

BAXTER CONTROLS, Inc.
P.O. Box 225 Driftwood, Tx. 78619

512-858-5058

The Pocket Console®
DMX™ www.thepocketconsole.com

Thank you for purchasing *The Pocket Console®*

Battery Install

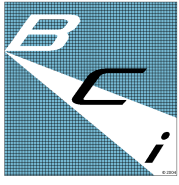
The unit comes ready to go with an installed 9v battery, our compliments. If it is dead, then it may have turned ON in transit and you will need to replace it. Our apologies, if this is the case. To replace, turn it over, unscrew the four corner screws on the backplate and carefully replace. **BE CAREFUL...IF YOU CHOOSE TO USE JUST THE AC/DC POWER ADAPTER WITHOUT THE BATTERY INSTALLED, BE SURE TO TAPE OVER THE TERMINALS SO AS NOT TO CAUSE A SHORT CIRCUIT TO THE MOTHERBOARD FROM THE BATTERY LEADS.** We recommend keeping a new battery in the unit at all times or regardless of charge, unless the battery is too old and leaks, of course. Also, be very careful with the backplate and the DATA cord during this procedure. The PRO-CELL lives in a clip on the backplate.

Patch

Turn the unit ON. Switch into PATCH mode. Display will read Dimmer 001. Using the NEXT or LAST buttons, choose the dimmer you wish to patch. Press one of the chosen BUMP buttons under a slider and you have now patched that dimmer to that slider. Continue the process as much as you like. All 512 dimmers could go to one slider, if you choose. Also, **holding down** the NEXT or LAST button will stream through the dimmers. Holding down UNPATCH or holding down a BUMP button simultaneously, will PATCH or UNPATCH thru all selected dimmers as long as you hold down the buttons.

When in PATCH mode, the LED under the slider will only light if the selected dimmer is patched to that slider. This is all the LED indicators are for. **THEY ARE NOT SLIDER LEVEL OR BUMP INDICATORS.**

When in PATCH mode the unit will still send DMX and the changes will be instantaneous if you have sliders up on the panel. Holding down the NEXT or LAST buttons will stream through the dimmers slowly at first and then **VERY QUICKLY, just like on an LED based alarm clock.**



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Operation

Switch to NORMAL. The patch display will go dark. This is to save battery life. There will be a light glowing LED in the lower right corner of the display to indicate battery life "good." (If this light is blinking, time for a new battery.) Plug the DATA plug into the DMX device you are operating and away you go. If things aren't working, make sure you are patched properly. Also, in this NORMAL mode, the BUMP buttons are true bump buttons, but the LED does not indicate a flash, FYI.

Specifications

Dimensions: 6-5/8" wide x 3-1/4" tall x 1-3/8" deep
(1-5/8" for fader handle clearance)

DMX cable length with connector - 18" min.

Weight with battery - 13oz

Shipping weight - 1lb, 14oz

Packaged size : (Pocket Console[®], AC adapter and instructions)
10.5" X 8" X 2-1/4"

9 Volt Alkaline Battery Life - 8 hours minimum (has been known to go for much more)

120v AC adapter

Number of DMX dimmer addresses supported - 512

Number of Faders - 8 with bump buttons

Data output - DMX-512 1990 standard

DMX Update Speed: 44hz

Made in USA! - by BC Illumination, Georgetown, Texas

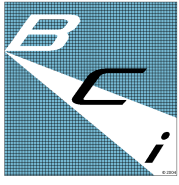
THANK YOU!

WARRANTY

The Pocket Console[®] DMX is guaranteed for 90 Days from date of delivery. Please return ASAP after you have any problems and we will take care of it. Dead or leaking batteries, abnormal wear and tear, abuse, or "Pepsi Syndrome" are not covered under this warranty. Software crashes and faulty hardware are. But this should not happen. Enjoy!

*Visit the website for info on our **NEW Playback-8™** cue-record & other software versions, such as **8-PAGE Moving Light Patch** and **dmXact™** for dmx readout.*

WWW.THEPOCKETCONSOLE.COM



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PLAYBACK 8 Operation

There are 3 modes available in the PLAYBACK 8 software.

- 1) NORMAL MODE - A blank screen. The battery indicator decimal point will be either lit or flashing...(for low battery).
- 2) PLAYBACK MODE - The text PLA is displayed.
- 3) RECORD MODE - The text REC.

Simultaneously holding down the LAST and NEXT buttons at the same time cycles the unit through these three modes. Releasing the LAST and NEXT buttons places the unit in the selected mode.

To record a PRESET (SUB or CUE):

Activate RECORD MODE - Press both the LAST and NEXT buttons. The chasing LED points indicate a change of MODES. The display will show PLA indicating the PLAYBACK MODE. Continue to hold down the LAST and NEXT button and the unit will cycle through the PLAYBACK MODE and continues to RECORD MODE. The display will show REC indicating the RECORD MODE has been activated. Release the LAST and NEXT buttons and the unit will remain in RECORD MODE. The display will continue to show REC. After having patched the console, create the look you want to save using the channel faders at the levels you choose.

In REC, the BUMP buttons will become SUB RECORD Buttons. To activate the RECORD/BUMP buttons, press and hold the button labeled UNPATCH. When the light above the UNPATCH button lights, release the UNPATCH button. It will blink for a few seconds. While it is blinking the 8 BUMP buttons are "armed" or ready to RECORD. If you press one of the bump buttons while the UNPATCH light is blinking the settings of the faders will be recorded into the SUBMASTER fader associated with that BUMP button. If no bump button is pressed, the armed mode will time out recording no changes.

To RECORD another submaster, set the faders to the look you wish to save. Then rearm the BUMP buttons by again pressing the UNPATCH button until the light comes on, release the UNPATCH button and the light will again blink indicating RECORD buttons 1 through 8 are now armed again. Press the bump button associated with the SUBMASTER you wish to record.

Repeat until you have recorded all the SUBMASTERS you wish to record.

To PLAYBACK the SUBMASTERS - Press and hold the LAST and NEXT buttons and the decimal points will chase. Continue to hold LAST and NEXT until the display shows PLA. Release the buttons. The display will continue to show PLA. The fader levels will now control the level of the SUBMASTERS recorded in the previous steps. The BUMP buttons will take the associated SUBMASTER to full.

When more than one SUBMASTER is activated, SUBMASTER levels are combined or piled on in a channel by channel basis where the highest level takes precedence.