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**Das neueste Update dieser Bedienungsanleitung finden Sie im Internet unter:
You can find the latest update of this user manual in the Internet under:**

www.futurelight.com

BEDIENUNGSANLEITUNG

Futurelight®

CP-1024 DMX-controller



ACHTUNG!

Gerät vor Feuchtigkeit und Nässe schützen!
Vor Öffnen des Gerätes vom Netz trennen!

Lesen Sie vor der ersten Inbetriebnahme zur eigenen Sicherheit diese Bedienungsanleitung sorgfältig durch!

Alle Personen, die mit der Aufstellung, Inbetriebnahme, Bedienung, Wartung und Instandhaltung dieses Gerätes zu tun haben, müssen

- entsprechend qualifiziert sein
- diese Bedienungsanleitung genau beachten
- die Bedienungsanleitung als Teil des Produkts betrachten
- die Bedienungsanleitung während der Lebensdauer des Produkts behalten
- die Bedienungsanleitung an jeden nachfolgenden Besitzer oder Benutzer des Produkts weitergeben
- sich die letzte Version der Anleitung im Internet herunterladen

1. EINFÜHRUNG

Wir freuen uns, dass Sie sich für einen FUTURELIGHT CP-1024 entschieden haben. Wenn Sie nachfolgende Hinweise beachten, sind wir sicher, dass Sie lange Zeit Freude an Ihrem Kauf haben werden.

Nehmen Sie den CP-1024 aus der Verpackung.

2. SICHERHEITSHINWEISE



ACHTUNG!

Seien Sie besonders vorsichtig beim Umgang mit gefährlicher Netzspannung. Bei dieser Spannung können Sie einen lebensgefährlichen elektrischen Schlag erhalten!

Dieses Gerät hat das Werk in sicherheitstechnisch einwandfreiem Zustand verlassen. Um diesen Zustand zu erhalten und einen gefahrlosen Betrieb sicherzustellen, muss der Anwender die Sicherheitshinweise und die Warnvermerke unbedingt beachten, die in dieser Bedienungsanleitung enthalten sind.



Unbedingt lesen:

Bei Schäden, die durch Nichtbeachtung der Anleitung verursacht werden, erlischt der Garantieanspruch. Für daraus resultierende Folgeschäden übernimmt der Hersteller keine Haftung.

Das Gerät darf nicht in Betrieb genommen werden, nachdem es von einem kalten in einen warmen Raum gebracht wurde. Das dabei entstehende Kondenswasser kann unter Umständen Ihr Gerät zerstören. Lassen Sie das Gerät solange uneingeschaltet, bis es Zimmertemperatur erreicht hat!

Bitte überprüfen Sie vor der ersten Inbetriebnahme, ob kein offensichtlicher Transportschaden vorliegt. Sollten Sie Schäden an der Netzleitung oder am Gehäuse entdecken, nehmen Sie das Gerät nicht in Betrieb und setzen sich bitte mit Ihrem Fachhändler in Verbindung.

Der Aufbau entspricht der Schutzklasse I. Der Netzstecker darf nur an eine Schutzkontakt-Steckdose angeschlossen werden, deren Spannung und Frequenz mit dem Typenschild des Gerätes genau übereinstimmt. Ungeeignete Spannungen und ungeeignete Steckdosen können zur Zerstörung des Gerätes und zu tödlichen Stromschlägen führen.

Den Netzstecker immer als letztes einstecken. Der Netzstecker muss dabei gewaltfrei eingesetzt werden. Achten Sie auf einen festen Sitz des Netzsteckers.

Lassen Sie die Netzleitung nicht mit anderen Kabeln in Kontakt kommen! Seien Sie vorsichtig beim Umgang mit Netzleitungen und -anschlüssen. Fassen Sie diese Teile nie mit feuchten Händen an! Feuchte Hände können tödliche Stromschläge zu Folge haben.

Netzleitungen nicht verändern, knicken, mechanisch belasten, durch Druck belasten, ziehen, erhitzen und nicht in die Nähe von Hitze- oder Kältequellen bringen. Bei Missachtung kann es zu Beschädigungen der Netzleitung, zu Brand oder zu tödlichen Stromschlägen kommen.

Die Kabeleinführung oder die Kupplung am Gerät dürfen nicht durch Zug belastet werden. Es muss stets eine ausreichende Kabellänge zum Gerät hin vorhanden sein. Andernfalls kann das Kabel beschädigt werden, was zu tödlichen Stromschlägen führen kann.

Achten Sie darauf, dass die Netzleitung nicht gequetscht oder durch scharfe Kanten beschädigt werden kann. Überprüfen Sie das Gerät und die Netzleitung in regelmäßigen Abständen auf Beschädigungen.

Werden Verlängerungsleitungen verwendet muss sichergestellt werden, dass der Adernquerschnitt für die benötigte Stromzufuhr des Gerätes zugelassen ist. Alle Warnhinweise für die Netzleitung gelten auch für evtl. Verlängerungsleitungen.

Gerät bei Nichtbenutzung und vor jeder Reinigung vom Netz trennen! Fassen Sie dazu den Netzstecker an der Grifffläche an und ziehen Sie niemals an der Netzleitung! Ansonsten kann das Kabel und der Stecker beschädigt werden was zu tödlichen Stromschlägen führen kann. Sind Stecker oder Geräteschalter, z. B. durch Einbau nicht erreichbar, so muss netzseitig eine allpolige Abschaltung vorgenommen werden.

Wenn der Netzstecker oder das Gerät staubig ist, dann muss es außer Betrieb genommen werden, der Stromkreis muss allpolig unterbrochen werden und das Gerät mit einem trockenen Tuch gereinigt werden. Staub kann die Isolation reduzieren, was zu tödlichen Stromschlägen führen kann. Stärkere Verschmutzungen im und am Gerät dürfen nur von einem Fachmann beseitigt werden.

Es dürfen unter keinen Umständen Flüssigkeiten aller Art in Steckdosen, Steckverbindungen oder in irgendwelche Geräteöffnungen oder Geräteritzen eindringen. Besteht der Verdacht, dass - auch nur minimale - Flüssigkeit in das Gerät eingedrungen sein könnte, muss das Gerät sofort allpolig vom Netz getrennt werden. Dies gilt auch, wenn das Gerät hoher Luftfeuchtigkeit ausgesetzt war. Auch wenn das Gerät scheinbar noch funktioniert, muss es von einem Fachmann überprüft werden ob durch den Flüssigkeitseintritt eventuell Isolationen beeinträchtigt wurden. Reduzierte Isolationen können tödliche Stromschläge hervorrufen.

In das Gerät dürfen keine fremden Gegenstände gelangen. Dies gilt insbesondere für Metallteile. Sollten auch nur kleinste Metallteile wie Heft- und Büroklammern oder gröbere Metallspäne in das Gerät gelangen, so ist das Gerät sofort außer Betrieb zu nehmen und allpolig vom Netz zu trennen. Durch Metallteile hervorgerufene Fehlfunktionen und Kurzschlüsse können tödliche Verletzungen zur Folge haben.

Kinder und Laien vom Gerät fern halten!

Das Gerät darf niemals unbeaufsichtigt betrieben werden!

3. BESTIMMUNGSGEMÄßE VERWENDUNG

Bei diesem Gerät handelt es sich um einen DMX-Controller, mit dem sich DMX-gesteuerte Lichteffekte steuern lassen. Dieses Produkt ist nur für den Anschluss an 230 V, 50 Hz Wechselspannung zugelassen und wurde ausschließlich zur Verwendung in Innenräumen konzipiert.

Vermeiden Sie Erschütterungen und jegliche Gewaltanwendung bei der Installation oder Inbetriebnahme des Gerätes.

Achten Sie bei der Wahl des Installationsortes darauf, dass das Gerät nicht zu großer Hitze, Feuchtigkeit und Staub ausgesetzt wird. Vergewissern Sie sich, dass keine Kabel frei herumliegen. Sie gefährden Ihre eigene und die Sicherheit Dritter!

Das Gerät darf nicht in einer Umgebung eingesetzt oder gelagert werden, in der mit Spritzwasser, Regen, Feuchtigkeit oder Nebel zu rechnen ist. Feuchtigkeit oder sehr hohe Luftfeuchtigkeit kann die Isolation reduzieren und zu tödlichen Stromschlägen führen. Beim Einsatz von Nebelgeräten ist zu beachten, dass das Gerät nie direkt dem Nebelstrahl ausgesetzt ist und mindestens 0,5 m von einem Nebelgerät entfernt betrieben wird. Der Raum darf nur so stark mit Nebel gesättigt sein, dass eine gute Sichtweite von mindestens 10 m besteht.

Die Umgebungstemperatur muss zwischen -5° C und +45° C liegen. Halten Sie das Gerät von direkter Sonneneinstrahlung (auch beim Transport in geschlossenen Wägen) und Heizkörpern fern.

Die relative Luftfeuchte darf 50 % bei einer Umgebungstemperatur von 45° C nicht überschreiten.

