 Scene 8 Fade Time
21 Scene 9 Remote Switch Fade Time
22 Scene 10 Remote Switch Fade Time
23 Scene 11 Remote Switch Fade Time
24 Scene 12 Remote Switch Fade Time
25 Scene 13 Remote Switch Fade Time
26 Scene 14 Remote Switch Fade Time
27 Scene 15 Remote Switch Fade Time
28 Scene 16 Remote Switch Fade Time
31 Blackout Fade Time
32 ALL Scenes and Blackout Fade Time
33 Simple Switch Input # 1 Options
34 Simple Switch Input # 2 Options
35 Simple Switch Input # 3 Options
37 System Configuration Options 1
38 System Configuration Options 2
41 Mutually Exclusive Group 1 Scene Selection
42 Mutually Exclusive Group 2 Scene Selection
43 Mutually Exclusive Group 3 Scene Selection
44 Mutually Exclusive Group 4 Scene Selection
51 Fader Station ID 00 Starting Scene Selection
52 Fader Station ID 01 Starting Scene Selection
53 Fader Station ID 02 Starting Scene Selection
54 Fader Station ID 03 Starting Scene Selection
88 Factory Reset

ACCESSING AND SETTING FUNCTIONS

1. Hold down REC for more than 3 seconds. The REC light will begin blinking.

2. Push CHN MOD. The CHN MOD and REC lights will blink alternately.

3. Enter a 2 digit function code using the scene buttons (1 - 8). The scene lights will flash a repeating pattern of the code entered. The unit will return to its normal operating mode after about 20 seconds if no code is entered.

4. Push CHN MOD. The CHN MOD and REC lights will be ON. The scene lights (in some cases including the OFF (0) and BNK (9) lights) will show the current function setting or value.

Your action now depends on which function was entered. Refer to the instructions for that function. You can enter new values and push REC to save them or push CHN MOD to exit without changing the values. At this point, the unit will return to its normal operation mode after 60 seconds if no function settings are entered.

SETTING FADE TIMES (Function Codes 11 - 32)

The fade time is the minutes or seconds to move between scenes or for scenes to go ON or OFF. The fade time for each scene can be individually set. The SC910 pushbuttons are Scenes 1-8, Scenes 9-16 correlate to SC910 faders 1-8, however the fade time settings is only applicable to the use of either push button smart remotes or simple remotes assigned to Scene 9-16. The allowable range is from 0 seconds to 99 minutes.

Fade time is entered as 4 digits and can be either minutes or seconds. Numbers entered from 0000 -

0099 will be recorded as seconds. Numbers 0100 and larger will be recorded as even minutes and the last two digits will not be used. In other words; seconds will be ignored.

After accessing a function (11 - 32) as described in ACCESSING AND SETTING FUNCTIONS:

1. The scene lights + OFF (0) and BNK (9) lights will be flashing a repeating pattern of the current fade time setting.

2. Use the scene buttons to enter a new fade time (4 digits). Use OFF for 0 and BNK for 9 if needed.

3. Push REC to save the new function setting.

Function Code 32 is a master fade time function which will set ALL fade times to the value entered. You can use this for a base setting for fade times and then set individual scenes to other times as needed.

SIMPLE REMOTE SWITCH BEHAVIOR

The SC910 is very versatile in how it can respond to the simple remote switch inputs. Each switch input can be set to operate according to its own settings.

Most settings pertain to momentary switch closures. The MAINTAIN setting allows the use of a regular ON/OFF switch. When used this way, the applicable scene(s) will be ON while the switch is closed and OFF when the switch is open.

Other scenes can still be activated and the OFF button on the SC910 will turn the MAINTAIN scene off. The switch must be cycled off then on to reactivate the MAINTAIN scene.

SETTING SIMPLE SWITCH INPUT OPTIONS
(Function Codes 33 - 35)

After accessing a function (33 - 35) as described in ACCESSING AND SETTING FUNCTIONS:

1. The scene lights including OFF (0) and BNK (9) will flash a repeating pattern of the current setting.

2. Use the scene buttons to enter a value (4 digits). Use OFF for 0 and BNK for 9 if needed.

3. Push REC to save the new function value.

The function values and description are as follows:

SCENE ON/OFF CONTROL

0101 - 0116 Turn ON Scene (01-16)
0201 - 0216 Turn OFF Scene (01-16)
0301 - 0316 Toggle ON/OFF Scene (01-16)
0401 - 0416 MAINTAIN Scene (01-16)

OTHER SCENE CONTROLS

0001 Ignore this switch input
0002 Blackout - turn off all scenes
0003 Recall last scene(s)

SETTING SYSTEM CONFIGURATION OPTIONS 1
(Function Code 37)

The system configuration options are specific behaviors which can be turned ON or OFF.

