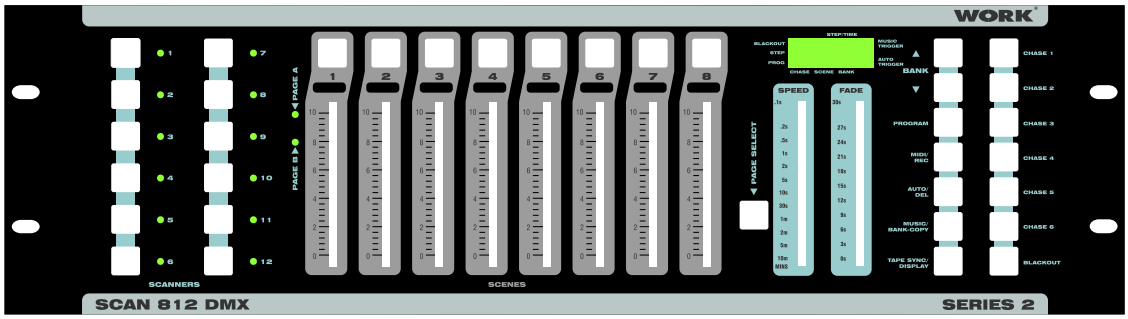
WORK PRO®

English



SCAN 812 DMX

User Manual

*Thanks for your reliability on us having acquired a product **WORK**.*

We hope it provides you a long and reliable service.

SCAN 812 DMX. Console for scanners control with protocol of comunication USITT DMX 512.

Possibility to control until 12 scanners of 16 channels each one.

Transfer and performance time control in order to be able to make flexible the programmes edition.

Simultaneous edition of several chases beig able to generate a great quality off effects.

TAP-SYNC button to be able to generate times asincronous according to the program needs.

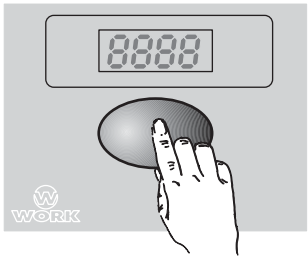
Internal microphone.

XLR-3 pins connector

MIDI control.

It memorizes the last state of edition in case of mains cut, returning to the execution state to return of the same.

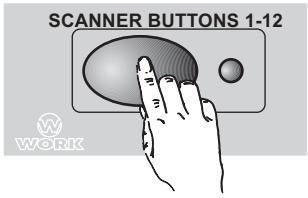
Program Enable

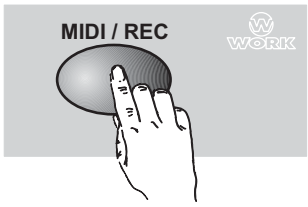


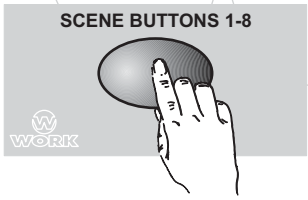
When the power is turned on, this unit enters Manual mode automatically.

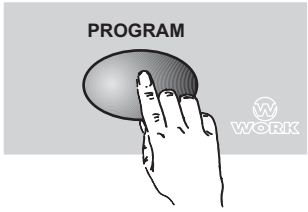
Press the Program button for three seconds to activate Program mode, a fast blinking light in the Segment Display next to PROG. Indicates its selection.

Programming Scenes









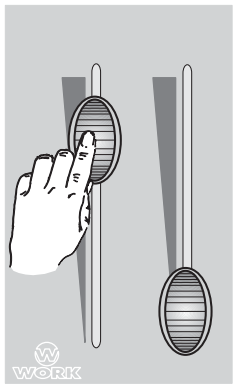
1 . *Enter Program mode.*

2 . *Press the Scanner button to turn on its fader control, which is indicated by lit LED.*
You may select several scanners at a time by tapping of these Scanner buttons, so you can assign several fixtures at a time with this unit.