Dieses Gerät darf nur in einer Höhenlage zwischen -20 und 2000 m über NN betrieben werden.

Verwenden Sie das Gerät nicht bei Gewitter. Überspannung könnte das Gerät zerstören. Das Gerät bei Gewitter allpolig vom Netz trennen (Netzstecker ziehen).

Nehmen Sie das Gerät erst in Betrieb, nachdem Sie sich mit seinen Funktionen vertraut gemacht haben. Lassen Sie das Gerät nicht von Personen bedienen, die sich nicht mit dem Gerät auskennen. Wenn Geräte nicht mehr korrekt funktionieren, ist das meist das Ergebnis von unfachmännischer Bedienung!

Soll das Gerät transportiert werden, verwenden Sie bitte die Originalverpackung, um Transportschäden zu vermeiden.

Beachten Sie bitte, dass eigenmächtige Veränderungen an dem Gerät aus Sicherheitsgründen verboten sind.

Der Serienbarcode darf niemals vom Gerät entfernt werden, da ansonsten der Garantieanspruch erlischt.

Wird das Gerät anders verwendet als in dieser Bedienungsanleitung beschrieben, kann dies zu Schäden am Produkt führen und der Garantieanspruch erlischt. Außerdem ist jede andere Verwendung mit Gefahren, wie z. B. Kurzschluss, Brand, elektrischem Schlag, etc. verbunden.

Bitte bewahren Sie den Umschlag mit dem Master Code an einem sicheren Ort auf.

4. GERÄTEBESCHREIBUNG

4.1 Features

Live Steuerung

- Einfache Bedienung
- Software Updates möglich
- 1024 DMX-Kanäle
- 2 DMX Universen, 3 & 5 Pol Buchsen für jeden Ausgang
- Steuerung von bis zu 128 Moving Lights mit bis zu 64 Kanälen
- Steuerung von bis zu 256 Dimmerpacks
- Szenen-Aufruf entweder über Tasten oder Playback-Fader
- Effect Generator zum Erstellen von Chase Effekten
- Dimmerpacks lassen sich im Szenenspeicher integrieren oder unabhängig steuern

- Einfachste Erstellung von Farb-, Gobo-, Fokus- und Effekt-Presets
- Umfangreiche Moving Light Bibliothek
- Szenen, Shows, Chasers und Presets lassen sich verschiedenen Speicherkarten zuordnen
- 12 Events können gleichzeitig aufgerufen werden
- Größtmögliche Auswahl an Speed Parameters für jede Speicherkarte

Frontplatte

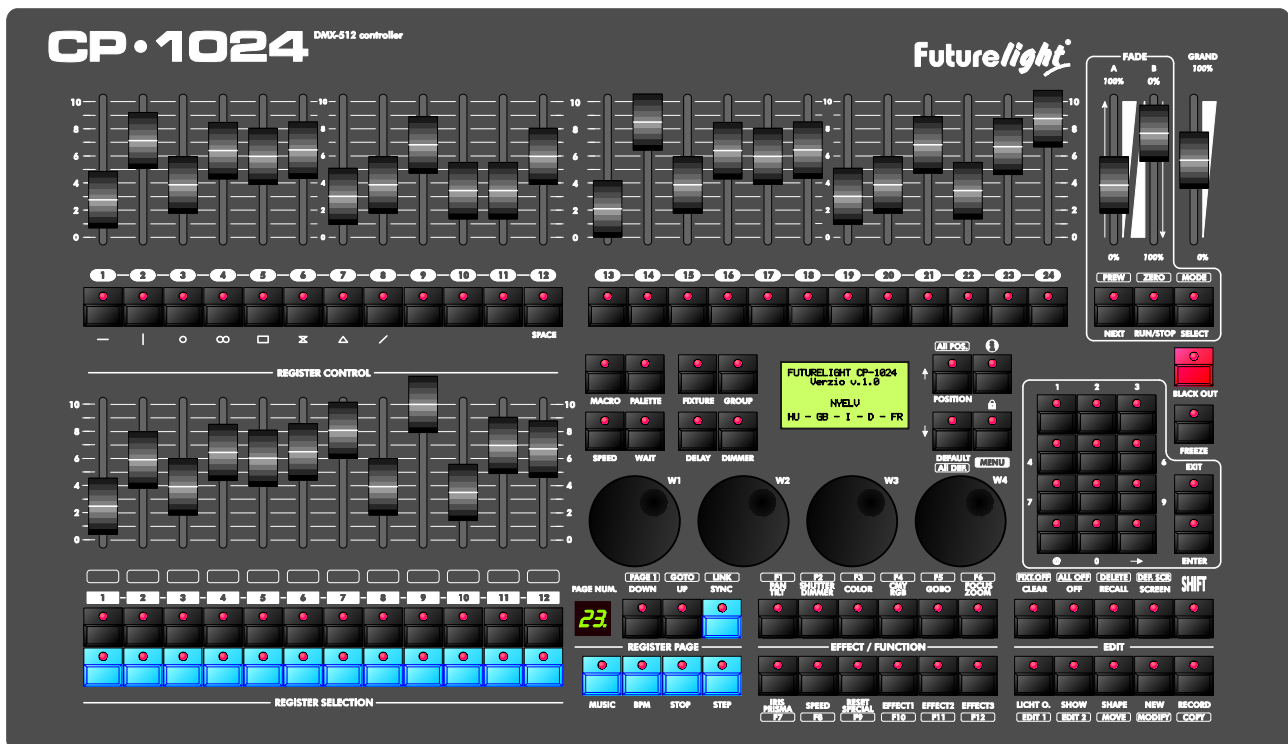
- 128x64 Pixel, hintergrundbeleuchtetes Display für leichtes Programmieren
- 4 Menü- und Datenencoder
- 36 multifunktionale Schnellzugriffstasten
- 39 Fader mit 60 mm Faderweg
- 12 Playback Fader mit 99 Bänken
- Grand Master Fader sowie zwei A/B Fader für die Dimmerpacks
- Go-, Stop- und Back-Tasten
- Blackout-, Audio- und Beat-Tasten
- XLR Anschlussbuchse für Schwanenhalsleuchte

Anschlusspanel

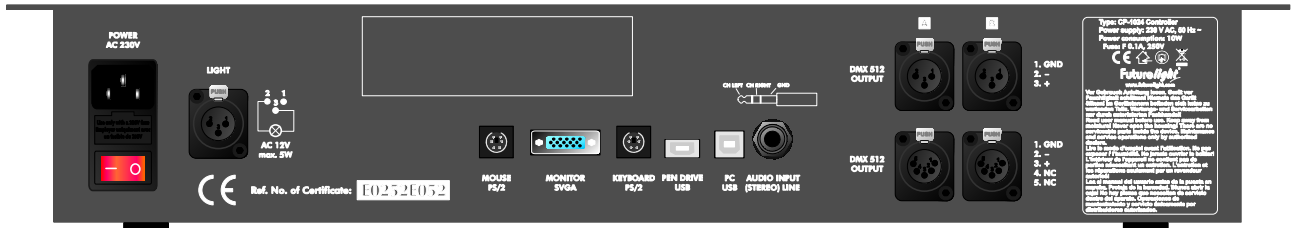
- 2 (3 Pol) DMX-Ausgänge
- 2 (5 Pol) DMX-Ausgänge
- USB Pendrive für Datensicherungen, Laden von Geräteprofilen und Einspielen von Software Updates (bis zu 2 GB)
- PS2 Keyboard Eingang
- PS2 Mouse Eingang
- USB Port für PC-Anschluss
- Audio-Eingang über Klinkenbuchse für Chases

4.2 Geräteübersicht

Übersicht über die Bedienelemente



Rückseite:



5. SETUP

5.1 Installation

Stellen Sie das Gerat auf einer ebenen Flache auf. Schlieen Sie das Gerat ans Netz an.

5.2 Musiksteuerung

Die Musiksteuerung kann entweder uber die 6,3 mm Stereo-Klinkenbuchse oder das eingebaute Mikrofon erfolgen.

Wenn der CP-1024 uber ein Musiksignal an der Audio-Buchse arbeiten soll, verbinden Sie die Klinkenbuchse mit dem Audiosignal des Kopfhorerausganges bzw. des zweiten regelbaren Ausganges (falls vorhanden) des Mixers oder mit einem Lautsprecherausgang des Verstarkers.

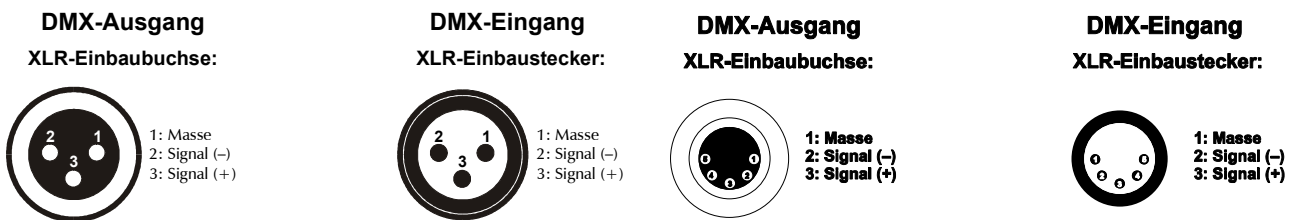
ACHTUNG: Verbinden Sie niemals den Audio-Eingang mit dem DMX-Output, da ansonsten die Elektronik (DMX-Treiber) zerstort werden wurde.

