



STAGE SETTER 8



User Manual

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DOCUMENT VERSION



Due to additional product features and/or enhancements, an updated version of this document may be available online.

Please check www.adj.com for the latest revision/update of this manual before beginning installation and/or programming.

Europe Energy Saving Notice

Energy Saving Matters (EuP 2009/125/EC)

Saving electric energy is a key to help protecting the environment. Please turn off all electrical products when they are not in use. To avoid power consumption in idle mode, disconnect all electrical equipment from power when not in use. Thank you!

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INTRODUCTION

Thank you for purchasing the ADJ Stage Setter 8. To optimize the performance of this product, please read these operating instructions carefully to familiarize yourself with the basic operations of this unit. The ADJ Stage Setter 8 is a unique 16 channel DMX controller. This unit has been tested at the factory prior to shipment, and there is no assembly required.

These instructions contain important safety information regarding the use and maintenance of this unit. Please keep this manual with the unit for future reference.

Customer Support: Contact ADJ Service for any product related service and support needs. Also visit forums.adj.com with questions, comments or suggestions.

Parts: To purchase parts online visit:

<http://parts.adj.com> (US)

<http://www.adjparts.eu> (EU)

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Warning! To prevent or reduce the risk of electrical shock or fire, do not expose this unit to rain or moisture.

Caution! There are no user serviceable parts inside this unit. Do not attempt any repairs yourself, as doing so will void your manufacturer's warranty. In the event that your unit requires service, please contact your nearest ADJ dealer.

Do not discard this carton in the trash. Please recycle when ever possible.

Upon unpacking, carefully inspect your unit for any damage that may have occurred during shipping. If damage is found, do not plug in or operate the unit. Please contact your dealer as soon as possible.

INTRODUCTION

FEATURES:

- 3-pin XLR IN, OUT, and THRU DMX jacks
- Three different operating modes: 2 x 8, 8 x 8, and 1 x 16
- 12 chase options: 4 built in and 8 user programmable
- 32 steps (scenes) per program
- MIDI compatible
- Fog machine output button
- Scene crossfader
- Tap SYNC button
- 8 Bump Buttons
- Back up memory protection
- Full functional, 4 digit LCD display

LIMITED WARRANTY (USA ONLY)

- A. ADJ Products, LLC hereby warrants, to the original purchaser, ADJ Products, LLC products to be free of manufacturing defects in material and workmanship for a prescribed period from the date of purchase (see specific warranty period on reverse). This warranty shall be valid only if the product is purchased within the United States of America, including possessions and territories. It is the owner's responsibility to establish the date and place of purchase by acceptable evidence, at the time service is sought.
- B. For warranty service, you must obtain a Return Authorization number (RA#) before sending the product back—please contact ADJ Products, LLC Service Department at 800-322-6337. Send the product only to the ADJ Products, LLC factory. All shipping charges must be prepaid. If the requested repairs or service (including parts replacement) are within the terms of this warranty, ADJ Products, LLC will pay return shipping charges only to a designated point within the United States. If the entire instrument is sent, it must be shipped in its original package and packaging material. No accessories should be shipped with the product. If any accessories are shipped with the product, ADJ Products, LLC shall incur no liability whatsoever for loss of or damage to any such accessories, nor for the safe return thereof.
- C. This warranty is void if the product serial number and/or labels are altered or removed; if the product is modified in any manner which ADJ Products, LLC concludes, after inspection, affects the reliability of the product; if the product has been repaired or serviced by anyone other than the ADJ Products, LLC factory unless prior written authorization was issued to purchaser by ADJ Products, LLC; if the product is damaged because it was not properly maintained as set forth in the product instructions, guidelines and/or user manual.
- D. This is not a service contract, and this warranty does not include maintenance, cleaning, or periodic check-up. During the period specified above, ADJ Products, LLC will replace defective parts at its expense with new or refurbished parts, and will absorb all expenses for warranty service and repair labor by reason of defects in material or workmanship. The sole responsibility of ADJ Products, LLC under this warranty shall be limited to the repair of the product, or replacement thereof, including parts, at the sole discretion of ADJ Products, LLC. All products covered by this warranty were manufactured after August 15, 2012, and bear identifying marks to that effect.
- E. ADJ Products, LLC reserves the right to make changes in design and/or improvements upon its products without any obligation to include these changes in any products theretofore manufactured.
- F. No warranty, whether expressed or implied, is given or made with respect to any accessory supplied with products described above. Except to the extent prohibited by applicable law, all implied warranties made by ADJ Products, LLC in connection with this product, including warranties of merchantability or fitness, are limited in duration to the warranty period set forth above. And all warranties, whether expressed or implied, including warranties of merchantability or fitness, are limited in duration to the warranty period set forth above. The consumer's and/or dealer's sole remedy shall be such repair or replacement as is expressly provided above; and under no circumstances shall ADJ Product, LLC be liable for any loss and/or damage, direct and/or consequential arising out of the use of, and/or inability to use this product.
- G. This warranty is the only written warranty applicable to ADJ Products, LLC products, and supersedes all prior warranties and written descriptions of warranty terms and conditions heretofore published.

