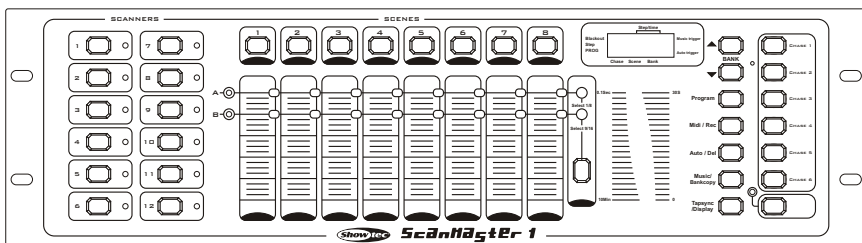


English



ScanMaster 1

USER'S MANUAL



Please read before use



ScanMaster 1

Improvement and changes to specifications, design and this manual, may be made at any time without prior notice.

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Features

Thank you for your purchase. This product features include:

- 192 DMX channels, 12 scanners of 16 DMX channels
- 30 banks of 8 programmable scenes
- 6 chases of 240 programmed scenes from 30 banks
- 8 faders for manual control
- Chasing speed and Fade Time of Auto programs(scenes and chases) under control
- Fade Time control over all DMX channel
- Blackout master
- Manual override
- Built-in microphone for Music triggering
- MIDI control over banks, chases and Blackout
- Power failure memory

NOTE:

A knowledge of MIDI and DMX is required to fully utilize this unit.

General Instructions

Read the instruction in this manual carefully and thoroughly, as they give important information regarding safety during use and maintenance. Keep this manual with the unit, in order to consult it in the future. If the unit is sold or given to another operator, make certain that it always has its manual, to enable the new owner to read about its operation and relative instructions.



Warnings

- **DO NOT** make any inflammable liquids, water or metal objects enter the unit.
- Should any liquid be spilled on the unit, **DISCONNECT** the power supply to the unit immediately.
- **STOP** using the unit immediately in the event of serious operation problems and either contact your local dealer for a check or contact us directly.
- **DO NOT** open the unit--there are no user serviceable parts inside.
- **NEVER** try to repair the unit yourself. Repairs by unqualified people could cause damage or faulty operation. Contact your nearest dealer.