5.3 Anschluss an den Projektor

Achten Sie darauf, dass die Adern der Datenleitung an keiner Stelle miteinander in Kontakt treten. Die Gerate werden ansonsten nicht bzw. nicht korrekt funktionieren.

Die Verbindung zwischen Controller und Projektor sowie zwischen den einzelnen Geraten muss mit einem zweipoligen geschirmten Kabel erfolgen. Die Steckverbindung geht uber 3-polige XLR-Stecker und -Kupplungen.

Belegung der XLR-Verbindung:



Wenn Sie die empfohlenen FUTURELIGHT-Projektoren verwenden, konnen Sie den DMX-Ausgang des Controllers direkt mit dem DMX-Eingang des ersten Gerates der DMX-Kette verbinden. Sollen Projektoren mit anderen DMX-Ausgangen angeschlossen werden, mussen Adapterkabel verwendet werden.

Aufbau einer seriellen DMX-Kette:

Verbinden Sie den DMX-Ausgang des CP-1024 mit dem DMX-Eingang des nachsten Gerates. Verbinden Sie immer einen Ausgang mit dem Eingang des nachsten Gerates bis alle Gerate angeschlossen sind.

Achtung: Am letzten Projektor muss die DMX-Leitung durch einen Abschlusswiderstand abgeschlossen werden. Dazu wird ein 120 Ω Widerstand in einen XLR-Stecker zwischen Signal (-) und Signal (+) eingelotet und in den DMX-Ausgang am letzten Gerat gesteckt.

6. BEDIENUNG

Über die Power-Taste lässt sich das Gerät ein- bzw. ausschalten.

Bitte beachten Sie, dass die Power-Taste ca. 5 Sekunden lang gehalten werden muss, bis das Gerät abschaltet.

Bitte führen Sie immer zuerst einen Software-Update auf die neueste Version durch.

Bitte beachten Sie die Menübeschreibung im englischen Teil dieser Anleitung.

7. PROBLEMBEHEBUNG

PROBLEM:	URSACHE:	LÖSUNG:
Gerät lässt sich nicht anschalten.	Die Anschlussleitung des Netzteils ist nicht angeschlossen.	Überprüfen Sie die Anschlussleitung und eventuelle Verlängerungsleitungen.

8. REINIGUNG UND WARTUNG



LEBENSGEFAHR!

Vor Wartungsarbeiten unbedingt allpolig vom Netz trennen!

Das Gerät sollte regelmäßig von Verunreinigungen wie Staub usw. gereinigt werden. Verwenden Sie zur Reinigung ein fusselfreies, angefeuchtetes Tuch. Auf keinen Fall Alkohol oder irgendwelche Lösungsmittel zur Reinigung verwenden!

Im Geräteinneren befinden sich keine zu wartenden Teile. Wartungs- und Servicearbeiten sind ausschließlich dem autorisierten Fachhandel vorbehalten!

Sollten einmal Ersatzteile benötigt werden, verwenden Sie bitte nur Originalersatzteile.

Sollten Sie noch weitere Fragen haben, steht Ihnen Ihr Fachhändler jederzeit gerne zur Verfügung.

9. TECHNISCHE DATEN

Spannungsversorgung:	230 V AC, 50 Hz ~
Gesamtanschlusswert:	10 W
Anzahl Steuerkanäle:	1024
Musiksteuerung:	über Klinkenbuchse
Audioeingang:	6,3 mm Stereoklinke
Audio-Eingangsempfindlichkeit:	0,3 - 1 V
DMX 512-Ausgang:	3&5-polige XLR-Einbaukupplung
Maße (LxBxH):	570 x 330 x 100 mm
Gewicht:	6,6 kg

**Bitte beachten Sie: Technische Änderungen ohne vorherige Ankündigung und Irrtum vorbehalten.
11.10.2007 ©**

USER MANUAL

Futurelight[®]

CP-1024 DMX-controller



CAUTION!

Keep this device away from rain and moisture!
Unplug mains lead before opening the housing!

For your own safety, please read this user manual carefully before you initially start-up.

Every person involved with the installation, operation and maintenance of this device has to

- be qualified
- follow the instructions of this manual
- consider this manual to be part of the total product
- keep this manual for the entire service life of the product
- pass this manual on to every further owner or user of the product
- download the latest version of the user manual from the Internet

1. INTRODUCTION

Thank you for having chosen a FUTURELIGHT CP-1024. If you follow the instructions given in this manual, we are sure that you will enjoy this device for a long period of time.

Unpack your CP-1024.

2. SAFETY INSTRUCTIONS



CAUTION!

Be careful with your operations. With a dangerous voltage you can suffer a dangerous electric shock when touching the wires!

This device has left our premises in absolutely perfect condition. In order to maintain this condition and to ensure a safe operation, it is absolutely necessary for the user to follow the safety instructions and warning notes written in this user manual.



Important:

Damages caused by the disregard of this user manual are not subject to warranty. The dealer will not accept liability for any resulting defects or problems.

If the device has been exposed to drastic temperature fluctuation (e.g. after transportation), do not switch it on immediately. The arising condensation water might damage your device. Leave the device switched off until it has reached room temperature.

Please make sure that there are no obvious transport damages. Should you notice any damages on the A/C connection cable or on the casing, do not take the device into operation and immediately consult your local dealer.

This device falls under protection-class I. The power plug must only be plugged into a protection class I outlet. The voltage and frequency must exactly be the same as stated on the device. Wrong voltages or power outlets can lead to the destruction of the device and to mortal electrical shock.

Always plug in the power plug least. The power plug must always be inserted without force. Make sure that the plug is tightly connected with the outlet.

Never let the power-cord come into contact with other cables! Handle the power-cord and all connections with the mains with particular caution! Never touch them with wet hands, as this could lead to mortal electrical shock.

Never modify, bend, strain mechanically, put pressure on, pull or heat up the power cord. Never operate next to sources of heat or cold. Disregard can lead to power cord damages, fire or mortal electrical shock.

The cable insert or the female part in the device must never be strained. There must always be sufficient cable to the device. Otherwise, the cable may be damaged which may lead to mortal damage.

Make sure that the power-cord is never crimped or damaged by sharp edges. Check the device and the power-cord from time to time.

If extension cords are used, make sure that the core diameter is sufficient for the required power consumption of the device. All warnings concerning the power cords are also valid for possible extension cords.

Always disconnect from the mains, when the device is not in use or before cleaning it. Only handle the power-cord by the plug. Never pull out the plug by tugging the power-cord. Otherwise, the cable or plug can be damaged leading to mortal electrical shock. If the power plug or the power switch is not accessible, the device must be disconnected via the mains.

If the power plug or the device is dusty, the device must be taken out of operation, disconnected and then be cleaned with a dry cloth. Dust can reduce the insulation which may lead to mortal electrical shock. More severe dirt in and at the device should only be removed by a specialist.

There must never enter any liquid into power outlets, extension cords or any holes in the housing of the device. If you suppose that also a minimal amount of liquid may have entered the device, it must immediately be disconnected. This is also valid, if the device was exposed to high humidity. Also if the device is still running, the device must be checked by a specialist if the liquid has reduced any insulation. Reduced insulation can cause mortal electrical shock.

There must never be any objects entering into the device. This is especially valid for metal parts. If any metal parts like staples or coarse metal chips enter into the device, the device must be taken out of operation and disconnected immediately. Malfunction or short-circuits caused by metal parts may cause mortal injuries.

Keep away children and amateurs!

Never leave this device running unattended.

3. OPERATING DETERMINATIONS

This device is a DMX-controller for controlling DMX-effects. This product is only allowed to be operated with an alternating current of 230 V, 50 Hz and was designed for indoor use only.

Do not shake the device. Avoid brute force when installing or operating the device.

When choosing the installation-spot, please make sure that the device is not exposed to extreme heat, moisture or dust. There should not be any cables lying around. You endanger your own and the safety of others!

This device must never be operated or stockpiled in surroundings where splash water, rain, moisture or fog may harm the device. Moisture or very high humidity can reduce the insulation and lead to mortal electrical shocks. When using smoke machines, make sure that the device is never exposed to the direct smoke jet and is installed in a distance of 0.5 meters between smoke machine and device. The room must only be saturated with an amount of smoke that the visibility will always be more than 10 meters.

The ambient temperature must always be between -5°C and $+45^{\circ}\text{C}$. Keep away from direct insulation (particularly in cars) and heaters.

The relative humidity must not exceed 50 % with an ambient temperature of 45°C .