MANUFACTURER'S LIMITED WARRANTY PERIODS:

- Non-LED Lighting Products = 1-Year (365 Days) (Including Special Effect Lighting, Intelligent Lighting, UV lighting, Strobos, Fog Machines, Bubble Machines, Mirror Balls, Par Cans, Trussing, Lighting Stands, Power/Data Distribution, etc. excluding LED and lamps)
- Laser Products = 1-Year (365 Days) (excluding laser diodes which have a 6-Month Limited Warranty)
- LED Products = 2-Year (730 Days) (excluding batteries which have a 180 Day Limited Warranty)
- NOTE: 2-Year (730 Days) Limited Warranty ONLY applies to product purchased within the United States. StarTec Series = 1-Year (365 Days) (excluding batteries which have a 180 Day Limited Warranty)
- ADJ DMX Controllers = 2 Year (730 Days)
- American Audio Products = 1 Year (365 Days)

SAFETY GUIDELINES

- Do not spill water or other liquids into or on to your unit.
- Be sure that the voltage of that power source matches the required voltage for your unit.
- Do not attempt to operate this unit if the power cord has been frayed or broken.
- Please route your power cord out of the way of foot traffic.
- Do not attempt to remove or break off the ground prong from the electrical cord. This prong is used to reduce the risk of electrical shock and fire in the event of an internal short.
- Disconnect from main power before making any type of connection.
- Do not remove the top cover under for any reason. There are no user serviceable parts inside.
- Disconnect the unit's main power when during long periods of non-use.
- Never plug this unit in to a dimmer pack
- Always be sure to mount this unit in an area that will allow proper ventilation. Allow about 6" (15cm) between this device and a wall.
- Do not attempt to operate this unit if it has been damaged in any way.
- Never operate this unit with the cover removed.
- This unit is intended for indoor use only, and use of this product outdoors voids all warranties.
- Always mount this unit in safe and stable matter.

SET UP

Unpacking:

Every Stage Setter 8 has been thoroughly tested and shipped in perfect operating order. Carefully check the shipping carton for damage that may have occurred during shipping. If the carton appears to have been damaged, carefully inspect your fixture for any damage. In the event that damage has been found, please contact our toll free customer support number for further instructions.

