KL256K

256-Channel DMX Intelligent Lighting Console

Description

The 256-Channel DMX Intelligent Lighting Console can control up to 12 intelligent moving head fixtures simultaneously. It features built-in graphic effects, enabling easy implementation of X/Y circular movements, RGB rainbow effects, chase effects, and more. The console supports the simultaneous operation of up to 16 scenes and 10 built-in graphic effects. Scenes can be operated via faders, with real-time adjustment of scene brightness output.
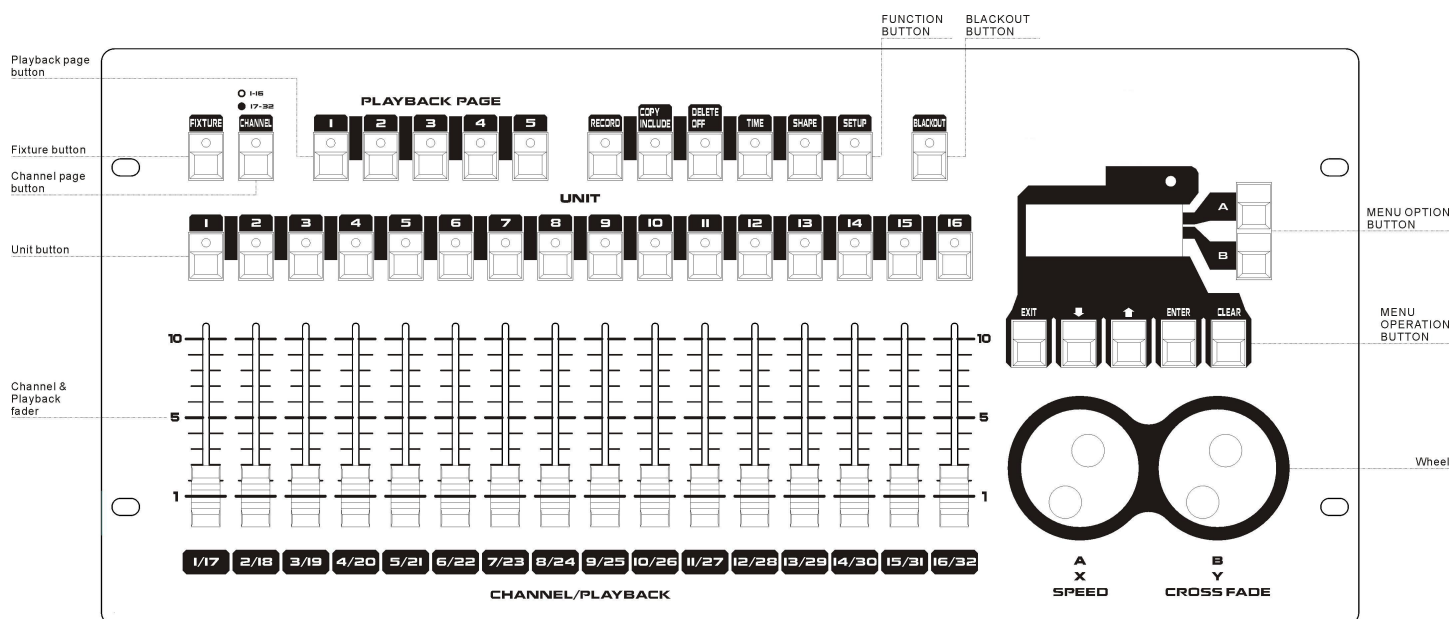
Features

- Controls up to 12 intelligent moving head fixtures simultaneously
- Supports 256 DMX channels for precise lighting control
- Built-in graphic effects including X/Y circular motion, RGB rainbow, and chase effects
- Supports up to 16 scenes and 10 built-in graphic effects running simultaneously
- Scene playback and dimming via faders with real-time brightness adjustment
- Max 32 control channels per fixture
- Scene storage capacity of 80, with multi-step scenes up to 100 steps
- Scene timing control with HTP and LTP modes
- Supports up to 2 graphics per scene and 10 graphics running simultaneously
- Instant blackout function for safety and emergency control
- Dial (data wheel) adjustment for XY values, multi-step scene speed, and crossfade ratio
- Channel crossfade mode switch supported
- Point control and fader dimming for scene adjustments

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- USB drive compatible with FAT32 format for scene backup and transfer
- Scene page, fixture, and channel navigation buttons for intuitive control
- Menu control and option keys for programming, selection, and editing
- Function keys for saving, copying, and managing scenes and fixtures

Specifications

Model	KL256K
DMX512 Number of Channels	256
Number of Moving Head Fixtures	12
Channel Crossfade Mode Switch	Support
Max Control Channels per Fixture	32
Scene Storage Capacity	80
Number of Scene Running Simultaneously	16
Total Steps in Multi-Step Scenes	100
Scene Timing Control	HTP, LTP
Max Graphics per Scene	2
Scene Launch and Dimming via Fader	Support
Point Control for Scenes	Support
Graphic Generator	Support Dimmer, P/T, RGB, CMY, Color Graphics
Number of Graphic Running Simultaneously	10
Instant Blackout	Support
Dial Adjustment for XY Values	Support
Multi-Step Scene Speed Adjustment via Encoder Wheel	Support
Scene Dimming Control	Support
USB Drive Compatibility	Supports FAT32 format

Front / Rear Panel

- **Scene Page Buttons:** When the indicator of a scene page button is lit, the unit buttons are used to operate scenes. Scene page buttons also serve as scene page navigation buttons.

- **Fixture Buttons:** When the indicator of a fixture button is lit, the unit buttons are used to operate fixtures.
- **Channel Page Buttons:** Used to navigate through the channels of the fixtures.
- **Channel / Playback Faders:** When the fixture function switch indicator is lit, these faders control fixture channels. When the scene function switch indicator is lit, they are used for scene playback.
- **Blackout Key:** When pressed, all output data from the control panel is set to 0; pressing it again restores the output. When the blackout is activated or the master fader is not fully pushed, the indicator light will flash.
- **Data Wheel:** Used to adjust fixture XY values, the speed and crossfade ratio of multi-step scenes, and other parameter settings.
- **Menu Control Keys:** Used to perform functions such as canceling menus, selecting items, paging, and clearing the programming area.
- **Menu Option Keys:** Used to select menu options. Each key corresponds to a line on the display, which explains the function of the option.
- **Function Keys:** Used to perform functions such as saving scenes, copying, etc. The indicator lights will turn on when these keys are activated.