

CX-3B
12 CH DMX
Dimming Console
(with Analog output)
【 User Manual 】



Lite-Puter Enterprise Co., Ltd
www.liteputer.com.tw
sales@liteputer.com.tw

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Chapter 1 Introduction

1-1 Feature

- Can control up to 512 channels.
- 1000 scenes Memories.
- 12 hot keys for scene recall.
- Save 512 groups of chasers, each chaser contains 256 steps.
- 2 cross-fade for scene change.
- Audio control.

1-2 Specification

- Power supply: DC 12V/1A
- Protocol: DMX-512
- Audio input: AC 100mA (maximum external input)
- Dimension: 482(W) mm*64(H) mm*175(D) mm
- Installation: 19" 4U
- Weight: 4KG
- Analog signal output power DC 0-10V
- Analog signal output channels 24 channels PIN 1-24: CH1-24 PIN25:GND
- Analog signal connector D-TYPE connector 25 PIN(male)

1-3 Auto Memory

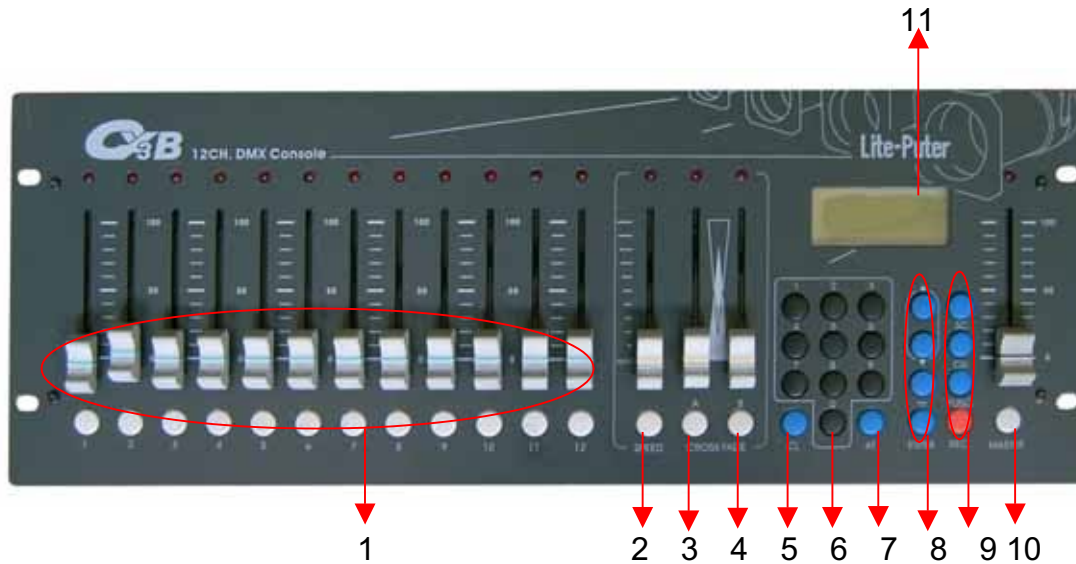
All programming data will be saved automatically when the console is turned off.

1-4 Warning !

- Charging four hours before the first time operating.
- The programming data will be lost automatically if the device is not powered on within 7 days.

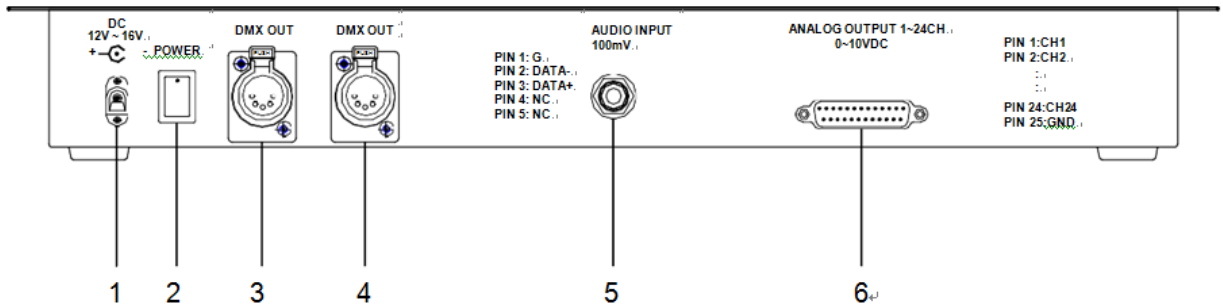
Chapter 2 Panel Introduction

2-1 Operation panel Introduction



1	1~12	SC 1~12 indicators SC 1~12 faders SC 1~12 Recall Hot keys SUB 1~12	7	AT	AT key (Indicator of channel value)
2	SPEED	Chase speed	8	▲	Function key
				▼	Function key
				-	Through key
				ENTER	Confirmation key
3	A	CROSS_A	9	SC	Scene
				CH	Channel
				FUNC	Function key
4	B	CROSS_B		REC	Record Key
5	CL	Clear key	10	MASTER	Master Fader
6	0~9	Numbered keys	11	LCD	LCD display