This device must only be operated in an altitude between -20 and 2000 m over NN.

Never use the device during thunderstorms. Over voltage could destroy the device. Always disconnect the device during thunderstorms.

Operate the device only after having familiarized with its functions. Do not permit operation by persons not qualified for operating the device. Most damages are the result of unprofessional operation!

Please use the original packaging if the device is to be transported.

Please consider that unauthorized modifications on the device are forbidden due to safety reasons!

Never remove the serial barcode from the device as this would make the guarantee void.

If this device will be operated in any way different to the one described in this manual, the product may suffer damages and the guarantee becomes void. Furthermore, any other operation may lead to dangers like short-circuit, burns, electric shock, etc.

Please keep the envelope with the Master Code at a safe place.

4. DESCRIPTION OF THE DEVICE

4.1 Features

Live Controller

- Easy-to-use operation
- Software updates available
- 1024 DMX Channels
- 2 DMX Universes, 3 & 5 Pin connectors on each output
- Control 128 moving light fixtures up to 64 channels each
- Control 256 conventional dimmers
- Playback scenes using buttons or playback faders
- Effect generator to create chase effects
- Conventional dimmers can be included in scene memory or be independent
- Easy to make color, gobo, focus & effect presets
- Large moving light fixture library available
- Scenes, shows, chases and presets can be assigned to the registers
- 12 event can be run at same time
- High variety of controlling speed parameters on each register

Frontpanel

- 128x64 pixel backlit display for easy programming
- 4 menu and control data encoders

- 36 Multi function Quick access buttons
- 39pcs 60mm faders
- 12 dedicated playback faders with 99 pages
- Grand master fader, and two additional A/B fader for dimmers
- Go, stop and back buttons
- Blackout, audio and beat buttons
- XLR connectors for frontside lighting

Connection panel

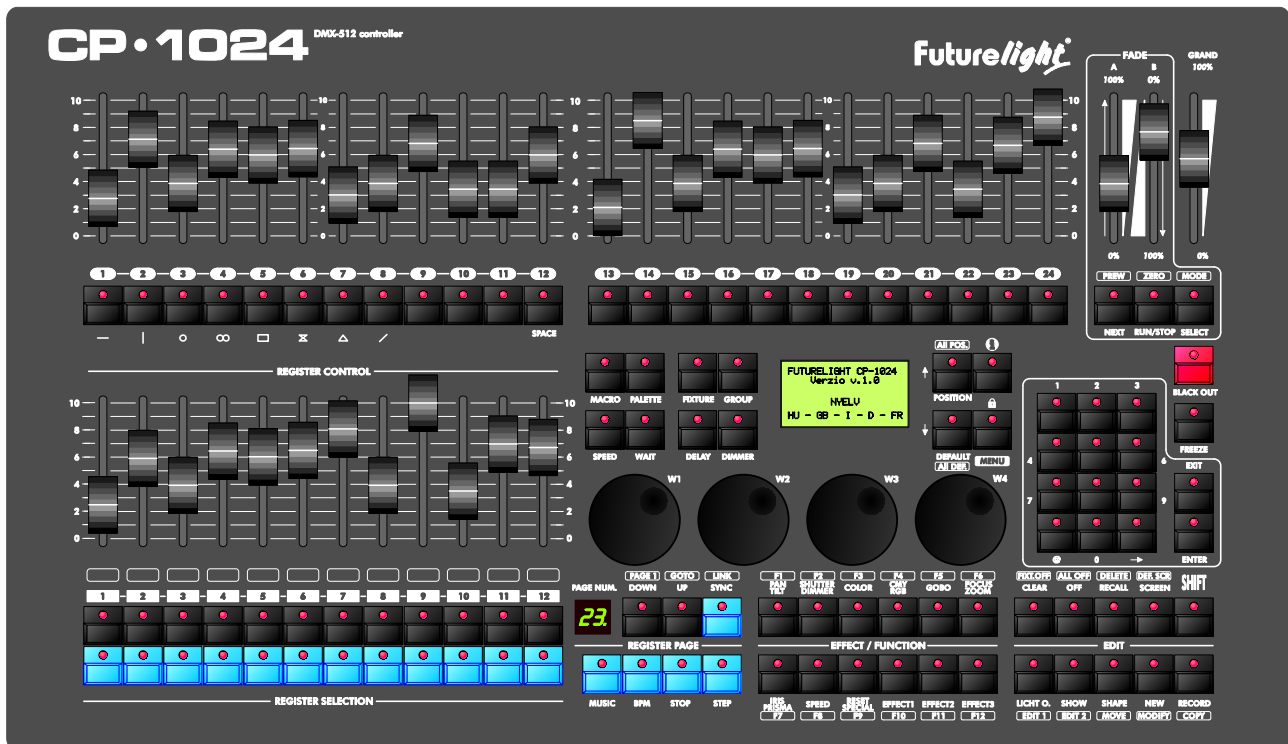
- 2 (3 Pin) DMX Outputs
- 2 (5 Pin) DMX Outputs
- USB Pendrive for memory back up, loading fixture profiles and software updates (up to 2 GB)
- PS2 Keyboard input
- PS2 Mouse input
- USB Port, for PC interface
- Jack Audio input for Chases

Capacity

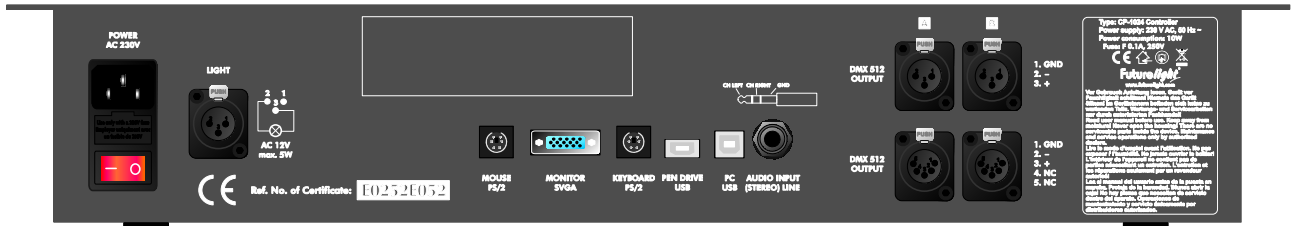
- 99 programmable register page
- 2048 programmable scenes
- 1188 programmable program
- 1188 programmable presets
- 24 fixture groups
- Fade times up to 1 minute
- Run 12 program simultaneously

4.2 Overview

Overview on the control elements



Rear panel:



5. SETUP

5.1 Installation

Install the device on a plane surface. Connect the controller with the mains.

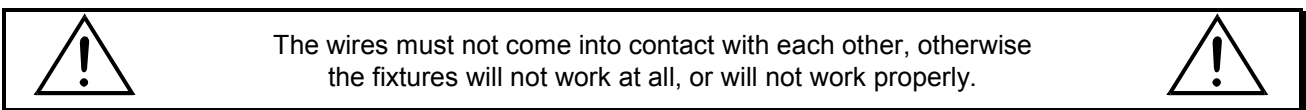
5.2 Sound-control

The sound-control either works via the 1/4" mono jack-socket or the built-in microphone.

If the CP-1024 is supposed to work via a sound signal at the Audio In-socket, connect the 1/4" jack socket with the sound signal of your headphones output or a second adjustable output (if existing) of your mixer, or with the loud-speaker output of your amplifier.

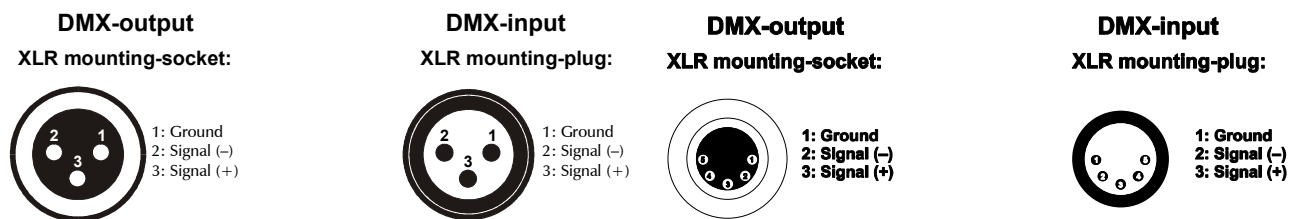
Caution: Never connect the sound input with the DMX-output, as this will destroy the electric (DMX-driver).

5.3 DMX-512 connection with the projector



Only use a stereo shielded cable and 3-pin XLR-plugs and connectors in order to connect the controller with the fixture or one fixture with another.

Occupation of the XLR-connection:



If you are using the recommended FUTURELIGHT-controllers, you can connect the DMX-output of the controller directly with the DMX-input of the first fixture in the DMX-chain. If you wish to connect DMX-controllers with other DMX-outputs, you need to use adapter-cables.

Building a serial DMX-chain:

Connect the DMX-output of the CP-1024 with the DMX-input of the nearest projector. Always connect one output with the input of the next fixture until all fixtures are connected.