3 . *Create a desired scene using the faders. The DMX value is 0 when the fader is fully down(bottom) and 255 when it is fully up(top).*

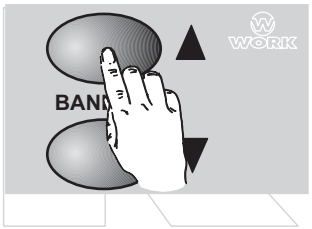
4 . *If necerssary, you may tap the Page Select button to control the second set of 8 DMX channels.*

5 . *Once the scene is satisfactory, tap the MIDI/Rec button to program this scene into memory.*

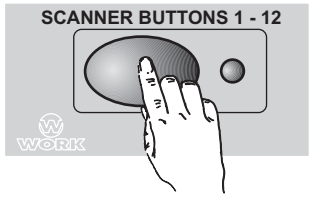


6 . *Tap the Bank Up/Down button to select the bank you want to store your scene into. There are total 30 bank you can select, you may store up to 8 scenes into each bank.*

7 . *Tap the Scene button to store your scene, all LEDs and the Segment Display will flash three times briefly indicating this operation, then the Segment Display will show the bank and the scene.*

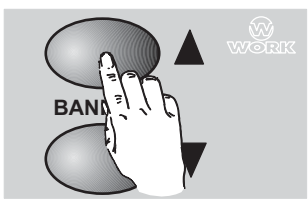


8 . *Repeat steps 3-7 until all desired scenes have been programmed into memory. Tap the Scanner button again to turn off its fader control.*
To assing another scanner (fixture), you may tap the corresponding Scanner button to turn on its fader control, the you may begin your programming again.



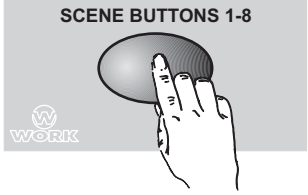
9 . *If you wish not continue your programming, press and hold down the Program button for three seconds to exit Program mode, the blinking light in the Segment Display goes out indicating this selection.*

Scene Editing



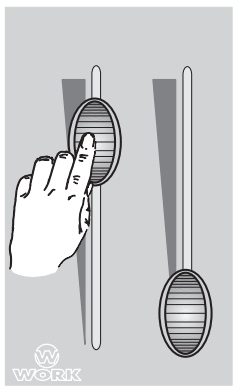
1 . *Program enable.*

2 . *Tap the Bank Up/Down button to select the bank that contains the scene you wish to edit.*

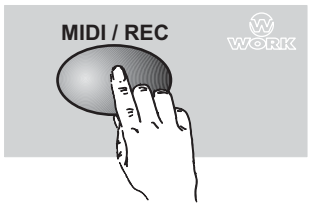


3 . *Select the sceneyou want to edit tapping its Scene button.*

4 . *Use the Faders to make your desired adjustments.*

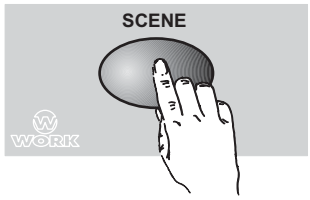


Scene Editing



5 . *Once you've made your changes, tap the MIDI/Rec button*

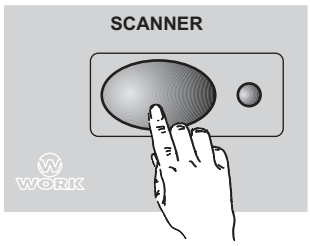
6 . *Tap the Scene button that corresponds to the scene you're editing. This will overwrite the exited scene.*



NOTE:

Be sure to select the same scene in steps 3 and 6, otherwise you may accidentally record over an exited scene.

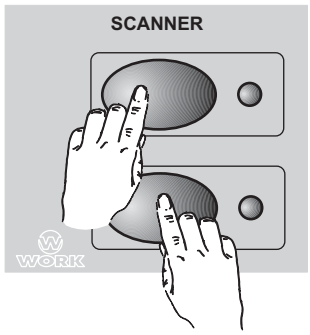
Scanner Copy



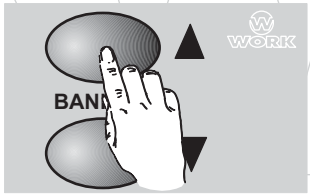
This function allows you to copy the setting of one scanner to another.

