

BAXTER CONTROLS, Inc.

P.O. Box 225 Driftwood, Tx. 78619

512-858-5058

## *Pocket Console® DMX*

### *24/Eight™*

# Operation Instructions

*Thank you for purchasing The Pocket Console®*

### Introduction

The Pocket Console® 24/Eight™ is a 24 Channel, 8 Submaster, single DMX universe console.

One DMX universe, (512 DMX addresses) can be patched in up to 24 Channels across three Banks of 8 Faders. The 24 Channels can be accessed across the three Banks of Faders; Bank 1 = Channels 1-8, Bank 2 = Channels 9-16 and Bank 3 = Channel 17-24. **Channel Bank** assignment can be easily selected as necessary during operations to give access to all 24 Channels, 8 at a time. (see Changing Channel Bank)

The Pocket Console® 24/Eight™ has a **Patch Mode** and three operational modes called, **Channel Mode**, **Playback Mode** and **Record Mode**.

With the **PATCH/NORMAL** switch set to the **PATCH Mode** position, the console's 512 DMX addresses are then fully patchable to all 24 Channels, 8 at a time, depending what Bank you are in. The Faders are functional in this setting.

Setting the **PATCH/NORMAL** Switch" to **NORMAL** allows the console to access the other three modes of operation, **Channel Mode** ("CHA"), **Playback Mode** ("PLA") and **Record Mode** ("rEC").

In **Channel Mode** the Faders set the levels of the selected bank(s) of 8 Channels.

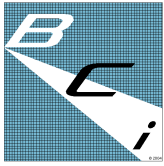
In **Playback Mode** the console will playback the recorded 8 Submasters.

In **Record Mode** the console will allow creation or editing of any of the 8 Submasters.

### 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 the unit 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 9v battery lives in a clip on the backplate.

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## Operation

### Turning the Pocket Console® ON

The Pocket Console® should have either the power supply connected or the battery installed or both to power the unit. When plugged in, the power supply automatically disconnects the battery, saving battery life and protecting the battery from DC backfeed.

To power the unit, the **Power Switch** should be moved to the **ON** position. The Pocket Console® will activate the display and begin transmitting DMX data immediately.

With the **PATCH/NORMAL** switch in the **NORMAL** position the unit will always initialize in **Channel Mode**. The display will show **CHA** to indicate **Channel Mode** and will then alternate between the abbreviation for the **Channel Bank** currently under control and the current **Channel Mode**. The active **Channel Bank** is indicated by displaying either, **CH1** for Channel Bank 1 (Channels 1-8), or **CH9** for Channel Bank 2 (Channels 9-16), or **C17** for Channel Bank 3 (Channels 17-24). Upon power up, the unit always initializes to **Channel Mode, Channel Bank 1**. The display will alternate to **CHA** to indicate **Channel Mode**.

### Patch

To begin using the Pocket Console® it needs to be DMX address patched.

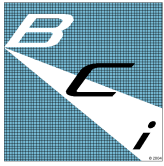
As the output of the Pocket Console® 24/Eight™ is DMX-512 and the console is patchable, a correlation between the 24 Channels and the 512 addresses available in the DMX protocol needs to be made. This is known in the industry as "*the Patch*."

Begin by moving the **Patch/Normal** switch to the **Patch** position. The display will alternate between the DMX address to be programmed and the **Channel Bank** currently selected. The DMX address will be displayed as three digits from 001 to 512. Momentarily pressing the **LAST** or **NEXT** buttons will *step* through DMX and if held down will *scroll* through the DMX addresses. The **Channel Bank** will display as **CH1, CH9 or C17** to indicate the first Channel of the Bank selected. The display will then alternate to the DMX address to be patched. To select another Bank of Channels, hold the **Bank Select** button down and at the same time depress the Fader 1, 2 or 3 Bump buttons to select the respective **Channel Bank 1, 2 or 3**.

After releasing the **Bank Select** button pressing a Bump button assigns the displayed DMX address to the Channel of the button pressed. A DMX address can only be assigned to one Channel. Assigning a DMX address to a new Channel removes it from its previously patched Channel. You can also choose to have the DMX address UNPATCHED (stay at a level of 00) by assigning the address to the **UNPATCH** Button rather than a Channel button. The **UNPATCH** button is available in all three Banks.

