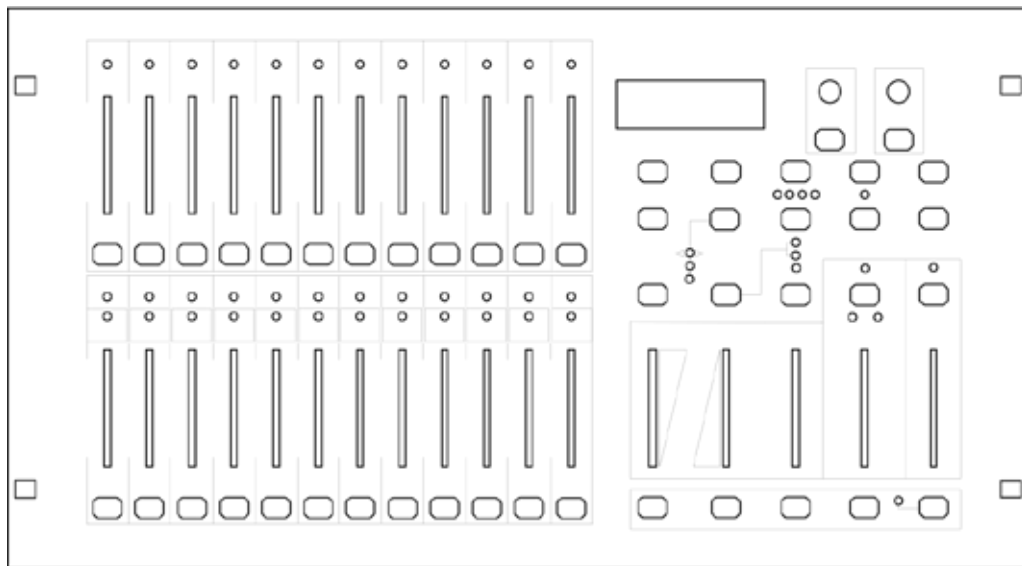


STAGE DESIGNER

50

User Manual




CHAUVET®

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1. BEFORE YOU BEGIN

What Is Included

- Stage Designer 50
- External Power Supply
- User Manual
- Warranty Card

Unpacking Instructions

Carefully unpack the product immediately and check the container to make sure all the parts are in the package and are in good condition.

Claims




If the box or the contents (the product and included accessories) appear damaged from shipping, or show signs of mishandling, notify the carrier immediately, not Chauvet. Failure to report damage to the carrier immediately may invalidate your claim. In addition, keep the box and contents for inspection.

For other issues, such as missing components or parts, damage not related to shipping, or concealed damage, file a claim with Chauvet within 7 days of delivery.

Text Conventions

Convention	Meaning
1—512	A range of values
50/60	A set of values of which only one can be chosen
Settings	A menu option not to be modified
Menu > Settings	A sequence of menu options to be followed
<ENTER>	A key to be pressed on the product's control panel
ON	A value to be entered or selected

Symbols

Symbol	Meaning
	Critical installation, configuration, or operation information. Not following these instructions may make the product not work, cause damage to the product, or cause harm to the operator.
	Important installation or configuration information. The product may not function correctly if this information is not used.
	Useful information.

Disclaimer

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Product at a Glance

Use on Dimmer	X	Auto Programs	X
Outdoor Use	X	Auto-ranging Power Supply	P
Sound-Active	P	Replaceable Fuse	X
DMX	P	User-Serviceable	X
Master/Slave	X		

Safety Notes

Please read the following Safety Notes carefully before working with the product. The Notes include important safety information about installation, usage, and maintenance.



- Always connect the product to a grounded circuit to avoid the risk of electrocution.
- Always disconnect the product from the power source before cleaning.
- Make sure the power cord is not crimped or damaged.
- Never disconnect the product from power cord by pulling or tugging on the cord.
- Make sure there are no flammable materials close to the product when operating.



- The product is not intended for permanent installation.
- Always make sure that the voltage of the outlet to which you are connecting the product is within the range stated on the decal or rear panel of the product.
- The product is for indoor use only! (IP20) To prevent risk of fire or shock, do not expose the product to rain or moisture.
- Always install the product in a location with adequate ventilation, at least 20 in (50 cm) from adjacent surfaces.
- Never connect the product to a dimmer or rheostat.
- Never carry the product from the power cord.
- The maximum ambient temperature (Ta) is 104 °F (40 °C). Do not operate the product at higher temperatures.
- In the event of a serious operating problem, stop using the product immediately.
- Never try to repair the product. Repairs carried out by unskilled people can lead to damage or malfunction. Please contact the nearest authorized technical assistance center.
- To eliminate unnecessary wear and improve its lifespan, during periods of non-use completely disconnect the product from power via breaker or by unplugging it.



Keep this User Manual for future use. If you sell the product to someone else, be sure that they also receive this document.

2. INTRODUCTION

The Stage Designer 50 is a universal intelligent lighting controller. It allows the control of 48 channels with 24 faders. Each scene/chase can contain up to 1000 individual steps, or looks. On the surface, when in playback mode, there are 12 physical faders for the playback of the saved programs. There are 4 pages of scenes to play back on Page A, and an additional 4 pages of scenes to play back on Page B. Programs can be triggered by music, midi, automatically or manually. Channel assignments can be reprogrammed for ease of controlling different fixtures. On the surface you will find various programming tools such as A/B master faders for live control, and Fade and Speed time faders for on the fly adjustments. It also has an LCD display for easy navigation of controls and menu functions.

