

Obeey 40

User Manual

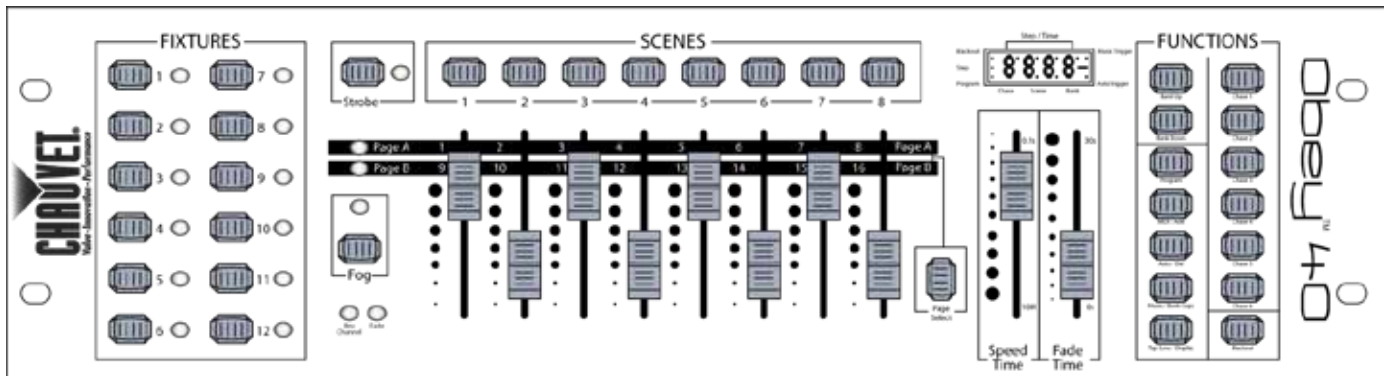


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1. BEFORE YOU BEGIN

What Is Included

- Obey™ 40
- External Power Supply
- Warranty Card
- User Manual

Unpacking Instructions

Carefully unpack the Obey™ 40 and check that all the parts are in the package, and are in good condition.

Claims




If the box, or any of the contents, appear damaged from shipping, save all the packaging and file a claim with the carrier immediately. Failure to report damage to the carrier immediately, or failure to save all the packaging, can invalidate a claim.

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. See [Contact Us](#).

Conventions

Convention	Meaning
1—512	A range of values
50/60	A set of values
Page A	An indicator light on the console
15	Information shown on the LCD display
Settings	A menu option
Menu > Settings	A sequence of menu options
<Enter>	A button

Symbols

Convention	Meaning
	Critical information. Ignoring it can cause malfunction, damage the product, or harm the operator.
	Important information. Ignoring it can cause the product to malfunction.
	Useful information.

Disclaimer

The information and specifications contained in this User Manual are subject to change without notice. Chauvet assumes no responsibility or liability for any errors or omissions, and reserves the right to revise or recreate this manual at any time. The latest version of this manual can be downloaded from <http://www.chauvetlighting.com>.

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Product at a Glance	Use on Dimmer	X	Auto Program	X
	Outdoor Use	X	Auto-Ranging Power Supply	P
	Sound-Activated	P	Replaceable Fuse	X
	DMX	P	User-Serviceable	X
	Master/Slave	X		

Safety Notes These notes include important information about the mounting, use, and maintenance of this product. Read these notes before using the product.



- Always connect the product to a grounded circuit to avoid the risk of electrocution.
- Make sure the power cord is not crimped or damaged.
- Always disconnect the product from the power source before cleaning it or replacing the fuse.
- Never disconnect the product from the power source by pulling or tugging on the cord.
- If mounting the product overhead, always secure it using a safety cable.
- Make sure there are no flammable materials close to the product when it is operating.



- The product is for indoor use only! It is rated at IP20.
- Do not expose the product to rain or moisture.
- Make sure the voltage of the power source used for the product is within the range stated on the label or on rear panel of the product.
- Never connect the product to a dimmer or a rheostat.
- Always install the product in a location with adequate ventilation, and leave at least 20 in (50 cm) between the product and adjacent surfaces.
- Be sure that no ventilation slots on the product's housing are blocked.
- Do not operate the product in an ambient temperature higher than 104 °F (40 °C).
- Always carry the product by its mounting sides.
- In the event of a serious operating problem, stop using the product immediately.
- Never try to repair the product. Repairs carried out by untrained people can lead to damage or malfunction.
- If repairs are required, contact the nearest authorized technical assistance center. See [Contact Us](#) for more information.
- 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 reference. If you sell the product, give this manual to the next owner.

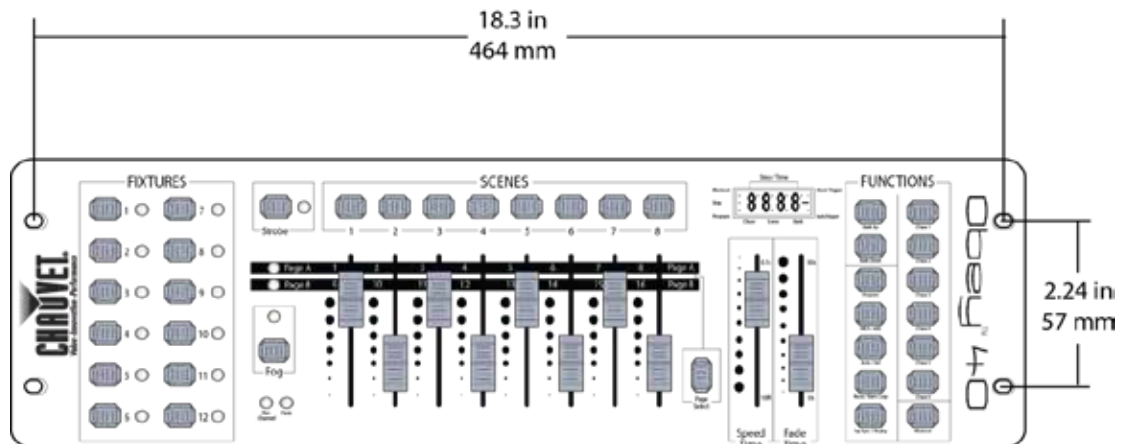
2. INTRODUCTION

- Features**
- Controls up to 12 lights, or types of lights, with up to 16 channels each
 - Controls multiple lights simultaneously
 - Stores and plays back 240 scenes in 30 banks of 8 scenes each
 - Stores and plays back 6 chases of 240 steps each
 - Accepts fader customizations
 - Plays back multiple chases in sequential order
 - Controls lights in Playback mode
 - Triggers chases and scenes with music, tap sync or auto-run
 - Accepts MIDI input to trigger scenes and chases
 - Controls fog machines and strobes with dedicated buttons

Product Description The Obey 40 (the board) is a small, yet compact and powerful controller with several playback modes. It can control up to 192 channels. These channels are arranged into 12 groups, which are accessed using the **<FIXTURES>** buttons. Each fixture contains 16 predetermined DMX channels. These 16 channels are broken down into 2 groups, which are accessed using **<Page Select>**. This allows 8 physical faders to control 16 channels.

Mounting The Obey 40 has openings for rack mounting into a standard 19-inch rack. It also has rubber feet so it can be placed on a table top.

Mounting Dimensions



Programming Concepts The Obey 40 uses DMX addressing and values to control products. See [DMX Addressing](#) and [DMX Addressing Chart](#) for information.