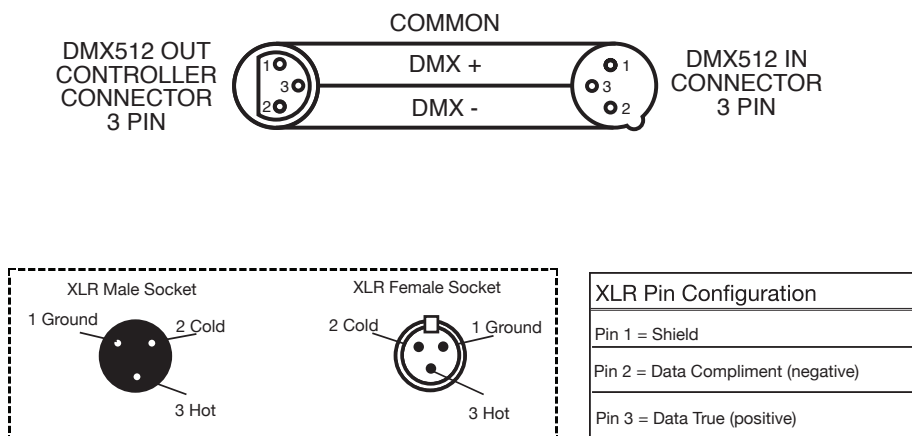
Power Supply:

Before plugging your unit in, be sure that the voltage of the power source matches the required voltage for your ADJ Stage Setter 8. The ADJ Stage Setter 8 is available in a 115v and 230v version. Please be aware that line voltage may vary from venue to venue.

Data Cable (DMX Cable) Requirements:

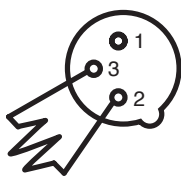
Your controller and packs require a standard 3-pin XLR connector for DMX data input and DMX data output (Figure 1). If you are making your own cables, use standard two conductor shielded cable, which may be purchased at almost all professional sound and lighting stores. Your cables should be made with a male XLR connector at one end and a female XLR connector at the other. Also remember that DMX cable must be daisy chained and can not be “Y”ed or split.

Notice: Do not use the ground lug on the XLR connector. Do not connect the cable’s shield conductor to the ground lug or allow the shield conductor to come in contact with the XLR’s outer casing. Grounding the shield could cause a short circuit and erratic behavior. Refer to the figures below when making your own cables.



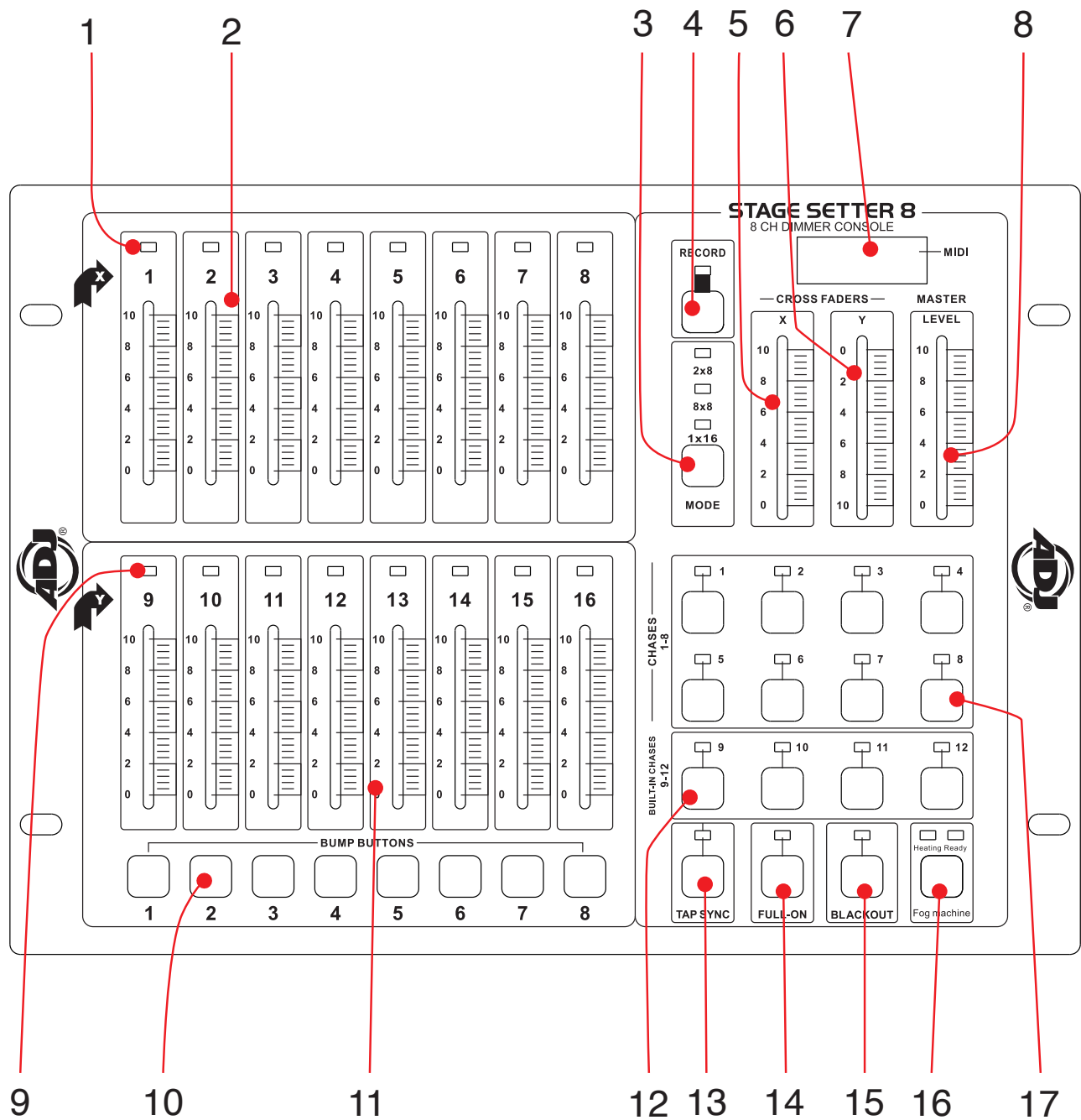
Special Note: Line Termination.