You can press the **LAST** or **NEXT** buttons to change the DMX address and then assign that address to a Channel using the Bump button corresponding to that Channel. You can assign as many DMX addresses to a Channel as needed.

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To assign consecutive DMX addresses to a single Channel you can speed up the process by holding down the Channel Bump button and pressing the **NEXT** or **LAST** button at the same time. As the DMX addresses are scrolling on the display they are also *being patched* to the Channel Bump button being held down simultaneously.

The patch is stored in non-volatile memory and will survive for many years without battery power. After a patch has been programmed, a given Channel's level will be sent to all DMX addresses patched to that Channel.

You can then proceed to one of the other three modes by placing the **PATCH/NORMAL** switch in the **NORMAL** position and selecting one of the modes as shown below.

### **To Change Modes**

To change modes depress **LAST** and **NEXT** at the same time and the LED dot at the bottom of the display will chase from left to right for approximately 2 seconds. At that point, the unit will sequence to the next mode. Modes are accessed in order; starting at **Channel Mode ("CHA")**; then to **Playback Mode ("PLA")**; then to **Record Mode ("rEC")**; and then back to **Channel Mode ("CHA")**. When the desired Mode is displayed, release the **Last** and **Next** buttons and the unit will stay in that Mode until you press both **LAST** and **NEXT** at the same time again to change Modes.

### **Channel Mode**

In **Channel Mode** the display will alternate between **CHA** indicating **Channel Mode** and the indicator for the Bank of Channels selected, Bank 1/2/3.

In **Channel Mode**, the Pocket Console® will output the levels of a Fader that has control of that Channel. Moving the Fader to match the current output level will take control of the level of the Channel. The LED below the Channel Fader will light to indicate it has matched the existing control level of that Channel.

The Bump buttons will take the selected Channel to 100% for the time the button is depressed. When the Bump button is released, the Channel returns to the level determined by the associated Fader. Take control is not necessary for the Bump buttons to work.

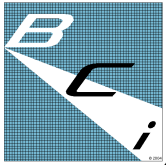
### **Playback Mode**

In **Playback Mode "PLA"** will be shown on the display.

In **Playback Mode** the Submaster levels will be proportional to the Fader position and they will combine/overlap on a Highest Takes Precedence (HTP) basis. Each Bump button will take the associated Submaster to its full-recorded value when held down and relinquish it to the Fader's level when released.

**Playback Mode** allows you to fade in or out the recorded Submasters.

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When in **Playback Mode**, the recorded Submasters go to the level set by the Fader associated with that Submaster. There are no Banks in **Playback Mode**. There is no matching of levels to “take control”. There are the 8 Submasters and the levels go immediately to the levels set by the Faders as recorded earlier.

The levels for all 24 Channels are determined by the position of the Faders multiplied by the recorded Submaster levels.

The Bump buttons are functional in **Playback Mode**. Pushing a Bump button in **Playback Mode** takes the recorded Submaster to its recorded level. It is the same as raising the Fader level to 100%.

### **Record Mode**

In **Record Mode ("REC")** the LED display alternates with the **Channel Bank** selected.

In **Record Mode** Channel, levels can be altered by Channel matching, and then adjusting levels. The Bump buttons are used for saving/Updating the Submasters and do not Bump the Channel levels.

In **Record Mode** pressing the **UNPATCH** button for approximately 2 seconds “arms” the **Record** function. This is displayed by the LED above the **UNPATCH** button flashing for approximately 5 seconds. During this 5-second interval, if one of the Channel Bump buttons is depressed, the current levels are saved as that Submaster number. This also *overwrites what was in the Submaster already.*

You don’t really erase Submasters, but they can be recorded over. If you really need to erase a Submaster, set all levels to zero (using either **Playback or Channel Mode**), rotate to **Record Mode** and save the Submaster with all levels at zero. This essentially erases the Submaster.