2-2 Rear Panel Introduction



- 1) Power input 12V 1A
- 2) Power switch
- 3) DMX signal connector: DMX OUT
- 4) DMX signal connector: DMX OUT
- 5) Audio signal input: Maximal external input: AC 100mV
- 6) Analog signal connector:
PIN 1~24 → CH1-24, PIN25 → GND

2-3 Dimension



Chapter 3 Operation and Setting

Function:

Press **【FUNC】** and use **【▲】【▼】** keys to view the function list: 1

- 1) CH SETTING
- 2) SUB MASTER 1-12
- 3) SUB CHASE 9-12
- 4) SUB CHASE 1-12
- 5) CHANNEL CHASE
- 6) AUTO FADE
- 7) CROSS_A EDIT
- 8) CROSS_B EDIT
- 9) CROSS_A GO/RUN
- 10) CROSS_B GO/RUN
- 11) FADE ON/OFF

Notice before use:

Turn on the power switch on the back panel and then push **【MASTER VR】** to the top for 100% output. (MASTER VR will affect the output of all channels)

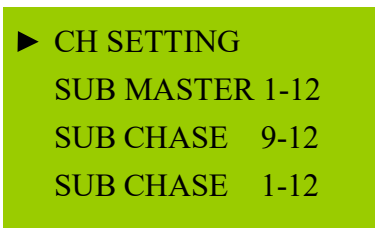
3-1 CH SETTING

CH SETTING:

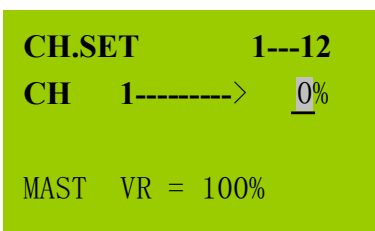
Individual channel levels can be adjusted directly with the fader and 0~9 keypad.

3-1-1 Setting dimming level and start channel

STEP 1 : Press **【FUNC】** key to enter function menu and the LCD will display:



STEP 2 : Press **【▲】** **【▼】** keys to choose CH SETTING, and then press **【ENTER】** .
The LCD will display:



CH.SET 1---12 which means VR1 corresponding to CH1, ...VR12 corresponding to CH12.
MAST VR: Master Fader to FL (100%)

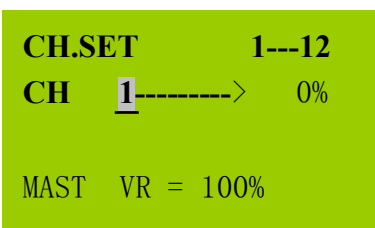
STEP 3 : Press **【0】** ~ **【9】** keypads to enter the dimming level

For example: Set the dimming level to 70%:

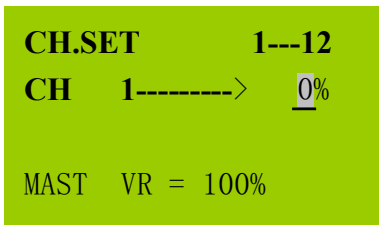
Press **【70】** and press **【ENTER】** to confirm. Or you can use VR1~VR12 to adjust channel 1~12 dimming level and press **【▲】** and **【▼】** to adjust start channel address.

- 1.) Raise the MASTER VR to 100% (FL) and then raise VR1~12 to 50%. The total output of the scene is 50%.
- 2.) Raise the MASTER VR to 50% and then raise VR1~12 to 50%. The total output of the scene is 25%.

STEP 4 :Press **【CH】** to set start channel address, and the LCD will display:

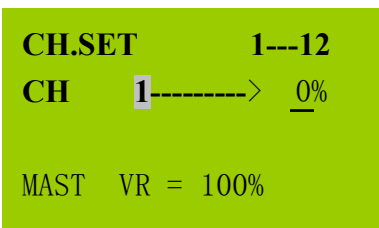


STEP 5 : Press **【0】 ~ 【9】** keypads to enter dimming level (CH1---CH512) and then press **【AT】** or **【ENTER】** to confirm. The cursor will indicate the channel dimming level. Please follow **STEP 3** to set the channel dimming level.