When longer run of cable are used, it may be necessary to use a terminator on the last unit in order to avoid erratic behavior. A terminator is a 90-120 ohm 1/4 watt resistor which is connected between pins 2 and 3 of a male XLR connector (DATA+ and DATA-). This unit is inserted in the female XLR connector of the last unit in your daisy chain to terminate the line. Using a cable terminator will decrease the possibilities of erratic behavior.



Termination reduces signal errors and avoids signal transmission problems and interference. It is always advisable to connect a DMX terminal, (Resistance 120 Ohm 1/4 W) between PIN 2 (DMX-) and PIN 3 (DMX +) of the last fixture.

FRONT PANEL CONTROLS AND FUNCTIONS



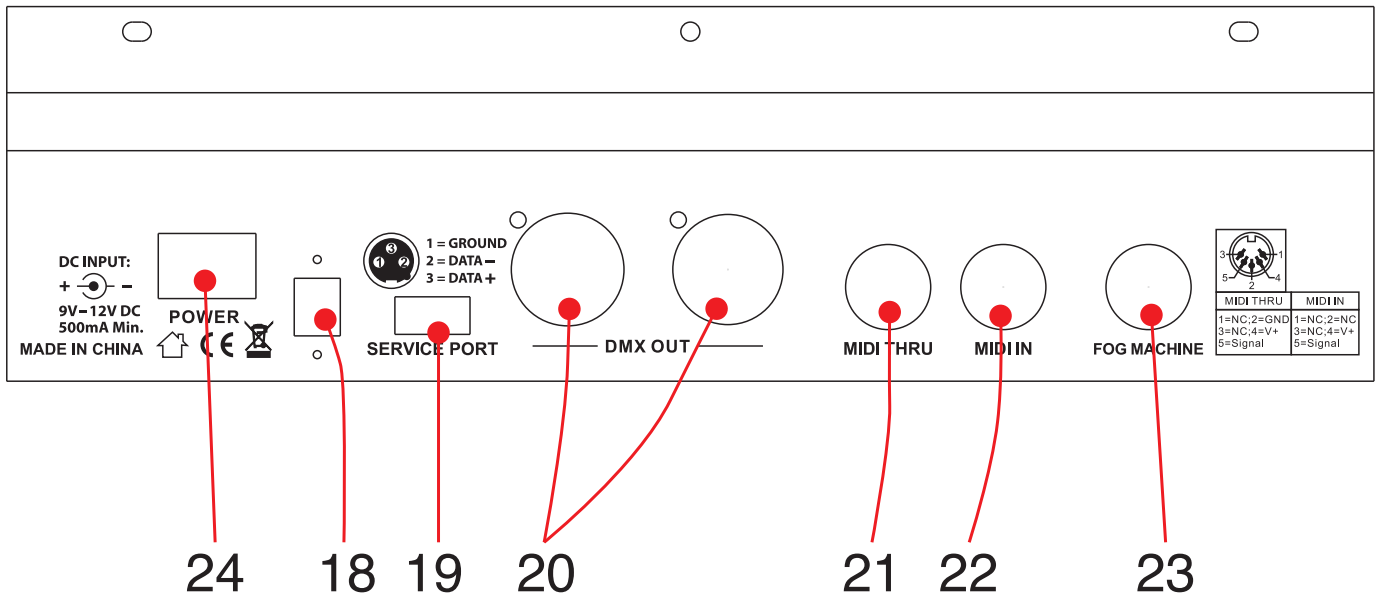
FRONT PANEL CONTROLS AND FUNCTIONS

1. **CHANNEL LEDS (1-8):** These 8 LEDs control intensity for channel sliders 1-8. Moving the sliders upwards increases the output. LED indicators directly reflect changes in slider level.
2. **SCENE X - CHANNEL FADERS 1-8:** These 8 sliders are used to control the intensities of channels 1-8. The overall intensity of channels faders 1-8 is controlled by the X Crossfader (5).
3. **MODE BUTTON:** This button is used to change the unit's operating mode. There are 3 different operating modes to choose from: 2x8, 8x8, and 1x16. The unit's current operating mode will be indicated by an LED that corresponds to the operating mode icons. Mode operations are explained in the **General Operation** section of this manual.
4. **RECORD BUTTON:** This button is used to activate the unit's record mode. You may create up to eight of your own programs, which are then stored on the Chase Buttons (17). Refer to the **Basic Programming** section of this manual. When the Record Button is depressed, the record LED will begin to glow, indicating that Record Mode has been activated. Once Record Mode is activated, you may begin to program chase patterns or static scenes into the eight user Chase Buttons (17).
5. **X CROSSFADER:** This slider controls the overall intensity of the Scene X channel faders (2). The X (5) and Y (6) faders allow crossfading between Scene X (2) and Scene Y (11). The X Crossfader is at its maximum intensity while in the full up position. In 1x16 mode, the X Crossfader controls the intensities of channels 1-16.