1 . *Press and hold down the Scanner button you want to copy.*

2 . *While holding the Scanner button, tap the Scanner button you want to copy to.*



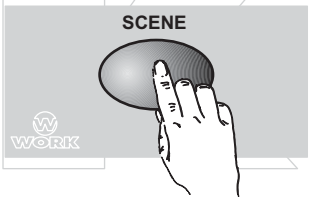
Scene Copy

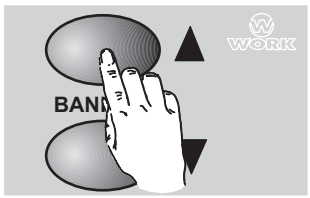


1 . *Program enable.*

2 . *Tap the Bank Up/Down button to select the bank that contains the scene you wish to copy.*

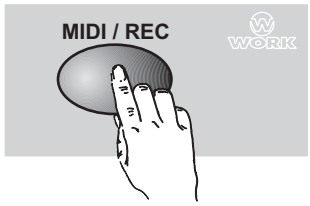
3 . *Select the scene you want to copy by tapping its Scene button.*

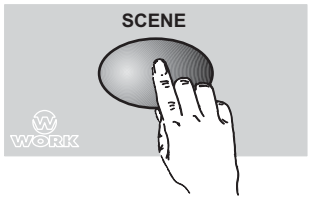




4 . *Tap the Bank Up/Down button to select the bank you wish to copy the scene to.*

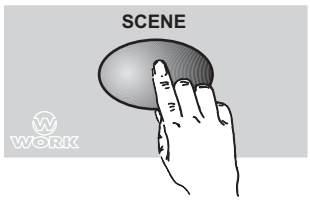
5 . *Tap the MIDI/Rec button.*





6 . *Tap the Scene button you wish copy the scene to.*

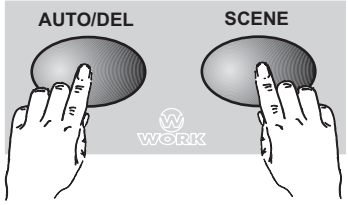
Delete a Scene



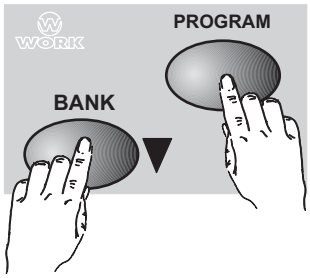
1 . *Tap the desired Scene button to select the scene you wish to delete.*

2 . *Press and hold down the Auto/Del button.*
While holding down the Auto/Del button, tap the Scene button that stores the scene you wish to delete.

When a programmed scene is deleted, all DMX channel in this scene is set to 0.



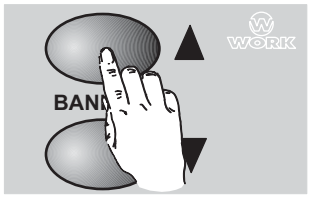
Delete all Scenes



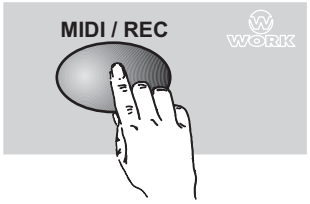
This function will reset all DMX channel to 0 output.

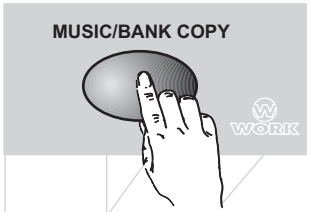
1. *With the power off, press and hold down the Program and Bank Down buttons at a time.*
2. *Apply power again, all scenes should be cleared.*

Bank Copy



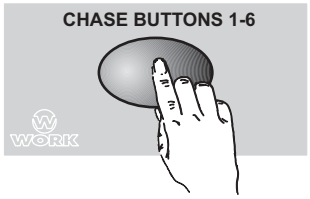
1. *Program enable.*
2. *Tap the Bank Up/Down button to select the bank you wish to copy.*
3. *Tap the MIDI/Rec button.*
4. *Tap the Bank Up/Doown button to select the bank you wish copy to.*
5. *Tap the Music/Bank Copy button, all LEDs and the Segment Display will flash three times briefly indicating the function has been completed.*
6. *Press the Program button for three seconds to exit Programming mode.*

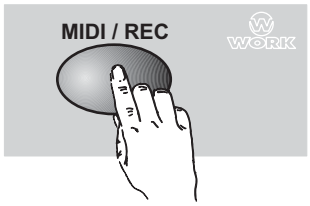




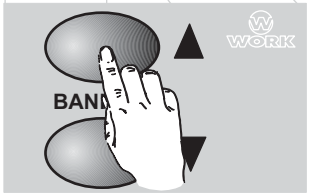
Programming Chase

You must program scenes before you can program chases, this function allows you to store up to 240 scenes into one chase.