Looks are created by using the faders to send DMX values to the products. The looks are saved into scenes and the scenes are saved as steps into chases. The scenes and chases are played back at different speeds and with different types of triggers.

- Looks are created in Program mode. The products are selected with the fixture buttons. The faders are moved to control the products and create looks. Then the looks are saved to scenes with the scene buttons, and the scenes are saved to steps in chases with the chase buttons. See [4. Programming](#) for more information.
- Scenes and chases are played back in Playback mode. The scenes are triggered with the scenes buttons and the chases are triggered with the chase buttons. Timing of playback is set with the speed and time faders, the tap-sync function, or MIDI input. See [5. Playback](#) for more information.



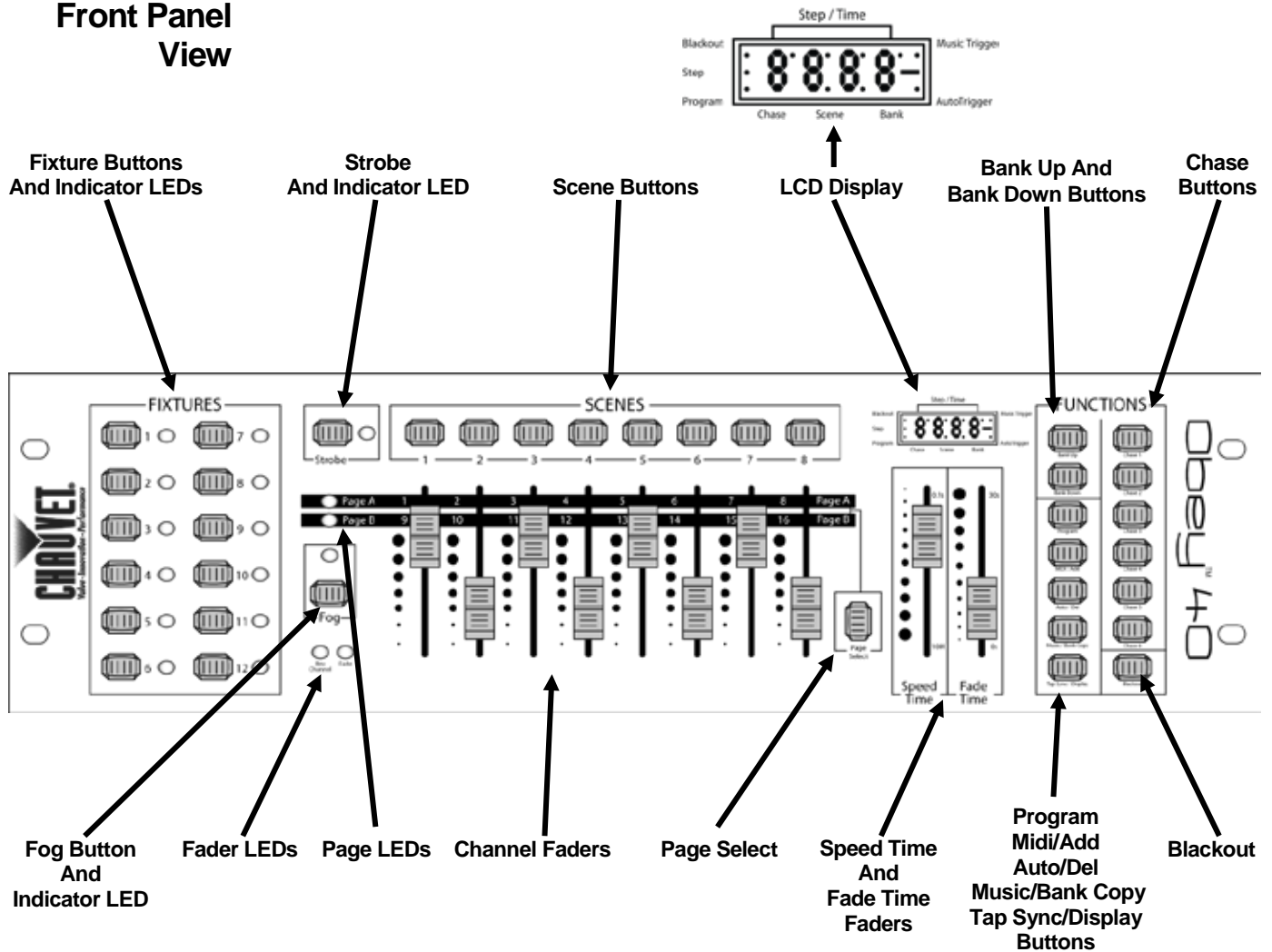
Looks can be created in playback mode, but they cannot be saved.

Front Panel Overview

The board is laid out with the <FIXTURES> buttons to the left, the DMX faders in the center along with the <SCENES> buttons, and the playback controls on the right. The rear panel of the board has the ports and the power connection. See [Front Panel View](#) for detailed information about the front panel and its controls.

See [Back Panel View](#) for information about the back panel and its ports.

Front Panel View



Front Panel Controls

The front panel controls provide access to all the board's programming and playback operations. The LCD display and the indicator LEDs provide information about the current selections and operations.

- The LCD display shows different types of information in Program mode and Playback mode.
- The fixture button LEDs indicate when <FIXTURES> buttons and corresponding lights are selected.
- The page LEDs indicate which fader page is active.
- The fader LEDs indicate that faders have custom assignment.
- The fog LED indicates that the fog machine is at the correct temperature to make fog.
- The strobe LED indicates that the strobe is on and the rate at which it is strobing.

The [Control Descriptions](#) table provides detailed information about each front panel control.

