



LA-R960 DMX512 Console

Ver: B

USER MANUAL

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Thank you for choosing our company's products. Please read this user manual carefully before use and keep it properly for future reference.

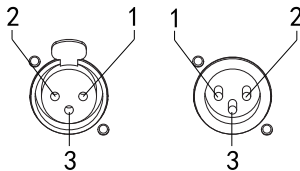
Precautions

1. Keep the device dry, and pay attention to moisture and dust prevention;
2. Do not sprinkle water on the lighting console;
3. Do not attempt to disassemble or modify this product without any authorization or permission;
4. Please keep this device away from magnetic fields during operation;
5. Do not allow any flammable liquids or metals to enter the interior of the console;
6. Any strong impact or vibration may cause malfunctions.

Packing List

No.	Description	Quantity
1	LA-R960	x 1
2	AC Power Cable	x 1
3	LED light	x 1

XLR Pin Definition



XLR PIN 1: Data Link Common Terminal (Conductor Shield)

XLR PIN 2: Signal "-"

XLR PIN 3: Signal "+"

Figure 1 DMX OUTPUT Interface

Specifications

Number of DMX512 channels	96
Number of Storable Scenes	36
Master Slider	Global master control
RS232	Connect to central control system for remote submaster recall
RDM	Supported; remotely view information of RDM-enabled fixtures and modify address codes
Rotary Dial for Channel Value Check	Supported
Dial Press to Clear All Slider Values	Supported (non-RDM mode)
Slider for Channel Value Adjustment	Supported
Slider Dimming	Supported
Power-off Memory	Supported
DMX Signal Output Interface	3PIN XLR
Power Input	AC 88-256V,50/60Hz
Weight	7.3Kg
Dimensions (mm)	498 x 420 x 115
Installation Dimensions (mm)	As shown in Figure 2

