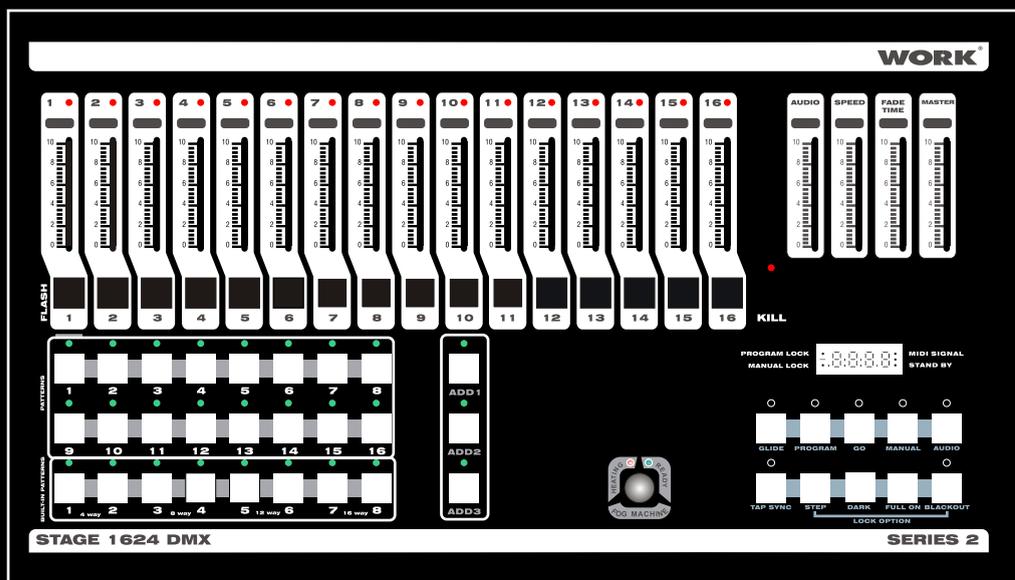# WORK®

STAGE 1624
User Instructions

Features

Thank you for purchasing this WORK product.
This STAGE 1624 DMX features include:

- ■ **Standard MIDI   and DMX   interface available**

- ■ **16 channel   DMX signal   output**

- ■ **24 patterns   including 8   built-in chase   and 16 programable for   your own   use.**

- ■ **Easy your   operation with   quick programming, slider programming   and the   combined.**

- ■ **Audio effect   provided.**

- ■ **Remote control   in connection   with foot   switch.**

- ■ **5 pin socket connecting   fog machine   available.**

General Instruction

Read the instruction in this manual carefully and throughly, as they give important information regarding safety during use and maintenance. Please keep this manual with the unit, in order to consult it in the future.

⚠ Warnings

● DO NOT make any inflammable liquids, water or metal objects enter the unit.
● STOP using the unit immediately in the event of serious operation problem and either contact your nearest dealer for a check or contact us directly.
● DO NOT open the unit --there is no user serviceable parts inside.
● NEVER try to repair the unit yourself. Repairs by unqualified people could cause damage or faulty operation. Should your unit fail, please contact your nearest authorized dealer.

⚠ Cautions

● This unit is not intended for home use.
● After having removed the packaging check that the unit is NOT damaged in anyway. If in doubt, DO NOT use it and contact your nearest dealer.
● This unit MUST only be operated by adults. DO NOT allow children to tamper or play with it.
● NEVER use the unit under the following conditions:

> Inplaces subject to excessive humidity .
> In places subject to vibration or bumps.
> In places with a temperation of over 45 °C/113°F
> or less than 2 °C/35.6 °F.

● DO NOT dismantle or modify the unit.

Content

Controls and Functions

Front Panel

❶ Channel LED   These 16 LEDs show the current intensity of each of
                          the console control channels.

❷ Channel Sliders These 16 sliders and/or program the intensities of
                          channels 1-16.

❸ Flash Button   These 16 buttons are used to give an individual
                          channel a full intensity and also used for quick
                          pattern programming.

❹ Pattern LED   These 16 LEDs indicate activities of 16 relative
   buttons.

