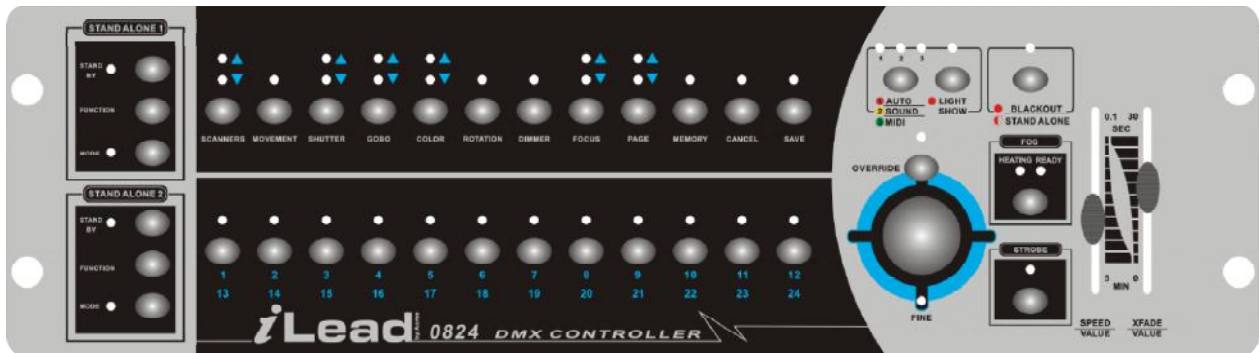


iSolution

Your integrated Solution



IL-0824

User Guide

Please read these instructions carefully before use

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1. Features

- Ø Standard 19-inch rack mount
- Ø Controls up to 192 DMX channels
- Ø Controls 24 scanners with up to 8 DMX channels per fixture
- Ø 12 preset movements for instant show editing
- Ø Set lights' (iRock, iShow, and iMove) DMX address remotely by the controller
- Ø Memory of 24 chases up to 485 scenes; each chase with unlimited scenes until memory of the controller is full
- Ø 2 sliders (SPEED, X-FADE/VALUE) for manual control
- Ø Auto program (scenes and chases) controlled by Speed and X-Fade sliders
- Ø Scanners control of Pan/Tilt joystick or Speed and X-Fade sliders
- Ø Pan/Tilt joystick with Fine adjustment function
- Ø Blackout function
- Ø Override function gives complete control of selected fixtures
- Ø Built-in microphone for Music triggering or (Audio) line in
- Ø MIDI control over Chases, Blackout, Sound, Auto, Speed and X-Fade
- Ø Power failure memory
- Ø 2 extra easy controllers Incorporated for immediate pre-programmed shows
- Ø Fog Machine trigger button with "Heating" and "Ready" LED indicators
- Ø Strobe trigger button with adjustable speed

2. General Instructions

Please read the user manual carefully as it includes important information regarding details of operation, maintenance, and technical data. Keep this manual with the unit for future consultation.

WARNING !

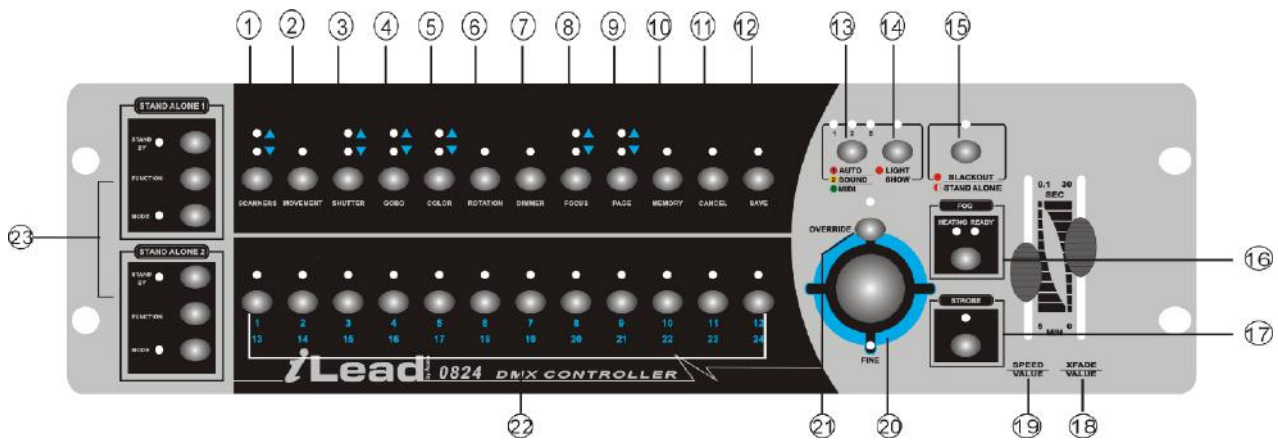
- ◆ **Avoid any flammable liquids, water or metal objects entering into the unit.**
- ◆ **Should any liquid be spilled on the unit, DISCONNECT the power supply to the unit immediately.**
- ◆ **STOP using the unit immediately In the event of serious operation problems and contact your local dealer for servicing.**
- ◆ **DO NOT open the unit--there are no user serviceable parts inside.**
- ◆ **NEVER try to repair the unit yourself. Repairs by unqualified people could cause damage or faulty operation. Contact your nearest dealer.**