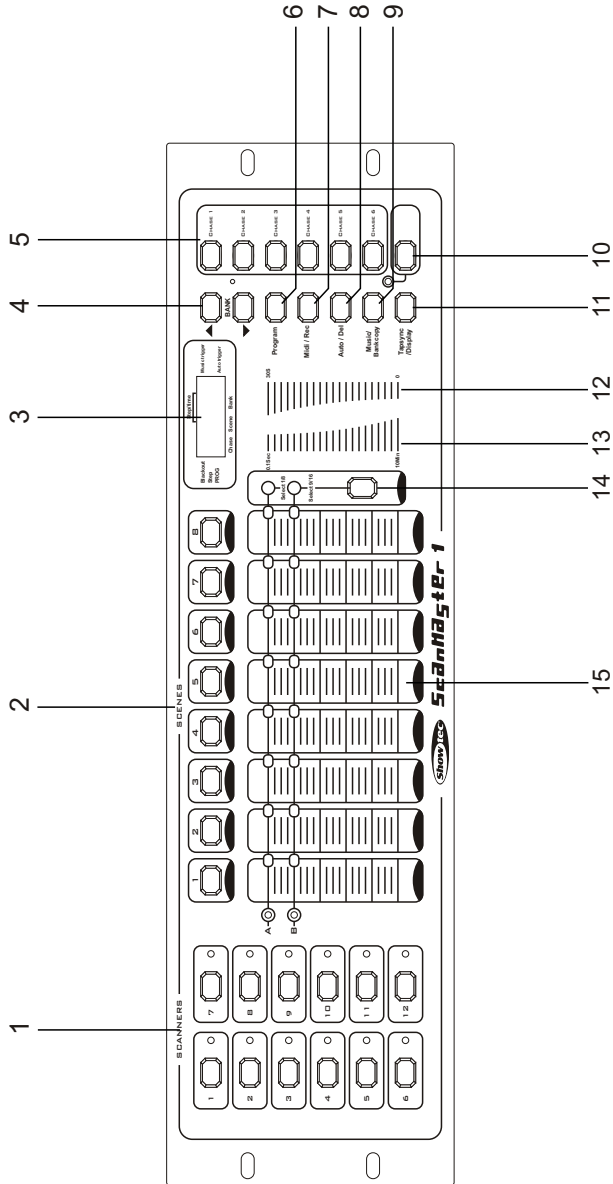


Cautions

- This unit is **NOT** intended for home use.
- After having removed the packaging check that the unit is **NOT** damaged in any way. If in doubt, **DON'T** use it and contact an authorized dealer.
- Packaging material (plastic bags, polystyrene foam, nails, etc.) **MUST NOT** be left within children's reach, as it can be dangerous.
- This unit must only be operated by adults. **DO NOT** allow children to tamper or play with it.
- **NEVER** use the unit under the following conditions:
 - In places subject to excessive humidity.
 - In places subject to vibrations or bumps.
 - In places with a temperature of over 45°C/113°F or less than 2°C/35.6°F.Protect the unit from excessive dryness or humidity (ideal conditions are between 35% and 80%).
- **DO NOT** dismantle or modify the unit.

1. Overview

1.1 Front View



1. Overview

1.1 Front View

1. Scanner Buttons(1-12)

12 Scanners of 16 DMX channels & fader control

Scanners	DMX channels	Fader control	LED
1	1-16	Off	Off
2	17-32	Off	Off
3	33-48	Off	Off
4	49-64	Off	Off
5	65-80	Off	Off
6	81-96	Off	Off
7	97-112	Off	Off
8	113-128	Off	Off
9	129-144	Off	Off
10	145-160	Off	Off
11	161-176	Off	Off
12	177-192	Off	Off

Scanners	DMX channels	Fader control	LED
1	1-16	On	On
2	17-32	On	On
3	33-48	On	On
4	49-64	On	On
5	65-80	On	On
6	81-96	On	On
7	97-112	On	On
8	113-128	On	On
9	129-144	On	On
10	145-160	On	On
11	161-176	On	On
12	177-192	On	On

Press a Scanner button to turn on manual fader control. Press the Scanner button again to turn off fader control. The LED besides the button lights or goes out to indicate this selection.

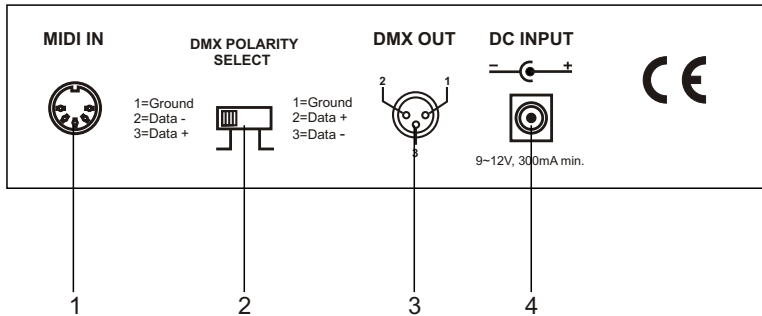
1. Overview

1.1 Front View

- | | |
|---------------------------------|---|
| 2. Scene Buttons | Press the scene buttons to load or stored your scenes. There are a maximum of 240 programmable scenes. |
| 3. Segment Display | Shows the current activity or programming state. |
| 4. Bank Buttons(Up/Down) | Press the Up/Down buttons to select a bank from 30 banks. |
| 5. Chase Buttons(1-6) | Used to select your programmed chase consisting a maximum of 240 scenes |
| 6. Program Button | Used to activate Program mode. |
| 7. MIDI/Rec Button | Used to control MIDI operation or to record programs. |
| 8. Auto/Del Button | Used to activate Auto mode or to delete scenes and chases. |
| 9. Music/Bank Copy | Used to activate Music mode or to create scenes and chase programs. |
| 10. Blackout Button | Used to disable channel output. |
| 11. Tap Sync/Display | Used to create a standard beat or to change the values display between % and 255. |
| 12. Fade Time Slider | Used to adjust the Fade Time. Fade Time is the amount of time it takes for a fixture to move from one position to another, for the dimmer to fade in or fade out. |
| 13. Speed Slider | Used to adjust the speed at which the scenes will chase. |
| 14. Page Select Button | Used to select faders for the fixture between Page A(1-8) and Page B (9-16). |
| 15. Faders | These faders are used to control the intensity of channel 1-8 or channel 9-16 depending upon the selected page. |

1. Overview

1.2 Rear View



1. MIDI IN

Receives MIDI data.

2. DMX Polarity Select

Used to select DMX polarity.

3. DMX Out

This connector sends your DMX value to the DMX fixture or DMX pack.

