



The PUTZER DMX Controller is just the thing for Live control of DMX Spotlights and Fixtures. Stage Shows using just a few DMX Fixtures? The PUTZER is the Only DMX Controller you'll need!

The PUTZER is operated using a Wireless Hand-Held Game Controller. The PUTZER can let an 'off-stage' bandmember keep a DMX Spotlight on the lead guitarist or vocalist. Use PUTZER to check out the features of new DMX fixtures or to test older fixtures for proper operation.

The Buttons on the PUTZER change the Values in 12 Registers called 'Putzer-Channels'. These Putzer-Channels can be Mapped Anywhere in the First 90 DMX-Channels. Putzer-Channels can be used multiple times in different DMX-Channels, Inverted and Non-Inverted. DMX-Channels Not being Directly Controlled by Putzer-Channels can be set to Static Values of 0 or 255.

Most DMX Moving Head Spotlights have many DMX 'Control' Channels.

However, basic operations such as 'Pan & Tilt' and Color or 'Gobo' control, requires only 3 'Active' Channels.

The other control channels can be Set to Values of 0 or 255, and then not changed.

With the PUTZER, you could use -

The 'Triangle' Button to Tilt-Up.

The 'X' Button to Tilt-Down.

The 'Square' Button to Pan-Left.

The 'Circle' Button to Pan-Right.

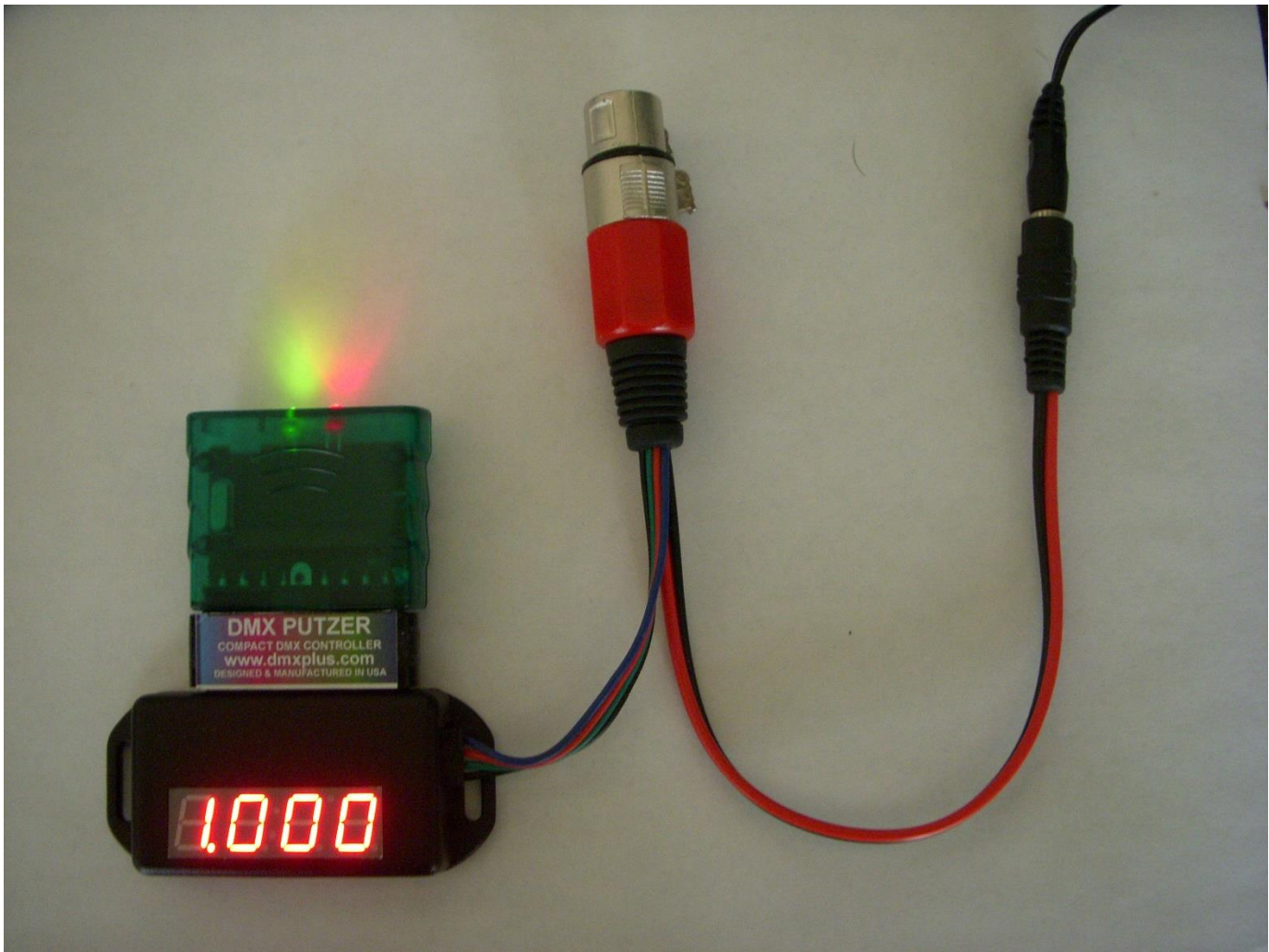
The two Right-Front Buttons for Color or Gobo control.