6. **Y CROSSFADER:** This slider controls the overall intensity of the Scene Y channel faders (11). The X (5) and Y (6) faders allow crossfading between Scenes X (2) and Scene Y (11). The Y Crossfader is at its maximum intensity while in the full down position. In 1x16 mode, the Y Crossfader controls the scene Fade Time. The offset configuration of the X (5) and Y (6) crossfaders allows easy dipless crossfading between scenes, when both crossfaders are moved together.
7. **LCD DISPLAY:** This multifunctional display will detail the unit's current operation. The LCD will indicate an active MIDI signal by flashing an LED next to the MIDI icon.
8. **MASTER LEVEL SLIDER:** This slider controls the overall channel intensity levels for channel sliders, 1-16 (2 & 11), and will also control the master intensity level for programs 1-12 (12 & 17). This slider will have no effect on the Full On (14) and Bump (10) functions. *For example: When the Master Slider is at minimum, all output will be zero, except for any resulting from the Bump Buttons (10) and Full On Button (14). Zero output will be indicated by the LCD Display (7), again with the exception of any output resulting from the Bump Buttons (10) and Full On Button (14). If the slider is at 50%, all outputs will be at 50%. The LCD (7) will display 50% output. If the slider is at 100, all outputs will be 100%. This will be indicated by 100 in the LCD Display (7).*
9. **CHANNEL LEDS (9-16):** These 8 LEDs indicate the current intensity for channel sliders 9-16. Raising the channel slider will increase the output. The LED indicators will directly reflect the changes in slider level.
10. **BUMP BUTTONS:** Each of the eight Bump Buttons can be programmed to control a single channel or a group of channels (1-16). The eight buttons can then be used to bring an individual or group of channels to full intensity, and override the Blackout (15) function or the Master Level (8) setting. In 1x16 mode, each button can be programmed to control a group of channels, effectively making each button a Flash Scene. The Bump Buttons are also used in programming mode, when programming Flash Scenes and Master Scenes.
11. **SCENE Y:** These 8 sliders are used to control the intensities of channels 9-16 (11). The overall intensity of channel faders 9-16 (11) is controlled by the X Crossfader (5).
12. **BUILT-IN CHASES 9-12:** These four buttons are used to activate any of the four built in programs stored in the unit's memory. A chase LED will glow when a corresponding chase has been selected for operation.