WORK

KILL

STAGE 1624 DMX

SERIES 2

4
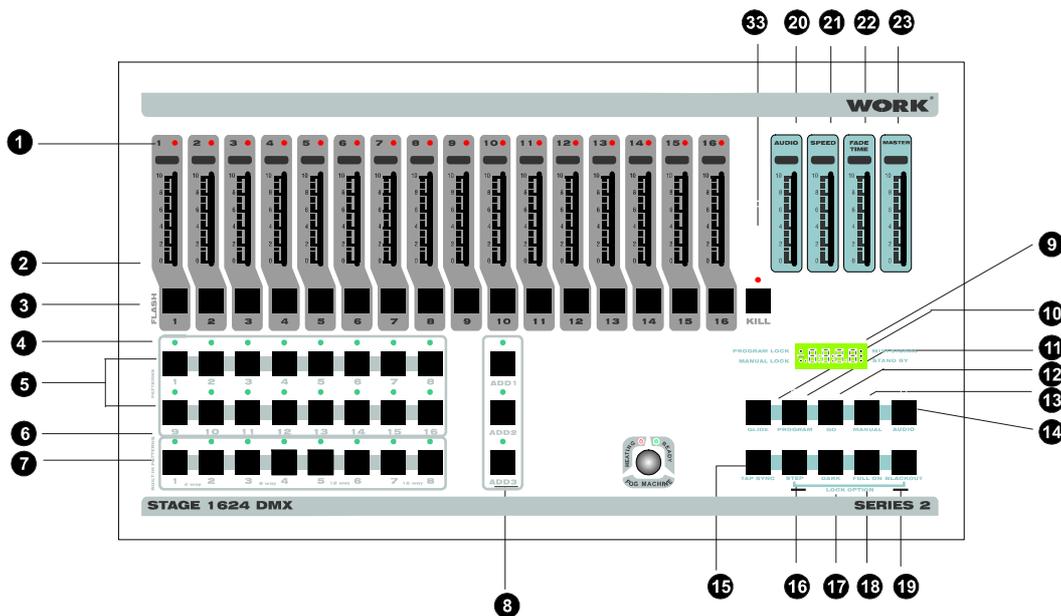
Controls and Functions

❺ **Pattern Button**   These 16 Pattern buttons are used for activating any of 16 static scenes or chase stored in the unit.

❻ **Built-in Pattern LED**   The 8 LEDs show activities of 8 built-in patterns.

❼ **Built-in Pattern Button**   press to activate 8 built-in programs stored in the unit.

❽ **Add Button**   The 3 Add Button are used to make pattern buttons in its row enter Add Mode consisting of Single and Mix mode.

❾ **Display Segment**   It shows current programming or function state including Program Lock State, Manual Lock State, MIDI Receive State and Stand By State, and also reads some relative values like dimmer, chase rate, steps of a programming chase etc.

❿ **Glide Button**   Causes chase activated to fade or glide between two steps.

⓫ **Program Button**   Press to enter Program Mode.

⓬ **Go Button**   Press this button to hold the set channel intensity.

⓭ **Manual Button**   When this button is pressed down, real time operation of the channel slider level will be provided.

⓮ **Audio Button**   Activate audio sync of chase rate or set a scene at audio effect.

⓯ **Tap Sync Button**   Repeatedly tap the button establishes the chase rate.

⓰ **Step Button**   Press this button to go a step of a chase. Set Lock Function when combined with Blackout Button.

⓱ **Dark Button**   Press to turn off all output.

⓲ **Full on Button**   Press to output all at full intensity.

⓳ **Blackout Button**   This button is used to clear Program, Go, Pattern, Manual Mode. When used with the Step button, Lock function is enabled to be set.

❺

Controls and Functions

20

    Audio Level Slider This slider controls the sensitivity of the audio
21 automatic gain control circuit. Adjust for best effect with audio.
    Speed Slider This slider controls the speed at which the chase
22 sequence.
    Fade Time Slider This slider sets the initial fade in and out of a chase,
23 Go Function, Manual State etc.
33 ***Master Level Slide*** r This slider sets the maximum level to the program.