An additional Spotlight could be operated using the similar Buttons on the Left side the PUTZER.

Press the 'SELECT' Button and the above Buttons access a 2nd Set of 6 Putzer-Channels.

Press the 'START' Button and the Buttons Operate the 1st Set of 6 Putzer-Channels again.

The PUTZER Outputs 90 DMX Channels, several Fixtures with Many control channels can be operated.



NORMAL OPERATION-

When power is applied to the PUTZER, the LED Display will show '1.000'

The Digit on the Left is the Putzer-Channel Number 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, A, B, C, D, E, F, G, H

0 sets contents of the DMX channel to a value of 0.

H sets contents of the DMX channel to a value of 255.

The 3 Digits to Right of the decimal point represent the Value of the Putzer-Channel.

The Putzer-Channels are accessed as 2 Sets of 6 Putzer-Channels.

Press & Release the 'START' Button to select Set 1. The Buttons shown below access Putzer-Channels 1 thru 6.

Press & Release the 'SELECT' Button to select Set 2. The Buttons shown below access Putzer-Channels 7 thru 12.

BUTTON	OPERATION
Square	Increase Putzer-Channel 1 or 7
Circle	Decrease Putzer-Channel 1 or 7
Triangle	Increase Putzer-Channel 2 or 8
X	Decrease Putzer-Channel 2 or 8
Front-Lower-Right	Increase Putzer-Channel 3 or 9
Front-Upper-Right	Decrease Putzer-Channel 3 or 9
Left-Arrow	Increase Putzer-Channel 4 or A
Right-Arrow	Increase Putzer-Channel 4 or A
Up-Arrow	Increase Putzer-Channel 5 or B
Down-Arrow	Increase Putzer-Channel 5 or B
Front-Lower-Left	Increase Putzer-Channel 6 or C
Front-Upper-Left	Decrease Putzer-Channel 6 or C

OTHER BUTTON OPERATIONS-

Press & Hold the 'START' Button and Press the Front-Lower-Right Button, then Release both Buttons.
This Sets 'Slow Mode', Channel Values Change Slowly.

Press & Hold the 'START' Button and Press the Front-Upper-Right Button, then Release both Buttons.
This Sets 'Fast Mode', Channel Values Change Quickly.

Press & Hold the 'START' Button and Press the Front-Lower-Left-Button, then Release both Buttons.
This Saves the Current 'Channel Values', then All Channels are then Set to 0. 'ALL OFF'

Press & Hold the 'START' Button and the Front-Upper-Left Button, then Release both Buttons.
This Recalls the 'Channel Values' to the Values Before the 'ALL OFF' command mentioned above.

Press & Hold the 'START' Button and Press the Right-Arrow Button, then Release both Buttons.
This Enters the 'SETUP MODE' and the LED Display will show '01c1'

Press & Hold the 'START' Button and Press the Left-Arrow Button, then Release both Buttons.
This Saves Changes and Exits the SETUP MODE.