FRONT PANEL CONTROLS AND FUNCTIONS

- 13. TAP SYNC:** This button is used to create a chase rate. Repeatedly tapping this button will establish a chase rate that corresponds to your tap rate. The chase rate will be synchronized to the time interval of the last two taps. A Tap Sync LED will flash at the established chase rate. A chase rate may be set at anytime, whether a chase pattern is running or not. The Tap Sync Button also activates Step Mode, by holding the Tap Sync button down for at least five seconds. To deactivate Step Mode, hold down the Tap Sync button again for five seconds.
- 14. FULL ON BUTTON:** This button is used to bring all channel outputs (1-16) to full intensity. This function will override the Blackout (15) function. A Full On LED (14) will glow when Full On (14) is active.
- 15. BLACKOUT BUTTON:** This button is used to disable all channel outputs (1-16). Only the Full On (14) and Bump Buttons (10) function can override this function. Blackout is active when the Blackout LED is glowing.
- 16. FOG MACHINE BUTTON:** This button is used to control fog output to a compatible ADJ fog machine. Compatible models include the Master Blaster 700 and 1000, Vaporizer, and the Dyno Fog. This button not only eliminates the need of a separate fog machine controller, but also allows quick and easy access to a fog machine output. For an updated list of compatible fog machines, please contact our product support department.
- 17. CHASES 1-8:** These buttons are used to access any of the eight user-created chases. A chase LED will glow when a corresponding chase has been selected for operation.

REAR PANEL CONTROLS AND FUNCTIONS



- 18. POWER SWITCH:** This switch is used to turn the unit's main power on or off.
- 19. SERVICE PORT:** USB slot for updating device software or performing repairs.
- 20. DMX OUT:** These XLR jacks are used to send DMX data to your DMX dimmer packs or other DMX fixtures.
- 21. MIDI THRU:** This jack is used to parallel an incoming MIDI signal through to another MIDI device.
- 22. MIDI IN:** This jack receives an incoming MIDI signal from external MIDI controller or keyboard.
- 23. FOG MACHINE CONNECTOR:** Use this connection to connect a compatible ADJ fog machine. This eliminates the need for separate, dedicated fog machine controller.
- 24. DC POWER INPUT:** This jack is used to connect to external power supply. Only use the included DC 12~20V, 500 mA minimum power supply. If replacement of the original power supply is required, only use an approved ADJ power supply. Contact ADJ service or an authorized retailer for assistance with obtaining a replacement.

GENERAL OPERATION

OPERATING MODES:

The Stage Setter 8 has three different operating modes: 2x8, 8x8, and 1x16. These modes are selected with the Mode Button (3), and the currently selected mode is indicated by the Mode LED (3).