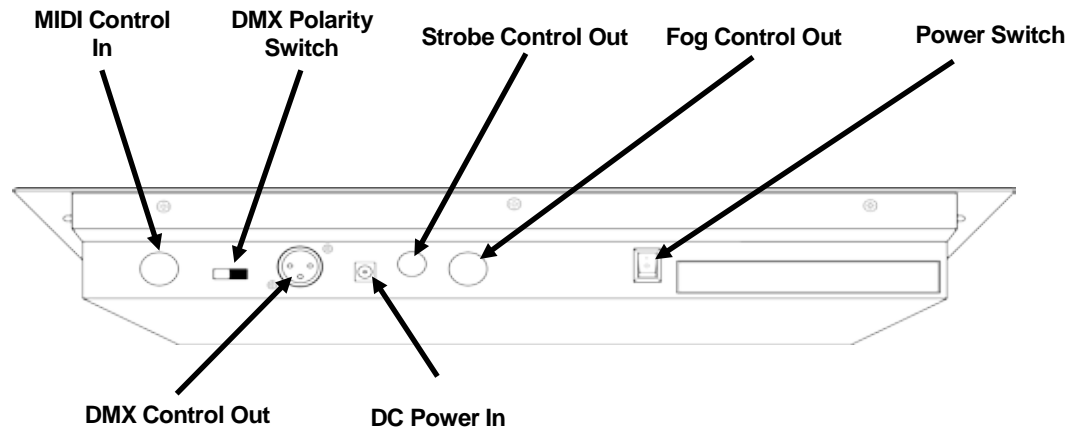
Control Descriptions

Button or Fader	Description
<FIXTURES 1> <FIXTURES 12>	Buttons that select lights to control and set the default DMX addresses of the channel faders. The corresponding LEDs indicate when a light is selected. Note: These buttons are inclusive. Pressing one, then another, selects both lights. To deselect a light, press it again and make sure the LED indicator is off.
<Strobe>	Button that controls one or more strobes, and its LED that indicates the strobe is on and the rate at which it is strobing.
<SCENES 1> <SCENES 8>	Buttons that select a scene to save to, or playback from. These are used in conjunction with <Bank Up> and <Bank Down>.
LCD Display	Display that shows various types of information about current selections and whether it is in Program or Playback mode: <ul style="list-style-type: none"> • Step/Time - shows the current chase and scene, except when the faders are moving. Then it shows the value of the fader that is moving. • Blackout - indicates that blackout is active and the board is not sending DMX signals. • Step - shows the current scene in the current step of the current chase in Playback mode or shows that the board is adding steps to a chase in Program mode. • Program - indicates that the board is in Program mode. • Music Trigger - indicates that the board is in Music Trigger mode. • Auto Trigger - indicates that the board is in Auto Trigger mode. • Chase - shows the current chase in Playback or Program mode. • Scene - shows the current scene in Playback or Program mode. • Bank - shows the current bank in Playback or Program mode.
<Bank Up>	Button that moves up through banks of scenes, or up through the steps in a chase.
<Bank Down>	Button that moves down through banks of scenes, or down through the steps in a chase.
<Chase 1> <Chase 6>	Buttons that select a chase to save to or playback from.
<Fog>	Button that controls one or more fog machines and its LED that indicates when the fog machine is at full temperature.
Fader LEDs	LEDs that indicate that the current fixture selection's faders has a custom assignment (Fade) or reversal (Rev Channel).
Page LEDs	LEDs that indicate which page of faders is active.
<Channel 1> <Channel 16>	Channel faders that send DMX values to the products. Used in conjunction with <FIXTURES 1> <FIXTURES 12>.
<Page Select>	Button that toggles between fader Page A and fader Page B.
<Speed Time>	Fader that adjusts the playback speed time—the time of the entire chase including all steps. Playback speed times range from 10 minutes to 0.1 second. The LCD display shows speed times in minutes and seconds while the fader is moving, but returns to showing the current chase, scene and bank after the fader is moved. The display shows time for the fader as follows: <ul style="list-style-type: none"> • XX'XX - with the dot at the top, shows minutes and seconds. • XX.XX - with the dot at the bottom, shows seconds and 10ths of seconds. Fader is also used to adjust select and set options in Program mode.

Control Descriptions

Button or Fader	Description
<Fade Time>	<p>Fader that adjusts the playback fade time—the time of the change between each step of the chase. Playback speed times range from 0 seconds to 30 seconds. The LCD display shows fade times in seconds while the fader is moving, but returns to showing the current chase, scene and bank after the fader is moved.</p> <p>The display shows time for the fader as follows:</p> <ul style="list-style-type: none"> · XX.XX - with the dot at the bottom, shows seconds and 10ths of seconds. <p>Fader is also used to adjust, select, and set options in Program mode.</p>
<Program>	Button that toggles the board in and out of Program mode.
<Midi/Add>	Button that adds scenes and steps to chases in Program mode, and allows selection of a MIDI channel in MIDI mode.
<Auto/Del>	Button that selects auto playback mode, in which playback timing is controlled by the <Speed Time> and <Fade Time> faders. Button is used to delete chases and scenes in Program mode.
<Music/Bank Copy>	Button that selects the music trigger, in which playback timing is controlled by music. Button also copies an entire bank of scenes in Program mode.
<Tap Sync/Display>	Button that sets the tap sync trigger in which playback is controlled by button tapping. Button is also used for various functions in program.
<Blackout>	Toggle button that stops all DMX transmission. Makes the lights go black. Stops the strobe and the fog. When blackout is on the LCD display shows an indicator.

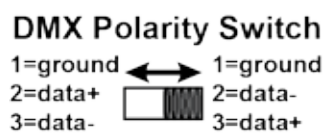
Back Panel View



Back Panel Ports

Port	Function
MIDI Control In	5-pin MIDI port for connecting to a MIDI board.
DMX Polarity Switch	Toggle switch for changing DMX polarity. See Technical Specifications for data pin configuration. Note: Some products have reversed polarity. See the individual product's User Manual for specific information.
Strobe Control Out	1/4-inch mono port for connecting to one or more strobes in a daisy chain.
Fog Control Out	5-pin DIM port for connecting to one or more fog machines.
Power On/Off switch	Toggle switch that turns the Obey 40 on and off.
DMX Control Out	3-pin DMX port for connecting to the products
Power DC In	External PSU port that connects to the power source.

DMX Polarity Switch Diagram



For more information about DMX, download the DMX Primer from www.chauvetlighting.com.

3. SETUP

AC Power The Obey 40 has an auto-ranging external power supply, that can work with an input voltage range of 100 to 240 VAC, 50/60 Hz. It runs on 9 VDC, 500 mA.

Before turning on the power, make sure the line voltage is within the range of accepted voltages as listed on the label affixed to the product or as described in [Technical Specifications](#) in this document.

The listed rating indicates average current draw under normal conditions.



- **Always connect the board to a grounded circuit.**
- **Never connect the board to a rheostat or dimmer circuit.**



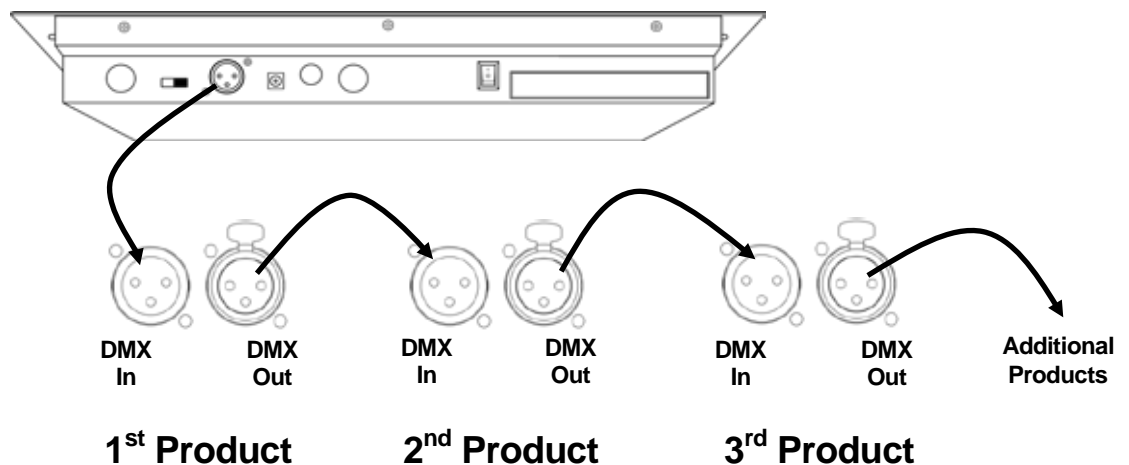
To eliminate unnecessary wear and improve its lifespan, during periods of non-use completely disconnect the product from power via breaker or by unplugging it.

Mounting The Obey 40 may be mounted in any position; make sure adequate ventilation is provided around the product.

Setting Up The Board In order to use the controller it must be connected to the products with DMX cables and the products must be addressed correctly. The sections below described DMX cabling and DMX addressing.

DMX Cabling DMX cabling is required to get DMX values from the board to the products. Connect the DMX cable from DMX Out of the board to DMX In of the first product in the rig. Then connect another DMX cable from DMX Out of the first product in the rig to DMX In of the next product. Continue connecting until all the products are connected.