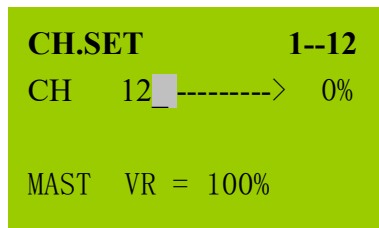


3-1-2 Modifying data and output for a single channel

STEP 1 : In CH SETTING mode and press **【CH】** key.

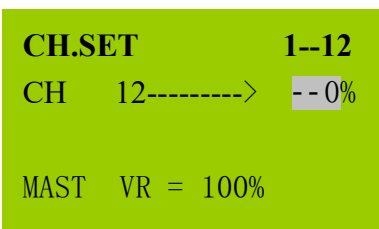


STEP 2 : Press **【0】 ~ 【9】** keypad to choose a channel which will be modified..



EX:
 Press **【12】** to modify dimming level of channel 12.

STEP 3 : Press **【AT】** or **【ENTER】** and the cursor will indicate the channel output. The LCD will display:



EX:
 The output of channel 12 is 0%

STEP 4 : Press **【0】 ~ 【9】** to enter the dimmer level.

```

CH.SET          1--12
CH  12-----> 50%
-
MAST VR = 100%
    
```

EX:
Press **【50】** which means the output of channel 12 is 50%.

STEP 5 : Press **【ENTER】** LCD will advance to the next channel to be set.
The LCD will display:

```

CH.SET          13--24
CH  13-----> 0%
-
MAST VR = 100%
    
```

3-1-3 Modifying data and output for a range of consecutive channels

STEP 1 : In CH SETTING mode and press **【CH】** key.

```

CH.SET          1---12
CH  1-----> 0%
-
MAST VR = 100%
    
```

STEP 2 : Press **【0】~【9】** to enter the start channel of a range of consecutive channels.

```

CH.SET          13--24
CH  12-----> 0%
-
MAST VR = 100%
    
```

EX:
Press **【12】** to enter the start channel 12.

STEP 3 : Press **【—】** and the LCD will display:

```

CH.SET          13--24
CH  12-----> 0%
-
MAST VR = 100%
    
```

STEP 4 : Press **【0】 ~ 【9】** to enter the end channel of a range of consecutive channels.

```
CH.SET          13--24
CH  12 ---- 24---> 0%
MAST VR = 100%
```

EX:
Press **【24】** to enter the end channel 24.

STEP 5 : Press **【AT】** or **【ENTER】** and the LCD will display:

```
CH.SET          13--24
CH  12 ---- 24---> 0%
MAST VR = 100%
```

EX:
The dimmer level for channel 12 is 0%

STEP 6 : Press **【0】 ~ 【9】** to enter the channel dimmer level.

```
CH.SET          13--24
CH  12 ---- 24--> 50%
MAST VR = 100%
```

EX:
Press **【50】** ,which mean the channel output from channel 12 to channel 24 are all 50%

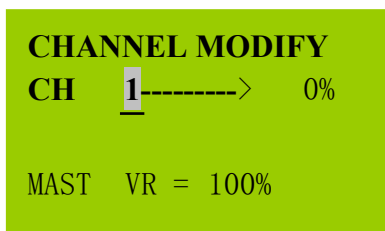
STEP 7 : Press **【ENTER】** to output and the LCD will advance to the next channel to be set.

```
CH.SET          25--36
CH  25 -----> 50%
MAST VR = 100%
```

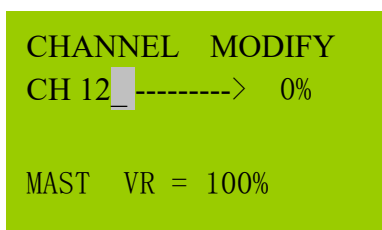
3-1-4 Modifying the channel of a scene

3-1-4-1 Modifying the single channel of a scene

STEP 1 : In “SUB MASTER 1-12”, “SUB CHASE 9-12” and “SUB CHASE 1-12” mode and press **【CH】** key.

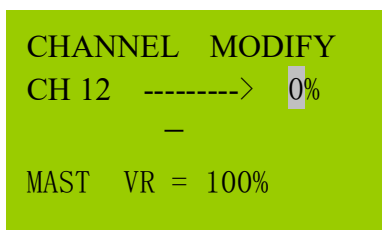


STEP 2 : Press **【0】 ~ 【9】** keypads to choose a channel which will be modified.