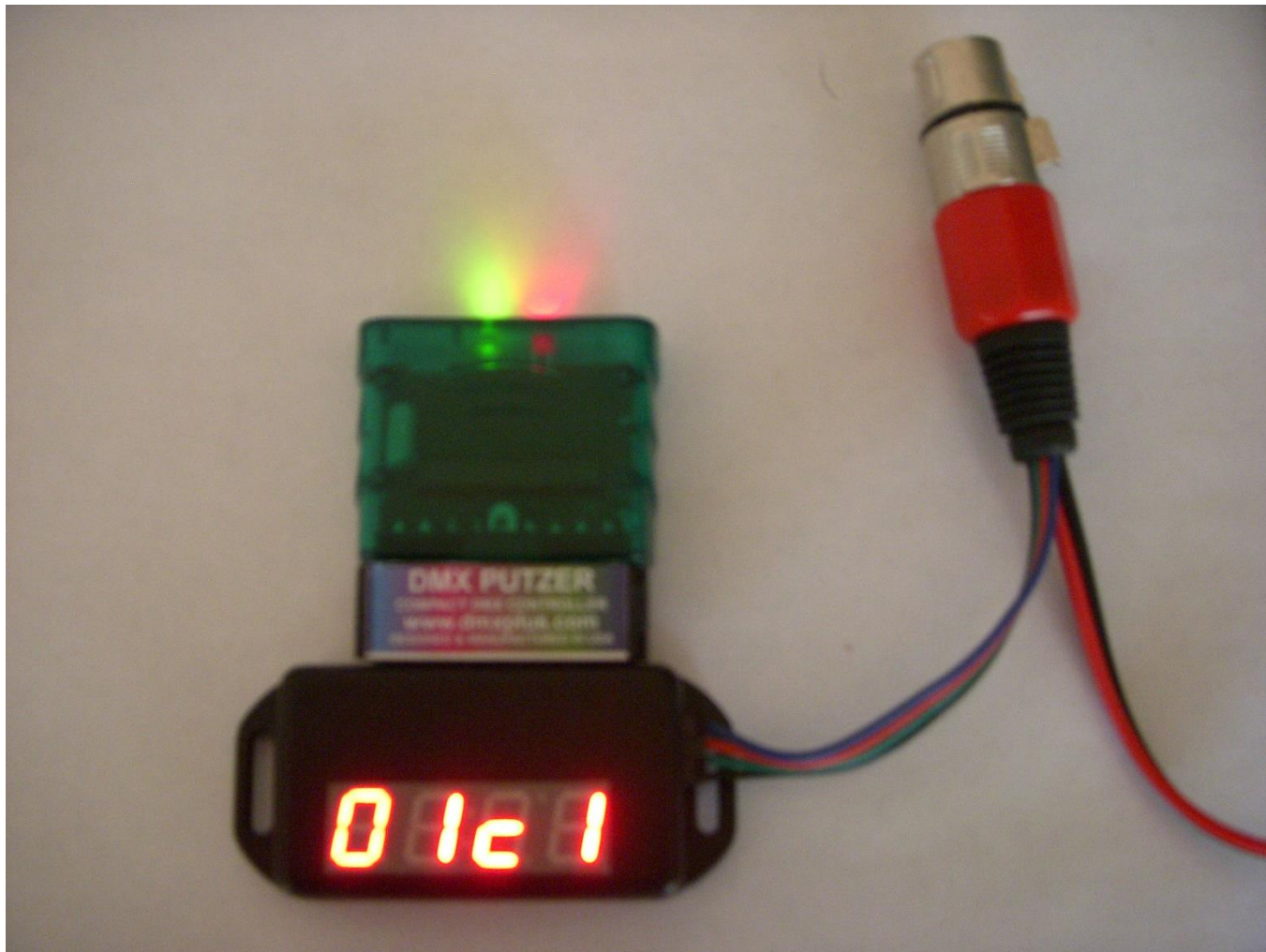
SETUP MODE-

This is how the 'Putzer-Channels' are Assigned or 'Mapped' into the Actual DMX Channels they are sent to the Fixtures. Large Scale DMX Controllers Output a Full 512 Channels of Data.

But most Smaller DMX Controllers Output Fewer than 512 Channels.

A 16-Channel unit, for example, will only output 16 Channels of Data because that is how many channels it controls.