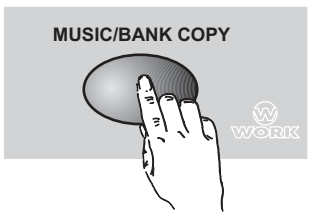




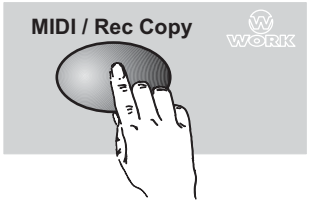
1. *Program enable.*
2. *Tap the Chase button to select the chase to program. Each time you can select a chase only.*
3. *Select a desired scene from the bank that has stored scenes.(described in Programming Scenes).*
4. *Tap the MIDI/Rec button.*
5. *Repeat steps 3-4 until you've reached your desired effect. You may record up to 240 scenes into a chase.*



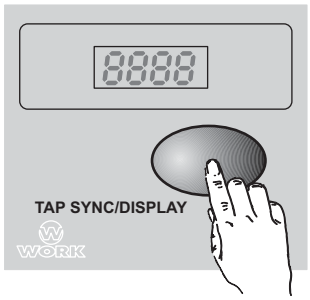
Program a bank of scenes into a Chase



1. *Program enable.*
2. *Select the chase using Chase buttons 1-6.*
3. *Use Bank Up/Down button to select the bank that contains the scenes you wish to copy.*
4. *Tap the Music/Bank Copy button.*
5. *Tap the MIDI/Rec Copy button, all LEDs and the Segment Display button causing a highlight next to STEP, the first digit in the Segment Display shows the chase and the next three digits show its step.*



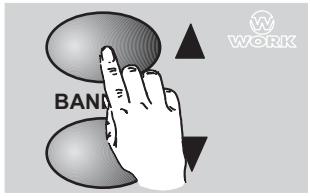
Add a Step



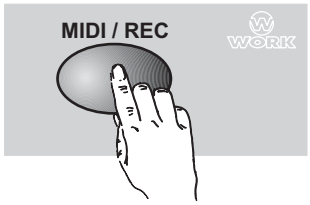
1 . *Program enable.*

2 . *Select the chase you wish to add a step to.*

3 . *Tap the Tap Sync/Display button causing a highlight next to STEP, the firt digit in the Segment Display shows the chase and the next three digits shows its step.*



4 . *Tap the Bank Up/Down button to scroll to the step you wish to add a step after.*



5 . *Tap the MIDI/Rec button, the Segment Display will read the step one higher than before.*

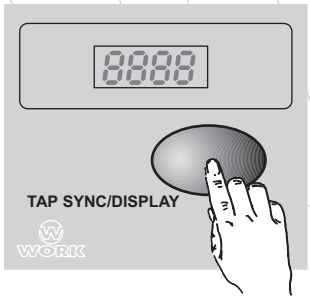
For example, if you want to insert a step between step 3 and step 4, and you scroll to step 3, when you tap the MIDI/Rec button, the Segment Display will read step 4.

6 . *Tap the Tap Sync/Display button again, the Segment Display shows the current chase, scene and bank. Create a desired scene and record it as a new step or select a programmed scene you wish to add into this chase.*

Hints : *You may tap the Tap Sync/Display button to change the display mode between and the bank.*

7 . *Tap the MIDI/Rec button again, all LEDs and the Segment Display will flash three times briefly indicating the new step has been inserted into this chase.*

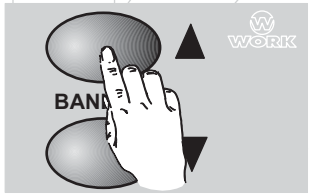
Delete a Step



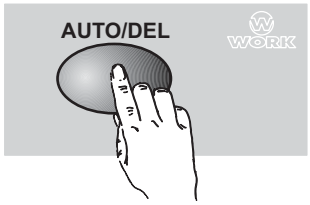
1 . *Program enable.*

2 . *Select the chase that contains the step you wish to delete.*

3 . *Tap the Tap Sync/Display button causing the Segment Display shows the steps.*