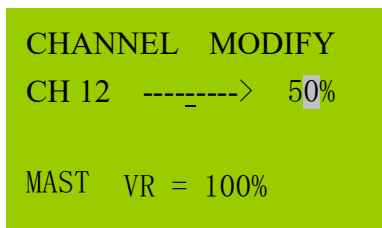
EX:
Press **【12】** to choose channel 12.

STEP 3 : Press **【AT】** or **【ENTER】** and the LCD will display:



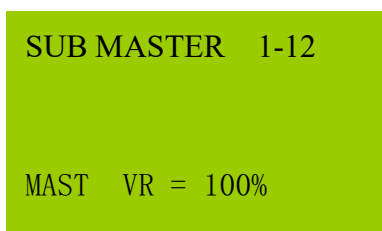
EX:
The dimmer level for channel 12 is 0%

STEP 4 : Press **【0】 ~ 【9】** to enter the channel dimmer level.



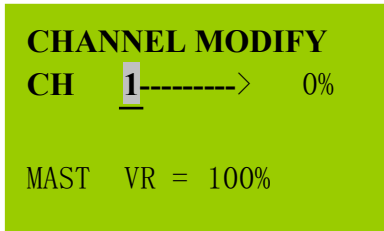
EX:
Press **【50】** which means the output of channel 12 is 50%.

STEP 5 : Press **【ENTER】** to output and exit CHANNEL MODIFY, the LCD will display:

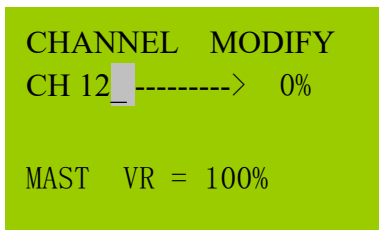


3-1-4-2 Modifying a range of consecutive channels of a scene

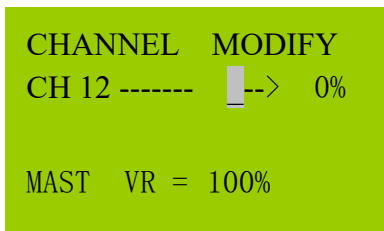
STEP 1 : In “SUB MASTER 1-12”, “SUB CHASE 9-12” and “SUB CHASE 1-12” mode, press **【CH】** key.



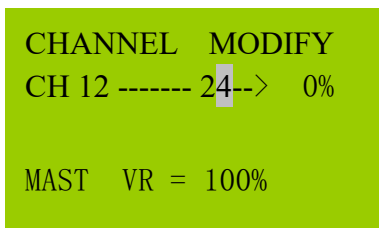
STEP 2 : Press **【0】 ~ 【9】** to enter the start channel of a range of consecutive channels which will be modified.



STEP 3 : Press **【-】** and the LCD will display:



STEP 4 : Press **【0】 ~ 【9】** to enter the end channel of a range of consecutive channels.



EX:
Press **【24】** to enter the end channel 24.

STEP 5 : Press **【AT】** or **【ENTER】** to output and the LCD will display:

```
CHANNEL  MODIFY
CH 12 ----- 24--> 0%

MAST  VR = 100%
```

EX:
The dimmer level for channel 12
is 0%

STEP 6 : Press **【0】** ~ **【9】** to enter the channel dimmer level.

```
CHANNEL  MODIFY
CH 12 ----- 24--> 50%

MAST  VR = 100%
```

EX:
Press **【 50 】** ,which mean the
channel output from channel 12
to channel 24 are all 50%

STEP 7 : Press **【ENTER】** to output, save and exit.

3-1-5 Clearing channel outputs

***Method 1:**

Press **【CL】** and **【CH】** at the same time.

***Method 2 :**

Lower **【MASTER VR】** to 0% and then press the **【MASTER】** key.

3-2 SUB MASTER 1-12

SUB MASTER Introduction:

Recall FADE SCENE 1 to FADE SCENE 12 by VR1 to VR12.

3-2-1 SCENE

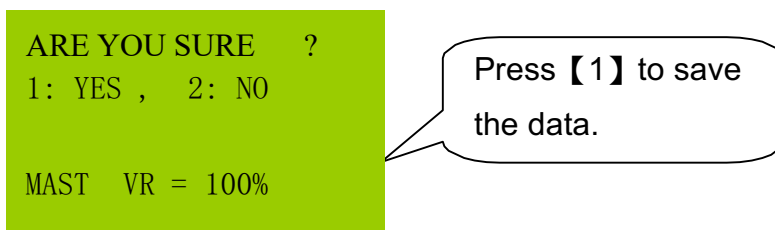
CX-3B can save 1000 scenes and 12 hot keys

3-2-2 Setting FADE SCENE 1--- FADE SCENE 12 (12 hotkeys)

STEP 1 : Setting channel levels, please refer to 3-1.