Caution: At the last fixture, the DMX-cable has to be terminated with a terminator. Solder a 120 Ω resistor between Signal (-) and Signal (+) into a 3-pin XLR-plug and plug it in the DMX-output of the last fixture.

6. OPERATION

With the Power-button, you can switch the device on and off.

Please note that you have to hold the Power button for approx. 5 seconds in order to switch the unit off.

Please do always update this controller to the latest software version.

6.1 Menu System

HOW TO START

Control of the channels

After turning on the controller goes into an automatic mode. For making a SHOW and running them in your own light equipment, some setups have to be made, i.e. the controller has to be configured. It is recommended to configure the controller in the following sequence:

- Check the version number of the controller software, if you find a more up-to-date in the homepage of the distributor or the manufacturer, download it and update the controller, see Chapter SOFTWARE VERSION, Chapter SOFTWARE UPDATE
- Select the language in which the controller will output the texts in the display, see Chapter LANGUAGE SELECTION.
- Adjust the contrast and brightness of the display if e.g. it illuminates too intensively or outputs the texts palely, see Chapter DISPLAY SETUP.
- Adjust the intensity of the LEDs to the desired value, see Chapter LED SETUP.
- If the unit to be controlled is not in the unit library, create it, see Chapter UNIT INSTALLATION.
- Configure the units to be controlled, see Chapter DMX PATCH.
- Try out if the adjusted units work properly, see Chapter MANUAL MODE. **Take care at what value the GRAND MASTER potentiometer is in the manual mode!**

After making the settings if we are able to set the channels of the units in the manual mode, we are prepared for the use of the controller. The operation of the controller can be divided into two large parts: **AUTOMATIC MODE** and **MENU SYSTEM**. All modifications and settings can be made in the MENU. In the AUTOMATIC MODE the recorded events can be run, all effects can be started, which have been set up in the MENU.

TEXT EDITING

In the menu of the controller some names, texts can be given, modified at several places. These can always be modified in accordance with the same system.

The buttons that can be used for the text editing and their function:

- W1 - selection of a capital letter (A-Z)
- W2 - selection of a small letter (a-z)
- W3 - number (0-9)
- W4 - cursor position
- 12th button - SPACE character insertion
- UP-DOWN - Selects from all characters

Reference can be found to this section in the operating instructions several times.

DATA SAVING

In the menu item if after the modification of any data we exit the menu item, the controller asks saving of the modification. Its operation is made in the same way in each menu item.

- EXIT - exit without saving the modifications
- UP-DOWN - remains in the editing
- ENTER - saving the modifications, and then exit to the menu

MAIN MODE

After turning on the controller the controller gets into the MAIN mode. Here the written programs, images can be called, started, their parameters can be set.

ENTRY INTO THE MENU

In the MAIN mode you can enter the menu by pressing the MENU button.

UNIT SELECTION

For being able to control a unit, you have to be able to select them. It can be done with buttons 1-24 if the FIXTURE is active from among the related group-selecting buttons.

If the LED of the FIXTURE button illuminated only with half intensity, press it. At this time its LED will illuminated with full intensity and units can be selected in buttons 1-24. No unit is assigned to the button from among buttons 1-24, which does not illuminate. If one is pressed from among them, its LED will flash indicating that the unit is selected. Upon repressing it its selection will be discontinued.

If we have more than 24 units, you can shift to the next 24 pc units by pressing the FIXTURE button several times. It can be read in the upper line of the display the units with which serial number can be selected with buttons 1-24.

Multi selection of units

If you want to select more fixtures, you can do it by pressing the first and last one. In this case all fixture will be selected between the two winger .

Example:

If you want to select the first 10 fixture, press together the 1. and 10., and all also fixtures from 2 to 9 will be selected.

unit grouping

It is possible to simplify the selections in case of the management of many units. Any controlled units can be coordinated into groups.

Making a group:

- After pressing the FIXTURE button select from among the units in accordance with those described in Chapter UNIT SELECTION.
- Press the RECORD button.
- Press the GROUP button (it is located to the right from the FIXTURE button).
- Press any of buttons 1-24.
- Saving of the group is finished.

Activation of the group:

- After pressing the GROUP button press any button from buttons 1-24, the LED of which illuminates. The LEDs of only those buttons illuminate, to where a group has been made.

Tip:

Select all the units in FIXTURE mode, and then save it to button GROUP 24. Discontinue the selection of each unit in FIXTURE mode, and then save it to button GROUP 23. Result: switching to GROUP mode each unit is activated by pressing button 24, while the selection of each unit is discontinued by pressing 23.

CHANGING THE CHANNEL VALUE

The channel value of those units can be modified with the JOG discs, which are selected in FIXTURE or FIXTURE GROUP mode. The name of the channels of the unit selected last can be read in the lower line of the display. The channels of a unit can be saved to button 12 EFFECT as described in the unit installation, and 4 JOG discs belong to each EFFECT button. The four channels assigned to the button that is pressed from buttons 1-12 EFFECT can be seen in the lower line of the display and can be set with the JOG discs. The moved channels automatically get into the manual and programmer memories as well.

SAVING THE PROGRAM IMAGE

In the controller the program images can be saved into 12 registers, and each register has 10 turnable pages, so the images can be saved altogether to $12 \times 10 = 120$ memory locations. Maximum 90 images can be saved to each memory location, and you can manage from altogether 2,048 memory locations.

A program image consists of the mask of the selected channels and the values of the channels.

The mask of a program image channel (i.e. which channels are included) will be always the state of the programmer memory upon saving the image. Those channels are included in the programmer memory, which have been modified with the JOG disc. The programmer memory can be deleted with the OFF button. If you want to completely empty the programmer memory, press the SHIFT-OFF button. Without SHIFT only the channels of the JOG discs related to the current EFFECT button will be deleted from the programmer memory.

Saving a program image:

- Select the units in the FIXTURE or FIXTURE GROUP mode.
- Adjust the wanted image by means of the EFFECT buttons and JOG discs. (If meanwhile such a channel is modified, which you do not want to save into the channel, remember to delete it from the programmer memory.)
- Press the RECORD button.
- Press any of the register buttons 1-12, to which you would like to save the image. Before select the page with the PAGE UP-DOWN buttons.

More images can be saved to a page of one register, these will be played by the controller after each other.

PROGRAM RUNNING

The images saved into the registers can be called by pressing the REGISTER buttons, or if more images have been saved, their playing can be started. At least one program image is saved to those REGISTER buttons, the LED of which illuminates with half intensity. Upon repressing the button the program running is stopped. In the display always the data of the program started last, while in the monitor in the MAIN window all the 12 registers can be seen simultaneously.

Types of shifting between the program images:

A program can shift its images in several ways:

- in accordance with the time set with the WAIT potentiometer
- in accordance with the bass beat of the music for the MUSIC button
- in accordance with the beat entered to the BPM button manually
- upon pressing the STEP button by images

MAKING THE PALETTE

If a channel setting (gobs, colours, effects, etc.) is used frequently, they are worth being saved into the palette.

Example: Several kinds of units are used, and it is often necessary to adjust the red colour. At this time the red value of the COLOR channel of each unit – that can be different by light types – can be saved into a PALETTE memory, and it can be called in by pressing a button from here later on. The values of more channels can be held together as well into a palette, so e.g. the frequently used blue-star combination can also be saved. Of course, all these apply to the positions of the mirror or head.

- Delete the programmer memory with the CLEAR button.
- Select units in FIXTURE, or FIXTURE GROUP mode.
- Move and adjust the channel to the desired value, which you want to save into palette.
- Press the RECORD, and then the PALETTE button.
- Select one from buttons 1-24, where you want to save the palette to, and press it.
- Delete the programmer memory.
- Turn off the selected units, and select the other types.
- Set the channels to the desired value.
- Press the RECORD, and then the PALETTE button.
- Save the settings to the button saved previously.

Tip:

The palette can be used in such a way that different values can also be saved to the same channels of units of same type, so for example, the colours of the rainbow can be adjusted to 6 uniform units, and it can be saved to a palette. Afterwards the rainbow can be called in by pressing a button.

USE OF THE SHAPES

The complicated movement effects can be simply and quickly made by means of the shape generator built into the control.

The shapes affecting the head movement are PAN, TILT, KÖR (ROUND), NYOLCAS (OCTAD), NÉGYSZÖG (RECTANGLE), HOMOKÓRA (SAND CLOCK), HÁROMSZÖG (TRIANGLE), and EGYENES (STRAIGHT). A precondition of the use of the shapes is that the channel executing the pan movement is checked to PAN function, and the one performing the tilt movement is checked to the TILT function in the installation of the unit. See MENU-UNIT LIBRARY.

The shape mode of the control is turned on by pressing the SHAPE button related to the lower right button group. At this time its LED will illuminate with full intensity. In Shape mode the shapes can be selected on buttons 1-24, and with the JOG discs the parameters of the shape can be adjusted.

