

AdkinsProLighting.com

EZ CONTROL 6



User's Manual

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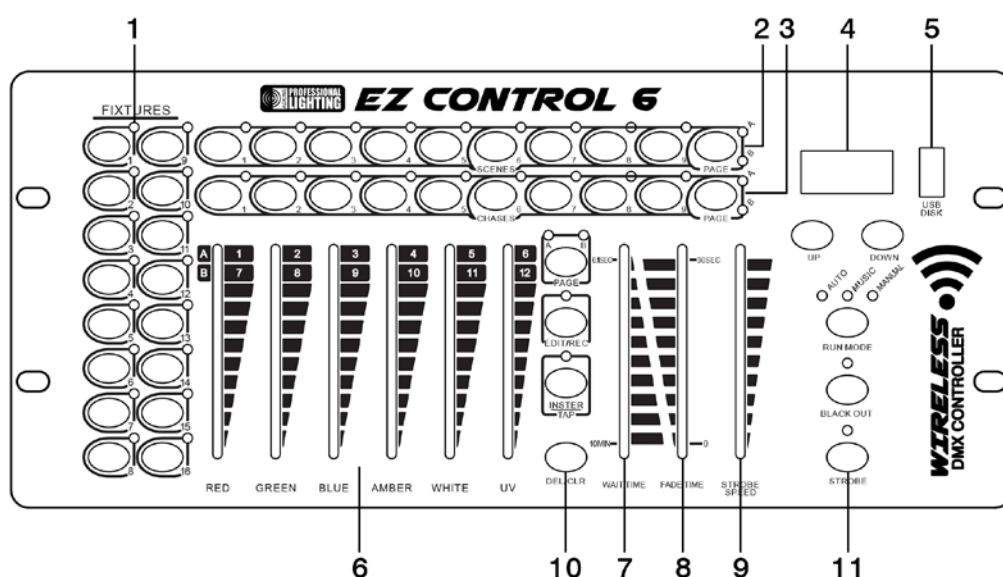
1. Welcome to use EZ CONTROL 6 Professional Console

This console is specially designed for DMX LED equipment; In order to facilitate you use this console. Please read this use guide before use it; Pictures with text in box appeared in this paper is button, as: **EDIT/REC** means Edit Program and Record Buttons.

The input of the power adapter supplied by the console is AC100~240V 50/60HZ, the output is DC9V1.0A, the input of the control console is DC9V1.0A.

tip: Please check up whether the local electric supply is in AC100~240V and the output of the power adapter is DCDC9V1.0A.

2. EZ CONTROL 6 console panel



- 1: Choose-light button area;
- 2: Scene button area;
- 3: Run program area;
- 4: Digital tube display screen;
- 5: USB interface;
- 6: 6 pieces channel putter;
- 7: Speed adjustment putter of running program (0.1SEC~10MIN);
- 8: Sliding adjustment putter(0~30SEC);
- 9: Adjustment putter of flashing speed (1~20HZ);
- 10: Function button 1

PAGE: Channel page turn button (A indicator light is ON means 1~6 channel, B indicator light is ON means 7~12 channel);

EDIT/REC: Edit Program and Record Buttons, long press for 3 seconds to enter or exit **programming** state, it will become record function when press this button in the **programming** state;

INSTER/TAP: Program insert and program speed pick-up button, it will become insert function when in the **programming** state. The time you click

this button twice will be as the speed of running program;

DEL/CLR: Delete and manual clear button;

11: Function button 2

UP: Turn right button;

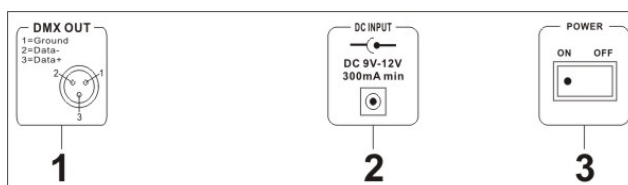
DOWN: Turn down button;

RUN MODE: Run mode select button;