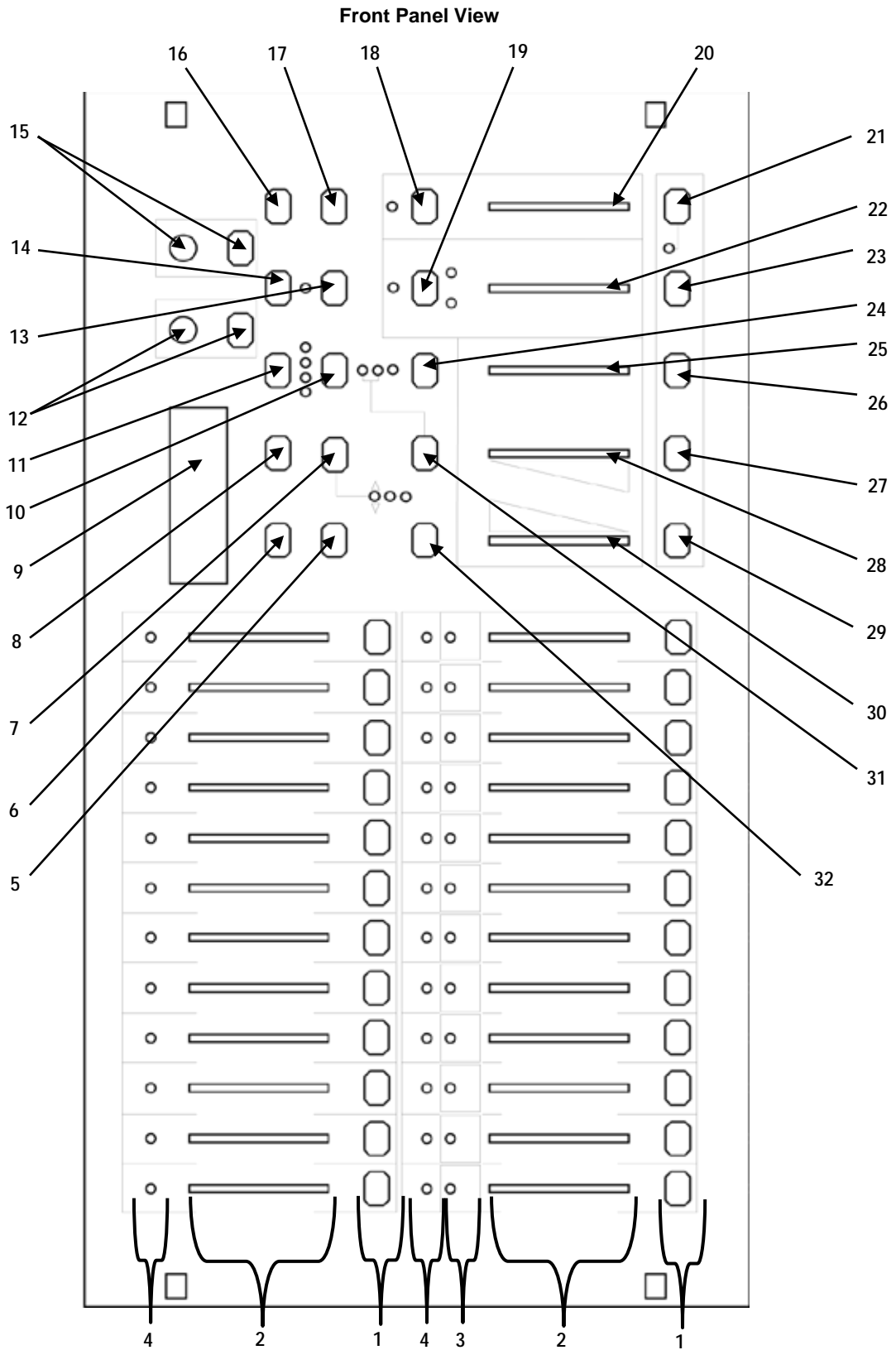
Features

- 48-channel DMX-512 dimming console
- 4 pages with 12 scenes each yields 48 total playback faders (simultaneous playback)
- 48,000 programmable steps
- 2 programmable aux buttons
- Adjustable chase and fade times
- Re-assignable channels

Additional Features

- 3-pin and 5-pin DMX connections
- Built-in cross-fading, dark and kill buttons
- MIDI in, out and thru (with file dump)
- Direct audio input
- Sequential linking or simultaneous playback of chases
- Override chases on the fly
- Beat-activation, tap sync, auto run, midi in/out
- 6-space (6 U) rack mount
- Polarity selector

Product Overview

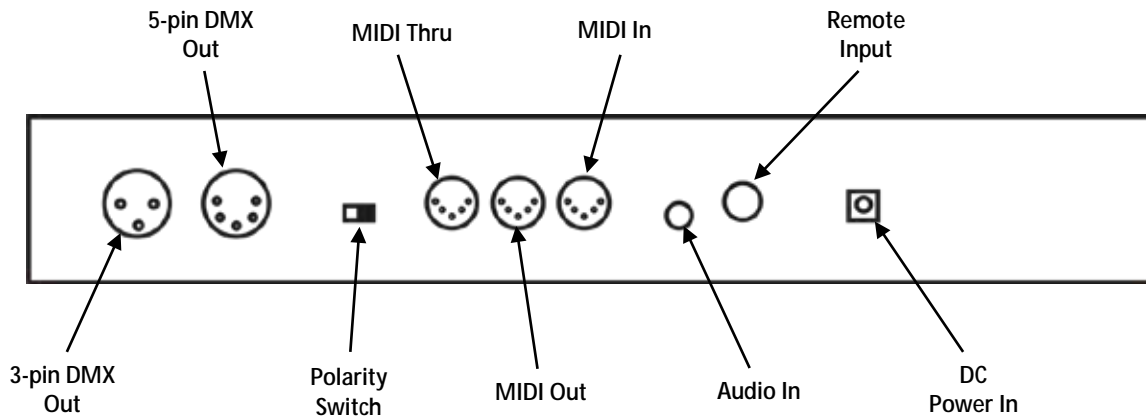


Product Overview (cont.)