Rear Panel
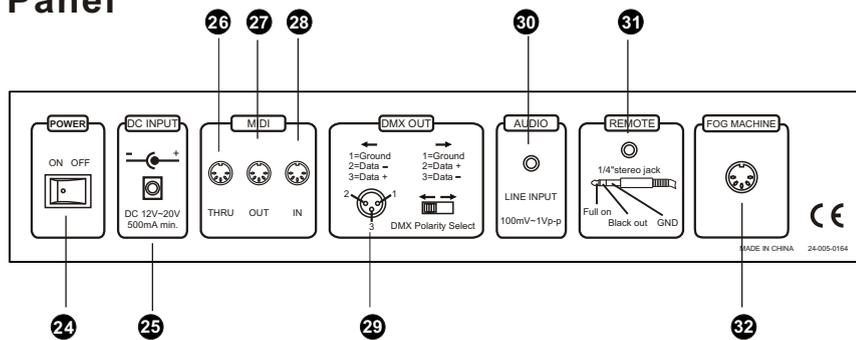
| **24** | ***Power Switch*** | It controls turning on or off of power input. |
25	***DC Power Input***	It provides DC 12V 500mA current.
26	***MIDI Thru***	transmit MIDI data.
27	***MIDI Out***	output MIDI data.
28	***MIDI In***	input MIDI data.
29	***DMX Out***	output standard DMX signal with 16 channels.
30	***Music Input***	input external music signal. Without external the unit automatically select internal Microphone detected signal.
31	***Remote Control***	insert a remote control to control Stand By and Full On function.
32	***Fog Machine***	Connect with a fog machine.

# Operation

Programming

3 4 5 **1**

2 **6**
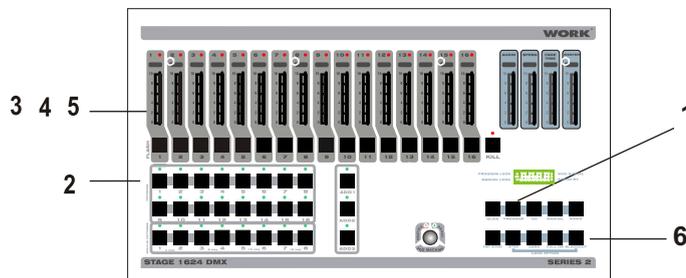
1 Press Program Button until its LED lights up.
Note: If the LED does not light Program Button is set in Lock State (see Lock Function in page)

2 Select a Pattern Button you desire to program and tap it. Its LED will start to flash indicating Program Mode Entered.

3 Press and hold the desired Flash Button(s)   for this step of the chase.

4 Releasing all these Flash Button(s) will automatically record this step of the chase. All LED will have a flash. Display Segment reads number of this step.
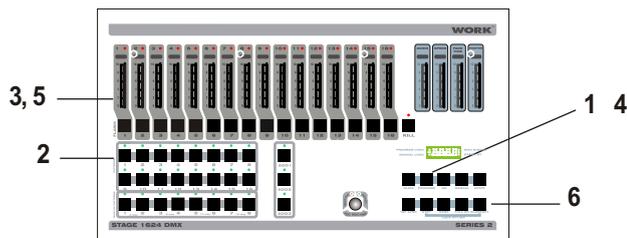
7
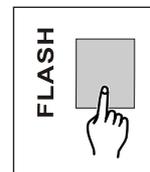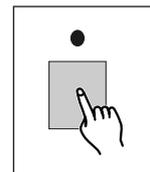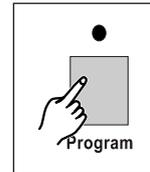
Operation

5   Repeat step 3 and 4 until all desired steps are
     include in the chase.

**6**   Tap the Blackout Button to exit Program   Mode.
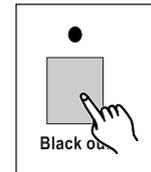
Note: Every Pattern Button records no more than 100 steps.
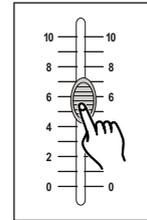
Slider Programming

Static Scenes or Chase Sequences with varying levels may be
programmed into any of Pattern Buttons using

1   Press Program Button until its LED lights up.

2   Select the pattern to program by tapping   one of the
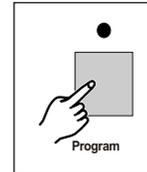   16 Pattern Buttons and its LED will start   to flash.
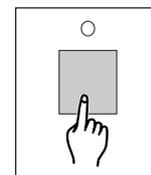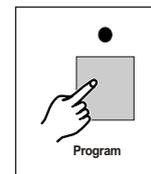
Operation

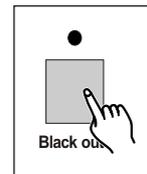**3**   Move the channel level slider to the desired level for this step.