BACK OUT: back-lighted shift button;

STROBE: Strobe button;

3. EZ CONTROL 6 Console back panel



1: DMX512/RDM signal output port;

2: Power input port;

3: Power switch;

4. Instruction manual

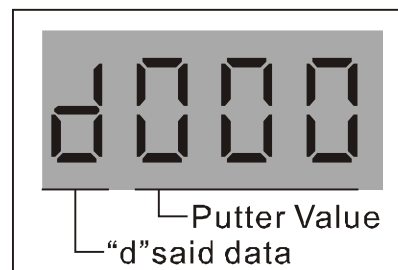
4.1 Manual output

Click select-light button (FIXTURES 1~16) and channel turn page button (PAGE), then adjust 6piece channel putter, then output manual effect (back-lighted indicator light is OFF);

4.2 Save scene

This console can save 18 scenes, divide into 2 pages.

1. Enter into programming state;
2. Adjust scene effect;
3. Click **EDIT/REC** to confirm the effect;
4. Click scene button, indicator light flashes, save successfully;
5. Repeat step 2、3、4 to save other scenes;
6. Exit programming state.



Note: If there is a scene before, then it will be replaced by other scene when use step 4.

4.3 Program editor

It is available to edit 18 programs for this controller, maximum 200 steps for each program.

1. Enter into programming state;
2. Select the button of saving program;
3. Adjust scene effect or open the scene which had been saved;
4. Click **EDIT/REC** to confirm the effect, indicator light flashes, save a step successfully;



5. Repeat step 2、3、4 to edit and save other scenes of program.;
6. Repeat step 2~5 to edit and save other programs;
7. Exit programming state.

4.4 Revise program

4.4.1 Insert step

1. Enter into programming state;
2. Select the button of program which need be revised;
3. Click **INSTER/TAP**, corresponding indicator light will be ON, enter into inserting state;
4. Click **UP** and **DOWN** to select the location which need be inserted;
5. Adjust scene effect or open the scene which had been saved;
6. Click **EDIT/REC** to confirm the effect, indicator light flashes, Insert a step successfully;
7. Repeat step 4、5、6 to insert other scenes of program;
8. Click **INSTER/TAP** again, corresponding indicator light will be OFF, exit inserting state;
7. Exit programming state.

4.4.2 Delete step

1. Enter into programming state;
2. Select the button of program which need be revised;
3. Click **UP** and **DOWN** to select the step which need be deleted;
4. Click **DEL/CLR**, indicator light flashes, delete successfully;
5. Exit programming state.

4.5 Open and Close the scene

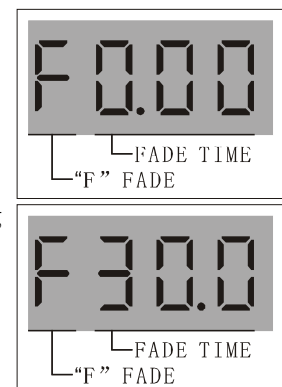
It is available to open 18 scenes at the same time, click to open the scenes, corresponding indicator light will be ON; click again to close the scenes corresponding indicator light will be OFF.

4.6 Run program

Run program will depend on the order of being opened (not at the same time), can adjust the number of cycling of each program, maximum 200 times.

4.6.1 Program manual operation

1. Open the program which need be run;
2. Click **RUN MODE** to enter into manual state, corresponding indicator light will be ON;
3. Adjust gliding time (It is not available to use putter to adjust running speed in manual state!);
4. Click **UP** and **DOWN** to run the step of program;