DMX Cabling Diagram



DMX Addressing

The Obey 40 uses DMX addressing. The board controls lights with specific DMX addresses and the lights must be addressed correctly for the board to control them.

More than one light can have the same DMX address, but lights with the same DMX address should be the same type.

Below is a chart showing the Obey 40 DMX address ranges with their corresponding fixture buttons.

DMX Addressing Chart

Address	Fixture Button
1–16	<FIXTURES 1>
17–32	<FIXTURES 2>
33–48	<FIXTURES 3>
49–64	<FIXTURES 4>
65–80	<FIXTURES 5>
81–96	<FIXTURES 6>
97–112	<FIXTURES 7>
113–128	<FIXTURES 8>
129–144	<FIXTURES 9>
145–160	<FIXTURES 10>
161–176	<FIXTURES 11>
177–192	<FIXTURES 12>

After the products are addressed, the board controls them with the <FIXTURES> buttons. For example:

- Any product or products addressed at **49** are controlled with <FIXTURES 4>.
- Any product or products addressed at **145** are controlled with <FIXTURES 10>.

Faders and Pages

The Obey 40 has 8 channel faders on 2 fader pages for a total of 16 channels.

Faders control different DMX addresses depending on which page is active and which fixture button is pressed.

Pages are a method for controlling 16 channels with only 8 channel faders. Toggling between pages toggles between two DMX addresses for the fader. When Page A is active, the faders are numbered 1–8. When Page B is active, the faders are numbered 9–16.

The <Page Select> button toggles between active pages. The Page A and Page B LEDs indicate which page is active.

When Page A is active, the channel faders control the first 8 DMX addresses of the selected light.

When Page B is active, the channel faders control the second 8 DMX addresses of the selected light.

Fader DMX Addresses

The default fader DMX addresses are determined by the combination of <FIXTURES> buttons and Page A or Page B. For example:

- When <FIXTURES 1> is selected, the default DMX addresses of the channel faders are 1–16. DMX 1–8 when Page A is active and DMX 9–16 when Page B is active.
- When <FIXTURES 7> is selected, the default DMX addresses of the channel faders are 97–112. DMX 97–104 when Page A is active and DMX 105–112 when Page B is active.

When 2 fixture buttons are selected each fader has 2 different default DMX addresses. For example:

- When <FIXTURES 1> and <FIXTURES 7> are selected, channel fader 1 has DMX addresses of both 1 and 97.

Fader Customizations

Fader customizations are very powerful tools, but are not required. The Obey 40 can control a substantial lighting rig without any fader customization.

Fader customization is one of two things:

- Fader assignment which changes the default DMX address of a channel fader.
- Fader reversal which reverses the fader output.

Fader assignment changes the DMX address of a fader within a fixture button, so that 2 lights, assigned to different fixture buttons and with different DMX channel configurations can be controlled from a single channel fader. See [Creating A Fader](#) for more information.

Note: Refer to the products' User Manuals for information about DMX channel configurations.

Fader reversal changes the order of the DMX values sent out as the channel fader moves. In normal mode a channel fader sends out a higher DMX value as it moves upward, sending out the value 0 at the bottom and 255 at the top. When a fader is reversed, it sends out the value 255 at the bottom and 0 at the top. See [Creating A Fader Reversal](#) for more information.

The fader LEDs indicate when a fader has been customized or reversed.

Creating A Fader Assignment

A fader assignment is when the default DMX address of a fader is changed. Fader assignment is a powerful tool that is helpful in certain situations, but it is not required.

The following instructions describe how to create a fader assignment for a specific fader, but fader assignments can be created for any fader within any fixture button.

To create a fader assignment and change the DMX address of <FIXTURES 2><Channel 7> from 7 to 5, do the following:

1. Press <Program> and <Tap Sync/Display> together to enter fader assignment customization.
2. Press <FIXTURES 2>.
3. Check that <FIXTURES 2> is the only fixture button selected and press any lit fixture buttons to deselect them.
4. Move the <Speed Time> fader until the **0707** shows in the LCD display.
5. Move the <Fade Time> until the **05** shows in the right side of the LCD display.

Note: The LCD display shows 0705 because 7 is the fader being customized, and 5 is the DMX address that will be assigned to fader 7.

6. Press <Midi/Add> to save the customization.
7. Move the <Speed Time> fader until the **0505** shows on the LCD display.
8. Move the <Fade Time> fader until **0516** shows on the LCD display.
9. Press <Midi/Add> to save the setting.

Note: Steps 7–9 reassign fader 5 to an unused DMX address, so that fader 5 and fader 7 are not both trying to send to DMX address 5.

10. Press <Program> and <Tap Sync/Display> together to exit fader assignment customization.

- **Each channel fader within a fixture selection can send values to only one DMX address. So if a fader's default DMX address is reassigned, that fader must be given another DMX address.**



- **Custom fader assignments can only be removed by performing a soft reset. However resetting the board removes all other board customizations and programming. See [Resetting The Board](#) for more information.**

Copying A Fader Assignment

Fader assignments can be copied from one fixture button to another.

To copy the fader customization from **<FIXTURES 2>** to **<FIXTURES 11>** do the following:

1. Press **<Program>** and **<Tap Sync/Display>** together to enter fader assignment customization.
2. Press and hold **<FIXTURES 2>**.
3. Continue holding **<FIXTURES 2>**, and press and hold **<FIXTURES 11>**.
4. Continue holding **<FIXTURES 2>** and **<FIXTURES 11>** and press and hold **<Midi/Add>**.
5. Continue holding **<FIXTURES 11>** and **<MIDI/Add>**, but release **<FIXTURES 2>**.
6. Continue holding **<Midi/Add>**, but release the **<FIXTURES 11>**.
7. Release **<Midi/Add>**.
8. Press **<Program>** and **<Tap Sync/Display>** together to exit fader assignment customization.



Copying a custom fader assignment will not copy a reverse fader.

Creating A Fader Reversal

A fader reversal is when the order of values sent by a fader is reversed. Instead of sending the highest value when the fader is up, a reversed fader sends the lowest value when the fader is up.

Fader reversals are a powerful tool, but they are not required.

The following instructions describe reversing a specific fader, but any fader, within any fixture button, can be reversed.

To reverse **<Channel 12>** on **<FIXTURES 9>**, do the following:

1. Press **<Program>** and **<Tap Sync/Display>** together 2 times to enter fader reversal customization.
2. Press the **<FIXTURES 9>**.
3. Move the **<Speed Time>** fader until **12** shows in the LCD display.
4. Move the **<Fade Time>** all the way up to activate fader reversal. The character to the right of 12 in the LCD display will change.
5. Press **<Midi/Add>** to save the setting.
6. Press **<Program>** and **<Tap Sync/Display>** together 2 times to exit fader reversal customization.

Resetting the Board

Resetting the board clears out all customizations and programming, and returns the board to its factory default settings. The board should be reset for new shows that require new customizations and configurations. Resetting the Board can be used to clear out odd behaviors after many customizations.

To reset the board, do the following:

1. Turn the board off.
2. Press and hold **<Bank Up>** and **<Auto/Del>** together.
3. While still pressing **<Bank Up>** and **<Auto/Del>**, turn the board on. The LCD display flashes to indicate a successful operation.



- **Resetting the board erases all scenes, chases, and customizations.**
- **Resetting the board can take up to 30 seconds.**

4. PROGRAMMING

Program Mode Program mode is used to program for playback. In Program mode lighting looks are created and saved for playback. There are three parts to programming for playback.