Front Panel

Item	Button/Fader/LED	Function
1	Channel Flash Buttons	Temporarily sets fader output to 100%
2	Channel Faders	Controls channel output. 13/37–24/28 also control scene playback
3	Scene Playback Indicators	LEDs indicate which scenes are playing back
4	Channel Indicators	LEDs indicate which channels are outputting
5	Dark	Temporarily sets all outputs to 0%
6	Down / Beat Rev	Lowers selected value / Reverses chasing direction of all scenes set to a tempo
7	Mode Select / Rec Speed	Cycles operating modes / Programs a tempo for a scene
8	Up / Chase Rev	Raises selected value / Reverses chasing direction of all scenes controlled by the speed fader
9	LCD Display	Displays the current state or mode
10	Page / Rec Clr	Cycles scene banks / Clears unsaved steps
11	Delete / Rev One	Deletes a step in a scene / Reverses chasing direction of selected scenes
12	Aux 1	Patchable, used to control a channel
13	Add Kill / Rec Exit	Temporarily blinds all but selected channels / Exits from Record and Edit modes
14	Insert / % or 0-255	Adds a step or steps into a scene / Toggles percent and 0–255
15	Aux 2	Patchable, used to control a channel
16	Edit / All Rev	Activates Edit mode / Reverses chasing direction of all scenes
17	Record / Shift	Activates Record mode, programs a step / Enables alternate functions of buttons
18	Audio / Page A_B	Activates audio triggering / Toggles channel page
19	Step	Continues to next step in Show and Edit modes
20	Audio Level Fader	Adjusts audio sensitivity
21	Blackout	Sets all output to 0% / Restores normal output
22	Speed Fader	Sets scene playback tempo
23	Full On	Temporarily sets all outputs to 100%
24	Hold	Temporarily freezes playback to current state
25	Fade Fader	Sets fade times
26	Tap Sync	Sets playback speed when tapped repeatedly
27	Home	Deactivates blind on a selected channel
28	Master Fader B	Controls total output of manual fader settings and Preset B channels
29	Blind	Temporarily deactivates a selected channel output
30	Master Fader A	Controls total output of scenes and Preset A channels
31	Park	Toggles Single and Mix chase modes
32	No Function	Reserved for future use

Back Panel View

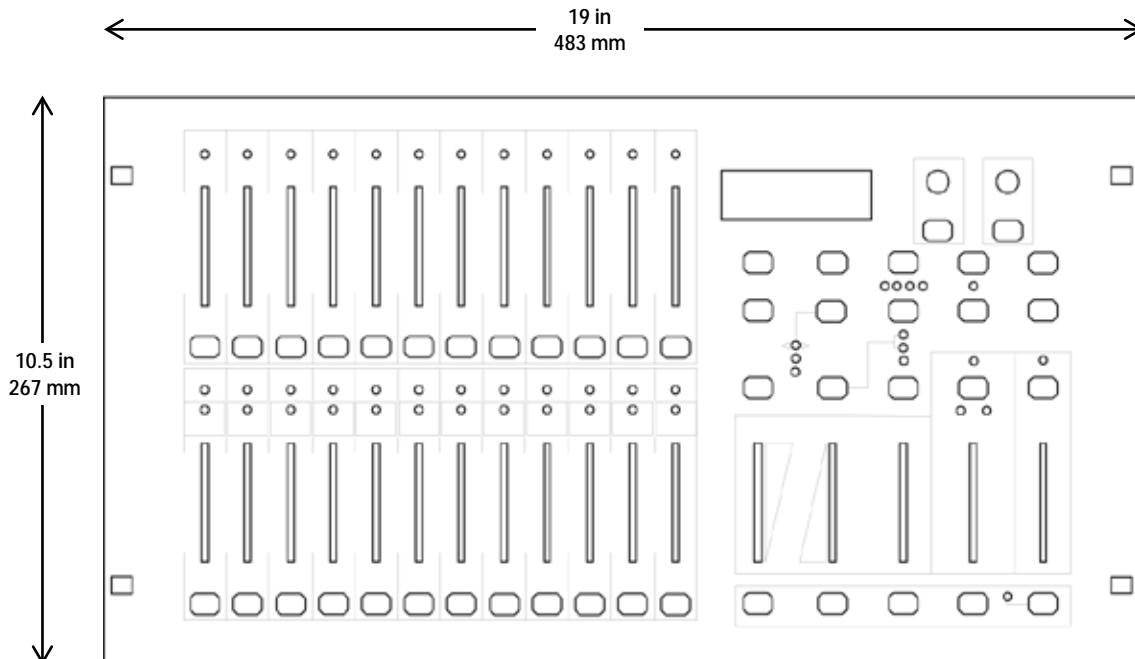


Common Terms

The following are common terms used in intelligent light programming:

- **Fixture:** Any lighting or effect product, including but not limited to lights, fog machines, and dimmers.
- **DMX:** Stands for Digital Multiplexing, an industry standard communication protocol used to control fixtures. For more information, download the DMX Primer from www.chauvetlighting.com.
- **Channel:** A single DMX value, from 0 to 255, assigned to a single function or set of functions for a fixture.
- **Blackout:** A state where the light output of all fixtures is set to 0/off. Usually temporary. For example: in theater, this allows stage sets to be changed or moved without being seen by the audience.
- **Fader:** A component that moves smoothly up and down to set a desired value. Also known as a slider.
- **Step:** A lighting state, in which the DMX signal is constant and unchanging.
- **Scene:** A set of one or more steps arranged one after the other.
- **Chase:** For this product, it is synonymous with Scene.
- **MIDI:** Stands for Musical Instrument Digital Interface, an industry standard method of digitally representing musical information.
- **Speed:** The amount of time for each step in a scene.
- **Beat:** A pre-recorded speed.
- **Fade:** The amount of time it takes to switch between steps in a scene, in which one step fades out while the next fades in at the same time.
- **Playback:** Programmable memory of steps or scenes that can be executed during a show or directly by the user at any time.
- **Page:** Refers to either **Page A_B** for channel selection, or **Page 1-4** for scene selection.