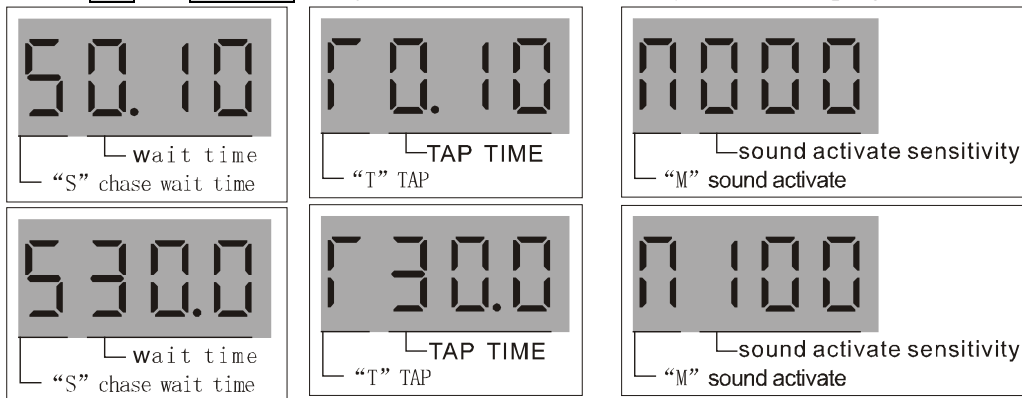


4.6.2 Program automatic operation

1. Open the program which need be run;
2. Click **RUN MODE** to enter into automatic state, corresponding indicator light will be ON;
3. Adjust the speed and gliding time of program, you also can use **INSTER/TAP** to adjust;
4. Click **UP** and **DOWN** to adjust the number of cycling of current program

4.6.3 Program Sound activate operation

1. Open the program which need be run;
2. Click **RUN MODE** to enter into sound activate state, corresponding indicator light will be ON;
3. Adjust gliding time (It is not available to use putter to adjust running speed in sound activate state!);
4. Click **UP** and **DOWN** to adjust sound activate sensitivity of current program (0~100%);



Edit and run strobe function.

The controller can set up the channel into the flash button to reach it, the flash speed is 1~20 every second.

4.7 Edit and Run strobe function

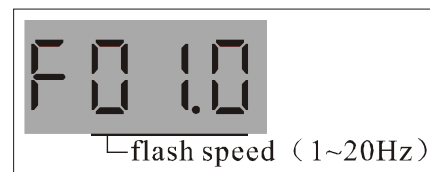
4.7.1 Edit strobe function

1. Enter into programming state; ;
2. Click **STROBE**, corresponding indicator light will be ON;
3. Click FIXTURE1~16 to select the light (can select many lights)
4. Press **UP** and **DOWN** button to select the channel need the flash;
5. Press **EDIT/REC** to confirm, indicator light flashes, edit and save it;
6. Repeat the step 3~5 to finish the other channels edit and saved;
7. Exit programming state.



4.7.2 Run strobe function

1. Press **STROBE** button for a while to operate the flash;
2. Move STROBE SPEED putter to adjust the flash speed (1~20Hz);
3. Loosen **STROBE** button to exit flash;



4.7.3 Delete strobe function

1. Enter into programming state; ;
2. Click **STROBE**, corresponding indicator light will be ON;
3. Click FIXTURE1~16button to select the light need to delete the flash;
4. Click **UP** and **DOWN** to select the channel which need delete the flash;
5. Click **DEL/CLR** to confirm, indicator light flashes, delete successfully;
6. Exit programming state.

4.8 USB Function

The controller can copy data and update software by USB; The 16 buttons of select light button

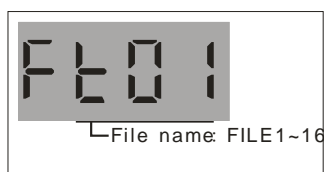
FIXTUE1~16 are 16 files of FILE1~16; Please connect the U-disk to USB interface first, in order to protect the U-disk please not unplug the U-disk when is working !

4.8.1 Data Backup

1. Press **RUN MODE** and **UP** button at the same time for a while, the LCD display as follows:



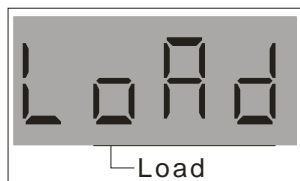
2. Select the one of DIXTRE1~16 button as the save location (DIXTRE1~16 indicator light is on means there is file in the USB);



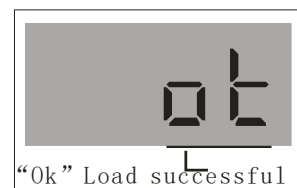
3. The LCD display "OK" after a while means it had been backed up.