4. DC Input

DC 9-12V, 300mA min.

2. Operation Guide

GENERAL

This unit allows you to program 12 fixtures of 16 DMX channels, 30 banks of 8 programmable scenes, 6 chases of 240 programmed scenes using 8 faders and other function buttons. Up to 8 scenes can be programmed into a bank, and the amount of 240 programmed scenes can be stored into a chase and the scenes can be triggered by Music, Auto, Tap Sync, MIDI and Manual.

Display Information

The Segment Display consists of 4 digits. The first digit shows the active chase number(1-6), the second digit shows the active scene number(1-8), and the third and fourth digits show the active bank number(01-30).

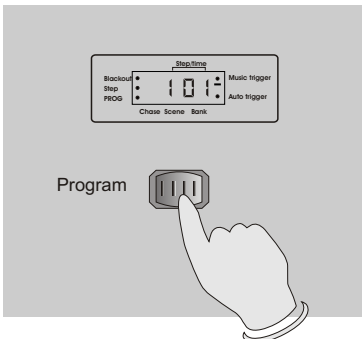
During Auto mode, a highlight in the lower right corner of the Segment Display next to " Auto trigger" indicates its selection.

During Music mode, a highlight in the upper right corner of the Segment Display next to " Music trigger" indicates its selection.

During Blackout mode, a fast blinking light indicates its selection in the upper left corner of the Segment Display next to " Blackout".

During Program mode, a fast blinking light indicates its selection in the lower left corner of the Segment Display next to " PROG.".

2.1 Program Enable

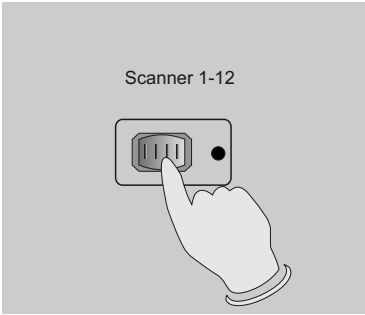


When the power is turned on, this unit enters Manual mode automatically.

Press the Program button for three seconds to activate Program mode, a fast blinking light in the Segment Display next to "PROG." indicates its selection.

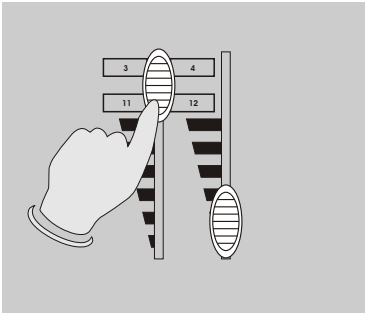
2. Operation Guide

2.2 Programming Scenes



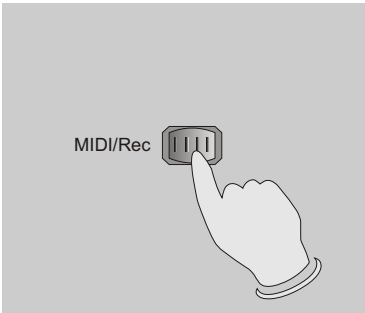
1. Enter Program mode.
2. Press the Fixture button to turn on its fader control, which is indicated by the lit LED.

You may select several fixtures at a time by tapping of these Fixture buttons, so you can assign several fixtures at a time with this unit.



3. Create a desired scene using the faders. The DMX value is 0 when the fader is fully down(bottom) and 255 when it is fully up(top).

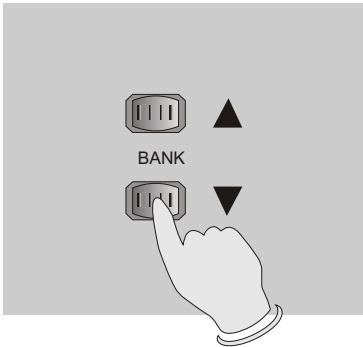
4. If necessary , you may tap the Page Select button to control the second set of 8 DMX channels.



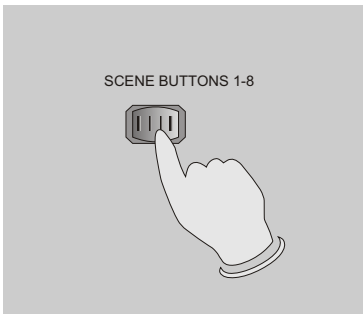
5. Once the scene is satisfactory, tap the MIDI/Rec button to program this scene into memory.

