

# Centaur FB3 DMX Console

Designed specifically for any customer using the Pangolin Flashback FB3

Web: [www.lasertechnologyltd.co.uk](http://www.lasertechnologyltd.co.uk)

The console was developed by Laser Technology to compliment the excellent FB3 module. Its DMX channels are mapped to that of the FB3. once programmed via USB the FB3 can be fully controlled by DMX. All of the FB3 parameters can be changed and stored to presets on the console (non - volatile memory). A total of 432 presets are storable. There is no FB3 card in the console. The console outputs DMX only. This means the FB3 can be either located in the projector or close by and a single DMX connection from it to the console

### Modifiers:

- Size
- Position
- Angle
- Zoom
- Colour
- Fade
- Page
- Scene
- Animation Speed
- Visible Points
- Scan Rate

**The Console outputs DMX only and is mapped especially for the FB3 module.**



### Presets:

- Banks 9
- Scenes 48
- (Total of 432 presets)

### Chases:

- 12 Chases
- Speed Control

Compact Footprint:  
385mm x 225mm x 40mm

The Pangolin FB3 module is the smallest, easiest and most economical way to add high-quality graphics and beams to a stand-alone laser projector. The FB3 was originally developed to be driven by any conventional DMX lighting desk. This compact wonder can play laser graphics, beams and even complete shows. No extra computer hardware is needed. The module has everything you need to control your laser projector. The module outputs high-quality projector signals: two 12-bit channels for X and Y scanner signals, and four 8-bit colour/intensity channels, typically used to control red, green, blue and intensity. The module only requires 100-300mA of current. Because of this it can easily be integrated into any laser projector with minimal cost.

Flashback 3 SE DMX Channel Assignment									
	CHANNEL	0-31	32-63	64-95	96-127	128-159	160-191	192-223	224-255
BASIC	ACCESS	BLACKOUT	BASIC RANGE			STANDARD RANGE		EXTENDED RANGE	FULL RANGE
	CHANNEL 2	0-15	16-31	32-47	48-63	64-79	80-95	96-111	112-127
	FADE	1	2	3	4	5	6	7	8
	CHANNEL 3	0-31	1-2-3-4-5-6-7-8-9-10-...			00E1-023E: 00E2-027F: 00E3-00E4-0201: 0202		...	48
STANDARD	CHANNEL 4	0-11	12-23	24	25	26	27	28	29
	CUE	BLACKOUT	1	2	3	4	5	6	7
	SPEED	100%	PAUSE	25%	...	50%	...	100%	...
	CHANNEL 5	FADE	Black ...	...	...	...	...	...	Full brightness
EXTENDED	CHANNEL 6	ZOOM	Zero size ...	...	...	...	...	...	Full size
	CHANNEL 7	X SIZE	Negative full size ...	...	...	...	...	...	Positive full size
	CHANNEL 8	Y SIZE	Negative full size ...	...	...	...	...	...	Positive full size
	CHANNEL 9	Z ANGLE	0 degrees ...	...	...	...	...	...	360 degrees
FULL	CHANNEL 10	X POSITION	Left ...	...	...	...	...	...	Right
	CHANNEL 11	Y POSITION	Down ...	...	...	...	...	...	Up
	CHANNEL 12	VISIBLE POINTS	No visible points ...	...	...	...	...	...	All points visible
	CHANNEL 13	SCAN RATE	DEFAULT	6K	7K	8K	9K	10K	...
CHANNEL 14	RELEASE	DEFAULT	HOLD			LOOP		NEXT	STOP
CHANNEL 15	COLOR	DEFAULT	RED	ORANGE	YELLOW	LIME	GREEN	CYAN	BLUE
CHANNEL 16	RESERVED	RESERVED							

DMX Map of Console & for Pangolin FB3

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