CAUTION !

- ◆ **This unit is NOT intended for home use.**
- ◆ **After having removed the packaging, check that the unit is NOT damaged in any way. If in doubt, DON'T use it and contact an authorized dealer.**
- ◆ **Packaging material (plastic bags, polystyrene foam, nails, etc.) MUST NOT be left within children's reach, as it can be dangerous.**
- ◆ **This unit must only be operated by adults . DO NOT allow children to tamper or play with it.**
- ◆ **NEVER use the unit under the following conditions:**
 - In places subject to excessive humidity.**
 - In places subject to vibrations.**
 - In places with a temperature of over 45°C/113 °F or less than 2°C/35.6 °F.**
 - Protect the unit from excessive dryness or humidity (ideal conditions are between 35% and 80%).**
- ◆ **Do not dismantle or modify the unit.**

3. Overview

3.1 Front View



- | | |
|---------------------------------|--|
| 1. Scanners | To select one or more fixtures. |
| 2. Movement | To select/set the pan & tilt movement. |
| 3. Shutter | To set the strobe speed, shaking effect and open. |
| 4. Gobo | To select gobo. |
| 5. Color | To select color. |
| 6. Rotation | To set the rotation speed and direction. |
| 7. Dimmer | To set the dimmer intensity. |
| 8. Focus | To adjust the appropriate focus. |
| 9. Page/ Copy | To select memory 1~12 or 13~24 or activate memory copy. |
| 10. Memory | To edit exist scenes or delete a chase. |
| 11. Cancel | To delete a scene. |
| 12. Save | To save or insert or overwrite a scene. |
| 13. Auto/Sound/Midi | To set Auto/Sound/Midi three modes. |
| 14. Light show | To run the Light Show . |
| 15. Blackout/Stand Alone | To select Program/Blackout/Stand Alone three modes. |
| 16. Fog | To activate Fog Machine. |
| 17. Strobe | To activate Non-DMX Strobe. Hold on the Strobe button and press button 1 ~ 12 separately to change the strobe speed. |
| 18. X-Fade | Controls with two different functions:
1. To set fade time when running Light shows . Fade time is the amount of time it takes for a scanner (or scanners) to move from one position to another. |

2. To set the tilt position of the **Scanners** when programming or to set the tilt movement range for **Movement** function or to set DMX value 0~255 for channels of **Shutter/Gobo/Color/Rotation/Dimmer/Focus**.

19. Speed (Wait time)

Controls with two different functions:

1. To set chase speed (wait time between scenes) within the range of 0.1 second to 5 minutes when running light shows. The fade time of scenes will be always completed, **Speed** slider decides the wait time (interval time) between scenes.
2. To set the pan position of the Scanners or to set pan movement range for **Movement** function when programming.

20. Fine

To control the pan or tilt movement of the fixture in the smallest increments. Push down the joystick to active **Fine** function, push again to disable the function.

21. Override

To override the fixture/ fixtures when the show is running.

22. Button(1-24)

a.) Set DMX value 0~255 for channels of Shutter/Gobo/Color/Rotation/Dimmer/Focus, or b.) save 24 memories into the buttons.