1. Programming lights: selecting and controlling them to create looks.
2. Programming scenes: saving the looks into scenes.
3. Programming chases: saving the scenes into chases.

The next section describes how to program lights, scenes, and chases, and how to modifying and delete scenes and chases.



Lights can be programmed in Playback mode, but the looks created in Playback mode cannot be saved.

Entering Program Mode To enter Program mode do the following:

1. Turn the board on.
2. Press and hold **<Program>** for three seconds.
3. The program indicator light, in the lower left corner of the LCD Display, comes on.
4. Release **<Program>**.

Exiting Program Mode To exit Program mode, do the following:

1. Press and hold **<Program>** for three seconds.
2. The program indicator light, in the lower left corner of the LCD Display, goes out and the blackout indicator light goes on.
3. Release **<Program>**.



Blackout activates whenever the board exits Program mode. Blackout must be deactivated to see the lighting looks. See [<Blackout>](#) for more information.

I. Programming Lights

Programming lights is controlling them with the faders to set colors, positions, and operating modes. The result of controlling lights is a look.

Programming lights in Program mode and creating looks is the first part of programming for playback.

Playback is when the programmed looks are played back for a show. The looks are played back from scenes and chases. See [5. Playback](#) for more information. Lights can be controlled in Playback mode, but looks created in Playback mode cannot be saved.

- Refer to the light's user manual for information about the light's DMX channel assignments. User Manuals for CHAUVET products are on the Chauvet website at <http://www.chauvetlighting.com/product-manuals-literature/>.
- Programming for playback can only be done in Program mode.
- Fixture buttons are inclusive. More than one light can be selected at a time. Pay attention to the fixture button LEDs because they indicate which lights are selected.
- Two fixtures can be programmed at the same time, but they should have the same or DMX channel assignments.
- The instructions below use specific lights, scenes, banks, and chases, but the operations can be performed on any light, scene, bank, or chase.



Programming Two Products

Programming products is sending DMX values to them to control them and create a look.

The general steps for programming a product are as follows:

1. Enter Program mode.
2. Press one or more **<FIXTURE>** buttons to select one or more products.
3. Move the channel faders to control the product or products—use **<Page Select>** to move between fader pages.
4. Repeat steps 2–4 as needed for other products.
5. Save the look into a scene. See [Creating A Scene](#).
6. Exit Program mode.

Note: If the look is not saved to a scene it will be lost when Program mode is exited.

The specific instructions below describe programming a 12-channel product on **<FIXTURES 3>** and a 15-channel product on **<FIXTURES 5>**.

1. Enter Program mode.
2. Press **<FIXTURES 3>**. Its LED comes on and it is selected.
3. Move any of the 8 channel faders to send DMX values to the first 8 channels of **<FIXTURES 3>**. The light responds to the faders.
4. Press **<Page Select>**. The Page B LED comes on and the Page A LED goes out. Fader Page B is now active.
5. Move any of the first 4 channel faders to send DMX values to the last 4 channels of **<FIXTURES 3>** and the product responds to the faders.
6. Press **<FIXTURES 5>**. Its LED comes on and it is selected. Now both lights are selected.
7. Press **<FIXTURES 3>**. Its LED goes out and it is no longer selected. Now only **<FIXTURES 5>** is selected.
8. Press **<Page Select>**. The Page A LED comes on and the Page B LED goes out. Fader Page B is now active.
9. Move any of the 8 faders to send DMX values to the first 8 channels of **<FIXTURES 5>**. The light responds to the faders.
10. Press **<Page Select>**. The Page B LED comes on and the Page A LED goes out. Fader Page B is now active.
11. Move any of the first 7 faders to send DMX values to the last 7 channels of **<FIXTURES 5>**. The light responds to the faders.
12. Repeat steps 2–11 as needed for other products.
13. Save the look into a scene. See [Creating A Scene](#).

Note: If the look is not saved to a scene it will be lost when Program mode is exited.

II. Programming Scenes

Programming scenes is saving lighting looks to scenes.

Programming scenes is the second part of the programming for playback. And it can be the last part because scenes can be played without being part of a chase. See [Scene Playback](#) for more information.

The Obey 40 has 30 banks with 8 scenes each, so saving a scene involves selecting the bank and the scene.



In scene playback, scenes are played back in number order, by bank. So when programming for scene playback, make sure the changes from scene 1 to scene 2 to scene 3 make sense.

Creating A Scene

Creating a scene is saving lighting look to scene button so the look can be played back in Playback mode. The general steps for creating a scene are as follows:

1. Enter Program mode.
2. Program lights to make a look. See [Programming Two Products](#).
3. Use the bank buttons to select the bank into which the scene will be created. The LCD display shows the current bank just above the word Bank.
4. Save the look by pressing **<Midi/Add>** and then a scene button with in a bank.
5. Repeat steps 2–3 as needed for other looks and scenes.
6. Exit Program mode.
7. Reset faders to 0 and deactivate blackout.

The specific instructions below describe saving a look as **<SCENES3>** of bank 15.

1. Enter Program mode.
2. Program one or more lights until the look is right. See [Programming Two Products](#).
3. Press **<Midi/Add>**.
4. Press **<Bank Up>** or **<Bank Down>** until **15** shows in the LCD display just above the word Bank.
5. Press **<SCENES 3>**. The LCD display and fixture LEDs flash to indicate a successful operation.
6. Repeat steps 2–5 with as needed for other looks and scenes.
7. Exit Program mode.
8. Reset all the channel faders to 0.
9. Press **<Blackout>** to deactivate blackout and allow DMX transmission from the board.

Deleting A Scene Deleting a scene is removing a look from a scene button so it cannot be played back in Playback mode.



Deleting a scene that has been saved as a step in a chase will also delete the step in the chase.

The general instructions for deleting a scene are as follows:

1. Enter Program mode.
2. Use bank buttons to go to the bank where the scene to be deleted is stored. The LCD display shows the current bank just above the word Bank.
3. Delete the scene by pressing **<Auto/Del>** and then the scene button.
4. Repeat steps 2–3 as needed for other scenes.
5. Exit Program mode.
6. Reset faders to 0 and deactivate blackout.

Note: A scene can be deleted in Program mode when it is active in Playback mode.

The specific instructions below describe deleting **<SCENES 4>** of bank 2.

1. Enter Program mode.
2. Press **<Bank Up>** or **<Bank Down>** until **2** shows on the LCD display just above the word Bank.
3. Press and hold **<Auto/Del>** and then press **<SCENES 4>**. The LCD display and fixture LEDs flash to indicate a successful operation.
4. Repeated steps 2–4 as needed for other scenes.
5. Exit Program mode.
6. Reset all the channel faders to 0.

Press **<Blackout>** to deactivate blackout and allow DMX transmission from the board.

Deleting a Bank of Scenes Deleting a bank of scenes is deleting all 8 scenes in a bank so they cannot be played back in Playback mode. The general instructions for deleting a bank of scenes are as follows:

1. Enter Program mode.
2. Use bank buttons to go to the bank to be deleted. The LCD display shows the current bank just above the word Bank.
3. Press and hold **<Auto/Del>** and **<Music/Bank Copy>** together. The LCD display and fixture button LEDs flash to indicate a successful operation.
4. Repeat steps 2–3 as needed for other banks.
5. Exit Program mode.
6. Reset faders to 0 and deactivate blackout.

The specific instructions below describe deleting bank 30.