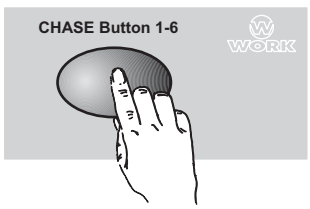


4 . *Tap the Bank Up/Down button to scroll to the step you wish to delete.*

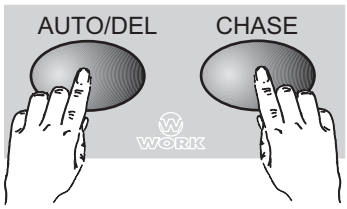


5 . *Tap the Auto/Del button to delete the step, all LEDs and the Segment Display will flash three times briefly indicating that the step has been deleted.*

Delete a Chase

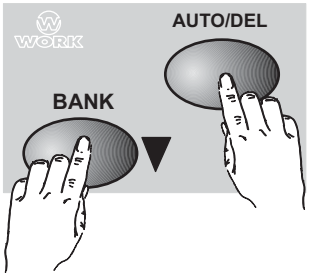


1 . *Select the chase you wish to delete.*



2 . *Press and hold down the Auto/Del button. Tap the Chase button while holding down the Auto/Del button, all LEDs and the Segment Display will flash three times briefly indicating this chase has been deleted.*

Delete all Chases

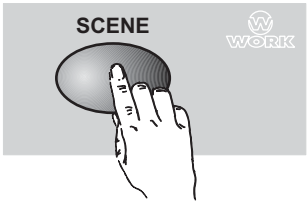


1 . With the power off, press and hold down the Auto/Del and Bank Down buttons same time.

2 . Apply the power again.

Running Scenes

Manual Mode



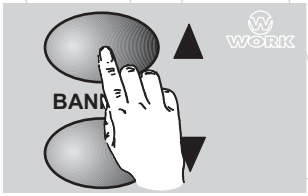
1 . When the power is turned on, this unit enters Manual mode automatically.

2 . Make sure Auto trigger and Music trigger indicators in the Segment Display are both off.

3 . Use the bank Up/Down button to select the bank that contains the scenes you wish to run.

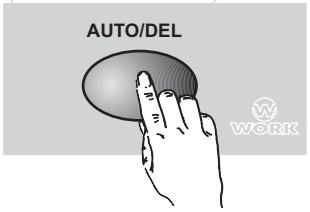
4 . Tap the Scene button to select the scene to run.

Auto Mode

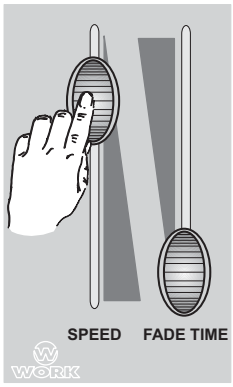


This function allows you to run a bank of programmed scenes in a sequential loop.

1 . Tap the Auto/Del button to activate Auto mode. A highlight nex t AUTO TI¡RIGGER will indicate Auto mode.

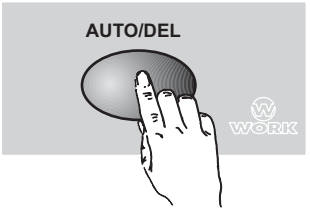


2 . Use the Bank Up/Down button to select a bank of scenes to run



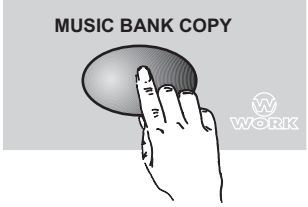
3 . After selecting the bank of scenes you wish to run, you can use the Speed slider(or Tap Sync/Display button) and Fade Time slider to adjust the scenes to your desired effect.

Hints:
The Tap Sync button is used to set the speed by tapping the button several times, the last two taps will define the speed with a maximum of 10 minutes. Tap Sync will override any previous setting of the Speed slider unless the slider is moved again.