After accessing a function code (37) as described in ACCESSING AND SETTING FUNCTIONS:

1. The scene lights (1 - 8) will show which options are on. An ON light means the option is active.

2. Use the scene buttons to toggle the associated option ON and OFF.

3. Push REC to save the new function setting.

The configuration options are as follows:

SCENE 1 REMOTE BUTTON STATION LOCKOUT
Disables smart remote pushbutton stations with DMX input present.

SCENE 2 REMOTE FADER STATION LOCKOUT
Disables smart remote fader stations with DMX input present.

SCENE 3 SIMPLE REMOTE INPUT LOCKOUT
Disables simple remote inputs if a DMX input signal is present.

SCENE 4 LOCAL BUTTON LOCKOUT
Disables SC910 pushbuttons if a DMX input signal is present.

SCENE 5 LOCAL FADER LOCKOUT
Disables SC910 faders if a DMX input signal is present.

SCENE 6 BUTTON SCENES OFF
Turns off button scenes if a DMX input signal is

present.

SCENE 7 SAVED FOR FUTURE EXPANSION

SCENE 8 ALL SCENES RECORD LOCKOUT
Disables scene recording. Applies to all scenes.

SETTING SYSTEM CONFIGURATION OPTIONS 2 (Function Code 38)

SCENE 1 SAVED FOR FUTURE EXPANSION

SCENE 2 MASTER/SLAVE MODE
Changes the SC910 from transmit mode to receive mode when a master dimmer (ID 00) or an SR unit is already in the system.

SCENE 3 SAVED FOR FUTURE EXPANSION

SCENE 4 CONTINUOUS DMX TRANSMISSION
SC910 will continue to send DMX string at 0 values with no DMX input or no scenes active rather than no DMX signal output.

SCENE 5 RETAIN PREVIOUS SCENE(S) FROM POWER OFF
If a scene was active when the SC910 was powered off, then it will turn on that scene when power is restored.

SCENE 6 MUTUALLY EXCLUSIVE GROUP - ONE ON REQUIREMENT
Disables the ability to turn off all scenes in a mutually exclusive group. It forces the last live scene in the group to stay on unless you push off.

SCENE 7 DISABLE FADE INDICATION
Prevents the scene lights from blinking during scene fade time.

SCENE 8 DMX FAST TRANSMIT
Reduces the DMX interslot time from 3µsec to 0µsec to reduce the overall DMX frame to 41µsec.

CONTROLLING EXCLUSIVE SCENE ACTIVATION

During normal operation multiple scenes can be active at the same time. Channel intensities for multiple scenes will combine in a "greatest of" manner. (HTP)

You can cause a scene or multiple scenes to operate in an exclusive manner by making them part of a mutually exclusive group.

There are four groups which can be set. If scenes are part of a group then only one scene in the group can be active at any given time.

Other scenes (not part of that group) can be on at the same time as scenes in a group.

Unless you are going to set one or two simple groups of non-overlapping scenes you may want to experiment with the settings to get different effects.

SETTING SCENES TO BE PART OF A MUTUALLY EXCLUSIVE GROUP (Function Codes 41 - 44)

After accessing a function (41 - 44) as described in ACCESSING AND SETTING FUNCTIONS:

1. The scene lights will show which scenes are part of the group.

2. Use the scene buttons to toggle scenes on/off for the group.

3. Push REC to save the new group set.

Scenes within the Mutually Exclusive Group will operate with a Last Takes Precedence merge but will still pile on to the input DMX signal.

SETTING FADER STATION STARTING SCENE
(Function Codes 51-54)

Several pushbutton and fader stations can be used to access different scene blocks on the SC910. This allows for the use of two different smart stations set to different Architectural Unit ID Numbers, also referred to here as “Station ID”, to control two different blocks of scenes. The scene blocks are created using the Station ID # functions and selecting the first scene in a block. The pushbuttons scenes set on the SC910 are scenes 1-8, whereas the scenes assigned to the SC910 faders are scenes 9-18. Scenes 1-16 are assignable to remotes leaving scene 17 & 18 specifically for SC910 control.

After accessing a Fader ID function # (51 - 54), using the steps outlined in ACCESSING AND SETTING FUNCTIONS, the indicators for the current starting scene will flash back as a four digit code. The following steps will allow you to change the current setting.

1. Input the number of the scene you wish to have assigned to fader 1 on the AF as a four digit number.

2. Press the record button to save your selection.

For example, referring back to the diagram on page 4 of this manual, you can have an AC1109 and an AF2104 set to Fader ID # 1. By pressing REC, CHN MOD, 5, 1, CHN MOD, 0, 0, 0, 9, REC. The AC1109 would operate scenes 1-8 and off while the AF2104 would recall and fade 9-12

FACTORY RESET (Function Code 88)

A Factory Reset will invoke the following conditions:

1. All scenes will be erased.
2. All fade times will be set to three seconds.
3. Simple switch functions will be set as follows:
   Input #1 Turn ON Scene 1
   Input #2 Turn OFF Scene 1
   Input #3 Toggle Scene 2 ON and OFF
4. All System Configuration Options (Function Codes 37 and 38) will be turned OFF.
5. Mutually Exclusive groups will be cleared (no scenes in the groups).
6. Fader Station Starting Scene settings will be cleared.
6. DMX Fixed Channel settings will be cleared.

