DMX Terms

Fixture = Light, equipment
DMX Input = On the fixture, Male
Chase (scene) = A sequence of effects or colours (ex. Blue to green, or gobo & direction change)
Daisy Chain = connection of several fixtures with DMX cable

Crocodile DMX Controller Quick Guide

1. Set each fixture to address to representing a "starting address" (Page 4)
    a. You can keep additional fixtures on the same address, or to control separately, switch to different "starting address"
2. Press <Edit/Run> so turn on edit
3. Press <P1-P20> once to select the chase/scene. Note, the LED will not turn on
4. The second time you press <P1-P20>, you will be selecting the starting address. Ex. If you have two fixtures hooked up, and you want to control the second fixture, press <P2> (aka, address 25) to control channels 25-49). This makes it easy to control channels for additional devices as channel 25 appears to be channel 1.
    a. Now select the desired effect using the fixtures channels.
    b. You can switch between fixtures using <P1-P20> to add different effects colour to one scene.
    c. Press <+> at the end of programming each scene.
5. Press <-> to view past scenes, and <+> to view future ones. You can edit previous scenes, then press <+> to save new scene
6. Press <Edit/Run> to turn off LED and turn on Run mode. Press <P1-P20> to select a scene/chase to play.
    a. Select more than one <P1-P20> to have each scene be played one after another on auto loop.

Speed = Stay Time Cross = Transition Time

ADJ DMX Controller

1. Set each fixture to address to representing a "starting address" (001)
    a. Each fixture button represents a starting address (1, 17, 33…)
2. Press and hold 'Program'. A blinking light will appear
3. Select a 'fixture' button, to correspond to the starting address of the fixture.
4. Use the fader switches to adjust the values, using bank to get to the back '8' channels.

Troubleshooting: Dry adjusting all 16 channels (using bank button) to ensure one of the channels isn't triggering an off effect