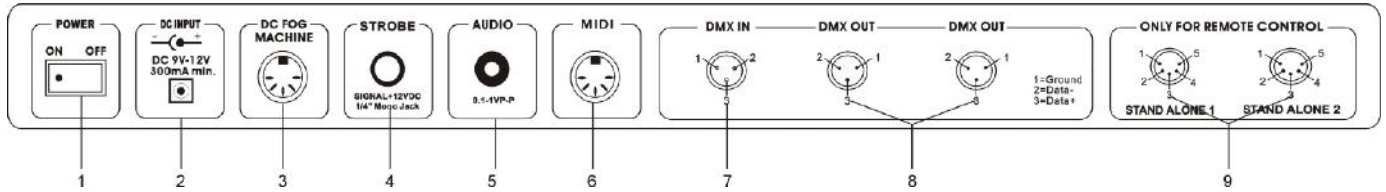
23. Stand alone

2 extra easy controllers Incorporated for Master/Slave immediate pre-programmed light shows.

24. Program Mode

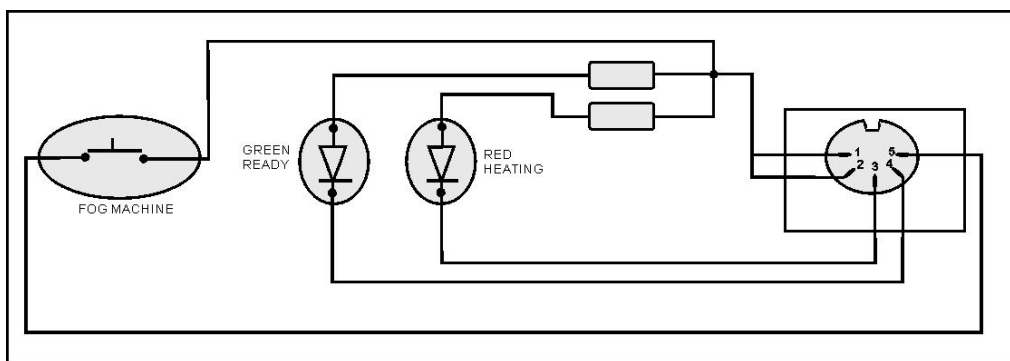
Activate Program mode by pressing Blackout/Stand Alone button. When the LED above the button is off, it's in Program mode.

3.2 Rear View



- 1. POWER** Turns On/Off the power.
- 2. DC INPUT** DC 9 ~12V, 300mA min.
- 3. FOG MACHINE** 5 pin din socket for connecting DC Fog Machine.
- 4. STROBE** Trigger non-DMX strobe. Signal +12V DC.
- 5. AUDIO IN** By build-in microphone or line in.
- 6. MIDI IN** To receive MIDI data input.
- 7. DMX IN** This connector accepts DMX signals input.
- 8. DMX OUT** Two connectors sends DMX signals to DMX fixtures, use 3 pin XLR plug cable to link the fixture together.
- 9. STAND ALONE** The connectors are used only in master/slave mode, using 5 pin XLR cable microphone jack of the first fixture, you will find that the remote control on the first unit will control all the other units for Stand by, Function and Mode.

Fog machine diagram



4. Operation Guide

You can easily control pan, tilt, shutter, gobo, color, rotation, dimmer and focus functions on the lighting fixtures by pressing the relevant buttons showing on the control panel. With the use of joystick/ sliders, you will be able to quickly set the fixtures' Pan or Tilt position to make scenes. You can then save all these scenes step by step in a memory to create a chase (show). The controller allows you to program 24 chases with 485 programmable scenes maximum.

4.1.1 Program mode



When power is turned on, the controller enters Programming mode automatically. The LED above this button lights off indicating Program mode in active.

4.1.2 Blackout Mode



Press the **BLACKOUT/STAND ALONE** button, the LED above this button lights up indicating Blackout in active.

4.1.3 Stand Alone Mode



Hold on the **BLACKOUT/STAND ALONE** for 3 seconds, the LED above this button will blink indicating Stand-Alone mode in active.

The **Stand Alone 1** and **Stand Alone 2** are designed for iSolution lighting fixtures in Stand Alone (Master/ Slave) mode.

Stand By:

To blackout the lighting fixtures.

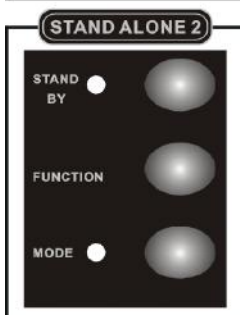
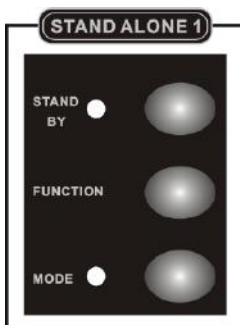
Mode selection:

Different run modes, e.g. fast / slow, audio / manual / auto, position, latch, etc., correspond to different functions.