STEP 2 : Press **【MASTER】** +one of **【SUB1~12】** keys to save the data into
FADE SCENE 1- FADE SCENE 12

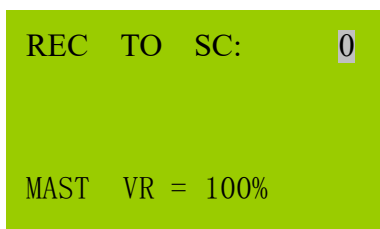
EX: Press **【MASTER】** and **【SUB1】** , the data will be saved into SUB MASTER 1.
Press **【MASTER】** and **【SUB6】** , the data will be saved into SUB MASTER 6.



3-2-3 Setting SCENE 1--- SCENE 1000

STEP 1 : Setting channel levels, please refer to 3-1 CH SETTING.

STEP 2 : Press **【REC】** and the LCD will display:



STEP 3 : Press **【0】 ~ 【9】** to enter the scene number.

```
REC TO SC:  12
           12
MAST VR = 100%
```

EX:
Press **【12】** to select
the scene 12.

STEP 4 : Press **【ENTER】** to confirm. If a scene has been previously recorded, a warning will appear.

```
ARE YOU SURE  ?
1: YES ,  2: NO
MAST VR = 100%
```

EX:
Press **【1】** to save
the scene .

3-2-4 Recalling FADE SCENE 1 ... FADE SCENE 12

STEP 1 : Press **【FCN】** and press **【▲】 【▼】** to select SUB MASTER 1-12:

```
CH SETTING
▶ SUB MASTER 1-12
  SUB CHASE  9-12
  SUB CHASE  1-12
```

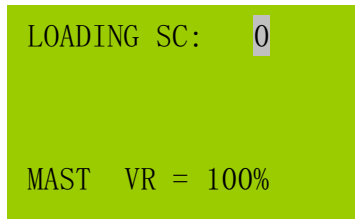
STEP 2 : Press **【ENT】** to enter.

```
SUB MASTER 1-12
MAST VR = 100%
```

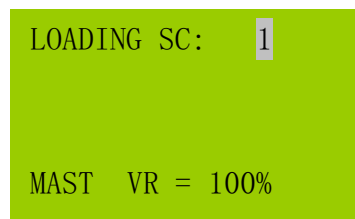
STEP 3 : Recording a scene to one of the 12 SUB MASTERS. The scene can be recalled by raising a sub fader or pressing a sub button.

3-2-5 Recalling SCENE 1 ... FADE SCENE 1000

STEP 1 : Press **【SC】** key.



STEP 2 : Press **【0】 ~ 【9】** to enter the scene number which will be recalled.

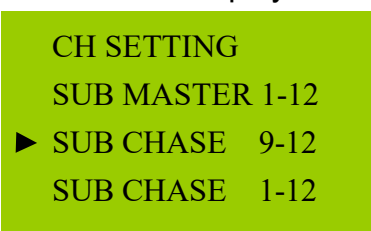


STEP 3 : Press **【ENTER】** to confirm. SCENE 1 is output at recorded levels.

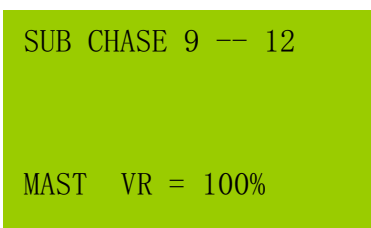
3-3 SUB CHASE 9-12

SUB CHASE 9 – 12 is chase through SUB MASTER 9 - 12

STEP 1 : Press **【FCN】** and press **【▲】 【▼】** to select “SUB CHASE 9-12”, the LCD will display:



STEP 2 : Press **【ENTER】** to confirm.



STEP 3 : Raise the VR of **【SUB MASTER 9-12】** (Notes: VR must raise over 6% or the chase output will be ineffective.)

```
SUB CHASE 9 -- 12
SUB 9 = 46%

MAST VR = 100%
```

EX:
Raise SUB MASTER 9
to 46%

STEP 4 : Raise the **【VR of SPEED】** to adjust the chase speed.

```
SUB CHASE 9 -- 12
SUB 12 = 46%
SPEED = 1 Sec
MAST VR = 100%
```

EX:
Speed: 1 second.