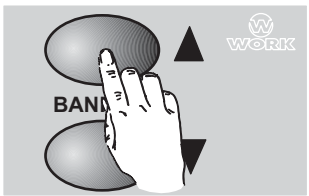
4 . Tap the Auto/Del button again to exit Auto mode.

Music Mode



1 . Tap the Music/Bank Copy button to activate Music mode. A highlight next to MUSIC TRIGGER indicates Music Mode.

2 . Use the Bank Up/Down button to select the bank that holds the scenes you wish to run. The scenes you've selected will chase in a sequential order according to the music rhythms detected by the built-in microphone

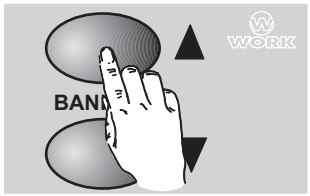


3 . Tap the Music/Bank Copy button again to exit Music mode.

Running Chases

You must program scenes before you can run chases.

Manual Mode



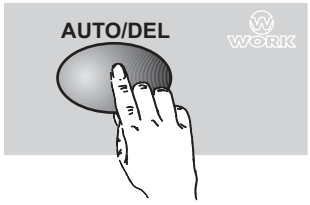
1 . *When the power is turned on, this unit enter Manual mode automatically.*

2 . *Select your desired chase by tapping one of the six Chase buttons. A second tap of this button will deactivate this function.*

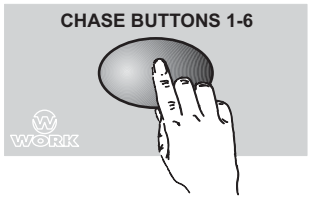
3 . *Use the Speed slider (or Tap Sync button) and Fade Time slider to adjust the current scenes to your desired effects.*

4 . *Use the Bank Up/Down button to scroll through the chase to run all banks of scenes.*

Auto Mode



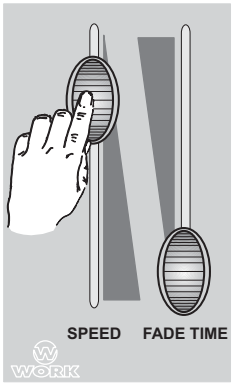
1 . *Tap the Auto/Del button to activate Auto mode. A highlight nex to AUTO TRIGGER will indicate Auto mode.*



2 . *Select yor desired chase by tapping one of the six Chase buttons. A second tap of this button will desactivate this function.*

3 . *Use the Speed slider (or Tap Sync) and Fade Time slider to adjust the chase to your desired effects.*

You may select several chases at a time, the chases will run in sequence that you select the chases.

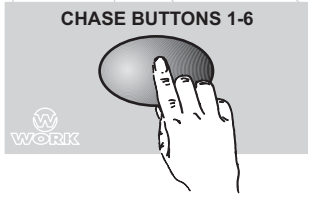


Music Mode



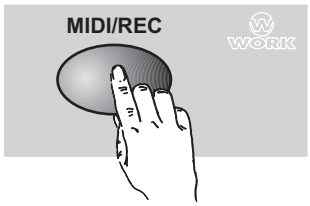
1 . *Tap the Music/Bank Copy button to activate Music mode. A highlight in the Segment Display next to MUSIC TRIGGER will indicate Music mode.*

2 . *Select your desired chase by tapping one of the six Chase buttons, the chase will be triggered by the music rhythms. You may select several chases at a time.*



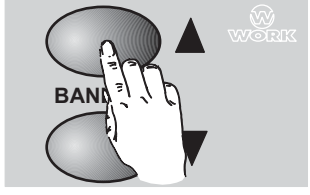
MIDI Operation

MIDI Channel Setting



1 . *Press and hold down the MIDI/Rec button for three seconds, the last two digits of the Segment Display will flash to indicate MIDI channel setting is ready.*

2 . *Use the Bank Up/Down button to select the DMX channel 01-16 to assign to MIDI channel.*



3 . *Press and hold down the MIDI/Rec button for three seconds to store your setting and to deactivate MIDI setting.*
If you wish to give up your setting, tap any other button (except Bank Up/Down buttons) to exit MIDI mode.

Implementation

This unit receives Note On signals, which enables to run 15 bank (01-15) of scenes and 6 chases of scenes. In addition, blackout function can be activated by MIDI signal.