Function selection:

Implements a wide variety of effects, like strobe, X/Y moving pattern selection, gobo/ color changing, X/Y position setting, dimmer, etc. Functions vary with different fixtures.

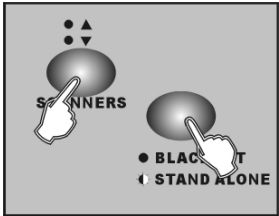
Different lights have different modes and different functions, which can be triggered by Stand Alone mode. Please refer to each lighting fixture's user manual for more details.



4.2 Remotely Set DMX Address



1. Hold on the **BLACKOUT/STAND ALONE** button for 3 seconds to enter Stand-Alone mode.

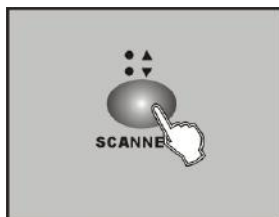


2. Hold down the **SCANNERS** button and then press **BLACKOUT/STAND ALONE** button. You will see the pan & tilt of all the fixtures in the chain stopping at the central position. The shutter & LED of the first fixture will open/ blink indicating the fixture is active, ready to be designated a new position (the number in the chain).

3. If you have two chains in the venue, you can jog (push) joystick Left/Right to select chain 1 or chain 2, and jog joystick Up / Down to select next fixture or last fixture.



4. Select 1~12 button to set DMX address.



5. Press **SCANNERS** to next page to select 13~24 button for setting DMX address.



6. Press the **BLACKOUT/STAND ALONE** button again to return to the program mode.

Fixtures No.	1	2	3	4	5	6	7	8	9	10	11	12
DMX channel for Moving Head Scanner Barrel	1	9	17	25	33	41	49	57	65	73	81	89
Color changer Multi-Gobo projector	3	11	19	27	35	43	51	59	67	75	83	91

Fixtures No.	13	14	15	16	17	18	19	20	21	22	23	24
DMX channel for Moving Head Scanner Barrel	97	105	113	121	129	137	145	155	161	169	177	185
Color changer Multi-gobo projector	99	107	115	123	131	139	147	157	163	171	179	187

4.3.1 Select the fixtures you want to control



- Ø Press **SCANNERS** button
- Ø You can choose one or more than one fixtures by pressing the 1~12 buttons
- Ø When the buttons' LED (1 ~ 12) are lit, you can control the fixtures.
- Ø To select fixture 13~24, press **SCANNERS** to next page, the lower LED will be on.

Upper	1	2	3	4	5	6	7	8	9	10	11	12
Lower	13	14	15	16	17	18	19	20	21	22	23	24

You will see the button's LED turned on when you select it. When the LEDs above the buttons are lit, you can control the fixtures using joystick or control sliders. To exit control of a fixture, press the number buttons again so the buttons LED light goes out. You can control multiple fixtures at same time. To select multiple fixtures, press the button of each fixture one by one.

4.3.2 Setting Pan/Tilt Position

Move joystick Left/Right to control the Pan movement, Up/Down to control the Tilt movement. You can also use the **Speed** slider and **X-Fade/Value** slider to control Pan or Tilt movement of the fixture.

4.3.3 Setting MOVEMENT



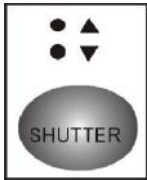
- Ø Select the fixtures you want to control
- Ø Press **MOVEMENT** button
- Ø Select preset Movement patterns by pressing 1~12 buttons, and use the **X-Fade/Value** slider to adjust movement range
- Ø Press **MOVEMENT** again to return to Program mode

12 preset Movement patterns are as below:

	1	2	3	4	5	6	7	8	9	10	11	12
Movement	—		↘	↗	□	↗	↘	X	>	*	~	~

When programming, you can select a movement pattern to create a scene. Use the **Speed** slider to set pan movement range, and use the **X-Fade/Value** slider setting tilt movement range. On the other hand, use **Joystick** to set the position of movement. When in Light show mode, you can use the **Speed** slider to set running time within the range of 0.1 second to 5 minutes, and use **X-Fade /Value** slider to set fade time.