SUB CHASE 9 – 12 is chase through SUB MASTER 9 – 12, besides, users can recall the scenes of SUB MASTER 1-8 as the background light.

Notes: Lower the **【VR of SPEED】** to 0%, the chase speed will become audio control.

The LCD will display as below:

```
SUB CHASE 9 -- 12
SUB 12 = 46%
SPEED = AUDIO
MAST VR = 100%
```

3-4 SUB CHASE 1-12

SUB CHASE 1 – 12 is chase through SUB MASTER 1 - 12

STEP 1 : Press **【FCN】** and then press **【▲】** **【▼】** to select SUB CHASE 1-12:

```
CH SETTING
SUB MASTER 1-12
SUB CHASE 9-12
▶ SUB CHASE 1-12
```

STEP 2 : Press **【ENTER】** to confirm.

```
SUB CHASE 1 -- 12

MAST VR = 100%
```

STEP 3 : Raise the VR of **【SUB MASTER 1-12】** (Notes: VR must raise over 6% or the chase output will be ineffective).

```
SUB CHASE 1 -- 12
SUB 1 = 55%

MAST VR = 100%
```

EX:
Raise SUB MASTER 1
to 55%

STEP 4 : Raise the **【VR of SPEED】** to adjust the chase speed.

```
SUB CHASE 1 -- 12
SUB 12 = 55%
SPEED = 1 Sec
MAST VR = 100%
```

EX:
Speed: 1 second.

Notes: Lower the 【VR of SPEED】 to 0%, the chase speed will become audio control.

The LCD will display:

```
SUB CHASE 1 -- 12
SUB 12 = 46%
SPEED = AUDIO
MAST VR = 100%
```

3-5 CHANNEL CHASE 1-12

STEP 1 : Press 【FCN】 and then press 【▲】 【▼】 to select CHANNEL CHASE, the LCD will display:

```
SUB MASTER 1-12
SUB CHASE 9-12
SUB CHASE 1-12
▶ CHANNEL CHASE
```

STEP 2 : Press 【ENTER】 to confirm. the LCD will display:

```
CH CHASE 1 -- 12

MAST VR = 100%
```

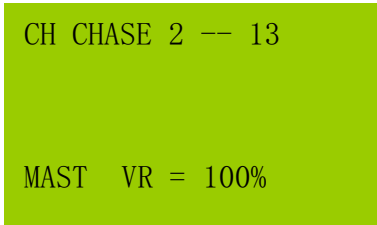
STEP 3 : Press 【CH】 key and the LCD will display:

```
CH CHASE 1 -- 12

MAST VR = 100%
```

The cursor will move to CH1 position.

STEP 4 : To change the start channel of the chase, press **▲** **▼** keys or use the **0** ~ **9** keypads.



EX:
Press **2** and **ENTER**

At this time,

VR1 will control the chase dimming level of CH2,

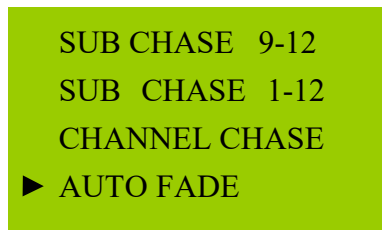
VR2 will control the chase dimming level of CH3. (and vice versa.)

Notes: Under CHANNEL CHASE, user can press **SC** to recall any scene as background light

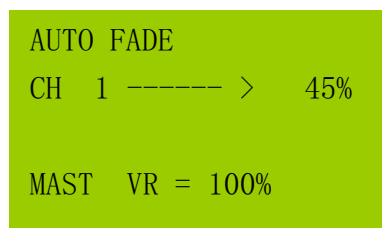
3-6 AUTO FADE

AUTO FADE speed is controlled by SPEED VR.

STEP 1 : Press **FCN** and then press **▲** **▼** to select AUTO FADE, the LCD will display as below:



STEP 2 : Press **ENTER** to start the auto fade. Raise the **VR of SPEED** to control the auto fade of a channel.



STEP 3 : Press **【CH】** and press **【0-9】** to modify the start channel of autofade. Press **【ENTER】** to confirm.

```
AUTO FADE
CH 3 -----> 45%
MAST VR = 100%
```

EX:
Press**【3】**and then press **【ENTER】** to confirm.

Notes : The autofade function allows a single channel or a range of channels to automatically fade from 0 to 100%.

EX: Auto Fade a Range of Channels

Step 1: Press **【CH】 【3】 【-】 【9】**

Step 2: Press **【ENTER】** to confirm.