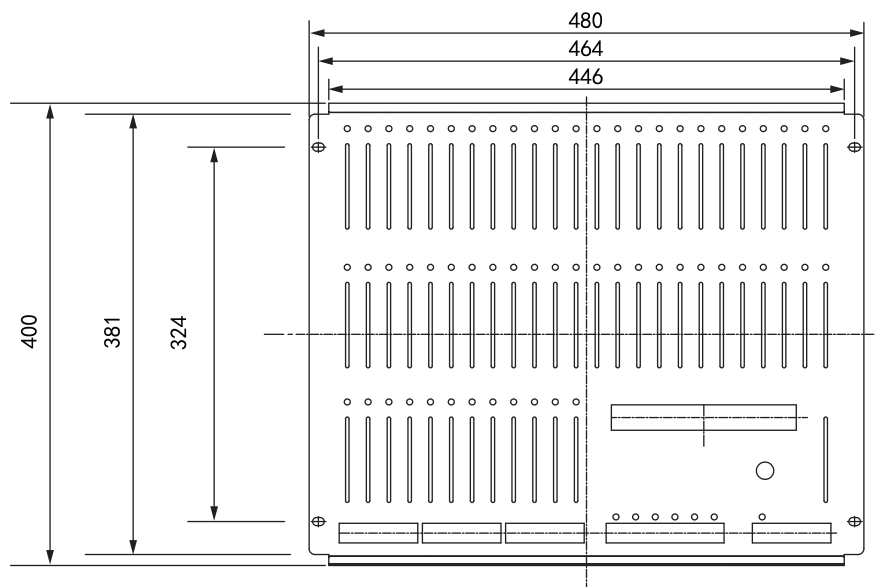


Figure 2 Installation Dimensions of LA-R960

Parts and Functions Description

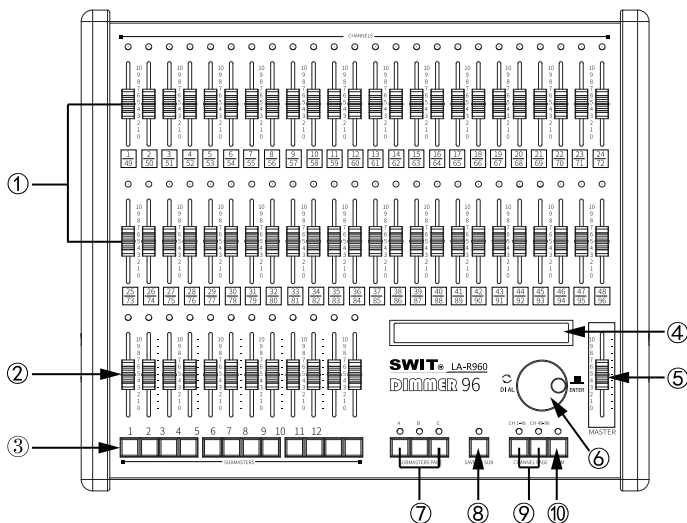


Figure 3 Top view of LA-R960

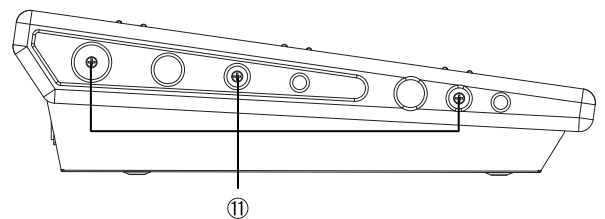


Figure 4 Left view of LA-R960

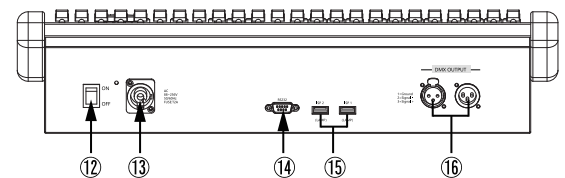


Figure 5 Rear view of LA-R960

- ① Channel Sliders 1-96: Directly control the parameter values of each channel
- ② Submaster Sliders 1-12: Directly adjust the brightness ratio of each dimming scene
- ③ Submaster 1-12 Buttons:
Press and hold a number button to set the corresponding channel parameters to their maximum values; release the button to return to the parameter values set by the current fader positions.
- ④ LCD Screen: Display parameter values of each channel
- ⑤ Master Slider: Global master control for all channels
- ⑥ DIAL/ENTER Knob:
 - Rotate the DIAL Knob:
Switch among all channels to view their parameter values (select or modify items in RDM mode);
 - Press the ENTER Knob:
Reset all slider parameter values to 0 (confirm selected items in RDM mode)
- ⑦ SUBMASTERS PAGE(A/B/C):
Page up/down to switch between submaster storage pages A, B, and C
- ⑧ SAVE TO SUB (Submaster Save Button):
Save current parameter values of all channels to the user-specified submaster slider
- ⑨ CHANNEL PAGE:
 - CH1-48: When the button indicator is on, the channel sliders control DMX channels 1-48
 - CH49-96: When the button indicator is on, the channel sliders control DMX channels 49-96
- ⑩ RDM Button:
Turn on/off RDM mode (corresponding LED lights up when activated)
- ⑪ Armrest Fixing Screws
- ⑫ Power Switch
- ⑬ AC INPUT Interface
- ⑭ RS232 Interface
- ⑮ ISP 1 / ISP 2: Software Update, LED Work Light Socket
- ⑯ DMX OUTPUT Interface

Manual Dimming

1. Push the Master Slider to the maximum position;
2. Use Channel Sliders 1-96 to adjust the parameter values of each DMX channels;
3. Rotate the DIAL Knob to switch among channels 1-96 and view their current parameter values;
4. Press the ENTER Knob to clear all slider values to 0.

Submaster Storage

1. Push the Master Slider to the maximum position;
2. Use Channel Sliders 1-96 to adjust the parameter values of each DMX channels;
3. Press the SUBMASTERS PAGE button to select the target storage page (A, B, or C);
4. Press and hold the SAVE TO SUB button, then press the Submaster Button (1-12), and release both buttons simultaneously.
The LED at the lower part of the console will flash several times to indicate successful submaster storage;
5. Repeat steps 2-4 to store 2-36 submasters (scenes) as needed.

Submaster Deletion

1. Press the **SUBMASTERS PAGE** button to select the page (A/B/C) where the submaster to be deleted is stored;
2. Press and hold the **SAVE TO SUB** button, double-press the number button of the target submaster, and release both buttons simultaneously. The LED at the lower part of the console will flash several times to indicate successful submaster deletion.

RDM

1. Press the RDM button (corresponding LED lights up) to enter RDM mode;
2. Press the ENTER Knob, and the console will search for connected RDM devices, then display the number and names of detected devices;
3. Rotate the DIAL Knob to select the device you want to operate, and press the ENTER Knob to access its settings;
4. Rotate the DIAL Knob to select the target function item:

英文	中文
RDM UID	厂商设备编码和设备编码
Identify device	设备识别
Device Model	设备类型
DMX Start Address	DMX起始地址码
DMX 512 Footprint	设备DMX通道数
DMX 512 Personality	DMX通道方案
Reset Device	设备复位
Software Version	软件版本
EXIT	退出

Press the **ENTER Knob** to view or modify the selected item;

5. Example: Modifying DMX Address Code
 - 1) Select the **"DMX Start Address"** item;
 - 2) Press the **ENTER Knob** to enter the submenu;
 - 3) Rotate the **DIAL Knob** to select the "DMX Address Value" option;
 - 4) Press the **ENTER Knob**, and the "→" symbol will change to "==";
 - 5) Rotate the **DIAL Knob** to adjust to the desired address code;
 - 6) Press the **ENTER Knob** to confirm, and the "==" symbol will revert to "→";
 - 7) Rotate the **DIAL Knob** to select "all OK" or "only OK";
 - 8) Press the **ENTER Knob** to finalize the modification.
6. If you do not want to make changes, select "Get" or "Exit" to quit.
7. Repeat steps 4-6 to view or modify other items.
8. Press the ****RDM**** button; the corresponding LED will turn off, exiting RDM operation.