8-Channel units only Control & Output 8 Channels of Data, making it tuff to operate a 17-Channel Moving-Head Light!



The PUTZER Outputs 90 Channels of DMX Data. This is the Data that is sent out to fixtures. The Base Address of the fixture(s) is Set to somewhere within this area.

There are 16 Putzer-Channels. These are the Values that are Altered with the Buttons.

These Putzer-Channels can be assigned to Any of the 90 DMX-Channels.

The same Putzer-Channel can be used in several DMX-Channels.

The Value of the Putzer-Channel can also be Inverted in some DMX-Channels where desired.

Putzer-Channels can be Assigned to the Channels as Needed to Operate the desired functions in several fixtures.

When the Setup Mode is Entered, the display will show '01c1'

The first 2 digits, 01, in the case, is the DMX-Channel Number. 01 to 99

The 'c' just lets you know that PUTZER is in Setup Mode.

Pressing the 'Up-Arrow' Button will Increase the DMX-Channel Number.
 Pressing the 'Down-Arrow' Button Decreases then DMX-Channel Number.
 Pressing the 'Left-Arrow' Button Selects to DMX-Channel Number 99.
 Pressing the 'Right-Arrow' Button Selects to DMX-Channel Number 01.

The Right-Hand digit, 1, in this case, is the 'Putzer-Channel' Number that will operate this DMX-Channel.
 There are 16 Putzer-Channels, Numbered 1, 2, 3, 4, 5, 6, 7, 8, 9, A, B, C, D, E, F, G
 Additionally, '0' or 'H' may be used as the Putzer-Channel Number to set the Static Value of 0 or H for a Value of 255.
 Pressing the 'Triangle' Button Increases the Putzer-Channel Number.
 Pressing the 'X' Button Decreases the Putzer-Channel Number.
 Pressing the 'Square' Button will use the Inverted Value of the Putzer-Channel.
 Pressing the 'Circle' Button will use the Non-Inverted Value of the Putzer-Channel.
 The Decimal Point on the Display will be ON if the Value of the Putzer-Channel is Inverted.

Start + Right.	Enter Channel Setup Mode.
Start + Top Right.	Fast.
Start + Lower Right.	Slow.
Start + Top Left.	Recall Putzer Channels.
Start + Lower Left.	Save Putzer Channels then All Off.

In analog mode, GcByte1 Bit1 = Left Joystick Button. Bit2=Right Joystick Button.

Each of the 99 DMX Channels has a Map Channel.
 Each Map Channel contains a Value of 0 thru 17 and bit7 can be set for Invert.
 0 sets DMX Channel to 0.
 1 thru C Selects Putzer Register 1 to 12, the Value of that register is placed into the DMX Channel.
 D Joystick Right-X. 13
 E Joystick Right-Y. 14
 F Joystick Left-X. 15
 L Joystick Left-Y. 16
 H sets the DMX Channel to a value of 255.

Start + Right.	Exit Channel Set Mode With Out Save.
Left	Set Channel Number 99.
Right	Set Channel Number 1.
Up	Increase Channel Number.
Down	Decrease Channel Number.
Triangle	Increase Contents of Channel.
X	Decrease Contents of Channel.
Square	Set Invert bit.
Circle	Clear Invert bit.
Upper & Lower Right	Save map and Exit Channel Map Setup Mode.
Upper & Lower Left	Clear All map registers.

Putzer Channel Values saved here with Start + Lower Left, 'OFF command', Recalled with Start + Top Left.

DMX CHANNEL 91? bits0,1,2,3 enable Putzer Channels as trim on joysticks.
 DMX CHANNEL 92? bits0,1,2,3 select 0=Sub or 1=Add Putzer Channel Offset.
 DMX CHANNEL 93? bits0,1,2,3 enable OJS rx, ry, lx, ly as trim on joysticks.
 DMX Channel 94? bits0,1,2,3 select 0=Sub or 1=Add Offset.

DMX CHANNEL 95? Offset value to Add/Sub to joystick Right-X.

DMX CHANNEL 96? Offset value to Add/Sub to joystick Right-Y.

DMX CHANNEL 97? Offset value to Add/Sub to joystick Left-X.

DMX CHANNEL 98? Offset value to Add/Sub to joystick Left-Y.