4   Press Program Button and this step will   be automatically programmed into memory .

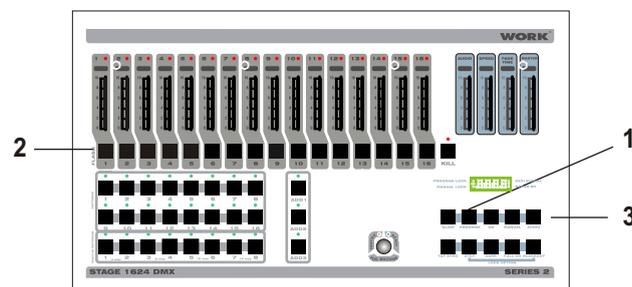**5**   Repeat step 3 and step 4 until all   your desired steps are completely programmed.

6   Tap Blackout Button to exit.

Note: Quick programming and slider programming can be combined to use.
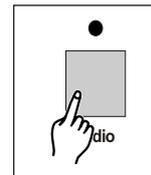
Audio Effect Programming

The Audio Mode could be programmed to flash desired channels to the intensity of the Audio signal whenever the Audio Mode is on by following these steps:

Operation

1. Tap the Program Button until its LED lights.   If the LED does not light,   the memory lock is on.

2. Select channels to be affected by audio by moving the corresponding channel sliders to the maximum, and move other channel slider to minimum.

3. Tap the Audio Button to program the audio intensity into memory.
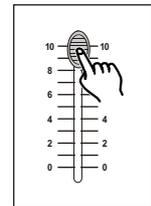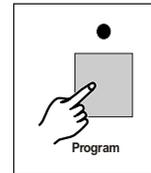
Run a Pattern

Run a pattern with Speed slider

Tap the Pattern Button stored your desired

program to run and its LED lights.
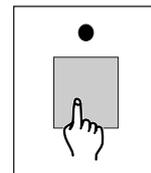
Move Speed Slider to adjust to your wanted value.

Operation

Run a Pattern at audio effect

1   Tap the Audio Button to enter Audio Mode.

2   Activate a chase by tapping a pattern button.
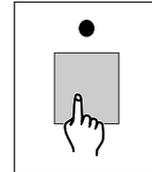
3   Move the Audio Slider slowly up until the desired
     effect is reached.
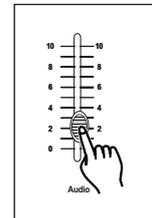
Operation

MIDI In & Out Set

Turn off input power. Press and hold Built-in Buttons 5, 6, 7, and 8 at one time.Do not release and turn on input power. Set State is enabled.

Pattern LED 1, 2, 3 and 4 will flash.

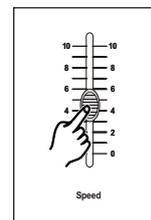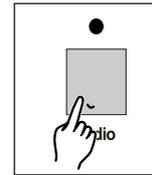Press Pattern Button 1 to enter MIDI Receiving and Display Segment reads IN. Press Blackout Button to return Set State. Channels 1-16 corresponds to MIDI Note.

Press Pattern Button 2 to enter MIDI Output and Display Segment will read OUT. Press Blackout Button to return Set State.

MIDI Send & Receive

The unit will transmit and receive Note On and Note Off data via the flash buttons. Velocity is transformed into channel intensity and note numbers correspond to the following lighting channels.

NOTE NUMBER	VELOCITY	FUNCTION
22-45		turn on or off programs 1-24
46-61	channel intensity	turn on or off channels 1-16
62-64		turn on or off Add State (1-3)
65		DARK
66		FULL -ON
67		Manual Function
68		Activate Glide function
69		Turn on or off AUDIO
70		Step
71		BLACK OUT

Main Function Button

Pattern Button

There are total 24 programs in which 16 are programmable and the other 8 are built-in chase. A tap of any of the pattern button will light the LED above the button and causes the scene or chase stored in memory to fade at the set fade rate. A second tap will cause Pattern LED to go off and the current channel LEDs will fade out at the set fade rate.

24 Pattern Buttons are arranged with 3 rows and each row has an Add Button, which determine Kill Mode or Add Mode.

Pattern Button works normally in the Kill Mode, whereas pressing one button will kill other patterns that are active and cause them fade out while the selected pattern fades in.