Product Dimensions



3. OPERATING INSTRUCTIONS

DC Power The Stage Designer 50 has an external, auto-ranging power supply and it can work with an input voltage range of 100 to 240 VAC, 50/60 Hz. To determine the product's power requirements (circuit breaker, power outlet, and wiring), use the current value listed on the label affixed to the power supply's back panel, or refer to the product's specifications chart. The listed current rating indicates the product's average current draw under normal conditions.



- Always connect the product to a protected circuit (circuit breaker or fuse). Make sure the product has an appropriate electrical ground to avoid the risk of electrocution or fire.
- To eliminate unnecessary wear and improve its lifespan, during periods of non-use completely disconnect the product from power via breaker or by unplugging it.



Never connect the product to a rheostat (variable resistor) or dimmer circuit, even if the rheostat or dimmer channel serves only as a 0 to 100% switch.

Setup

1. Place the Stage Designer 50 on a level surface, or rack-mount it. When rack-mounted, it occupies six rack spaces (6U).
2. Plug one end of the external power supply into the product's back panel and the other end into a grounded/protected power outlet.
3. Plug in your DMX cable(s) to the lighting fixtures you wish to control as described in their respective manuals. If you are not familiar with the DMX protocol, download the DMX Primer from www.chauvetlighting.com.
4. For first time use only: Reset the Stage Designer 50 system. (See [Master Reset](#))



Black Out must be turned off at start-up, or there will be no DMX output. To toggle Black Out, press the **<BLACKOUT>** button. The indicator LED will be on if Black Out is on, or off if Black Out is off.

Page Selection

The Stage Designer 50 has 24 faders, but 48 channels of DMX output. This works because the channel outputs are split between two Pages: Page A and Page B. Page A sets the faders as channels 1–24. Page B sets the faders as channels 25–48. At startup, the product will be set to the page that was set when it was powered down. The LCD display will show which page is currently set.

To toggle between Page A and Page B:

1. Press and hold the **<RECORD / SHIFT>** button.
2. Press the **<AUDIO / PAGE A_B>** button.
3. Release **<RECORD / SHIFT>**.



Channel pages A and B are unrelated to the pages in the Scene Bank (1–4).

Master Faders

There are two **MASTER** faders: **A** and **B**. Their functions depend on what mode the product is set to.

To toggle through the modes, tap the **<MODE SELECT / REC SPEED>** button repeatedly.

Crossfade Mode

In Crossfade mode, **MASTER** fader **A** controls the output of the **PRESET A** faders, while **MASTER** fader **B** controls the output of the **PRESET B** faders. In this mode, **PRESET A** and **PRESET B** will control the same 12 channels at all times. On Page A, they will control channels 1 – 12, and on Page B they will control channels 13 – 24. This mode allows the user to fade smoothly between two preset looks at will, as well as control the channels live without the need to program a scene or scenes.

To operate the Stage Designer 50 in Crossfade mode:

1. Start with both **MASTER** faders all the way down.
2. Press the **<MODE SELECT / REC SPEED>** button repeatedly until the yellow indicator LED for **1-12A / 1-12B** is lit.
3. Compose the first look with the faders in **PRESET A (1 / 25 – 12 / 36)**.
4. Slide both **MASTER** faders up simultaneously. **PRESET A** will be active.
5. Compose the next look with the faders in **PRESET B (13 / 37 – 24 / 48)**.
6. To switch to **PRESET B**, slide both **MASTER** faders all the way down simultaneously.
7. Repeat steps 3 – 6 as desired.

Chase ◀▶ Scene Mode

In Chase ◀▶ Scene mode, **MASTER** fader **B** controls the total output of the currently selected scene. **MASTER** fader **A**, on the other hand, controls the output of the physical faders **1 / 25 – 12 / 36**.

To set the product to Chase ◀▶ Scene mode, press the **<MODE SELECT / REC SPEED>** button until the red indicator LED for **Chase ◀▶ Scene** lights up.

To utilize **MASTER** fader **B** in Chase ◀▶ Scene mode:

1. Move the **MASTER** fader **B** to its maximum position (fully down) for maximum effect. Adjust it for desired Record Mode and Scene Playback output. See [Playing a Scene](#) for instructions on playing back recorded scenes.

To utilize **MASTER** fader **A** in Chase ◀▶ Scene mode:

1. Move the **MASTER** fader **A** to its maximum position (fully up) for maximum effect. Adjust it for desired manual output.
2. Move faders **1 / 25 – 12 / 36** to desired override positions.

NOTE: Faders will only override the recorded scene while new positions are higher than recorded positions.

Channel Mode

In Channel mode, **MASTER** fader **B** has no function. Only **MASTER** fader **A** will control the output of all channels.

To set the product to Channel mode, press the **<MODE SELECT / REC SPEED>** button until the green indicator LED for **1-24 A** lights up.

4. RECORD MODE

Enable Record For all programming functions in the Stage Designer 50 system, **Record** mode must be enabled.

To enable **Record**:

1. Press and hold the **<RECORD / SHIFT>** button.
2. While holding **<RECORD / SHIFT>**, tap the flash buttons in the following sequence: **<1 / 25>**, **<5 / 29>**, **<6 / 30>**, **<8 / 32>**. (1, 5, 6, 8.)
3. Release **<RECORD / SHIFT>**. The Record LED will light up.

To exit **Record**:

1. Press and hold **<RECORD / SHIFT>**.
2. Tap the **<ADD KILL / REC EXIT>** button. All Channel LEDs will flash.
3. Release **<RECORD / SHIFT>**.