4.3.4 Setting SHUTTER

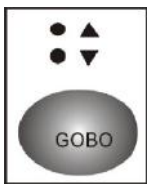


- ∅ Select the fixtures you want to control
- ∅ Press **SHUTTER** button
- ∅ Select a shutter value with the 1~12 buttons, or use the **X-Fade/Value** slider
- ∅ To select strobing speed 13~24, press **SHUTTER** again to next page the lower LED will be on.

24 shutter values have been programmed into the controller, which you can select by pressing the relevant button (1 ~ 24) as showing below:

	1	2	3	4	5	6	7	8	9	10	11	12
Upper	Blackout	Open	Slow Strobe	Strobe 1	Strobe 2	Strobe 3	Strobe 4	Strobe 5	Strobe 6	Strobe 7	Strobe 8	Fast Strobe
	13	14	15	16	17	18	19	20	21	22	23	24
Lower	Shaking	Shaking	Shaking	Shaking	Shaking	Shaking	Shaking	Shaking	Shaking	Shaking	Shaking	Open

4.3.5 Setting GOBO



- ∅ Select the fixtures you want to control
- ∅ Press **GOBO** button
- ∅ Select a gobo value with the 1~12 buttons, or use the **X-Fade/Value** slider
- ∅ To select gobos 13~24, press **GOBO** again to next page, the lower LED will be on

The Gobos setting are as below:

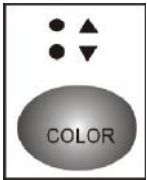
7 Gobos

	1	2	3	4	5	6	7	8	9	10	11	12
Upper	Open	Open	Gobo 1	Gobo 1	Gobo 2	Gobo 2	Gobo 3	Gobo 3	Gobo 4	Gobo 4	Gobo 5	Gobo 5
	13	14	15	16	17	18	19	20	21	22	23	24
Lower	Gobo 6	Gobo 6	Gobo 7	Slow scroll	Scroll 1	Scroll 2	Scroll 3	Scroll 4	Scroll 5	Scroll 6	Scroll 7	Fast scroll

14 Gobos

	1	2	3	4	5	6	7	8	9	10	11	12
Upper	Open	Gobo 1	Gobo 2	Gobo 3	Gobo 4	Gobo 5	Gobo 6	Gobo 7	Gobo 8	Gobo 9	Gobo 10	Gobo 11
	13	14	15	16	17	18	19	20	21	22	23	24
Lower	Gobo 12	Gobo 13	Gobo 14	Slow scroll	Scroll 1	Scroll 2	Scroll 3	Scroll 4	Scroll 5	Scroll 6	Scroll 7	Fast scroll

4.3.6 Setting COLOR



- ∅ Select the fixtures you want to control
- ∅ Press **COLOR** button
- ∅ Select a color value with the 1~12 buttons, or move the **X-Fade/Value** slider.
- ∅ To select colors 13~24, press **COLOR** again to next page, the lower LED will be on.

The Color settings are as below:

9 colors (full color)

	1	2	3	4	5	6	7	8	9	10	11	12
Upper	White	White	Green	Green	Magenta	Magenta	Light Blue	Yellow	Yellow	Orange	Orange	Blue
	13	14	15	16	17	18	19	20	21	22	23	24
Lower	UV Purple	Light Green	Light Green	Pink	Slow scroll	Scroll 1	Scroll 2	Scroll 3	Scroll 4	Scroll 5	Scroll 6	Fast scroll

9 colors (split color)

	1	2	3	4	5	6	7	8	9	10	11	12
Upper	White	Green	Green + Magenta	Magenta	Magenta + Light Blue	Light Blue	Light Blue + Yellow	Yellow	Yellow + Orange	Orange	Orange + Blue	Blue
	13	14	15	16	17	18	19	20	21	22	23	24
Lower	Blue + UV Purple	UV Purple + Light Green	Light Green	Pink	Slow scroll	Scroll 1	Scroll 2	Scroll 3	Scroll 4	Scroll 5	Scroll 6	Fast scroll

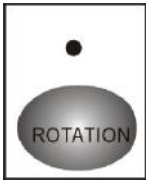
11 colors (full color)

	1	2	3	4	5	6	7	8	9	10	11	12
Upper	White	White	Green	Magenta	Magenta	Light Blue	Amber	Amber	Red	Blue	UV Purple	UV Purple
	13	14	15	16	17	18	19	20	21	22	23	24
Lower	Light Green	Orange	Yellow	Pink	Slow scroll	Scroll 1	Scroll 2	Scroll 3	Scroll 4	Scroll 5	Scroll 6	Fast scroll