1. Enter Program mode.
2. Press **<Bank Up>** or **<Bank Down>** until **30** shows in the LCD display just above the word Bank.
3. Press and hold **<Auto/Del>** and **<Music/Bank Copy>** together. The LCD display and fixture button LEDs flash to indicate a successful operation.
4. Repeat steps 2–3 as needed for other banks.
5. Exit Program mode.
6. Reset all the channel faders to 0.
7. Press **<Blackout>** to deactivate blackout and allow DMX transmission from the board.

Deleting All Scenes Deleting all scenes is removing all the scenes that have been saved in any one of the banks.

To delete all the scenes in the board, but not delete the fader customizations, do the following:

1. Turn the board off.
2. Press and hold **<Bank Down>** and **<Program>**.
3. Continue holding **<Bank Down>** and **<Program>** and turn the board on.
4. Continue holding **<Bank Down>** and **<Program>** until the LCD display and fixture button LEDs flash.
5. Release **<Bank Down>** and **<Program>**.

III. Programming Chases

Programming chases is saving scenes as steps in chases.

Programming chases is the third part of the programming for playback. There must be scenes already saved in the board before chases can be programmed.

Creating a Chase From Individual Scenes

Creating a chase from individual scenes is saving individual scenes into individual steps in a chase—the scenes can be saved into the steps in any order.

The general instructions for creating a chase from individual scenes are as follows:

1. Enter Program mode.
2. Press a chase button to select the chase to be created.
3. Use the bank buttons and the scene buttons to locate the scene that will be saved as a step in the chase. The LCD display shows the current bank just above the word Bank.
4. Press **<Midi/Add>** two times to save the scene into a step.
5. Repeat steps 3–4 to add more scenes into steps, or steps 2–4 to add more chases.
6. Exit Program mode.
7. Reset faders to 0 and deactivate blackout.

Note: Scenes are saved into steps in sequential order—the first scene saved to the chase goes into step 1, the second scene saved to the chase goes into step 2, and so on.

The specific instructions below describe creating **<Chase 1>** as a 3-step chase made up of **<SCENES 3>** from bank 15, **<SCENES 4>** from bank 2, and **<SCENES 8>** from bank 1.

1. Enter Program mode.
2. Press **<Chase 1>**.
3. Press **<Bank Up>** or **<Bank Down>** until **15** shows in the LCD display just above the word Bank.
4. Press **<SCENES 3>**. The lights show **<SCENES 3>** in Bank 15.
5. Press **<Midi/Add>** 2 times. The LCD display and fixture button LEDs flash to indicate a successful operation.
6. Press **<Bank Up>** or **<Bank Down>** until **2** shows in the LCD display just above the word Bank.
7. Press **<SCENES 4>**. The lights show **<SCENES 4>** in bank 2.
8. Press **<Midi/Add>**. 2 times. The LCD display and fixture button LEDs flash to indicate a successful operation.
9. Press **<Bank Up>** or **<Bank Down>** until **1** shows in the LCD display just above the word Bank.
10. Press **<SCENES 8>**. The lights show **<SCENES 8>** in bank 1.
11. Press **<Midi/Add>** 2 times. The LCD display and fixture button LEDs flash to indicate a successful operation.
12. Repeat steps 3–11 as needed for other steps, or repeat steps 2–11 as needed for other steps.
13. Exit Program mode.
14. Reset all the channel faders to 0.
15. Press **<Blackout>** to deactivate blackout and allow DMX transmission from the board.

Creating A Chase From A Bank Of Scenes

A quick and efficient way to program is to create 8 looks in 8 scenes of one bank and then save the entire bank into a chase. The scenes will playback in number order 1, 2, 3, 4, 5, 6, 7, 8, in a loop.

The general instructions for creating a chase from a bank of scenes are as follows:

1. Enter Program mode.
2. Press a chase button to select the chase to be created.
3. Use the bank buttons to select the bank to be saved into the chase. The LCD display shows the current bank just above the word Bank.
4. Press **<Music/Bank Copy>** and **<Midi/Add>** simultaneously.
5. Repeat steps 3-4 as needed to add more banks to the currently selected chase, or repeat steps 2-4 as needed for other chases.
6. Exit Program mode.
7. Reset faders to 0 and deactivate blackout.

The specific instructions below describe creating **<Chase 5>** from the scenes in bank 12.

1. Enter Program mode.
2. Press **<Chase 5>**.
3. Press **<Bank Up>** or **<Bank Down>** until **12** shows in the LCD display just above the word Bank.
4. Press **<Music/Bank Copy>** and **<MIDI/Add>** simultaneously. The LCD display and fixture button LEDs flash to indicate a successful operation.
5. Repeat steps 3-4 as needed to add more banks to the currently selected chase, or repeat steps 2-4 as needed for other chases.
6. Exit Program mode.
7. Reset all the channel faders to 0.
8. Press **<Blackout>** to deactivate blackout and allow DMX transmission from the board.

Modifying A Chase Modifying a chase is inserting a step into the middle of the chase, or removing a step.

Note: To add a step to the end of a chase, follow the instructions in [Creating A Chase From Individual Scenes](#).

Adding A Step To A Chase Adding a step to a chase is inserting it in the middle of the chase. To add a step to the end of a chase, follow the instructions in [Creating A Chase From Individual Scenes](#). The general instruction for inserting a step in the middle of the chase are as follows:

1. Enter Program mode.
2. Use the chase buttons to select the chase to which the scene will be added.
3. Use the bank buttons to select the bank that has the scene to be added. The LCD display shows the current bank just above the word Bank.
4. Press **<Tap Sync/Display>** so the display shows the steps in the selected scene.
5. Use the bank buttons to select the step of the chase after which the new step will be inserted. The LCD display shows the current step just above the word Scene.
6. Press **<Midi/Add>** and then the scene button of the scene that will be saved into the step.
7. Repeat steps 3–6 as needed for other steps, or repeat steps 2–6 as needed for other chases.
8. Exit Program mode.
9. Reset faders to 0 and deactivate blackout.

The specific instructions below describe how to add **<SCENES8>** from bank 12 to the existing **<Chase 5>**, and insert it after step 4.

1. Enter Program mode.
2. Press **<Chase 5>**.
3. Press **<Bank Up>** or **<Bank Down>** until **12** shows in the LCD display just above the word Bank. The board is now in bank 12.
4. Press **<Tap Sync/Display>**.
5. Press **<Bank Up>** or **<Bank Down>** until **4** shows in the LCD display just above the word Bank. The board is now at step 4 of **<Chase 5>**.
6. Press **<MIDI/Add>**.
7. Press **<SCENES 8>**.
8. Press **<MIDI/Add>**. The LCD display and fixture button LEDs flash to indicate a successful operation.
9. Repeat steps 3–8 as needed for other steps, or repeat steps 2-8 as needed for other chases.
10. Exit Program mode.
11. Reset all the channel faders to 0.
12. Press **<Blackout>** to deactivate blackout and allow DMX transmission from the board.

Deleting A Step From A Chase Deleting a step from a chase is removing a step from a chase, but it does not remove the scene saved into the step..



Deleting a step from a chase does not delete the scene in the step. The scene remains and can be saved into other chases, or played back on its own. See [Deleting A Scene](#) for information on how to delete a scene.

