



## ***Light Jockey 24***

# User's Instruction

HIGHLITE INTERNATIONAL B.V.

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# Welcome

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Thanks for your purchasing this Light Jockey by Highlite, this product has main features as below:

- 24 channels output
- 12 dimming faders, 4 auxiliary knobs & buttons, 8 switch buttons
- 24 programmable memories
- Custom-made Full on & Stand by setup
- Manual step/Auto/Audio running mode
- Single/ Mix/ Sequence playback mode
- Fade enable/disable
- Built-in microphone or line input for audio triggering
- MIDI control
- External step Control & Fog machine control
- LCD display
- USB connector for both DJ work light and data backup

Every effort has been made to design dependability, reliability and comfort into each unit. New products are being designed constantly to meet the needs of both entertainment and the lighting industry. We welcome your comments about our product and services.

It is both a privilege and a pleasure serving you.

# Safety Information

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## Warnings

- This unit is intended for indoor use only.
- Do not make any inflammable liquids, water or metal objects enter the unit.
- To reduce the risk of fire or electric shock, do not expose the unit to rain or high levels of moisture.
- No user serviceable parts inside, do not dismantle the unit by yourself.
- Repairs must be done by qualified personnel.
- Please do not allow children to play and tamper with this product.

## Cautions

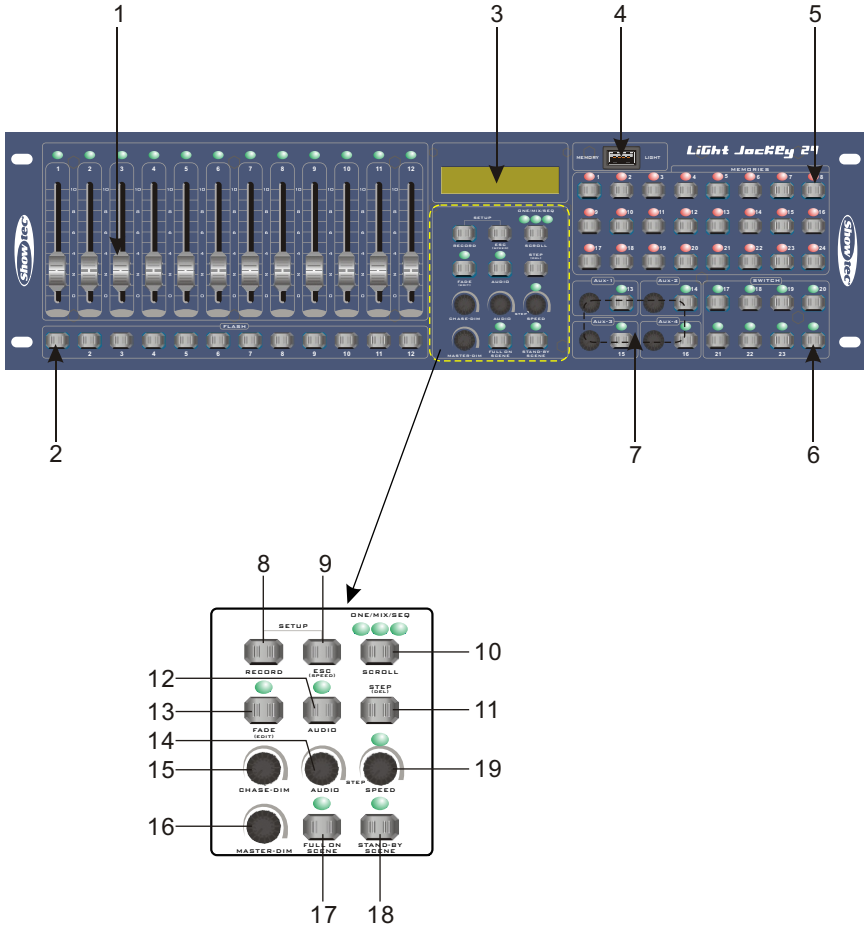
- When unpacking, please check the unit is not damaged. Should something wrong happen to this product, contact the local dealer immediately.
- All rights reserved. No part of the manual included with this product may be reproduced, transmitted, transcribed or translated into any language in any form, by any means, without authorized permission.

### Notice:

Specifications and improvements in the design of this product and this manual are subject to change without any prior notice.

# Control and Functions

## Front View



# Control and Functions

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## **1. Channel faders(1~12):**

Used to control the dimming output of each corresponding channel.

## **2. Channel Flash buttons(1~12):**

press to temporarily activate maximum channel output.

## **3. LCD-display:**

This LED-display shows you relevant information depending on your operation.

## **4. USB connector:**

for data backup or USB light connection.

## **5. Memory buttons(1~24):**

These buttons are used to store or load programs.

## **6. Switch buttons(17~24):**

These buttons are used to switch on or off the corresponding channels.