BANK	NOTE Nº	FUNCTION
Bank 1	00 to 07	Turn on or off Scenes 1-8 of Bank 1
Bank 2	08 to 15	Turn on or off Scenes 1-8 of Bank 2
Bank 3	16 to 23	Turn on or off Scenes 1-8 of Bank 3
Bank 4	24 to 31	Turn on or off Scenes 1-8 of Bank 4
Bank 5	32 to 39	Turn on or off Scenes 1-8 of Bank 5
Bank 6	40 to 47	Turn on or off Scenes 1-8 of Bank 6
Bank 7	48 to 55	Turn on or off Scenes 1-8 of Bank 7
Bank 8	56 to 63	Turn on or off Scenes 1-8 of Bank 8
Bank 9	64 to 71	Turn on or off Scenes 1-8 of Bank 9
Bank 10	72 to 79	Turn on or off Scenes 1-8 of Bank 10
Bank 11	80 to 87	Turn on or off Scenes 1-8 of Bank 11
Bank 12	88 to 95	Turn on or off Scenes 1-8 of Bank 12
Bank 13	96 to 103	Turn on or off Scenes 1-8 of Bank 13
Bank 14	104 to 111	Turn on or off Scenes 1-8 of Bank 14
Bank 15	112 to 119	Turn on or off Scenes 1-8 of Bank 15
Chase 1	120	Turn on or off Chase 1
Chase 2	121	Turn on or off Chase 2
Chase 3	122	Turn on or off Chase 3
Chase 4	123	Turn on or off Chase 4
Chase 5	124	Turn on or off Chase 5
Chase 6	125	Turn on or off Chase 6
	126	BLACKOUT

Technical Specifications

Power Input	DC 9 - 12 V. 5 00 mA. min.
DMX Output	3 pin female XLR
MIDI Signal	5 pin standard interface
Audio Input	By built-in microphone
Weight	2,5 Kg

Finally, we want to remember you that:

- Keep the set far from the humidity and avoid that any kind of liquids fo into it. If this occurs being the mixer switches on, switch it off immediately from the mains.

- Place the mixer away from excessive heat and from direct sunlight.

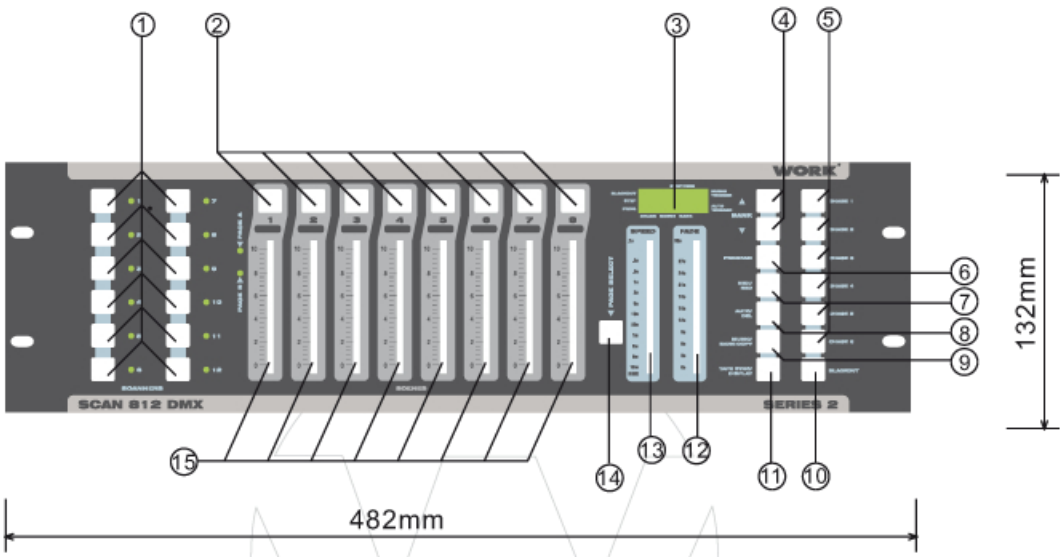
- Avoid to accumulate dust, above all in the connectors and in the cooling grilles.

- Prevent that metallics objects enter into the mixer.