### **Saving a Submaster from Channel Mode**

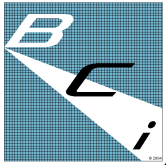
If you have created a look in **Channel Mode** and want to save it as a Submaster, then hold down **LAST** and **NEXT** and do NOT release the **LAST** and **NEXT** buttons while scrolling through **Playback Mode** to **Record Mode**. The Channel levels will be retained when you arrive at **Record Mode**. Enable **Record** by pressing the **UNPATCH** button for 2 seconds (the **UNPATCH** LED blinks, then you can release it) and then depress the desired Submaster Bump button while the **UNPATCH** LED is still blinking and the look will be saved to the associated Submaster.

### **Changing Channel Bank**

You can change **Channel Bank** in **Channel ("CHA")** or **Record Mode ("rEC")** or in **Patch**.

To change **Channel Banks**: Hold the right side **Bank Select** button down, which will cause the Fader 1,2 and 3s LEDs to chase. At the same time, momentarily depress one of those three Bump buttons. This selects the **Channel Bank**. Pressing the Bump button for Fader 1 selects Bank 1 (Channels 1-8) or pressing the Bump button for Fader 2 selects Bank 2 (Channels 9-16) or pressing the Bump button for Fader 3 selects Bank 3 (Channels 17-24). The Faders are then used to set the levels for the given group of 8 Channels selected.

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When changing Banks of Channels, the previous Bank remains at the levels set by the Faders when they were in that Bank. For example: If Channels 1 through 8 were set at 50% and you change to Bank 2 (Channels 9-16) the Channel levels for Bank 1 (Channels 1-8) remain at 50% and you can adjust the levels of Channels 9-16 and move on to Bank 3 leaving Bank 2 at its' set levels.

When you return to Bank 1 those Channel levels remain the same until you move the Fader to the stored level for that Channel. In our example, Channels 1-8 are left at 50%. When returning to Bank 1 the Fader for one of the Channels has no effect on Channels 1-8 until the Fader is moved to approximately 50% (*within plus or minus 1%*). At that match-point, the LED below the Channel Fader lights up to tell you that you are now controlling that Channel. You can then adjust the level of that Channel. All other Channels you have not yet matched remain at their original levels. You can cycle through the Banks, adjusting all the Channel levels as desired.

### **How to All Clear**

Holding down the **UNPATCH** button for approximately 2 seconds sets all levels of all Channels, regardless of Bank, at a level of ZERO. This allows you to clear the look to zero levels. Keep in mind that when you release the **UNPATCH** button the Channel levels will return to the level of the Faders for the Bank you are currently in. You can set all Channel levels to zero by bringing all 8 Channel Faders to zero.

### **Some things to remember**

When changing modes you always go from one mode to the next in the same order (from **Channel Mode ("CHA")** to **Playback Mode ("PLA")** to **Record Mode ("rEC")** and back to **Channel Mode** again in the LED display).

Submasters and the Patch are saved through a power outage. Channel levels are not.

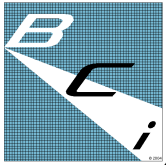
The unit initializes in **Channel Mode** and in **Bank 1**.

### **Why did that happen?**

Question: I moved all the Faders to zero but not all the lights are out. Why is that?

Answer: There are 3 Banks of Channels. Although you changed the levels of the current Bank to zero the other two Banks of Channels remain at their previous levels. The Channels must also take control of the Channel before they will adjust the levels. Move the Fader slowly up or down until the LED below the Fader lights to indicate control of the Channel.

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Question: I held down the **UNPATCH** button in **Channel Mode** to clear all levels and when I released it some of the Channels then changed to the level of the Faders. Why did that happen?

Answer: When you used the **UNPATCH** button to clear all levels the Fader levels matched the levels of the cleared look. That allowed the Channel(s) to match the original level and remain in control. Take all the Faders to zero and use the **UNPATCH** button to clear all levels.

### **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 XLR connector - 12"min.

Weight with battery - 13oz

Shipping weight - 1lb, 14oz

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

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

120vac to 9vdc adapter/power supply

Number of DMX dimmer addresses and Channels supported - 512 Addresses X 24 Channels

Number of Faders - 8 with bump buttons

Data output - DMX-512 1990 USITT 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!

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