The general instructions for deleting a step are as follows:

1. Enter Program mode.
2. Use the chase buttons to select the chase from which the step will be deleted.
3. Use the bank buttons to select the step to delete. The LCD display shows the current step just above the word Bank.
4. Press **<Auto/Del>** to delete the step.
5. Repeat steps 3–4 or steps for other steps, or repeat steps 2–4 as needed for other chases.
6. Exit Program mode.
7. Reset faders to 0 and deactivate blackout.

The specific instructions below describe how to delete step 5 from **<Chase 5>**.

1. Enter Program mode.
2. Press **<Chase 5>**.
3. Press **<Tap Sync/Display>**.
4. Press **<Bank Up>** or **<Bank Down>** until **5** shows in the LCD display just above the word Bank.
5. Press **<Auto/Del>**. The LCD display and fixture button LEDs flash to indicate a successful operation.
6. Repeat steps 3–5 or steps for other steps, or repeat steps 2–5 as needed for other chases.
7. Exit Program mode.
8. Reset all the channel faders to 0.
9. Press **<Blackout>** to deactivate blackout and allow DMX transmission from the board.

Deleting A Chase Deleting a chase is removing the entire chase, but not the scenes saved into the chase. The general instruction for deleting a chase are as follows:

1. Enter Program mode.
2. Use the chase buttons to select the chase that will be deleted.
3. Press **<Auto/Del>** and the chase button simultaneously.
4. Repeat steps 2-3 as needed for other chases.
5. Exit Program mode.
6. Reset faders to 0 and deactivate blackout.

The specific instructions below describe how to delete **<Chase 3>**.

1. Enter Program mode.
2. Press **<CHASE 3>**.
3. Press **<Auto/Del>** and **<CHASE 3>** together. The LCD display and fixture button LEDs flash to indicate a successful operation.
4. Repeat steps 2–3 as needed for other chases.
5. Exit Program mode.

Deleting All Chases Deleting all chases removes all the programmed chases from the board, but it does not remove the scenes or any customizations. To delete all chases do the following:

1. Enter Program mode.
2. Press **<Auto/Del>** and **<Bank Down>** together.
3. Turn the board off while still holding **<Auto/Del>** and **<Bank Down>** together.
4. Turn the board on.

5. PLAYBACK

Playback Mode Playback is used to play back saved scenes and chases. It is the mode to use when the show is happening. In playback mode the saved scenes and chases are triggered to play back. There are 4 playback types.

- Scene Playback - scenes can be triggered manually and automatically with timing set by the **<Speed Time>** and **<Fade Time>** faders, the **<Tap Sync/Display>** button, or by music.
- Chase Playback - chases can be triggered automatically, with timing set by the **<Speed Time>** and **<Fade Time>** faders, the **<Tap Sync/Display>** button, or music.
- Live Playback - “on the fly” playback is live control of the lights, identical to programming lights, but the looks are not saved.
- MIDI playback - scene and chase playback is triggered by MIDI input on the board.

It is possible to use all four playback types at once.

Scene Playback Scene playback triggers a specific scene or scenes for playback. A scene can be triggered manually by pressing a scene button, and it will stay selected until another scene is triggered. Scenes in a bank can be played one after another in a loop with timing set by the **<Speed Time>** and **<Fade Time>** faders, or the **<Tap Sync/Display>** button, or by music.

The LCD display shows the current scene.



- **The scenes play back in number order within a bank.**
- **Only one bank can be played back at a time.**
- **Only programmed scenes will play back.**
- **Empty scenes will be skipped during playback.**

Manual Scene Playback Manual scene playback is triggering a single scene by pressing the scene button. The general instructions for manual scene playback are as follows:

1. Make Auto Trigger or Music Trigger type playback is not selected.
2. Use the bank buttons to locate the bank of the scene that will be triggered.
3. Press the scene button. The lights will show the programmed scene.

The specific instructions below describe how to play back **<SCENES 2>** in bank 2 and then **<SCENES 8>** in bank 4.

1. Make sure that Auto Trigger and Music trigger type playback are not selected by checking the LCD display to see if the AutoTrigger or the MusicTrigger indicators are on. See [LCD Display](#) for more information.
2. If the AutoTrigger indicator is on, press **<Auto/Del>**. The indicator will go off.
3. If the MusicTrigger indicator is on, press **<Music/Bank Copy>**. The indicator will go off.
4. Press **<Bank Up>** or **<Bank Down>** until **2** shows in the LCD display just above the word Bank.
5. Press **<SCENES 2>**. The lights show **<SCENES 2>**.
6. Press **<Bank Up>** or **<Bank Down>** until **4** shows in the LCD display just above the word Bank.
7. Press **<SCENES 8>**. The lights show **<SCENES 8>**.

Auto Scene Playback Auto Scene playback is the triggering of an entire bank of 8 scenes to play in order in a loop, in other words, scenes 1, 2, 3, 4, 5, 6, 7, 8, 1, 2, and so on, with the length of the scenes set by **<Speed Time>** and the scene-to-scene fade time set by **<Fade Time>**. The general instructions for Auto Scene playback are as follows:

1. Press **<Auto/Del>** to put the board in Auto Trigger type playback.
2. Use the bank buttons to select the bank of scene that will be played back.
3. Adjust the speed time of the loop with the **<Speed Time>**.
4. Adjust the fade time between scenes with **<Fade Time>**.

The specific instructions below describe how to playback all the scenes in bank 3, with a speed time of 8 seconds and a fade time of 0, do the following:

1. Press **<Auto/Del>** and the Auto Trigger indicator comes on.
2. Move the **<Speed Time>** and **<Fade Time>** faders all the way down.
3. Press **<Bank Up>** or **<Bank Down>** until **3** shows in the LCD display just above the word Bank. The lights will show either scene 1 in bank 3 or the currently selected scene in bank 3.
4. Move the **<Speed Time>** fader until the LCD display shows **8.00**. The lights will start to move through the scenes in bank 3.



The board can switch between Auto, Tap Sync, and Music at any time during playback. Whatever button is pressed last determines the type of trigger used from playback.

Auto Scene Playback Using Tap-Sync Auto Scene playback using Tap Sync is the triggering of an entire bank of 8 scenes to play in order in a loop, in other words, scenes 1, 2, 3, 4, 5, 6, 7, 8, 1, 2, and so on, with the length of the scenes set by **<Tap Sync/Display>** and the scene-to-scene fade time set by **<Fade Time>**. The general instructions for Auto Scene playback using Tap Sync are as follows:

1. Make sure the board is in Auto type playback by checking the Auto Trigger indicator.
2. Use the bank buttons to select the bank of scene that will be played back.
3. Press **<Tap Sync/Display>** at least three times at the desired speed.
4. Use **<Fade Time>** to set the fade time between scenes.

Music Scene Playback Music Scene playback is the triggering an entire bank of 8 scenes to play in order in a loop, in other words, scenes 1, 2, 3, 4, 5, 6, 7, 8, 1, 2, and so on, with the length of the scenes set by the timing of the music and the scene-to-scene fade time set by **<Fade Time>**. The general instructions for Music Scene playback are as follows:

To playback all the scenes in bank 3, with timing set by the music:

1. Press **<Music/Bank Copy>** to put the board in Music Playback mode, and the Music Trigger indicator comes on.
2. Use the bank buttons to select the bank of scene that will be played back.
3. Use **<Fade Time>** to set the fade time between scenes.

Chase Playback

Chase playback triggers a chase or chases for playback. Chases are triggered manually but loop through their steps automatically at a timing set by the **<Speed Time>** fader, or by the **<Tap Sync/Display>** button, or at a time set by the music.