- Select the units in FIXTURE, or FIXTURE GROUP mode.
- Press the SHAPE button.
- Select a shape on buttons 1-24: 1-PAN, 2-TILT, 3-KÖR, 4-NYOLCAS, 5-NÉGYSZÖG, 6-HOMOKÓRA, 7-HÁROMSZÖG, 8-EGYENES
- With 1. JOG disc the speed of the shape can be adjusted
- With 2. JOG disc the extension, size of the shape can be adjusted
- With 3. JOG disc the offset between the shape units can be adjusted
- To turn off the shape press the SHAPE button.

PAN shape:

It is enforced in the PAN channels of the units, the value of the PAN channel changes upwards and downwards with the given speed and extension compared to its current position. .

TILT shape:

It corresponds with the operation of the PAN shape with the difference that it affects the TILT channel.

KÖR (ROUND), NYOLCAS (OCTAD), NÉGYSZÖG (RECTANGLE), HOMOKÓRA (SAND CLOCK), HÁROMSZÖG (TRIANGLE), and EGYENES (STRAIGHT) shape

It performs the movement in the PAN and TILT channels of the units as per its specification.

JOG 1 – Speed

The speed of the shapes can be adjusted, the movement of the shape can be accelerated or decelerated.

JOG 2 – Extension:

The shape is implemented around the current position of the unit, the extent of the deviation can be adjusted here.

JOG 3 – Offset:

In case of several units it can be interpreted. If more units are checked and a shape is run on it, it can be given with offset that by how much a unit should be delayed in the movement compared to the previous one.

Tip:

Shapes can be started for such units that are running in a program, and change their placed on their effect. At this time the shape started on it is placed onto the movement in the program. So it can be a program moving to the right-left, and the joint effect of a TILT shape is a zigzag movement on the stage, which can be varied easily by adjusting the parameters of the shape. .

Saving the shapes

The switched on shape can be saved and called in later on. The shapes can be saved on the register buttons, altogether 12 buttons = 120 shapes. In each register one shape can be started from among the 10 pages, so altogether 12 shapes can run simultaneously.

- Start a shape in accordance with those described in the section USE OF SHAPES.
- Set the parameters with the JOGF discs.
- Press the RECORD button.
- Press any of the register buttons 1-12 in that page, onto which you want to save (the shape can be saved only to such a button that has been empty so far!).

The program automatically gives a 'SHAPE+serial number' name to the saved shape, which can be overwritten later on.

STARTING THE SHAPES

The shapes saved onto the register buttons can be started by pressing the buttons. A shape can run simultaneously in all registers next to each other. The shapes saved into the same register, but to a different page replace each other. If a unit is included in the shape of more registers, it will always start in the one started last..

The parameters of the shapes started in the register buttons can be adjusted with the JOGF discs. For this the blue button of the registers shall be turned on, and the shape mode shall be turned on by pressing the SHAPE button. If more blue buttons are activated, the parameter of the shape related to each will change.

PRESENTATION OF THE CONTROLS

MENU

By pressing it you can enter the menu.

SHIFT

By pressing the SHIFT the secondary functions of the buttons will be accessible. The secondary functions usually mean the caption framed above the button.

BLACK-OUT

By pressing it the function can be turned on or off. Those channels that have been given BLACK-OUT selection in the unit installation, will appear in the DMX outputs with their closed values until they are not switched off by pressing the BLACK-OUT button again,

FREEZ

By pressing it the FREEZ function is turned on, by pressing it again it is turned off. On its effect the image shift of the running programs discontinues, the currently changing channel values are spragged in the output. By pressing it again the movements continue.

DEFAULT

By pressing it the channel of all the selected lights is set to the so-called default value. This value is included in the installation of the units, it is usually a resting value, where the channel does not rotate, move, make effects. In case of mirrors, rotating heads it means adjustment to the middle and a closed state of the shutter channels.

After turning on the controller each channel gets into this default state.

SHIFT-DEFAULT

By pressing it only the channels of the selected units are loaded as the default values, not for all the units.

POSITION

By means thereof the position of the unit can be established in the stage. Upon pressing it from among the channels of the selected lights those that have been selected in the installation of the unit as 'position' will load their position value set there. It usually means 100% in case of the dimmer channel, and the strobing value in case of the shutter.

Example:

Select light 10, and then press the POSITION button. While the button is hold pressed, the light 10 indicates its position by strobing.

GRAND-MASTER potENTIOMETER

By its adjustment the master intensity of the controller can be adjusted between 0-100%. Those channels, in the unit installation of which they have been given DIMMER selection, appear in the rate of the master intensity in the DMX output.

A unit may have more channels for the GRAND MASTER, e.g. in case of an RGB light all the three colour channels, or in case of a dimmerpack driving the PARs all of them.

MODE SELECTION BUTTONS FOR BUTTONS 1-24 (MACRO, PALETTE, FIXTURE, GROUP)

The LED of any of the four buttons illuminated with full intensity all the time, it indicates that the buttons 1-24 located above them are in which mode. By pressing the activated group-selecting buttons (their LED illuminates with full intensity) again you can scroll the properties accessible in buttons 1-24.

In FIXTURE mode 25-48 units can be selected by pressing the FIXTURE button again. The buttons 1-24 related to the FIXTURE button have always so many pages as many times 24 units have been assigned to the DMX channels in the DMX PATH menu. If you have less than 25 units, it cannot be turned, if the number of the controlled units is between 25-48, the FIXTURE button has 2 pages, and it switches back to the first page from the second page by pressing it again, i.e. units 1-24 will be accessible.

The GROUP mode has two pages, i.e. altogether 48 FIXTURE GROUPS can be made. You can read more about making the groups in Chapter UNIT GROUPING.

The PALLETTE has two pages, so altogether 48 palettes can be selected.

MODE SELECTING BUTTONS FOR REGISTER POTENTIOMETERS

(RATE, WAIT, DELAY, DIMMER)

The LED of any of the four buttons illuminates with full intensity all the time, it indicates what data can be set with the potentiometers of the registers. By pressing the WAIT and RATE buttons simultaneously both modes can be set with the potentiometer simultaneously.

In RATE mode the floating time of the SOFT channels running in the registers can be set. Upon loading an image the soft channels reach their loaded value from their current value during the set time.

In WAIT mode the image-shifting time of the registers can be set. After the expiry of the set time the register loads the next assigned image.

EFFECT selecting buttons (1-12, PAN,TILT,...,EFFECT3)

A unit can have maximum 48 channels. Their values can be set with the JOG discs. In order to reach all the 48 channels with 4 JOG discs, selecting buttons are needed. By means of the 12 EFFECT selecting buttons all the 48 channels become accessible: $12 \times 4 = 48$.

The LED of one button from among the 12 buttons always illuminates with full intensity, it will be the selected one. Always the 4 channels related to the selected button can be controlled with the JOG discs. The assignment of the EFFECT button can be set or reconfigured in the installation of the unit.

It can be read in the lower line of the display what channels can be controlled with the 4 JOG discs related to the currently selected EFFECT button. If the lower columns are empty, it means that no unit is selected, so no adjustment is needed.

The effect captions located above the EFFECT buttons (PAN,TILT,DIMMER...SPEED,...,etc.) are only for information, but it is worth configuring these units, and they can be easily identified at that time, and the channels can be accessed fast.

JOG WHEELS (W1,W2,W3,W4)

The channels of the selected units can be set primarily with the JOG discs. Always the four channels related to the current EFFECT button can be set with the JOG discs. The channels moved with the JOG disc get into the manual and the programmer memories.

REGISTER POTENTIOMETERS (1-12)

With the REGISTER POTENTIOMETER some parameters of the 12 registers managed by the controller can be set. One is always active from among the mode selecting buttons (RATE, WAIT, DELAY, DIMMER) related to the register potentiometers, and the parameter related to the one that illuminates with full intensity can be set with the potentiometers.

WAIT adjustment:

By switching to WAIT mode the image shifting time of the registers can be set between 0.10s -35.0s with the potentiometers.

RATE adjustment:

By switching to RATE mode the floating time of the soft channels included in the registers can be set between 0.10s -35.0s.

REGISTER BUTTONS (1-12)

With REGISTER BUTTONS the programs can be started or stopped in the 12 registers managed by the controller. All the 12 registers have 10 pages (PAGE), on all of which a program can be saved, respectively. Always the program of the current page can be started. If any of the LEDs illuminates with little intensity, it indicates that there is a program image saved in the current page of the register. By pressing the button the LED starts flashing, and the program saved on it starts running. By pressing the button again the program running is stopped. If a program is started in one page, the program having run so far stops, and only the newly started one will run. The programs located in the pages of one register substitute each other, while the programs can be run in the different registers simultaneously.

By holding the SHIFT button pressed the data of the register related to the pressed buttons are shown in the display, while in the monitor the data of all the 12 registers can be seen simultaneously.