11 colors (split color)

	1	2	3	4	5	6	7	8	9	10	11	12
Upper	White	Green	Green + Magenta	Magenta	Light Blue	Amber	Red	Red + Blue	Blue	UV Purple	Light Green	Light Green + Orange
	13	14	15	16	17	18	19	20	21	22	23	24
Lower	Orange	Yellow	Yellow + Pink	Pink	Slow scroll	Scroll 1	Scroll 2	Scroll 3	Scroll 4	Scroll 5	Scroll 6	Fast scroll

4.3.7 Setting GOBO ROTATION



- ∅ Select the fixtures you want to control
- ∅ Press **ROTATION** button
- ∅ Select a rotation speed value with 1~12 buttons, or move the **X-Fade/Value** slider

Below is the Gobo Rotation settings: (CCW- Counterclockwise; CW- Clockwise)

	1	2	3	4	5	6	7	8	9	10	11	12
Rotation	Stop	Fast CCW Speed	CCW. Speed 1	CCW. Speed 2	CCW. Speed 3	Slow CCW. Speed	Slow CW. Speed	CW. Speed 3	CW. Speed 2	CW. Speed 1	Fast CW. Speed	Stop

4.3.8 Setting DIMMER

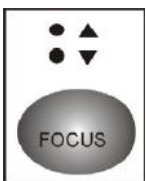


- ∅ Select the fixtures you want to control
 - ∅ Press **DIMMER** button
 - ∅ Select a dimmer value with 1~12 buttons, or move the **X-Fade/Value** slider
- You can adjust dimmer value of fixtures between 0%~100%

The Dimmer settings are as below:

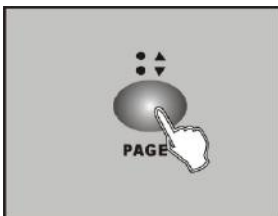
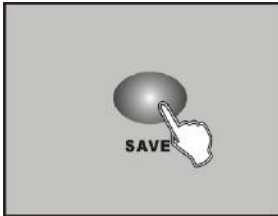
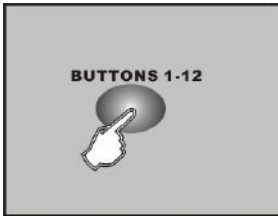
	1	2	3	4	5	6	7	8	9	10	11	12
Dimmer	100%	90%	82%	74%	64%	55%	46%	37%	28%	19%	10%	0%

4.3.9 Setting FOCUS



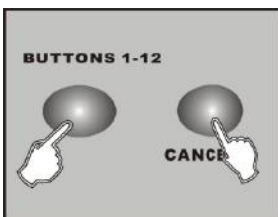
- ∅ Select the fixtures you want to control
- ∅ Press **FOCUS** button
- ∅ Select a focus value with 1~12 buttons, or move the **X-Fade/Value** slider
- ∅ To select focus 13~24, press **FOCUS** again to next page, the lower LED will be on.

4.4.1 Create a Scene



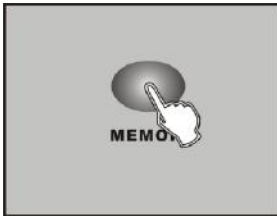
1. Enter Program mode.
2. a.) Press **Scanners** button to choose the fixtures you want to control
b.) Use Joystick or sliders to locate the positions of pan/tilt to create a scene.
3. Press **SAVE**. The 1~12 buttons will light up if they have memory already saved into them.
4. Press a button to store your desired scene.
5. The scene is saved into the selected button.
6. By pressing **PAGE**, you can also store scenes into 13~24 button.

4.4.2 Create a Chase



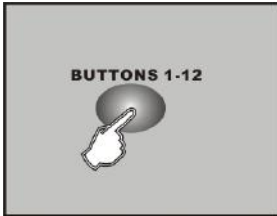
1. Enter Program mode.
2. Create a scene.
3. Press **SAVE** button. Select a position (1 ~ 24) where you want to store the scene.
4. Repeat steps 2 & 3 as many times as you want until the controller's memory is full. The **SAVE** LED will blink when the memory is full.
5. A chase (The controller) can store up to 485 scenes.