The LCD display shows the current chase and scene as the chase loops through its steps.



- **When more than one chase is triggered, the last chase pressed is the first one played back. Then the chases continue in number order.**
- **The LCD does not display chase step numbers, but displays the chase and the scene in the current step.**

Auto Chase Playback

Auto chase playback is triggering one or more chases to play back with the length of the steps set by **<Speed Time>** and the scene to scene fade time set by **<Fade Time>**. The general instructions for auto chase playback are as follows:

1. Use the chase buttons to select the chase that will be played back.
2. Press **<Auto/Del>**.
3. Adjust the speed time of the loop with the **<Speed Time>**.
4. Adjust the fade time between scenes with **<Fade Time>**.

The specific instructions below describe how to trigger **<Chase 1>** and **<Chase 2>** to play back with a speed time of 10 seconds and a fade time of 0, do the following:

1. Move the **<Speed Time>** and **<Fade Time>** faders all the way down.
2. Press **<Chase 1>**.
3. Press **<Chase 2>**.
4. Press **<Auto/Del>**.
5. Move the **<Speed Time>** a fader until the LCD display shows **10.00**. The lights will start to move through the chases starting with the steps in **<Chase 2>**.



The board can switch between Auto, Tap Sync, and Music at any time during playback. Whatever button is pressed last determines the type of trigger used from playback

Auto Chase Playback Using Tap Sync

Auto chase playback using tap sync is triggering one or more chases to play back with the length of the scenes set by **<Tap Sync/Display>** and the scene to scene fade time set by **<Fade Time>**. The general instructions for auto scene chase playback using tap sync are as follows:

1. Make sure the board is in Auto type playback by checking the Auto Trigger indicator.
2. Use the chase buttons to select the chase that will be played back.
3. Press **<Tap Sync/Display>** at least three times at the desired speed.
4. Use **<Fade Time>** to set the fade time between scenes.

Music Chase Playback

Music chase playback is triggering one or more chases to play back with the length of the scenes set by the timing of the music and the scene to scene fade time set by **<Fade Time>**. The general instructions for music scene playback are as follows:

To playback all the scenes in bank 3, with timing set by the music:

1. Press **<Music/Bank Copy>** to put the board in music playback mode. The Music Trigger indicator comes on.
2. Use the chase buttons to select the chase that will be played back.
3. Use **<Fade Time>** to set the fade time between scenes.

MIDI Operation

MIDI from an external source can be used to trigger scenes and chases for playback. Connect the MIDI source to the Obey with a 5 pin MIDI cable, and the Obey 40 will respond to MIDI input.

The table below shows which scenes and chases can be triggered by an external MIDI source.

MIDI Map

MIDI Note	Function (toggles trigger on and off)
00–07	Scenes 1–8, Bank 1
08–15	Scenes 1–8, Bank 2
16–23	Scenes 1–8, Bank 3
24–31	Scenes 1–8, Bank 4
32–39	Scenes 1–8, Bank 5
40–47	Scenes 1–8, Bank 6
48–55	Scenes 1–8, Bank 7
56–63	Scenes 1–8, Bank 8
64–71	Scenes 1–8, Bank 9
72–79	Scenes 1–8, Bank 10
80–87	Scenes 1–8, Bank 11
88–95	Scenes 1–8, Bank 12
96–103	Scenes 1–8, Bank 13
104–111	Scenes 1–8, Bank 14
112–119	Scenes 1–8, Bank 15
120	Chase 1
121	Chase 2
122	Chase 3
123	Chase 4
124	Chase 5
125	Chase 6
126	Blackout

Fog Control

The Obey 40 has a dedicated fog button that will work with compatible CHAUVET fog machines. See the Chauvet website for available fog machines: www.chauvetlighting.com.

To operate one or more fog machines, do the following:

1. Connect the fog machines to the fog control out port on the back panel.

Note: See the fog machine's User Manual for information on linking more than one fog machine.

2. Turn on the fog machine or machines.
3. Wait for the Fog LED to come on.
4. Press <Fog> to generate fog.



The Fog LED indicates that the fog machine is at maximum temperature and ready to generate fog. When the LED is not on, the fog machine might still generate fog, but not for the maximum rated time.

Strobe Control

The Obey 40 has a dedicated strobe button that will work with compatible CHAUVET strobes. See the Chauvet website for available strobes: www.chauvetlighting.com.

To operate one or more strobes, do the following:

1. Connect the strobe or strobes to the strobe control out port on the back panel of the Obey 40.

Note: See the strobe's User Manual for information on linking more than one strobe.

2. Turn on the strobe or strobes.
3. Press <Strobe> to start the strobe.

Note: The <Strobe> button is a momentary button. The light will strobe for as long as the button is held down. When it is not pressed, the strobe is dark.



The LED indicator for the strobe button will flash at the same rate as the strobe.

6. TECHNICAL INFORMATION

Maintenance To maintain optimum performance and minimize wear, fixtures should be cleaned frequently. Usage and environment are contributing factors in determining frequency. As a general rule, fixtures should be cleaned at least twice a month. Dust build-up reduces light output performance and can cause overheating. This can lead to reduced lamp life and increased mechanical wear. Be sure to power off fixture before conducting maintenance.

1. Unplug product from power.
2. Use a vacuum or air compressor and a soft brush to remove dust collected on external vents.
3. Clean all lenses when the fixture is at room temperature with a mild solution of glass cleaner or isopropyl alcohol and a soft lint-free cotton cloth or lens tissue.
4. Apply solution to the cloth or tissue and drag dirt and grime to the outside of the lens.
5. Gently polish optical surfaces until they are free of haze and lint.



Always dry the parts carefully after cleaning them.

Technical Specifications

WEIGHT & DIMENSIONS

Length	19 in (483 mm)
Width	3.5 in (89 mm)
Height	6.7 in (171 mm)
Weight	5.7 lb (2.6 kg)

Power

Auto-ranging external power supply	100–240 VAC, 50/60 Hz
Power consumption @ 120 V	<1 W (500 mA) max, 0.2 A inrush
Power consumption @ 230 V	<1 W (500 mA) max, 0.2 A inrush

INDOOR/OUTDOOR

Rating	For indoor use only
Thermal	
Maximum ambient temperature	104 °F (40 °C)
Control & Programming	
Data output	3-pin XLR
Data pin configuration	pin 1 ground, pin 2 (-), pin 3 (+)
Total DMX control channels	192

Ordering Information

Obey 40	OBHEY40
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WARRANTY INFORMATION

Warranty	2-year limited warranty
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RETURNS

To return a product or request support:

- In the U.S., contact Chauvet World Headquarters (See [Contact Us](#)).
- In the UK or Ireland, contact Chauvet Europe Ltd. (See [Contact Us](#)).
- In Mexico, contact Chauvet Mexico (See [Contact Us](#)).
- In Benelux, contact Chauvet Europe BVBA (See [Contact Us](#)).
- In any other country, DO NOT contact Chauvet. Contact your distributor. See www.chauvetlighting.com for distributors outside the U.S., United Kingdom, Ireland, Mexico, or Benelux.



If you live outside the U.S., United Kingdom, Ireland, Mexico, or Benelux, contact your distributor of record and follow their instructions on how to return CHAUVET products to them. Visit our website 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.

You must 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).

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Visit the applicable website above to verify our contact information and instructions to request support. Outside the U.S., U.K., Ireland, Mexico, or Benelux, contact the dealer of record.