REGISTER Page SHIFTING BUTTONS (up, down)

All the registers have 10 pages, on all of which programs can be saved. 12 registers x 10 pages = 120 programs. between the pages you can shift with the PAGE UP-DOWN buttons. The number of the current page can be read in the seven segment display next to it.

REGISTER SELECTING BUTTONS (1-12 BLUE)

With the register group buttons (blue coloured: MUSIC, BPM, STOP, STEP) different running modes can be selected in the registers. In order that the controller knows in which registers the activated event has to be executed from 12, the registers have to be selected with these 12 blue buttons.

If the LED of the button illuminates with little intensity, the group is not selected, if the button is pressed, its LED starts flashing, the group will be selected. By pressing it again the selection is ceased.

More registers can be selected simultaneously, if one of them is pressed and then another one is pressed in addition, all those located between them switch to its state pressed at first.

MUSIC (BLUE)

The beats sensed by the controller can be monitored in the LED of the MUSIC button. By pressing the MUSIC button the selected registers (blue buttons 1-12 with flashing LED) get into music mode. The programs of the registers started in music mode the images are shifted in accordance with the beat of the purchased music.

From music mode we can go over by selecting another mode (e.g. STEP) or moving the WAIT potentiometer of the register.

BPM (BLUE)

When striking the BPM button according to the music rhythm severally, the controller remembers the struck pace and it will set the scene shifting according to it. The bpm value of the given pace can be read on the display. This setup also works only in the selected registers (where blue LED is blinking). It can be switched off by giving a new wait value or auto bpm.

STOP (BLUE)

By pressing the STOP button the selected registers get into stop mode, while by pressing the STOP button again the stop mode of the register is not ceased.

STEP (BLUE)

By pressing the STEP button the selected registers get into step mode, and no image shifting is made until the STEP button is pressed again. At this time the image saved for them is loaded, and they wait for the next pressing again.

From Step mode you can go over by selecting another mode (e.g.: MUSIC) or by moving the WAIT potentiometer of the register.

SYNC (BLUE)

By pressing the SYNC button the WAIT time of the selected registers are synchronized to each other. Always the image-shifting and floating time of the first register selected from the left will be set into the other registers. However, it is possible to synchronize the selected registers with the data of any register. For this the SYNC button has to be hold pressed, and meanwhile the selecting button (1-12 blue) of any register has to be pressed. On its effect the WAIT and RATE value of all the selected registers (three LED of the blue button flashes) is set to the value of the pressed register, it is either selected or not.

SHIFT-SYNC (LINK)

Upon pressing it the registers selected next to each other are linked to each other. On its effect the program started in any of the linked registers turn off the program running in the other registers linked to it, i.e. if fewer programs are used, they do not have to write them to a separate page, they are able to replace each other, written to one page.

The links cease if no register is selected in the blue buttons 1-12 upon pressing the SHIFT-SYNC.

POTI-1-24

For the upper 1-24 potentiometers there is a possibility to assign any channel of any unit, either more channels of more units at the same time, either all of them. So the channels can be set in any grouping directly.

ASSIGNMENT OF THE CHANNELS to potentiometer 1-24

- Select the unit or units.
- Press the button from among 1-12 EFFECT buttons to which that JOG disc is related, to which the channels to be assigned to potentiometer 1-24 has been assigned.
- Move the JOG disc of the channel so that the channel gets into the programmer memory.
- Press the RECORD button.
- Move that potentiometer from among 1-24, to which the selected channels are to be assigned.

Afterwards the value of the channels selected for it can be adjusted by moving the potentiometer. The same channel can be saved to more potentiometers as well, at this time the channel will take the value of the potentiometer moved last.

Example:

If we have 6 pc RGB lights, the RGB channel of unit 1 can be assigned to potentiometer 1, the RGB channel of the second unit can be assigned to potentiometer 1, up to potentiometer 6. The R channel of all the six lights can be saved to the seventh point, the G channel to potentiometer 8, B channel to potentiometer 9.

The result is that white intensity can be adjusted in the channels by units with potentiometers 1-6, while the intensity of the colour groups can be adjusted with potentiometers 7,8,9.

CLEAR

Upon pressing it the manual and programmer memories are deleted. Those channels that are included in any running program, will execute its programs again.

OFF

Upon pressing it the programmer memory is deleted.

RECORD

After pressing it the different events can be saved.

Saving a program image: Setting the channels > RECORD > one of the 1-12 REGISTERS

Saving the unit group: Unit selection > RECORD > GROUP > one of buttons 1-24

Saving the palette: Channel setting > RECORD > PALETTE > one of buttons 1-24

DELETE

The function can be used only after pressing the SHIFT button so that nothing can be deleted by accident. After the activation thereof the different events, such as programs, unit groups, palettes, can be deleted.

Deleting the program: SHIFT - DELETE > one of the 1-12 REGISTERS

Deleting the unit group: SHIFT - DELETE > GROUP > one of buttons 1-24

Deleting the palette: SHIFT - DELETE > PALETTE > one of buttons 1-24

SHAPE

In order that you can make shapes and adjust the parameters, the control shall be in shape mode. For this the SHAPE button shall be pressed, the LED will illuminate with full intensity indicating that the shape mode is active. If the LED also flashes, it means that there is a running shape. By pressing the button again the flashing will stop, the shape will stop.

You can exit by pressing any of the MACRO, PALETTE, FIXTURE, or GROUP button.

While you are in SHAPE mode (its LED flashes), the shape parameters can be adjusted with the JOG discs, shapes can be called with buttons 1-24.

SCREEN

It allows shifting the window of the monitor. By pressing it and holding it pressed the window of the button (0-9) printed to it of the numerical keyboard thereof is shown in the monitor.

MENU SYSTEM

It is practical to start the operation of the controller by getting familiar with the menu system and the settings accessible from it. After turning on the controller you can enter the menu by pressing the MENU button in MAIN mode.

In the upper line of the display the name and number of the current menu item can be read, and the denomination of the menu items is shown in the other lines. An arrow is flashing in front of the current menu item all the time. You can select among the menu items with the first JOG disc (W1) or the UP-DOWN buttons. You can enter the current menu item by pressing ENTER, and go back to automatic mode by pressing ESC.

You can go to further submenus from the main menu by pressing ENTER, you can exit or go back to automatic mode by pressing ESC.

STRUCTURE OF THE MENU

- 1. Dmx addressing
 - 1. DMX Patch
 - Adding the unit

- Deleting the unit
- Modification of the unit address
- 2. Unit library
 - Manufacturers' list
 - List of the units of the selected manufacturer
 - Entry of a new unit
 - Deleting the unit
 - Modification of the unit
- 3. Customizing
 - 1. SHIFT button
 - 2. Language
 - 3. Display
 - 4. Led
 - 5. Date, time
 - 6. Wipe-All
- 4. Information
 - Uptime
 - Software version
 - Date of the software issue
 - Serial number
 - Manufacturing date
- 5. Pendrive

MENU – DMX ADDRESSING

Here you can give what types of units you want to control and at what dmx addresses.

ADDRESS LIST

Entering, we can see a list of the set units. If there is no unit assigned to the dmx, it can be read in the display.

To add a unit press the NEW button.

MANUFACTURERS' LIST

Select the one from the manufacturers' list, whose unit you want to attach to the dmx.

To go to the next press the ENTER button.

UNIT list

Select the wanted unit from the unit list.

To go to the next press the ENTER button.

QUANTITY

Set how many pieces you want to set up to the subsequent addresses.

To go to the next press the ENTER button.

Give the address, starting from which the controller sets up the selected unit in accordance with the set number of pieces. Take care of the fact that you have only two outputs (A, B) and the units have to be connected accordingly.

To go to the next press the ENTER button.

ADDRESS LIST

The controller has gone back to the address list, which has already included the set units.

DELETION OF THE ADDRESS LIST

It is possible to flush the address list with the SHIFT-CLEAR button.

MENU – UNIT LIBRARY

Here you can find the unit library of the controller. The controller is able to store altogether 256 different units in its memory. Due to the large number of types the data are systematized in accordance with the manufacturers. It is possible to enter a new unit if not all the 256 possibilities have been used. It is also possible to modify the data of a selected unit and to delete the unit.

After the entry the manufacturers' list can be seen.

MANUFACTURERS' LIST

- W1, UP-DOWN - selection of a manufacturer name
- ENTER - entry to the list of the current manufacturer's units
- NEW - entering a new unit
- ESC - exit the menu item

UNIT LIST

- W1, UP-DOWN - selection of a unit
- ENTER - entry to the edition of the current unit
- NEW - entering a new unit
- SHIFT-DELETE - fixture delete
- ESC - exit the unit list, back to the manufacturers' list

FIXTURE DELETE

From the fixture library you can delete fixtures. The controller will ask about deleting. If yes, press ENTER to delete the selected fixture, if not, press ESC. The deleted unit will be away, and can not be call back!

Entering a new unit

A new unit can be entered in the manufacturers' or unit list by pressing the NEW button. Entering a new unit or modification of an existing one are totally made in the same way. Press the NEW button in the manufacturers' or unit list.