4.8.2 Data loading

1. Press the button **RUN DOME** and **DOWN** at the same time for a while, the LCD display as follows:



2. Select the one of DIXTRE1~16 button as the save location (DIXTRE1~16 indicator is on means there is file);

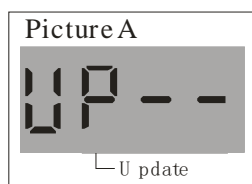


3. The LCD display "OK" after a while means it had been backed up.

4.8.3 Software upgrading

Please ask for the upgrading file from our website and supplier, and copy them to U-CARD (Please save it to "led-operator" file.

1. Power off the controller then connected the U-CARD;
2. Press the button **EDIT/REC** and **DEL/CLR**, **UP** for a while and trun on the power;
3. Until LCD display the picture A then loosen the above button, press any button to upgrade;



4. Finish the upgrading the LCD display OK;



5. Restart the controller.

4.9 RDM Setting

Please check if the equipment has the RDM protocol!

1. Under non-edit status, press **RUN MODE** button for a while, then press **EDIT/REC** button, the controller enter into scan status;

2. LCD display the scanned quantity after the scanning (It can cover 100 at least one time);



3. If it can't be scanned it will display "FAIL", and exit RDM automatically;



4. After scanning, the controller will select one of equipment automatically, and the equipment will verified, the LCD display the selected equipment and light DMX ADD;

5. Select the light by CHASE1 and 2;

6. Adjust the DMX ADD by **UP** and **DOWN**, or adjust it directly by FIXTURE 1~16 and channel page turning button;



7. After setting up the ADD and click **EDIT/REC**, the controller all of LED flash, the new DMX ADD is settled.;

8. Press button **EDIT/REC** for a while, then click **EDIT/REC** to exit RDM

5. Delete All

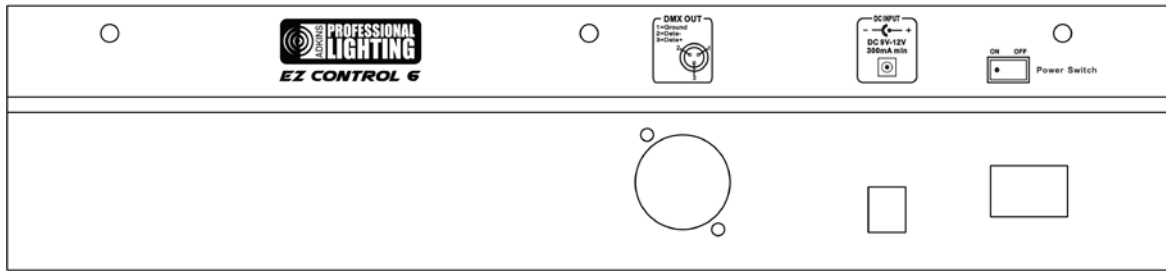
Operate it under power off!

1. Power off the controller;
2. Press the button **EDIT/REC** and **RUN MODE**, **DEL/CLR** for a while;
3. Power on the controller, LCD display "REST" and then display "OK";



4. After delete all, and restart automatically.

Rear panel



Technical parameters:

Power Input	DC 9V , 300 mA min.
DMX output	3 pin male XLR
USB	USB-A
Audio Input	By built-in microphone
Dimensions	12.12 x 5.6 x 2.9 inches
Weight	3.3lbs

Customer Support: Adkins Pro Lighting provides a customer support line, to provide set up help and to answer any question should you encounter problems during your set up or initial operation. You may also visit us on the web at www.adkinsprolighting.com for any comments or suggestions. Service Hours are Monday through Friday 10:00 a.m. to 5:00 p.m. Eastern Standard Time.

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See website for warranty details - www.adkinsprolighting.com