Create a Scene The Stage Designer 50 allows the user to pre-record programs for playback, known as scenes or chases.

To create a scene:

1. Enable **Record**.
2. Press the **<MODE SELECT / REC SPEED>** button until the green indicator LED for **1-24 A** lights up.
3. Compose the first step (Step 000) for the scene by moving the faders to the desired positions.
4. Press the **<RECORD / SHIFT>** button to save the step to temporary memory.
5. Repeat steps 3 and 4 until the desired number of steps have been programmed, up to Step 999 for one scene. After pressing **<RECORD / SHIFT>**, the display will read **Step ___** (the current scene number).
6. Select the page (Scene Master) in which to save the scene, by pressing the **<PAGE / REC CLR>** button until the LED indicates the desired page.
7. Press and hold **<RECORD / SHIFT>**, and tap a flash button (**<13 / 37>**—**<24 / 48>**) to save the scene to that fader for playback.
8. Continue programming, or exit **Record**.

Playing a Scene Once a scene is recorded and saved, it can be recalled and played back using the fader to which it was assigned. To select a scene for playback, follow the instructions below:

1. Press the **<MODE SELECT / REC SPEED>** button until the red indicator LED for **Chase ◀▶ Scene** lights up.
2. If necessary, use the **<PAGE / REC CLR>** button to select the page to which the desired scene is saved.
3. Push the **MASTER fader B** to its maximum position (fully down).
4. Set the **SPEED** and **FADE** faders to the desired positions. (See [Speed](#) and [Fade](#) for more information.)
5. Bring the fader for the scene you wish to play back up to the desired output level. Adjust the output level of the scene by moving the scene's fader.
6. Adjust the total output of all scenes with the **MASTER fader B**.

Record Clear While recording a scene, if you wish to start over and erase all unsaved steps, follow the instructions below:

1. Do **NOT** save the scene.
2. Press and hold the **<RECORD / SHIFT>** button.
3. Tap the **<PAGE / REC CLR>** button. All Channel LEDs will flash, indicating the steps have been cleared.
4. Release **<RECORD / SHIFT>**.
5. Continue programming, or exit **Record**.

5. EDIT MODE

Enable Edit In order to make any changes to the steps in a scene or scenes, **Edit** must be enabled.

To enable **Edit**:

1. Enable **Record**.
2. Press the **<MODE SELECT / REC SPEED>** button until the red indicator LED for **Chase ◀▶ Scene** lights up.
3. Use the **<PAGE / REC CLR>** button to select the page to which the desired scene is saved.
4. Press and hold the **<EDIT / ALL REV>** button, and tap the flash button (**<13 / 37>**–**<24 / 48>**) of the desired scene.
5. Release **<EDIT / ALL REV>**. The selected scene LED will light up, indicating the product is in **Edit** mode.

To exit **Edit**:

1. Press and hold the **<RECORD / SHIFT>** button.
2. Tap the **<ADD KILL / REC EXIT>** button. All Channel LEDs will flash.
3. Release **<RECORD / SHIFT>**. The controller will be back in **Record** mode.

Delete a Scene To delete a single entire scene, do the following:

1. Enable **Edit** for the scene to be deleted.
2. Press the **<DELETE / REV ONE>** button three times.

Delete a Step or Steps To delete one or multiple steps within a saved scene:

1. Enable **Edit** for the scene to be edited.
2. Use the **<STEP>** button to cycle through the steps of the scene until the desired step is selected.
3. Press the **<DELETE / REV ONE>** button *once* to delete the selected step.
4. Repeat steps 2 and 3 until all unwanted steps have been deleted.
5. Continue editing, or exit **Edit**.

Insert a Step or Steps To insert a steps or steps into a previously saved scene:

1. Enable **Record** and record the step or steps you wish to be inserted.
2. Enable **Edit** for the scene into which you wish to insert the new step or steps.
3. Use the **<STEP>** button to cycle through the steps of the scene. Select the step you wish to be *after* the inserted step or steps.
4. Press the **<INSERT / % or 0-255>** button to insert the new step or steps *before* the selected step. All Channel LEDs will flash.
5. Continue editing, or exit **Edit**.

Modify a Step or Steps To modify an existing step within a previously saved scene.

1. Enable **Edit** for the scene to be edited.
2. Use the **<STEP>** button to cycle through the steps of the scene until the step to be edited is selected.
3. Press and hold either:
 - The **<DOWN / BEAT REV>** button if you wish to lower a value.
 - or
 - The **<UP / CHASE REV>** button if you wish to raise a value.
4. Tap or hold the **<FLASH>** button of the channel you wish to edit. Tapping will change the value by 1 at a time. Holding will cause the value to rise or fall smoothly.
5. Repeat steps 2, 3, and 4 until all desired modifications have been made.
6. Continue editing, or exit **Edit**.



Moving the channel faders in Edit mode has no effect on the recorded scene. The changes will not be saved.

6. PLAYBACK OPTIONS

Audio Triggering

The Stage Designer 50 is capable of responding to sound. It can use either its own built-in microphone or an alternative audio source, through the audio line in jack on the back panel.

To enable audio triggering:

1. Play back a scene.
2. Press the **<AUDIO / PAGE A_B>** button. The indicator LED above it will light.
3. Use the **AUDIO LEVEL** fader to adjust the sensitivity.

The steps of the scene playing will now be triggered by sound.

To disable audio triggering, press **<AUDIO / PAGE A_B>** again. The indicator LED above it will turn off.

Speed

Unless a beat has been recorded, a scene's playback speed will depend on the position of the **SPEED** fader. Adjusting it up or down will affect the amount of time before the next step is triggered. When it is moved, the display will read **SPEED __m__s__** with the currently set time in minutes, seconds, and milliseconds. The fastest speed is 20 milliseconds. The slowest speed is 5 minutes or 10 minutes, depending on the [speed mode](#).