- In 2x8 mode, Crossfader X (5) controls the channels 1-8, and Crossfader Y (6) controls channels 9-16.
- In 8x8 mode, the Scene Y (11) channels (9-16) become a set of Masters Scenes. Each Master Scene channel (9-16) will control the level of the scenes or chases created. The Scene X (2) channels (1-8) operate as normal dimmer sliders.
- In 1x16 mode, X Crossfader (5) controls the intensities of channels 1-16, and Y Crossfader controls the Fade Time. Fade Time is the amount of time it takes one scene to end and fade in to the next. Fade Time varies from 1/10 of second (instant) to 10 minutes.

MASTER SCENES:

Master Scenes can only be used while in the 8x8 operating mode. When in the 8x8 mode, the Bump Buttons (10) and the Scene Y (11) sliders can be used to store a Master Scene, which consists of channels 1-8.

To create a Master Scene:

1. First, use the sliders in the Scene X (2) section to create a scene.
2. After you have set your scene, tap the Record Button to enter the record mode.
3. Tap the Bump Button that corresponds to a Scene Y (11) slider that will be used to store the scene. The scene will now be stored as a Master Scene into the Scene Y slider and will be ready for immediate use.

Example: We will program a scene into the fifth Master Scene. The scene will consist of channels 1 and 6 at full, channel 7 at 50% and the remaining channels fully off.

1. Move X and Y Crossfaders to maximum. (X Crossfader fully up and Y Crossfader fully down)
2. Lower all Scene X sliders to minimum.
3. Raise Scene X slider 1 and 6 to maximum.
4. Raise Scene X slider 7 to 50%.
5. Tap the Record Button. The Record LED should be lit.
6. Tap Bump Button 5.

GENERAL OPERATION

FLASH SCENES:

Flash Scenes are available only in 1x16 mode. In this mode, the Bump Buttons (10) can be programmed as Flash Scenes. These are scenes that can be created by any of the 16 channels. Once a Flash Scene is created this scene may be activated by pressing on the Bump Button it was assigned to.

To create a Flash Scene:

1. First, use the sliders in the Scene X (2) and Scene Y (11) section to create a scene.
2. Tap the Record Button to enter the record mode.
3. Tap the Bump Button that corresponds to a Scene Y slider that will be used to store the scene. The scene will now be stored as a Master Scene in the Scene Y slider and will be ready for immediate use.

Example:

In this example we will program Bump Button 8, with channels 3, 7, 14 and 15 to be at full; channels 1, 5, 10 and 16 at 50% output; and the remaining channel fully off.

1. Move all Scene X and Scene Y sliders to fully down.
2. Move Scene X sliders 3 and 7 to fully up.
3. Move Scene Y sliders 14 and 15 to fully up.
4. Move Scene X sliders 1 and 5 to 50%.
5. Move Scene Y sliders 10 and 16 to 50%.
6. Tap the Record Button causing its LED to light.
7. Tap Bump Button 8.

BASIC PROGRAMMING

PROGRAMMING CHASE PATTERNS:

You may create up to 8 Chase Patterns consisting of up to 32 steps (scenes) each. These chases are stored to the Chase Buttons (17).

To initiate programming, follow the steps below:

1. Tap the Record Button (14) to activate record mode. The record LED will illuminate to indicate that record mode has been activated.
2. Tap the Chase Button (17) you wish to record to. Once you selected a chase bank to store your chase, the corresponding chase LED will begin to flash, indicating which Chase Button (17) was selected. You may now begin the programming process.

PROGRAMMING CHASE PATTERNS (2X8 AND 8X8 MODES):

When in 2x8 or 8x8 mode, each chase can only be programmed using Scene X Sliders (2), and each step will only include Channels 1-8.