4.4.3 Running Scenes



1. Enter Program mode.

2. Press **MEMORY** button.



3. Press a button 1~12 or press **PAGE** select button 13~24 for manually running a scene.

4. Press the same button again. The second scene will be run after the first scene.

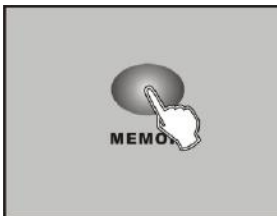
Note:

The **SAVE** button is used to store the current status into memory.

The **PAGE** button is used to select the position of memory. The controller has 24 position in which you can save chases (shows) into them. When the upper LED is on, then button 1 = memory 1, button 2 = memory 2... etc, when the lower LED is on then button 1 = memory 13, button 2 = memory 14... etc.

The **MEMORY** button is used to read exiting scenes. The LEDs will light up if there is memory saved into the buttons.

4.4.4 Insert a Scene



1. Enter Program mode.

2. Press the **MEMORY** button, choose the desired position (1 ~ 24) in which you want to insert a scene.

3. Select the scene where you want to insert a scene. Press the same button (e.g. 6) repeatedly, you can view the scene one by one.

4. Create a new scene.

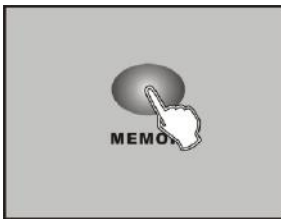
5. Press **SAVE**.



6. Press the desired position (1~24) you selected again to insert the new scene.

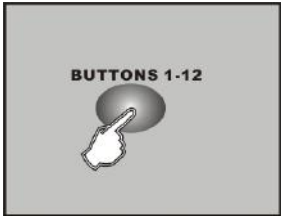


4.4.5 Overwrite a Scene



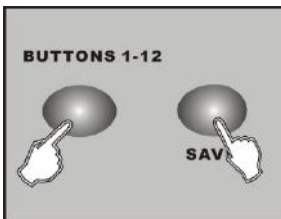
1. Enter Program mode.

2. Press the **MEMORY** button.



3. Press the button (1 ~ 24) where the memory (chase) is saved and select the scene that you wish to overwrite.

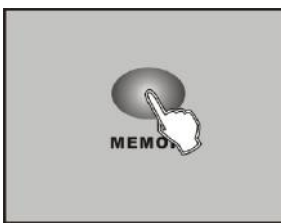
Press the same button (e.g. 6) repeatedly, you can view the scene one by one.



4. Create a desired scene.

5. Hold down the **SAVE** button and then press former selected button (1 ~ 24) to overwrite a scene.

4.4.6 Delete a Scene

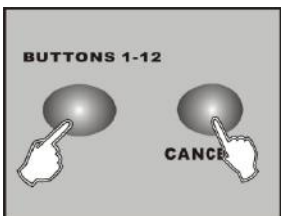


1. Enter Program mode.

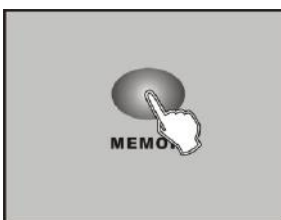
2. Press the **MEMORY** button, choose the desired position (1 ~ 24) in which you want to delete a scene.

3. Select the scene that you want to delete.

4. Hold down **CANCEL** and then press the former selected button to delete a scene.



4.5.1 Copy a Chase



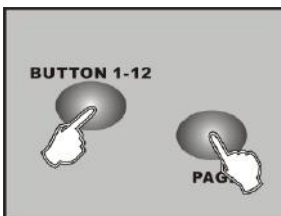
1. Enter Program mode.

2. Press the **MEMORY** button.

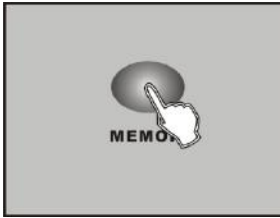
3. Select an existed chase which you want to copy.



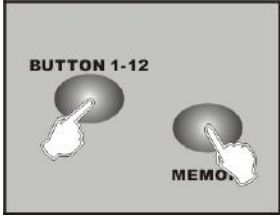
4. Hold down **PAGE** and then press a button (1 ~ 24) where you want to copy the chase into it.



4.5.2 Delete a Chase



1. Enter Program mode.
2. Press **MEMORY** button.

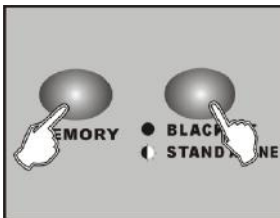


3. Hold down **MEMORY** button and then press a 1~12 button or press **PAGE** to select a 13-24 button to delete a chase.