## **7. Aux. Knobs & Buttons(13~16):**

Auxiliary buttons 13-14 are used to switch on or off the corresponding channels, in the meantime, auxiliary buttons 15-16 are used to "Flash" the corresponding channels. All four knobs are used to separately adjust the channel output .

## **8. Record button:**

Pressing and holding down this button can access Record mode, where you can record programs(memories), make a custom-made setup of Full on and Stand by.

## **9. Esc button:**

This button is used to return to normal playback mode. Pressing and holding down both Record and Esc buttons for 3 seconds allows you to access menu setup mode.

## **10. Scroll button:**

This button is used to scroll through all menus in menu setup mode. In normal playback mode, you can use this button to select from One, Mixed and Sequence modes.

## **11. Step button:**

Each tap of this button can execute one step of the program when manual step is active. In record mode, this button is used in combination with the Record button to delete a step from the program.

## **12. Audio button:**

This button is used to enable or disable audio mode.

## **13. Fade button:**

This button is used to enable or disable fade effect for the running of the program. In record mode, this button is used in combination with the Record button to store the modified step into the program.

# Control & Functions

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## 14. Audio Sensitivity Knob:

This knob is used to adjust the music sensitivity.

## 15. Chase Dimmer Knob:

This knob is used to adjust the dimming level of the chasing programs.

## 16. Master Dimmer Knob:

This knob is used to adjust the overall dimming level of the channel faders 1-12.

## 17. Full on button:

This button is used to temporarily activate overall output to full intensity. For your convenience, you can also make a user-defined setup for this Full on scene.

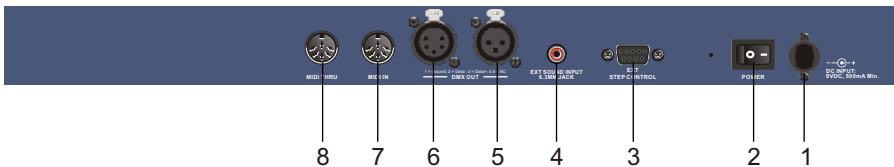
## 18. Stand by button:

This button is used to temporarily kill overall output. For your convenience, you can also make a user-defined setup for this Stand by scene.

## 19. Speed Knob:

This knob is used to adjust the chasing rate of the program if the program is selected to be subject to the speed knob.

## Rear View



### 1. DC INPUT:

DC 9V, 500mAmin. Power supply included.

### 2. Power ON/OFF:

This power switch is used to turn the console on and off.

### 3. DB-9 Connector:

To connect to an external step control.



# Operation Guide

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- 4. **Audio input:** to input audio data (0.1V-1Vp-p).
- 5. **3-pin XLR output socket**
- 6. **5-pin XLR output socket**
- 7. **MIDI IN Connector:** Receive MIDI information from a MIDI device.
- 8. **MIDI Thru Connector:** Forward the MIDI information through this unit to next unit.

## Recording Mode

To access the Record mode, you're required to press the "Record" for three(3) seconds, as a result, text of "Select a Scene or Chase" appears in the LCD screen, indicating that you are in Record mode. In the Record mode, you can record and edit up to 24 memories, also you can make a setup of custom-made Full on and Stand by scene.

### Recording Memories

1. Press the Record button for three (3) seconds to access the Record mode.
2. Select the Memory button 1-24 that you want to record into. Once selected, the corresponding LED will be lit and the LCD will display the current step- "Step:00".
3. Move the Channel fader 1-12 to the desired position and turn the Speed knob select the desired chasing speed.
4. Once you are satisfied with the scene you created as above, you can press the Record button to store the scene as the first step. A loop of LEDs will momentarily flash and the LCD will display the next step confirming your step has been recorded.
5. Repeat procedures 3 & 4 up to 99 times per memory.
6. Press the Esc button to SAVE and exit form Record mode.

# Operation Guide

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## Add, Delete or edit a step

1. Press the Record button for three (3) seconds to access the Record mode.
2. Select the Memory button 1-24 that include the step you want to edit. Once selected, the corresponding LED will be lit and the LCD will display the current step- "Step:00".
3. To view the previously recorded steps, press the Scroll button to select the step. Pressing the Scroll button quickly allows you to reverse the step.

**4. Adding a step.** Press the Scroll button to select the step you want to add a new step after. Once you find the step, adjust the channel faders to your desired settings and turn the Speed knob to select the desired speed, then press the Record button to add the new step into the memory. A loop of LEDs will momentarily flash and the LCD will display the next step confirming your new step has been recorded.

**5. Deleting a step.** Press the Scroll button to select the step you want to delete. Once you find the step, press and hold down the Step button and simultaneously press the Record button. As a result, a loop of LEDs will momentarily flash and the LCD will display the next step confirming the step has been deleted.