Example:

1. Programming a 32 step chase into the Chase 5 Bank Button using the Scene X Sliders (2).
2. Tap the Record Button (4), and the record LED will illuminate.
3. Tap the Chase 5 Button (17), and the Chase 5 LED will begin flashing.
4. Move the desired Scene X Sliders (17) to the levels desired as the first step of this chase.
5. Tap the Record Button (4) to record this step into memory. All channel LEDs should flash once and the LCD (7) will read "01".
6. Repeat steps 3 and 4 until the LCD (7) reads "end." This indicates that the maximum of 32 steps has been reached.
7. After the maximum of 32 steps has been programmed, the device will automatically exit record mode.
8. If you wish to record fewer steps in to your program, you can exit the record mode manually by tapping on the Blackout Button (15) once. This will cause the device to exit record mode, and the program will consist of only the steps entered before the Blackout Button was tapped.

NOTE: While in record mode, all other functions will be locked.

BASIC PROGRAMMING

PROGRAMMING CHASE PATTERNS (1X16 MODE):

When in the 1x16 mode, both the Scene X (1-9) and the Scene Y Channels (9-16) can be used.

Example:

1. Program a 4 step chase with channels 7-10 at full into the Chase 6 Button using both the Scene X (2) and Scene Y (11) sliders.
2. Use the Mode Button (3) to select 1x16 operation.
3. Tap the Record Button (4), and the record LED will illuminate.
4. Tap the Chase 5 Button (17), and the Chase 5 LED will begin flashing.
5. Move all Scene X (2) and Scene Y (11) sliders to the fully down position.
6. Move Scene X slider 7 to the full intensity position.
7. Tap the Record Button (4) once. The LCD (7) will read "01".
8. Move Scene X slider 8 to the full intensity position.
9. Tap the Record button once. The LCD (7) will read "02".
10. Move Scene Y slider 9 to the full intensity position.
11. Tap the Record Button (4) once. The LCD (7) will read "03".
12. Move Scene Y slider 10 to the full intensity position.
13. Tap the Record Button (4) once. The LCD (7) will read "04".
14. Tap the Blackout Button (15) once to exit the record mode, and the Record LED (4) will turn off.
15. To test your program, press the Chase 6 Button. Your four step chase pattern will begin to run.

MIDI OPERATION

MIDI SETTINGS:

To change or adjust the MIDI settings, follow the steps below:

1. Turn off the power to the device.
2. Hold down Bump Buttons 1-4, and turn the power back on while continuing to hold these buttons down. The current MIDI Receive channel should be displayed in the LCD.
3. Tap Bump Button 8 to change the MIDI Receive channel. Selectable values range from channels 1-16.
4. Tap the Blackout Button to exit MIDI Setting mode.

MIDI IMPLEMENTATION:

This console received MIDI program changes according to the following table:

NOTE NUMBER	FUNCTION
22-37	Turn on or off channels 1-16
38-45	Turn on or off Bump Button 1-8
46-57	Turn on or off Chase 1-12
58	Mode
59	Full On
60	Blackout

LCD VALUE

The LCD display can be configured to read in DMX channel values (1-255) or to read in dimmer percentage value (1-100). To change the LCD value, follow the steps below:

1. Turn off power to the device.
2. Hold down Bump Buttons 1-4, then turn main power on while continuing to hold down these buttons. Once main power is on the current MIDI Receive channel will be displayed in the LCD.
3. Tap Bump Button 7 to toggle the display value between 255 (DMX channel values) and 100 (dimmer percentage value).
4. Tap the Blackout Button to exit the adjustment mode.

MEMORY DUMP

This function allows the user to reset to unit to its factory default settings. ***Please note that this will erase all user-created programs.*** To reset the unit, follow the steps below:

1. Turn off power to the device.
2. Hold down Bump Buttons 2, 3, 6, and 7, then turn the power back on while continuing to hold down these buttons. The unit should now be reset to default settings.

TECHNICAL SPECIFICATIONS

- Three different operating modes; 2 x 8 (two banks of 8 channels), 8 x 8 (eight channels), 1 x 16 (one bank - 16 channels)
- 8 or 16 channel DMX operation
- Four built-in programs
- Eight user programmable programs
- Fog machine output control
- Standard DMX-512 protocol
- MIDI compatible

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