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The Pocket Console[®] DMX

8 Page Patch/Moving Light

Instructions

How to Program 8 Pages of Patch

Turn the unit ON. Select PATCH mode. Displayed now is the currently selected patch i.e. PA1 or PA4, etc. There are always 8 pages stored in the flash memory, whether patched or not. We can select the patch we wish to address/edit by pushing one of the "BUMP buttons" 1 through 8. While holding down the chosen BUMP button, the newly selected patch # is displayed (PA1-PA8). When the button is released, the display will default to DMX 001 in that chosen patch page. The selected patch can then be edited or the PATCH/NORMAL switch can be switched to NORMAL and the current patch will be implemented with now functional BUMP buttons. If the PATCH/NORMAL switch is left in the PATCH position, the unit can continue to be patched as expected. If we go from NORMAL to PATCH mode and push either the LAST or NEXT button, the display will indicate the current patch page as long as the button used is held down. When released, the display will then indicate the most recent DMX value displayed in that last patch addressed. We can then use the LAST or NEXT buttons to continue patching in this patch page continuing from that DMX number. Reverting to NORMAL and back to PATCH and then changing patches again will default us back to DMX address 001 in the new patch chosen. COOL, huh?

Teching one or more moving lights

This is not recommended for the technically challenged, but it is not too difficult at all.

First...find the dmx control values and sequence of the given moving light we wish to tech. Let's assume a 15 channel wash mover to start with...an easy light.

Now that we know how PAGES work, and assuming we are starting at address 001, let's go to PAGE ONE and PATCH sliders 1-4 so that: PAN=1, TILT=2, INTENSITY=3, & whatever else we need to turn it on =4.

Now we'll PATCH sliders 5-8 so that: 5=Cyan, 6=Yel, 7=Mag (or whatever color wheels you have) & 8=whatever else you want to see in PAGE ONE.

Now...plugging the POCKET CONSOLE DMX into the powered up moving light, we address the fixture to 001 and put sliders 1&2 @50%. The unit should PAN&TILT to 50% (or "home"). Now, run up slider 3 and 4 and the light should turn on. Now check the next parameters, 5-8 and see that the colors all work.

Now, let's goto PATCH PAGE TWO and PATCH sliders 1-4 the exact same way as done in PAGE ONE (PAN=1, TILT=2, INTENSITY=3, etc). This way, when we go between PAGE ONE and PAGE TWO the light will not move and will stay on, AND the parameters we are checking will change...because now we are going to PATCH *new* dmx values for the light to sliders 5-8. Hopefully, this is making sense now. Once those new values are PATCHED, we use 5-8 to check them, too. Pretty cool, huh? Now, take as many PAGES as needed to check the whole light.

MORE MOVING LIGHTS

Okay...so we have more than just wash lights to do...so...let's say it's a 30 channel spotlight fixture....

Now...begin by addressing that fixture with a start address of 021 (because we used up 001-015 already).

Do all that we did above, except start with 021 in the PATCH. Now we have two lights patched across as many PAGES as we need to do 30 dmx values. Just keep going up the dmx universe and you can patch a lot of different lights into the Pocket Console®, as long as you address the light to match the console. Have fun!

Questions???

Please call us: 512-858-5058 or E-mail us: Baxter@baxtercontrols.com

www.thepocketconsole.com