Note: When using the RDM function, minor movements may occur in fixtures without RDM support. This is normal.

Central Controller Remote Control

1. Connection Method: Connect the RS232 interface of the console to the central control system using an RS232 cable;
2. Central Control Command Code Specifications: Baud Rate 9600

	Hexadecimal Code	Decimal Code
Submaster 1	9A 00 00 00 00 00 00 34	9A 00 00 00 00 00 00 52
Submaster 2	9A +1 00 00 00 00 00 34	9A +1 00 00 00 00 00 52
Submaster 3	9A +2 00 00 00 00 00 34	9A +2 00 00 00 00 00 52
Submaster 4	9A +4 00 00 00 00 00 34	9A +4 00 00 00 00 00 52
Submaster 5	9A +8 00 00 00 00 00 34	9A +8 00 00 00 00 00 52
Submaster 6	9A +10 00 00 00 00 00 34	9A +16 00 00 00 00 00 52
Submaster 7	9A +20 00 00 00 00 00 34	9A +32 00 00 00 00 00 52
Submaster 8	9A 00 +1 00 00 00 00 34	9A 00 +1 00 00 00 00 52
Submaster 9	9A 00 +2 00 00 00 00 34	9A 00 +2 00 00 00 00 52
Submaster 10	9A 00 +4 00 00 00 00 34	9A 00 +4 00 00 00 00 52
Submaster 11	9A 00 +8 00 00 00 00 34	9A 00 +8 00 00 00 00 52
Submaster 12	9A 00 +10 00 00 00 00 34	9A 00 +16 00 00 00 00 52
Submaster 13	9A 00 +20 00 00 00 00 34	9A 00 +32 00 00 00 00 52
Submaster 14	9A 00 00 +1 00 00 00 34	9A 00 00 +1 00 00 00 52
Submaster 15	9A 00 00 +2 00 00 00 34	9A 00 00 +2 00 00 00 52
Submaster 16	9A 00 00 +4 00 00 00 34	9A 00 00 +4 00 00 00 52
Submaster 17	9A 00 00 +8 00 00 00 34	9A 00 00 +8 00 00 00 52
Submaster 18	9A 00 00 +10 00 00 00 34	9A 00 00 +16 00 00 00 52
Submaster 19	9A 00 00 +20 00 00 00 34	9A 00 00 +32 00 00 00 52
Submaster 20	9A 00 00 00 +1 00 00 34	9A 00 00 00 +1 00 00 52
Submaster 21	9A 00 00 00 +2 00 00 34	9A 00 00 00 +2 00 00 52
Submaster 22	9A 00 00 00 +4 00 00 34	9A 00 00 00 +4 00 00 52
Submaster 23	9A 00 00 00 +8 00 00 34	9A 00 00 00 +8 00 00 52
Submaster 24	9A 00 00 00 +10 00 00 34	9A 00 00 00 +16 00 00 52
Submaster 25	9A 00 00 00 +20 00 00 34	9A 00 00 00 +32 00 00 52
Submaster 26	9A 00 00 00 00 +1 00 34	9A 00 00 00 00 +1 00 52
Submaster 27	9A 00 00 00 00 +2 00 34	9A 00 00 00 00 +2 00 52
Submaster 28	9A 00 00 00 00 +4 00 34	9A 00 00 00 00 +4 00 52
Submaster 29	9A 00 00 00 00 +8 00 34	9A 00 00 00 00 +8 00 52
Submaster 30	9A 00 00 00 00 +10 00 34	9A 00 00 00 00 +16 00 52
Submaster 31	9A 00 00 00 00 +20 00 34	9A 00 00 00 00 +32 00 52
Submaster 32	9A 00 00 00 00 00 +1 34	9A 00 00 00 00 00 +1 52
Submaster 33	9A 00 00 00 00 00 +2 34	9A 00 00 00 00 00 +2 52
Submaster 34	9A 00 00 00 00 00 +4 34	9A 00 00 00 00 00 +4 52
Submaster 35	9A 00 00 00 00 00 +8 34	9A 00 00 00 00 00 +8 52
Submaster 36	9A 00 00 00 00 00 +10 34	9A 00 00 00 00 00 +16 52
	9A 00 00 00 00 00 +20 34	9A 00 00 00 00 00 +32 52

Example:

When recalling Scene 5, add +10 (hex) or +16 (decimal) to the second byte of the command code 00. The command sent by the central controller will be: 9A 10 00 00 00 00 00 34 (hex) or 9A 16 00 00 00 00 00 52 (decimal).

When recalling Scenes 4 and 5 together, add +8 + 10 (hex) or +8 + 16 (decimal) to the second byte of the command code 00. The command sent by the central controller will be: 9A 18 00 00 00 00 00 34 (hex) or 9A 24 00 00 00 00 00 52 (decimal).