TO PERFORM A FACTORY RESET

After accessing the function (88) as described in ACCESSING AND SETTING FUNCTIONS:

1. The OFF (0) light will repeat a pattern of 4 flashes.

2. Enter **0910** (the model number of the product).

3. Push REC. The scene lights will flash briefly and he unit will return to its operating mode.

MAINTENANCE AND REPAIR

TROUBLESHOOTING

No LEDs lit when plugged in.
-Verify that SC910 12V power supply is plugged into a working outlet and the LED on the power supply is lit.
-Verify DMX input and power connections as well as their polarity.
- Push the OFF/CLR button. When pushed the red LED next to it should illuminate.

Scene activated does not appear to be what was stored.
-Verify all DMX connections are made securely.
-Confirm the DMX polarity for each connection is correct.
-Check that the scene has not been recorded over by re-creating the scene on the SC910 or DMX console and re-recording.

SC910 not responding to remote stations.
-Verify all smart remote station connections are made securely on SC910 and remote stations.
-Verify continuity of wiring between SC910 and wall stations.
-Verify wall stations are daisy chained and not in star configuration.
-Verify there is 12 VDC minimum from pin 9 of the DB9 connector on the SC910.
-Verify Remote Station Lockouts are not active on SC910
-Verify Fader Station Starting Scene settings.

Some dimmers or fixtures are not responding to the SC910.
- Make sure the dimmer/fixtures' addresses are set to the proper DMX channels.
-Make sure the DMX daisy chain is wired properly and terminated.

CLEANING

The best way to prolong the life of your SC910 is to keep it dry, cool, and clean.

COMPLETELY DISCONNECT THE UNIT BEFORE CLEANING AND MAKE SURE IT IS COMPLETELY DRY BEFORE RECONNECTING.

The unit exterior may be cleaned using a soft cloth dampened with a mild detergent/water mixture or a mild spray-on type cleaner. DO NOT SPRAY ANY LIQUID directly on the unit. DO NOT IMMERSE the unit in any liquid or allow liquid to get into the fader or push button controls. DO NOT USE any solvent based or abrasive cleaners on the unit.

REPAIRS

There are no user serviceable parts in the SC910. Service by anyone other than Lightronics authorized agents will void your warranty.

OPERATING AND TECHNICAL ASSISTANCE

Your local dealer and Lightronics factory personnel can help you with operation or maintenance problems.

Please read the applicable parts of this manual before calling for assistance.

If service is required - contact the dealer from whom you purchased the unit or contact Lightronics directly. Lightronics, Service Dept., 509 Central Dr., Virginia Beach, VA 23454 TEL: (757) 486-3588.

WARRANTY INFORMATION AND REGISTRATION – CLICK LINK BELOW

www.lightronics.com/warranty.html

DMX CHANNEL BUTTON ADDRESSING

DMX Ch.	Address Buttons		DMX Ch.	Address Buttons
1-10	+0(Default)		261-270	+200,+50,+10
11-20	+10		271-280	+200,+50,+20
21-30	+20		281-290	+200,+50+30
31-40	+30		291-300	+200,+50,+30,+10
41-50	+10,+30		301-310	+300
51-60	+50		311-320	+300,+10
61-70	+50,+10		321-330	+300,+20
71-80	+50,+20		331-340	+300,+30
81-90	+50+30		341-350	+300,+10,+30
91-100	+50,+30,+10		351-360	+300,+50
101-110	+100		361-370	+300,+50,+10
111-120	+100,+10		371-380	+300,+50,+20
121-130	+100,+20		381-390	+300,+50+30
131-140	+100,+30		391-400	+300,+50,+30,+10
141-150	+100,+10,+30		401-410	+300,+100
151-160	+100,+50		411-420	+300,+100,+10
161-170	+100,+50,+10		421-430	+300,+100,+20
171-180	+100,+50,+20		431-440	+300,+100,+30
181-190	+100,+50+30		441-450	+300,+100,+10,+30
191-200	+100,+50,+30,+10		451-460	+300,+100,+50
201-210	+200		461-470	+300,+100,+50,+10
211-220	+200,+10		471-480	+300,+100,+50,+20
221-230	+200,+20		481-490	+300,+100,+50,+30
231-240	+200,+30		491-500	+300,+100,+50,+30,+10
241-250	+200,+10,+30		501-510	+300,+200
251-260	+200,+50		511-512	+300,+200,+10

SC910 PROGRAMMING DIAGRAM