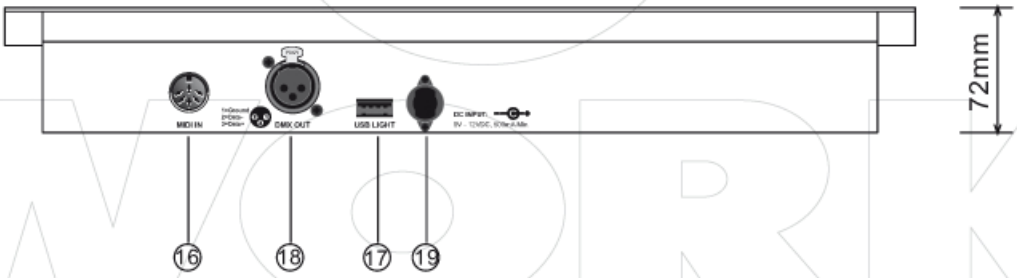
- If the mixer or the protecting fuses burn out, replace by ones with the same value. Under no cirumstance, try repair a fuse.

- If you set up the mixer in a rack, be sure that it disposes of an air renovation grille.

FRONT



REAR



USN CONNECTION ABLE FROM 2006 VERSION

FRONT

① ——— *Scanners Buttons 1-12.* ——— *12 scanners of 16 DMX channels & fader control.*

Scanners	DMX Channels	Fader control	LED
1	1 - 16	Off	Off
2	17 - 32	Off	Off
3	33 - 48	Off	Off
4	49 - 64	Off	Off
5	65 - 80	Off	Off
6	81 - 96	Off	Off
7	97 - 112	Off	Off
8	113 - 128	Off	Off
9	129 - 144	Off	Off
10	145 - 160	Off	Off
11	161 - 176	Off	Off
12	177 - 192	Off	Off

Scanners	DMX Channels	Fader control	LED
1	1 - 16	On	On
2	17 - 32	On	On
3	33 - 48	On	On
4	49 - 64	On	On
5	65 - 80	On	On
6	81 - 96	On	On
7	97 - 112	On	On
8	113 - 128	On	On
9	129 - 144	On	On
10	145 - 160	On	On
11	161 - 176	On	On
12	177 - 192	On	On

Press a scanner button to turn on manual fader control. Press the scanner button again to turn off fader control. The LED besides the button lights or goes out to indicate this selection.

② ***Scene Buttons*** — *Press the scene buttons to load or stored your scenes. There are maximum of 240 programable scenes.*

③ ***Segment Display*** — *Shows the currnt activity or programming state.*

④ ***Bank Buttons(Up/Down)*** — *Press the Up/Down buttons to select a bank 30 banks.*

⑤ ***Chase Buttons(1-6)*** — *Used to select your programmed chase consisting a maximum of 240 scenes.*

⑥ ***Program Button*** — *Used to activate Program mode.*

⑦ ***MIDI/Rec Button*** — *Used to control MIDI operation or to record programs.*

⑧ ***Auto/Del Button*** — *Used to activate Auto mode or to delete scenes and chases.*

⑨ ***Music/Bank Copy*** — *Used to activate Music mode or to create scenes and chase programs.*

⑩ ***Blackout Button*** — *Used to disable channel output.*

⑪ ***Tap Sync/Display*** — *Used to create a standard beat or to change the values display between % and 255.*

⑫ ***Fade Time Slider*** — *Used to adjust the Fade Time. Fade Time is the amount of time it takes for a fixture (scaner) to move from one position to another, for the dimmer to fade in or fade out.*

⑬ ***Speed Slider*** — *Used to adjust the speed at which the scenes will chase.*

⑭ ***Page Select Button*** — *Used to select faders for the fixture between Page A (1-8) and Page B (9-16)*

⑮ ***Faders*** — *This faders are used to control intensity of channel 1-8 or channel 9-16 depending upon the selected page.*

TRASERA *REAR*

⑯ ***MIDI IN*** — *Receives MIDI data.*

⑰ *USB Light Connector* — *Allows a USB DJ work light to be plugged into it.*

⑱ ***DMX Out*** — *This connector sends your DMX value to the DMX fixture or DMX pack.*

⑲ ***DC Input*** — *DC +9-12 V. 5 00 mA min.*

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