Speed controls will not work if Audio Triggering is enabled.

Show Mode

The **SPEED** fader also has a setting for manual triggering, called show mode. Unless a beat has been recorded, show mode can be enabled by doing the following:

1. Play back a scene.
2. Move the **SPEED** fader to its lowest position, labelled **SHOW MODE**. The display will read **SPEED 29m07s12**.
3. Tap the **<STEP>** button to trigger the next step, exactly when you desire.



Show mode will only work with the **SPEED** fader at its lowest position. Any higher, and the **<STEP>** button will not have any effect.

Beat Mode

Scenes can be set to run at a user set speed or beat. This can be done with the **SPEED** fader or the **TAP SYNC** feature.

To record a beat with the speed fader, follow the instructions below:

1. Play back the scene you wish to set to a beat.
2. Press the **<PARK>** button until the LED (yellow) indicating **Mix Chase** is lit.
3. Move the **SPEED** fader to the desired position.
4. Press and hold the **<MODE SELECT / REC SPEED>** button and tap the flash button of the scene playing back. All channel and scene LEDs will flash, indicating the beat has been recorded.

To disable a beat recorded this way, and return control to the **SPEED** fader:

1. Play back the scene with the beat you wish to disable.
2. Press **<PARK>** until the LED (yellow) indicating **Mix Chase** is lit.
3. Move the **SPEED** fader to its lowest position (**SHOW MODE**).
4. Press and hold **<MODE SELECT / REC SPEED>** and tap the flash button of the scene playing back. All channel and scene LEDs will flash, indicating the beat has been disabled.

To record a beat with the **TAP SYNC** feature:

1. Play back the scene you wish to set to a beat.
2. Press the **<TAP SYNC>** button.
3. Wait the desired time and press **<TAP SYNC>** again. The display will read the time in between presses, and the steps will be triggered at that speed.
4. Repeat step 3 if necessary to get the timing right.

To disable a beat recorded with **TAP SYNC**, move the **SPEED** fader.

Speed Modes The **SPEED** fader has two modes, 5 min and 10 min.

To set it to 5 min mode:

1. Press and hold the **<RECORD / SHIFT>** button.
2. Press the **<5 / 29>** flash button three times.
3. Release **<RECORD / SHIFT>**. The LED indicator for 5 min mode will be lit.

To set it to 10 min mode:

1. Press and hold **<RECORD / SHIFT>**.
2. Press the **<10 / 34>** flash button three times.
3. Release **<RECORD / SHIFT>**. The LED indicator for 10 min mode will be lit.

Fade The **FADE** fader sets the period of time each recorded step takes to *fade* in and out. The higher the value it is set to, the longer the dimmer curve for the system.

- **FADE** value can not be recorded.
- The maximum **FADE** value is 10 minutes. The minimum is instant.

Single Chase Mode In **Single Chase** mode, the Stage Designer 50 will cycle through all activated scenes, at the speed set by the **SPEED** fader, **TAP SYNC**, or Audio Triggering.

To operate in **Single Chase** mode:

1. Press the **<PARK>** button until the LED (red) indicating **Single Chase** is lit.
2. Bring the fader or faders for the scene(s) you wish to cycle to the desired output level(s). The Stage Designer 50 will cycle through them in order.



Recorded beats/speeds will not work in this mode.

Mix Chase Mode One of the features of the Stage Designer 50 is the ability to layer scenes. This allows two or more scenes to output simultaneously.

To layer scenes together, do the following:

1. Press the **<PARK>** button until the LED (yellow) indicating **Mix Chase** is lit.
2. Bring the fader or faders for the scene(s) you wish to play back simultaneously up to the desired output level(s).
3. Adjust the output of each scene as necessary.



- Manual cross-fading of scenes will only work properly in this mode.
- Recorded beats/speeds will only work in this mode.

7. OTHER FUNCTIONS

Black Out **Black Out** stops all DMX output from the controller. Functions will still work during **Black Out**, but there will be no DMX output. To toggle **Black Out**:

Press the **<BLACKOUT>** button.

The yellow indicator LED for **Black Out** will be lit if **Black Out** is active.

Dark At any time, pressing the **<DARK>** button will temporarily black out the controller. Releasing **<DARK>** will restore DMX output. Scenes playing back will continue while **DARK**.

Hold While a scene is playing back, press and hold the **<HOLD>** button to freeze DMX output to its current state. Release **<HOLD>** to unfreeze. Although DMX output will freeze, the scene will continue.

Releasing **<HOLD>** will cause the output to jump to the step currently being processed.

Blind and Home Pressing the **<BLIND>** button and a channel's flash button at the same time will black out that channel.

Pressing the **<HOME>** button and a blinded channel's flash button at the same time will restore its function.

Reverse Functions There are four reverse functions available to the Stage Designer 50:

1. **Beat Reverse:** pressing the **<DOWN / BEAT REV>** button will reverse the playback of all scenes that have a beat recorded. This is effective even in **Single Chase** mode.
2. **Chase Reverse:** pressing the **<UP / CHASE REV>** button will reverse the playback of all scenes that do not have a beat recorded.
3. **Reverse One:** pressing the **<DELETE / REV ONE>** button will reverse the playback of selected scenes.
4. **All Reverse:** pressing the **<EDIT / ALL REV>** button will reverse the playback of all scenes.

NOTE: Reverse functions remain the same with Audio Triggering activated.

% or 255 The Stage Designer 50 can display fader and auxiliary states as DMX values or as a percentage out of 100. To toggle the number system:

1. Press and hold the **<RECORD / SHIFT>** button.
2. Press the **<INSERT / % or 255>** button.
3. Release **<RECORD / SHIFT>**. The number system will have changed.

Add Kill Pressing the **<ADD KILL / REC EXIT>** button during playback will toggle **Add Kill** mode, which will be shown by the indicator LED being lit.