Pressing the Add Button will put the patterns in the Add Mode and all patterns will operate independently of each other.

Glide Button

The Glide Button is used to turn on and off the Glide Mode. Any pattern selected after the Glide is activated will fade or glide between chase steps instead of instantly changing.

Glide Mode is entered by tapping the Glide Button and exit by a second tap. Turning on or off the Glide Mode will not affect patterns that are already running.

Operation

Value Shift between 0-100 and 0-255

Enter Set Mode.

Press Patten Button 3 to select 0-100 value mode. Display Segment reads 100. Press Blackout Button to return Set   State.

Press Patten Button 4 to select 0-255 value mode. Display Segment reads 255. Press Blackout Button to return Set   State.

Remote Control

Connect a foot switch to give Full on Function and Stand by Function a remote control.

Full on: make all channel output full on.

Stand by: shut down output but do not affect LED light. Stand by fails in full on state. Its LED will flash when stand by state is activated.

Erase all recorded chases

Press Pattern Button 3, 6, 10 and 15. Do not release and turn off the unit. Turn on the console again after several seconds and all recorded chases will be deleted.

Note: Deleted chases can not be recovered. Please be cautious when performing this function.

Kill Button

Press Kill Button until its LED lights. In Kill Mode, pressing any Flash Buttons will kill any other channel outputs. A second tap of Kill Button will return normal Add Mode in which tap of any Flash Buttons will not affect other outputs.

Main Function Button

Go Button

The Go Button causes all channel to fade to the present level represented by the setting of the Channel Slider. The lighting level will be added to a scene and any other active scenes or functions with the greatest level having precedence.

Changing the channel slider and pressing the Go button additional times will cause the old scenes to fade out and the new scenes to fade in.

A tap of Blackout Button will cancel Go State.

Manual Button

Press Manual Button until its LED light up. In the Manual State, each channel controls its channel intensity.

A second tap of Manual Button or Blackout Button can   turn off Manual State.

Note: *In manual Lock State a second tap of Manual Button can not turn off Blackout State.*

Manual Lock State

Press down Step Button and Blackout Button until its LED flashes in the Digital segment. Do not release and tap the Manual Button. Display Segment shows ON/OFF which represents Manual Lock State or not.

In Manual Lock State, Black out Button can not control and only the tap of Manual Button can turn off Manual State.

Main Function Button

Fade Time Slider

This slider is used to adjust Fade Time. The fade will happen instantly when its slider is positioned fully down and causes slower fade when the slider is moved up.

If the Display Segment reads 1.1, it represents 1.1second and if it shows 1:10, the fade time is 1 minute and   10 seconds. Fade time ranges from 0 to 10 minutes.

Tap Sync Button

The Tap Sync Button is used to set and synchronize the chase rate (the rate at which all patterns will sequence) by tapping the button several times. The chase rate will synchronize to the time of last two taps. The LED above the Tap Sync Button will flash.

Tap Sync Button will override any previous setting   of the chase rate control slider until the slider move again.

Blackout Button

Each tap of Blackout Button will clear or deactivate functions in the following order: Program mode, G o Functio n, Patter ns and Manual M ode.

The Blackout LED will light up when all the above function completely deactivated. Lights affected by each function will fade out at the set fade rate.

Main Function Button

Add Mode

The Add mode is activated by pressing the Add button. When the Add mode is turned on, multiple patterns of the row will be on at the a time.

Add mode consists of Single and Mix modes.
Single mode:
Press the appropriate Add button until the above LED flashes, the Single mode is active. Tap the desired Pattern buttons in the row, the patterns will chase in sequence from left to right.
Mix mode:
Press the appropriate Add button until the above LED lights, the Mix mode is active. Tap the desired Pattern buttons in the row, the patterns will chase in unison.

To change between Single and Mix mode, press the appropriate Add button until its LED lights/flashes from flashes/lights.

Master Slider

The Master Slider controls proportional level over all unit functions with the exception of Flash buttons.
For example:
Whenever the Master Slider positioned at zero position all output will be at zero read from the Segment Display.

If the Master is at 60% all stage output will be at only 60%.

If the Master is set at full all stage outputs will follow the settings.

Techn ical Spec ifica tions

Power Input	DC 12V-20V 500mA Min.
Internal Fuse	F1A 250V 5x20mm
Dimension	482x222x62mm
Weight	4.4kg

CE

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