**6. Editing a step.** Press the Scroll button to select the step you want to modify. Once you find the step, you can modify the step with the channel faders 1-12 and Speed knob. If you are sure of your modification, press and hold down the Fade button and simultaneously press the Record button. As a result, a loop of LEDs will momentarily flash confirming the step has been modified.

7. Press the Esc button to SAVE and exit form Record mode.

## Delete a Memory

1. Press the Record button for three (3) seconds to access the Record mode.
2. Press and hold down the Record button, in the meantime, briefly press two(2) times the Memory button 1-24 you want to delete. "Delete the Chase/ OK!" Will appear in the LCD and a loop of LEDs will flash momentarily confirming the memory has been deleted.
7. Press the Esc button to SAVE and exit form Record mode.

# Operation Guide

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## **Setup of custom-made Full on**

1. Press the Record button for three (3) seconds to access the Record mode.
2. Press the Full on button, the Full on LED will be lit and the LCD will display " Record Full on".
3. Adjust the Channel faders 1-12 to the desired setting or turn the switch button 17-24 ON/OFF to create a user-defined Full on function.
4. Press the Record button, a loop of LEDs will flash momentarily confirming the custom-made Full on has been established.
5. Press the Esc button to SAVE and exit form Record mode.

## **Setup of custom-made Stand by**

1. Press the Record button for three (3) seconds to access the Record mode.
2. Press the Stand by button, the Stand by LED will be lit and the LCD will display " Record Stand by".
3. Adjust the Channel faders 1-12 to the desired setting or turn the switch button 17-24 ON/OFF to create a user-defined Stand by function.
4. Press the Record button, a loop of LEDs will flash momentarily confirming the custom-made Stand by has been established.
5. Press the Esc button to SAVE and exit form Record mode.

## **Restore factory default settings**

1. Press the Record button for three (3) seconds to access the Record mode.
2. Press and hold down the Record button, in the meantime, press the Memory button 4,3,2,1, 5,6,7 and 8 in sequence. The LCD will display "Reset to Factory Default" prompting you to confirm or give up this resetting. Press the Record button, the LCD will display "Resetting all to default". Wait several seconds, a loop of LEDs will flash momentarily confirming you've restore the factory default settings. To give up this resetting, you can press the Esc button.

# Operation Guide

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## Setup Mode

Pressing and holding down both the Record and Esc for three (3) seconds will have access to Setup mode. "Check USB File?" will appear in the LCD screen and all three LEDs above the Scroll button will be illuminated indicating that you are in Setup mode. In the Setup mode, you can press the Scroll button to scroll through all six menus: Check USB File?/ Read USB Card?/ Write USB Card?/ Setup MIDI Channel?/ Transmit to PC?/ Receive from PC?.

**Note: In link function, first power on and then connect other units by using USB connecting cable. Otherwise, the partial failure happens on possibly.**

### Menu 1: Check USB File?

1. Press and hold down both the Record and Esc for three (3) seconds to access Setup mode.
2. Press the Scroll button to select menu-Check USB File? This menu allows you to check up the data file contained in the Ustore - OEM home-made store device, sold separately.
3. Press the Record to begin checkup. If the data file is not compatible or the Ustore is not properly plugged, the LCD will show " USB Card is Err or Absent" and a few seconds later exit from Setup mode. If the data file can be accepted, the LCD will indicate the result of file checkup. Then you can press the Esc button to exit or press the Scroll button to continue with other menus.

### Menu 2: Read USB Card?

1. Press and hold down both the Record and Esc for three (3) seconds to access Setup mode.
2. Press the Scroll button to select menu-Read USB Card? This menu allows you to upload the data file from the connected Ustore to this console.
3. Press the Record button, then press the Scroll button to select from 1-8 files you want to upload.
4. Press the Record button, the LCD will display "Reading from USB Card..." and in the meantime, any other operation won't interrupt this process. When this process is complete, this LCD will display " Read USB Card Finish" and return to the main screen. Your information has been now uploaded from the Ustore. If you select the file not contained in the Ustore, the LCD will indicate "This file is absent".

# Operation Guide

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## **Menu 3: Write USB Card?**

1. Press and hold down both the Record and Esc for three (3) seconds to access Setup mode.
2. Press the Scroll button to select menu-Write USB Card? This menu allows you to download the data file from this console to the connected Ustore.
3. Press the Record button, then press the Scroll button to select from 1-8 files you want to download from this console.
4. Press the Record button, the LCD will display "Writing to USB Card..." and in the meantime, any other operation won't interrupt this process. When this process is complete, this LCD will display " Write USB Card Finish" and return to the main screen. Your information has been now uploaded from your console.