In **Add Kill** mode, pressing a flash button **<1 / 25>**—**<12 / 36>** will bring that channel to full output and black out all other channels. The scene will continue to play back in the background, but only the selected channel will output.

Releasing the flash button will cause the output to jump to the step currently being processed.

Full On Pressing the **<FULL ON>** button will cause all 48 DMX channels to output 100%.

Releasing **<FULL ON>** will restore normal function. If a scene is playing back when **<FULL ON>** is released, the output will jump to the step currently being processed.

Master Reset To reset the product to factory settings, deleting all scenes, settings, and data, do the following:

1. Enable **Record**.
2. Press and hold the **<RECORD / SHIFT>** button.
3. While holding **<RECORD / SHIFT>**, tap the flash buttons in the following sequence: **<1 / 25>**, **<3 / 27>**, **<2 / 26>**, **<3 / 27>**. (1, 3, 2, 3.).
4. Release **<RECORD / SHIFT>**. All channel LEDs will flash.

Physical Fader Assignment

This feature allows the user to change the DMX output assigned to a fader. For example, the user can make fader 3 (which normally only outputs DMX channel 3) output any or all DMX channels they wish.

If two different fixtures have the same function (such as red LED output), but must be assigned different DMX addresses, the user can combine the desired channels of both fixtures into one fader channel. Moving that fader will then cause both DMX values to change at the same time.

To alter the physical fader assignments, do the following:

1. Press and hold the **<RECORD / SHIFT>** button.
2. While holding **<RECORD / SHIFT>**, press the **<6 / 30>** flash button three times.
3. Release **<RECORD / SHIFT>**.
4. Press the **<FLASH>** button of the *DMX channel* you wish to assign to a different fader.
5. Press and hold **<RECORD / SHIFT>**.
6. While holding **<RECORD / SHIFT>**, press the **<FLASH>** button of the *fader* you wish to assign.
7. Release **<RECORD / SHIFT>**.
8. Repeat steps 1–3 until the desired assignments are set.
9. Press and hold **<RECORD / SHIFT>** and the **<ADD KILL / REC EXIT>** button to exit the mode.

Example:

To change fader 1 to output DMX channel 9:

1. Press and hold the **<RECORD / SHIFT>** button.
2. While holding **<RECORD / SHIFT>**, press the flash button **<6 / 30>** three times.
3. Release **<RECORD / SHIFT>**.
4. Press the **<9 / 33>** flash button.
5. Press and hold **<RECORD / SHIFT>**.
6. While holding **<RECORD / SHIFT>**, press the **<1 / 25>** flash button.
7. Release **<RECORD / SHIFT>**.



All physical faders can be re-assigned to output on multiple DMX channels. There is no limit to the amount of channels that can be assigned to a single fader. If desired, up to all 48 channels of DMX output can be assigned to a single fader.

Auxiliary Controls

There are two **Aux** knobs, both with a flash button. They can be assigned to act as shortcuts for DMX channels. There are 3 auxiliary modes, called functions:

1. **FUNC 01:** Disables the auxiliary knob and flash button.
2. **FUNC 02:** The auxiliary knob and flash button functions exactly as the original fader and flash button did.
3. **FUNC 03:** The auxiliary knob sets the output value of the auxiliary flash button. (Example: Set the knob to 255, and the channel will output 255 when the flash button is pressed.)

To assign a channel and function to an **Aux** knob and flash button, follow the instructions below:

1. Press and hold the **<RECORD / SHIFT>** button.
2. For:
 - **Aux 1:** Press the **<7 / 31>** flash button three times.
 - **Aux 2:** Press the **<8 / 32>** flash button three times.
3. Release **<RECORD / SHIFT>**. The display will show the current status of the **Aux** being set.
4. Press and hold **<RECORD / SHIFT>** again.
5. Press one of the following flash buttons:
 - **<1 / 25>** for **FUNC 01**.
 - **<2 / 26>** for **FUNC 02**.
 - **<3 / 27>** for **FUNC 03**.
6. Release **<RECORD / SHIFT>**.
7. Press the **<FLASH>** button of the channel you wish to assign to the auxiliary.
8. Press and hold **<RECORD / SHIFT>**.
9. Tap the **<ADD KILL / REC EXIT>** button.
10. Release **<RECORD / SHIFT>**.

NOTE: **Record** mode does *not* have to be enabled to assign or disable auxiliaries.

- If an auxiliary is set to **FUNC 02**, the original fader and flash button for the assigned channel will not function.
- If an auxiliary is set to **FUNC 03**, the original fader and flash button will still function, but the highest value between them and the auxiliary will take precedent. (Example: If the fader is set to 200, and the **Aux** knob is set to 255, the **<Aux>** flash button will override the fader. If the **Aux** knob is set lower than the fader, the **<Aux>** flash button will have no effect.



MIDI Operation

The Stage Designer 50 can also respond to an external MIDI controller, using “note-on” commands. All other MIDI commands are ignored.

Setting MIDI In/Out

To assign the controller a MIDI channel to receive and send MIDI commands, do the following:

1. Press and hold the **<RECORD / SHIFT>** button.
2. For:
 - In: Press the **<1 / 25>** flash button three times.
 - Out: Press the **<2 / 26>** flash button three times.
3. Release **<RECORD / SHIFT>**.
4. Select the MIDI channel (1–16) by pressing the corresponding flash button (**<1 / 25>**–**<16 / 40>**).
5. Press and hold **<RECORD / SHIFT>** and press the **<ADD KILL / REC EXIT>** button.
6. Release **<RECORD / SHIFT>**.

NOTE: The controller will only respond to commands on the assigned MIDI channel, and only output on the assigned MIDI channel. To output all MIDI input, connect to **MIDI THRU**.