Step 3: Raise the **【VR of SPEED】** to adjust the speed.

```
AUTO FADE
CH 3 ---- 9 -> 45%
MAST VR = 100%
```

3-7 CROSS_A

3-7-1 CROSS_A introduction

CROSS_A:

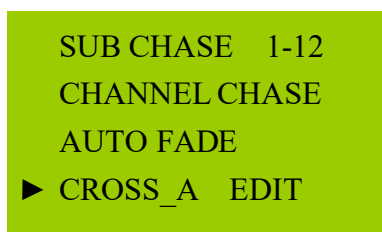
CROSS_A can memory 256 set chase programs “CROSS_A MEMORY # 1- # 256” (user can edit by themselves), each chase program can edit 256 steps, each step means a SCENE. User can memory any steps in CROSS_A and recall it automatically or manually.

3-7-2 Editing CROSS_A chase

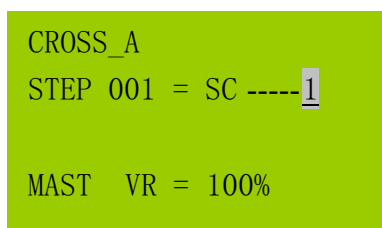
EX: Follow the steps below to finish the settings.

CROSS_A MEMORY #1	
Step	Data
1	SCENE 40
2	SCENE 2
3	SCENE 4
4	SCENE 10
5	SCENE 1
6	SCENE 25

STEP 1 : Press **【FCN】** and press **【▲】** **【▼】** to choose CROSS_A EDIT.



STEP 2 : Press **【ENTER】** , the LCD will display:



EX:
Step 1 is SCENE 1

STEP 3 : Press **【0】 ~ 【9】** to enter the SCENE (1~1000), the LCD will display:

CROSS_A
STEP 001 = SC 40

MAST VR = 100%

EX:
Press **【40】** to enter the
SCENE

STEP 4 : Press **【ENTER】** and the LCD will display

CROSS_A
1: NEXT , 2: QUIT

MAST VR = 100%

Press 1 for the next step or
press 2 to quit.

STEP 5 : Press **【1】** for the next step, and press **【0】 ~ 【9】** to enter the SCENE for STEP2 to STEP6.

CROSS_A
STEP 002 = SC 2

MAST VR = 100%

STEP 6 : After finishing the SC of the six step, press **【ENTER】** and **【2】** to cease the editing. The LCD will display:

CROSS_A
SET = 001

MAST VR = 100%

Press **【1】** to memory the
setting in
CROSS_A MEMORY#1

STEP 7 : Press **【ENTER】** to save.

3-8 CROSS_A GO/RUN

3-8-1 Executing the chase of CROSS_A MEMORY by CROSS_AVR

EX: Executing the chase of CROSS_A MEMORY 15 by CROSS_A VR.

STEP 1 : Press **【FCN】** and then press **【▲】** **【▼】** to choose CROSS_A GO/RUN, the LCD will display:

```
AUTO FADE
CROSS_A  EDIT
CROSS_B  EDIT
▶ CROSS_A  GO/RUN
```

STEP 2 : Press **【ENTER】**

```
CROSS_A
MEM = 1

MAST VR = 100%
```

STEP 3 : Press **【15】**

```
CROSS_A
MEM = 15

MAST VR = 100%
```

STEP 4 : Press **【ENTER】** to confirm the setting.

Notes: Only in SUB MASTER 1-12, SUB CHASE 9-12 and SUB CHASE 1-12 can execute CROSS-A/B.

3-8-2 Starting CROSS_A auto chase

Raise **【CROSS_A VR】** to 100% (FL), and use the **【SPEED VR】** to change the chase speed.

Press **【SPEED】** to memory the chase in the CROSS_A MEMORY #1.

STEP 1~STEP6 will chase automatically.

CROSS_A MEMORY #1	
Step	Data
1	SCENE 40
2	SCENE 2
3	SCENE 4
4	SCENE 10
5	SCENE 1
6	SCENE 25

```

SUB MASTER 1 - 12

CROSS_A STEP=001
MAST VR = 100%
    
```

3-8-3 Pausing CROSS_A auto fade

After starting CROSS_A auto fade, press **【SPEED】** to pause and press **【SPEED】** again to start.

3-8-4 Executing CROSS_A manual chase

User can recall CROSS_A MEMORY #1 by CROSS_A VR.