## **Menu 4: Setup MIDI Channel?**

1. Press and hold down both the Record and Esc for three (3) seconds to access Setup mode.
2. Press the Scroll button to select menu-Setup MIDI Channel? This menu allows you to select from channel 1-16 for your MIDI device.
3. Press the Record button, then press the Scroll button to select from channel 1-16.
4. Press the Record button, the LCD will display "OK" and a loop of LEDs will flash momentarily confirming you've assigned MIDI channel.

## **Menu 5: Transmit to PC?**

1. Press and hold down both the Record and Esc for three (3) seconds to access Setup mode.
2. Press the Scroll button to select menu-Transmit to PC? This menu allows you to have a backup of data file in your PC or have a copy in another unit. Please note your PC should install USAVE program and is connected with this console by ULINK cable. Both USAVE program and ULINK cable are exclusively supplied by the OEM upon your request. For more detail, please ask your distributor.
3. Press the Record button to begin this process, and in the meantime, any other operation won't interrupt this process. When the process is complete, the LCD will return to main screen.

# Operation Guide

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## Menu 6: Receive from PC?

1. Press and hold down both the Record and Esc for three (3) seconds to access Setup mode.
2. Press the Scroll button to select menu-Receive from PC? This menu allows you to update your console with programs from your PC or another unit.  
**Please note** your PC should install USAVE program and the data file you want to receive should be compatible with your console.
3. Press the Record button to begin this process, and in the meantime, any other operation won't interrupt this process. When the process is complete, the LCD will return to main screen.

## Playback mode

The memories 1-24 can be played back in ONE, MIXED or SEQUENCE modes. On the console MIXED is abbreviated to "MIX" and SEQUENCE to "SEQ". In ONE mode, only one memory will play back at a time. Each selected memory(chase) will supersede the previous one. In MIXED mode, the selected memories ' LEDs will be illuminated and up to 12 memories will run at the same time. In SEQUENCE mode, the selected memories will run one by one in the order they were selected. The relevant memory LED will flash briefly when running, and in the meantime the other memories LEDs will remain steadily on in wait state.

## ONE /MIXED / SEQUENCE Mode

Select the desired playback mode by pressing the Scroll button. When the ONE LED is on, you are in "ONE" mode. When the MIX LED is on, playback will take place in "MIXED" mode. When the SEQ LED is on, playback will take place in "SEQUENCE" mode.

# Operation Guide

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## **Fade effect enable/ disable**

Press the Fade button to get a fade effect incorporated into the selected memories. When fade effect is active, the fade LED will be illuminated. The fade LED will go out when the fade effect is turned off.

## **Programmed speed/ Speed knob control**

Select the Memory button you wish to playback. The selected memory or memories will begin to run immediately at the preset speed and all the selected memories LEDs will glow green.

To have the memories adjusted by the Speed knob, press and hold down the Esc button and simultaneously press the Memory button you want to playback. As a result, the selected memories LEDs will glow red indicating the selected memories will be controlled by the Speed knob. Turn the Speed knob counter-clockwise to the maximum, the LED above the Speed knob will be illuminated indicating manual step is active. Under this circumstance, you can press the Step button to run the selected memories step by step.

To change between Programmed speed and Speed knob, press and hold down the Esc button and simultaneously press the relevant memory button so that the LED changes from red to green or from green to red .

## **Audio Synchronization**

To synchronize your memories to the sound, simply press the Audio button so the LED above the Audio button is illuminated. This function allows you to play the memory back according to the music beat. Adjust the Audio knob to adjust the sensitivity for the internal microphone.

## **Step Control**

With the use of an external step control unit(sold separately), you can have command of this unit in part. In ONE mode, Pattern Up/Down allows you to select your desired memory. Especially, Full on and Stand by can be accessed just by a touch of your foot.

# MIDI Control

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This unit allows you link a MIDI device to this unit's MIDI Input to realize MIDI control. Please refer to instruction of MIDI channel setup stated in the menu 4 paragraph (Page 10). This unit can receive MIDI Note information according to the relevant channels. Keep the following chart readily available for future reference.

<b>Note Number</b>	<b>Function</b>
00-11	Flash buttons 1-12
12-15	Auxiliary buttons 1-4
16-23	Switch buttons 17-24
24-47	Memories 1-24
48	Record
49	Esc
50	Scroll
51	Fade effect
52	Audio synchronization
53	Step
54	Full on
55	Stand by
56	Pattern Up(on step control)
57	Pattern Down(on step control)

## ***Technical Specifications***

Power Input .....	DC 9V, 500mA
MIDI In & Thru.....	5-pin DIN connector
DMX OUT.....	5Pin/3Pin(female) XLR connector
Audio trigger .....	Built-in Mic. & Line in
EXT. STEP CONTROL.....	DB-9 connector
Dimensions .....	483x135x82mm
Weight(approx.) .....	2.4 kg

Accessories:

- a. AC/DC power adapter(included)
- b. Step Controller with Pattern Up/Down, Full on & Stand by, sold separately