MIDI Control Chart

MIDI Note	FUNCTION (TURN ON/OFF)
22–69	Trigger scenes 1–48 (100%)
70–117	Activate Channel 1–48
118	Full-On
119	Dark
120	Hold
121	Toggle Audio
122	Chase ◀▶ Scene mode
123	1-12A_1-12B mode
124	1-24A mode
125	Step
126	BLACKOUT
127	Toggle Page A/B (1–24/25–48)

MIDI File Dump

MIDI can be used to copy the saved memory contents (also called the show) from one Stage Designer 50 to another Stage Designer 50. The process is called **MIDI File Dump**, and will not work with any other device.

To perform a **MIDI File Dump**, first prepare the controller to receive the programmed show. Follow the instructions below, on the controller you wish to receive the file dump:

1. Press and hold the **<RECORD / SHIFT>** button.
2. Press the **<3 / 27>** flash button three times.
3. Release **<RECORD / SHIFT>**.

The display will read **MIDI FILEDUMP RECIVING 000%**.

Next, connect the **MIDI IN** jack on the receiving controller to the **MIDI OUT** jack on the sending controller. Then set up the sending controller to send the file dump. On the controller you wish to send the file dump, do the following:

1. Press and hold **<RECORD / SHIFT>**
2. Press the **<4 / 28>** flash button three times.
3. Release **<RECORD / SHIFT>**.

The display will read **MIDI FILEDUMP SENDING 000%**.

The file dump will begin immediately, and the numbers on both displays will show the progress. The process can take several minutes to complete. During the file dump, all other operations will cease to function.

When the file dump is completed, press and hold **<RECORD / SHIFT>** and press **<ADD KILL / REC EXIT>** on both controllers to exit MIDI mode. Then release **<RECORD / SHIFT>**.



If an error or power failure occurs, the file dump will be interrupted and stop.

8. TECHNICAL SPECIFICATIONS

Dimensions and Weight	Length	Width	Height	Weight
	19 in (483 mm)	10.5 in (267 mm)	3.5 in (89 mm)	9.9 lb (4.5 kg)
Note: Dimensions in inches rounded to the nearest decimal digit.				
	Rackmount			
	6U			
Power	Value	Stage Designer 50	External Power Supply	
	Input Voltage	Fixed	Switching	
	Range	12 VDC, 500 mA	100 to 240 VAC, 50/60 Hz	
	Voltage Selection	Fixed	Auto-ranging	
Thermal	Maximum External Temp.		Cooling System	
	104 °F (40 °C)		Convection	
DMX	Output Connectors		Channels	
	3 and 5-pin XLR		48	
Ordering	Product Name	Item Code	UPC Number	
	Stage Designer 50	09080283	781462202637	



RETURNS

In case you need to get support or return a product:

- 1) If you are located in the U.S., contact Chauvet World Headquarters.
- 2) If you are located in the UK or Ireland, contact Chauvet Europe Ltd.
- 3) If you are located in Mexico, contact Chauvet Mexico.
- 4) If you are located in Benelux, contact Chauvet Europe BVBA.
- 5) If you are located in any other country, DO NOT contact Chauvet. Instead, contact your local distributor. See www.chauvetlighting.com for distributors outside the U.S., UK, Ireland, Mexico, or Benelux.



If you are located outside the U.S., UK, Ireland, Mexico, or Benelux, contact your distributor of record and follow their instructions on how to return Chauvet products to them. Visit our website www.chauvetlighting.com for contact details.

Call the corresponding Chauvet Technical Support office and request a Return Merchandise Authorization (RMA) number before shipping the product. Be prepared to provide the model number, serial number, and a brief description of the cause for the return.

Send the merchandise prepaid, in its original box, and with its original packing and accessories. Chauvet will not issue call tags.

Clearly label the package with the RMA number. Chauvet will refuse any product returned without an RMA number.



Write the RMA number on a properly affixed label. DO NOT write the RMA number directly on the box.

Before sending the product, clearly write the following information on a piece of paper and place it inside the box:

- Your name
- Your address
- Your phone number
- RMA number
- A brief description of the problem

Be sure to pack the product properly. Any shipping damage resulting from inadequate packaging will be your responsibility. FedEx packing or double-boxing are recommended.



Chauvet reserves the right to use its own discretion to repair or replace returned product(s).

CONTACT Us

USA WORLD HEADQUARTERS

General Information – Chauvet

Address: 5200 NW 108th Avenue
Sunrise, FL 33351

Voice: (954) 577-4455

Fax: (954) 929-5560

Toll free: (800) 762-1084

Technical Support

Voice: (954) 577-4455 (Press 4)

Fax: (954) 756-8015

Email: tech@chauvetlighting.com

World Wide Web

www.chauvetlighting.com

EUROPE

General Information - Chauvet Europe BVBA

Address: Stokstraat 18
9770 Kruishoutem
Belgium

Voice: +32 9 388 93 97

Technical Support

Email: Eutech@chauvetlighting.eu

World Wide Web

www.chauvetlighting.eu

General Information - Chauvet Europe Ltd.

Address: Unit 1C
Brookhill Road Industrial Estate
Pinxton, Nottingham, UK
NG16 6NT

Voice: +44 (0)1773 511115

Fax: +44 (0)1773 511110

Technical Support

Email: uktech@chauvetlighting.com

World Wide Web

www.chauvetlighting.co.uk

MEXICO

General Information - Chauvet Mexico

Address: Av. Santa Ana 30
Parque Industrial Lerma
Lerma, Mexico C.P. 52000

Voice: +52 (728) 285-5000

Technical Support

Email: servicio@chauvet.com.mx

World Wide Web

www.chauvet.com.mx

Outside the U.S., United Kingdom, Ireland, Mexico, or Benelux contact the dealer of record. Follow their instructions to request support or to return a product. Visit our website for contact details.