SUB MASTER 1 - 12

CROSS_A 001 = 40%

MAST VR = 100%

CROSS_A 001=0%, this value will change when the CROSS_A VR was moved.

Notes:

- (1). Raise CORSS_A VR to 50%, the DMX output of Step 1 (SCENE 40) is 50%.
- (2) Raise CORSS_A VR to 100% and then lower to 80%, STEP 1 start to fade out and STEP 2 start to fade in. The DMX output of STEP 1(SCENE 40) is 80%. The DMX output of STEP 2(SCENE 2) is 20%.
- (3) Lower CORSS_A VR to the bottom 0%, the DMX output of STEP 1(SCENE 40) will become 0% and the DMX output of STEP 2 (SCENE 2) will become 100%.

3-8-5 Canceling CROSS _ A manualchase

First, please make sure the CROSS _ A VR is at 0 % and the “Auto chase function” of CROSS_A has been canceled, then press **【A】** to cancel CROSS_A manual chase.

3-9 CROSS_B EDIT

3-9-1 CROSS_B introduction

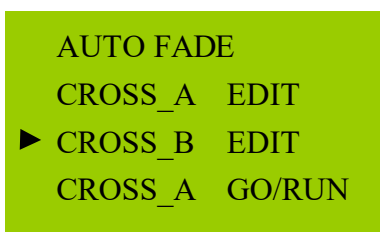
CROSS_B can memory 256 set chase programs “CROSS_B MEMORY # 1- # 256” (user can edit by themselves), each chase program can edit 256 steps, each step means a SCENE. User can memory any steps in CROSS_B can recall it only manually.

3-9-2 Editing CROSS_B

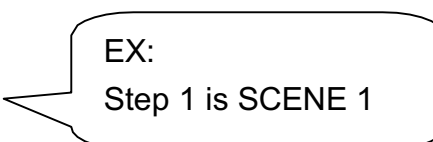
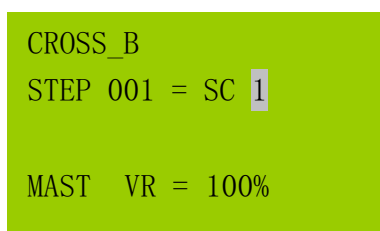
EX: Follow the steps below to finish the settings.

CROSS_B MEMORY #1	
Step	Data
1	SCENE 40
2	SCENE 2
3	SCENE 4
4	SCENE 10
5	SCENE 1
6	SCENE 25

STEP 1 : Press **【FCN】** and press **【▲】** **【▼】** to choose CROSS_B EDIT:



STEP 2 : Press **【ENTER】** and the LCD will display:



STEP 3 : Press **【0】** to **【9】** to enter SCENE (1...1000), the LCD will display:

```
CROSS_B
STEP 001 = SC 40
MAST VR = 100%
```

EX:
Press **【40】** , and press **【ENTER】** to confirm.

STEP 4 : The other steps are the same as for editing CROSS_A. Please refer to [3-7-2].

3-9-3 Starting CROSS_B

Setting as 3-8-2, and use CROSS_B fader to recall the scenes in CROSS_B MEMORY.

3-9-4 Shifting to CROSS _ A/B MEMORY

EX: If executing CROSS_A MEMORY#1 now, user would like to shift to CROSS_A MEMORY# 20.

Press **【CROSS_A】** key and press **【20】** , then press **【ENTER】** .

3-10 FADE ON/OFF

STEP 1 : Press **【FCN】** and then press **【▲】** **【▼】** to choose FADE ON/ OFF.

```
CROSS_B EDIT
CROSS_A GO/RUN
CROSS_B GO/RUN
▶ FADE ON/OFF
```

STEP 2 : Press **【ENTER】** , and the LCD will display:

```
FADE : ON  ↘
        OFF
MAST VR = 100%
```

Press **【▲】** , **【▼】** to choose FADE ON/OFF, and press **【ENTER】** to confirm.

STEP 3 : Press **【ENTER】** to confirm.

Lite-Puter

World Headquarters :

Lite-Puter Enterprise Co., Ltd.

Address: 11F, No. 189, Gangqian Rd., Neihu Dist., Taipei City 11494, Taiwan.

Tel: +886-2-27998099

Fax: +886-2-27993828

Website: www.liteputer.com.tw

E-mail: sales@liteputer.com.tw

Shanghai Factory :

Lite-Puter Technology (Shanghai) Co.,Ltd.

Address: Building B5, No. 298, Lane 3509, Hongmei S. Road, Shanghai, China

Zip Code:201108

Tel: +86-21-54408210

Fax: +86-21-64978079