UNIT NAME

Give the name of the unit to be entered (max. 16 characters), and then press the ENTER button.

MANUFACTURER'S NAME

Give the name of the manufacturer of the unit to be entered (max. 16 characters), and then press the ENTER button.

SELECTION OF A CHANNEL

The controller automatically creates a channel. For setting the channel press the ENTER button.

CHANNEL NAME

Give the name of the channel to be entered (max. 8 characters), and press the ENTER button.

ASSIGNMENT OF THE EFFECT BUTTON, SELECTION OF THE JOG DISC

Select the one from the effect buttons 1-12, to which you want to assign the channel. After pressing the selected effect button move that one from among the four JOGs, to which you want to assign the channel. It is practical e.g. to assign the PAN channel of a unit to JOG disc 1 of the effect button 1. The captions above the effect buttons help you access the wanted channel more easily in the future.

The LED of the selected effect button illuminates with full intensity, the selected JOG disc can be seen as a marked circle in the display.

To go to the next press the ENTER button.

SPECIAL SETTINGS

If the channel is 16 bit upper, twist the JOG1 upwards. In the display a check mark is shown upon selection. Afterwards select the number of the lower channel related to the channel with the JOG2 disc.

Example:

Assignment of channels of the unit: 1-PAN,2-TILT,3-PANFINE,4-TILTFINE

Upon setup of the first channel (PAN) select it as 16 bit, and set the fine value (PANFINE) to 3.

If you want to use the channel in soft mode, set the SOFT selection to a check mark with JOG3.

If the GRAND-MASTER potentiometer should have an effect on the channel, tick the dimmer selection with the JOG4 disc.

To go to the next press the ENTER button.

BLACK-OUT

In order that the channel loads a value upon the activation of BLACK-OUT, the JOG1 should be selected, and then the open and closed black-out values of the channel should be selected with the JOG3 and JOG4 encoders. Any channel of a unit can be BO, either one or more, or all of them. In case of an RGB light the R, G and B channels should also be given, otherwise no light will cease on the effect of the BO. Such a value is worth being given in case of which the channel does not let any light out of the light.

To go to the next press the ENTER button.

RESET

If it is such a channel with which the unit can be reset, select the RESET here and then give the active value. The same applies to the bulb as well. If your bulb can be switched on or off with the channel values, it shall be selected here and the ON and OFF values should be given. The OFF values can be given by holding the SHIFT button pressed.

To go to the next press the ENTER button.

DEFAULT, POSITION

A default value should be given to each channel of the unit. Upon turning on the controller the units will be set up to these values, and upon pressing the DEFAULT button the selected units are set up to these default values.

By selecting the POSITION and giving the value we will have a possibility to identify the unit where it is located around the stage. Here it is worth selecting the intensity controlling channels (DIMMER, STROBO), as well as crossing off the colours, figures from the image, i.e. in case of the COLOR and GOBO channels white full circles are set. If in case of the STROBO channel a strobing value is given, the selected units will be strobing upon pressing the POSITION bit (in the given case in a white full circle), so it will be easy to find and identify it among the many units.

To go to the next press the ENTER button.

HEAD MOVEMENT

The control shall know which channels execute the mirror or head movement in the unit. When you reach the channel during the adjustment, which adjusts the movement, select the PAN or TILT effect according to the sense. Select the appropriate one with JOG1.

For going to the next press the ENTER button.

CHANNEL SELECTION

You have returned to the channel selection. Adding the new channel is possible with the NEW button. Repeat the previous points as many times as many channels the light has.

If you have finished, you can exit with the ESC button. The controller asks about saving the modifications. Pressing the ENTER button saves the modifications, you exit without saving upon pressing the ESC, while you go back to the editing upon pressing any of the UP-DOWN buttons.

MENU - CUSTOMIZATION

SHIFT-BUTTON

The secondary functions of the buttons can be accessed in such a way that the SHIFT button is pressed and hold pressed, and the wanted button is pressed additionally. The SHIFT button can be used in several types of modes.

By holding pressed (during keeping the SHIFT button pressed the button should be pressed)

By automatic turning on and off (it is enough to press the SHIFT button for a short time, and it switches off after pressing the button)

By turning on and off (upon pressing the SHIFT button the SHIFT mode switches on until it is pressed again. Meanwhile only the secondary function of each button can be accessed.)

- W1, UP-DOWN - selection from the possibilities
- ESC - exit the menu item

LANGUAGE SELECTION

It is possible to select what language the controller displays the captions included in the display in. After login select the most appropriate one from the languages listed with the UP-DOWN buttons. You can exit the menu item with the ESC button. If meanwhile a change is made, the controller asks about saving the data, if not, it goes back to the menu.

DISPLAY

The intensity and contrast of the display can be set to an optimal value in this menu item due to the light and temperature conditions existing in the different places of application.

- W1 - adjustment of the background light
- W2 - adjustment of the contract
- ESC - exit the menu item

LED adjustment

The intensity of the LEDs can be set to an optimal value in this menu item due to the existing light conditions in the different places of application. The current values can be monitored in the eight buttons located to the right from the display.

- W1 - adjustment of the full intensity
- W2 - adjustment of the half intensity
- ESC - exit the menu item

Date, time

The exact time and date can be set in the controller.

- W1 - setting of the year
- W2 - setting of the month
- W3 - setting of the day
- SHIFT W1 - setting of the hours
- SHIFT W2 - setting of the minutes
- SHIFT W3 - setting of the seconds
- ESC - exit the menu item

WIPE-ALL

Sometimes can be important before starting editing a show, to wipe the program memory and start work with white pages. For this possibility you have WIPE-ALL function.

It delete all dmx-patch, programs, fixture groups, palettes, macros, etc. The fixture library will be not modified!

After enter the menu, you have to push and hold blue buttons 1 and 12 for 3 sec until the text will not change on the display. The controller will ask to make wipe all sure. By pressing ESC you can leave the menu without any modification, by pressing ENTER the wipe all function will be activated.

MENU - INFORMATION

UPTIME

In the first line the period spent in operation by the controller can be read in an hours-minutes-seconds format.

Software version

In the second line of the display the version number of the controller software can be read.

DATE OF ISSUE OF THE SOFTWARE

In the third line the date of issue of the software version can be read (year.month.day).

SERIAL NUMBER

In the fourth line of the display the serial number of the controller can be read.

MANUFACTURING DATE

In the fifth line the manufacturing date of the controller can be read (year.month.day).

ESC (F5) - go back to the menu

MENÜ - PENDRIVE

The user can save the controller data to a pendrive, and also possible to load this data from pendrive to controller.

After ENTER the menu the controller will looking for plugged pendrive. It takes some seconds. If you plugged already the pendrive, but the controller doesn't found, then try to extot from menu and enter again. There is many type of USB Pendrive and sometimes you should try again because of compatibility problems. But the most pendrive works first time.

After succesfull contact you can choose between two possibility.

DATA from PENDRIVE to controller

Select this menu and press ENTER. With UP-DOWN buttons you can select a file from the pendrive. Press ENTER to start copy data from pendrive. The process takes about 8 minutes. Under process the controller can not be switched off! After succesfull reading, all data will be lost which was on the controller before copy. We can offer you befor copy data to controller to save the actual data to another file to pendrive or PC.

DATA from controller to pendrive

Select this menu and press ENTER. The controller will ask to file name, you have to give. After giving name press ENTER. The copy process will start, and takes about 8 minutes. Under process the controller can not be switched off!

We can offer you to save all data to pendrive or pc after you made a show. Maybe later to visit the same place you can simply load the data and you are ready to make a show.

Technical data

channel capacity:	1024 channels
number of registers:	12
number of the register pages:	10
number of the programs:	120
image shifting time of the program:	0.10s – 5.0s
floating time of the channel	0.10s – 5.0s
beat follow-up configurable with a pushbutton:	60.0 – 200.0bpm

7. PROBLEM CHART

PROBLEM:	CAUSE:	REMEDY:
No power.	The power unit is not connected.	Check the connection cable of the power unit and any extension-cables.

8. CLEANING AND MAINTENANCE



DANGER TO LIFE!

Disconnect from mains before starting maintenance operation!

We recommend a frequent cleaning of the device. Please use a soft lint-free and moistened cloth. Never use alcohol or solvents!

There are no servicable parts inside the device. Maintenance and service operations are only to be carried out by authorized dealers.

Should you need any spare parts, please use genuine parts.

Should you have further questions, please contact your dealer.

9. TECHNICAL SPECIFICATIONS

Power supply:	230 V AC, 50 Hz ~
Power consumption:	10 W
Number of control-channels:	1024
Sound-control:	via ¼" Jack
Sound-input:	¼" stereo Jack
Audio-sensitivity:	0.3 - 1 V
DMX 512-output:	3&5-pin XLR-connector
Dimensions (LxWxH):	570 x 330 x 100 mm
Weight:	6.6 kg

Please note: Every information is subject to change without prior notice. 11.10.2007 ©