4.6 Clear Memory

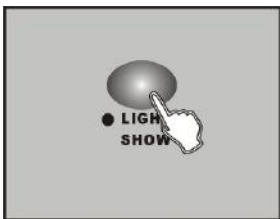


1. Press the **BLACKOUT/STAND ALONE** for 3 seconds, into Stand-Alone mode.

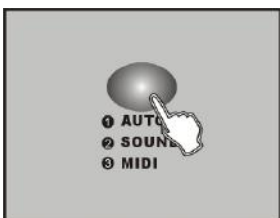


2. Hold down the **MEMORY** button and then press **BLACKOUT / STAND ALONE** button, all memory will be deleted.

4.7 Light Show



1. Press **LIGHT SHOW** button. The **LIGHT SHOW** LED will light up, indicating light show mode is active.



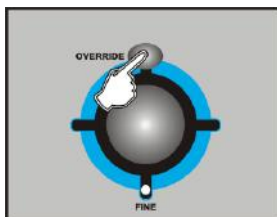
2. Press **AUTO/SOUND/MIDI** to activate Auto, Sound or MIDI mode. The LEDs indicate which mode is activated.



3. Press the button (1 ~ 24) to run a desired lighting show.

When in **Auto** mode, you can set the light speed and fade time by using the sliders. These settings will be kept when next time you run the same light show. When in **Sound** mode activation, the Light show will be triggered by music, however, you can still set the fade time of the light show.

4.7.1 Override Control



When running light shows, you can press the **Override** button to control the fixture manually, the LED lights up indicating Override function is activated. Press “ **Scanners** “ button to select the fixtures you want to override.

4.7.2 MIDI Operation

You can run a chase, set speed and fade time, light show auto or sound, and blackout using MIDI commands, This allows you to pre-program a light show to match a sequenced backing track. You cannot perform live head control or programming functions by MIDI.

The controller will only respond to MIDI commands on the MIDI channel which it is set to full stop. All MIDI control is performed using Note on commands. All other MIDI instructions are ignored. To stop a chase, send the blackout on note.

When programming a MIDI controlled sequence, you should always start by sending a page command, as you don't know what the current page setting will be on the controller.

When you recall a chase by MIDI, the chase will run at its programmed speed, fade and sound activation settings. If you want to change the speed, fade and sound activation by MIDI command you need to do this after you have started the chase. The speed, fade and sound setting which you set by MIDI will not be remembered as part of the chase.

MIDI note	Note name	Function
36	C3	Chase 1
37	C#3	Chase 2
38	D3	Chase 3
39	D#3	Chase 4
40	E3	Chase 5
41	F3	Chase 6
42	F#3	Chase 7
43	G3	Chase 8
48	C4	Chase 9
49	C#4	Chase 10
50	D4	Chase 11
51	D#4	Chase 12
52	E4	Chase 13
53	F4	Chase 14
54	F#4	Chase 15
55	G4	Chase 16
56	G#4	Chase 17
57	A4	Chase 18
58	A#4	Chase 19
59	B4	Chase 20
60	C5	Chase 21
61	C#5	Chase 22
62	D5	Chase 23
63	D#5	Chase 24
74	D6	SPEED
75	D#6	X-FADE
76	E6	AUTO MODE
77	F6	SOUND MODE
78	F#6	BLACKOUT ON
79	G6	BLACKOUT OFF

EC Declaration of Conformity

We declare that our products (lighting equipments) comply with the following specification and bears CE mark in accordance with the provision of the Electromagnetic Compatibility (EMC) Directive 89/336/EEC.

EN55014-2: 1997 A1:2001, EN61000-4-2: 1995; EN61000-4-3:2002;

EN61000-4-4: 1995; EN61000-4-5: 1995, EN61000-4-6:1996,

EN61000-4-11: 1994.

&

Harmonized Standard

EN60598-1: 2000+ALL:2000+A12:2002

Safety of household and similar electrical appliances

Part 1 : General requirements

Technical Specification

Power Input	DC 9-12V 300 mA min
DMX Input	3 pin male XLR
DMX Output	3 pin female XLR
Stand Alone.....	5 pin male XLR
MIDI Signal	5 pin standard interface
Audio Input	By built-in microphone or line in
Dimensions	485 x 135 x 80 mm
Weight(appro.)	2.5 kg

Innovation, Quality, Performance