2. Operation Guide

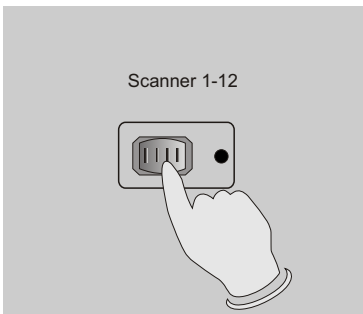
2.2 Programming Scenes



6. Tap the Bank Up/Down button to select the bank you want to store your scene into. There are total 30 banks you can select, you may store up to 8 scenes into each bank.



7. Tap the Scene button to store your scene, all LEDs and the Segment Display will flash three times briefly indicating this operation, then the Segment Display will show the bank and the scene.

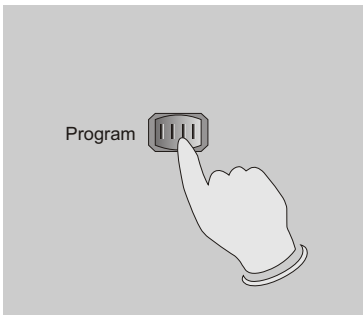


8. Repeat steps 3-7 until all desired scenes have been programmed into memory. Tap the Fixture button again to turn off its fader control.

To assign another fixture(fixture), you may tap the corresponding Fixture button to turn on its fader control, then you may begin your programming again.

2. Operation Guide

2.2 Programming Scenes



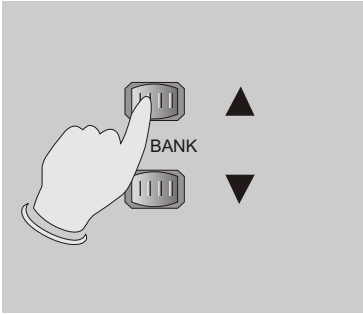
9. If you wish not continue your programming, press and hold down the Program button for three seconds to exit Program mode, the blinking light in the Segment Display goes out indicating this selection.

EXAMPLE: Program 8 scenes with channel 1-8 at full in sequence into bank 2 and assign these scenes to fixture 2.

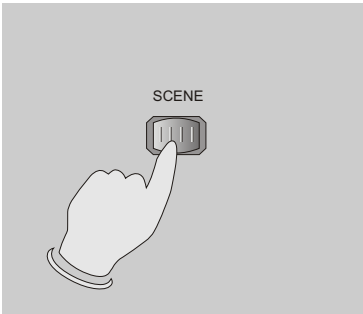
1. Program enable.
2. Tap the Fixture 2 button to turn on its fader control.
3. Tap the Page Select button to select Page A.
4. Push Fader 1 to the top position.
5. Tap the MIDI/Rec button.
6. Select bank 2 using Bank Up/Down button.
7. Tap the Scene 1 button to store the first scene.
8. Repeat steps 4-7 until all 8 scenes have been programmed into bank 2.
9. Tap the Fixture 2 button again to turn off its fader control.
10. Press the Program button for 3 seconds to exit Programming mode.

2. Operation Guide

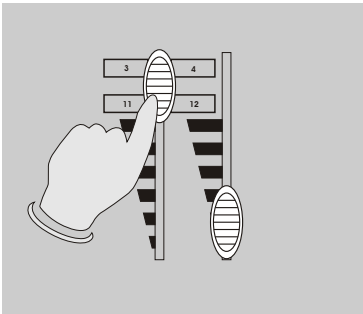
2.2.1 Scene Editing



1. Program enable.
2. Tap the Bank Up/Down button to select the bank that contains the scene you wish to edit.



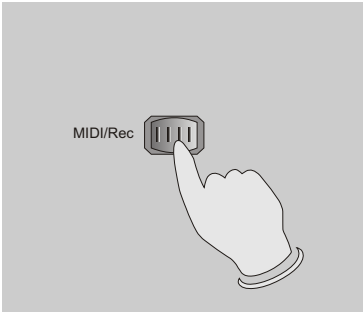
3. Select the scene you want to edit by tapping its Scene button.



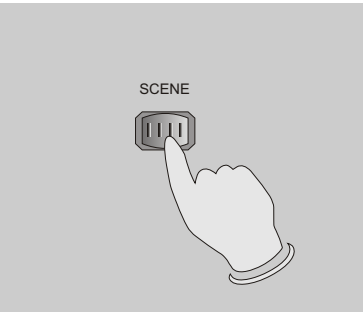
4. Use the Faders to make your desired adjustments.

2. Operation Guide

2.2.1 Scene Editing



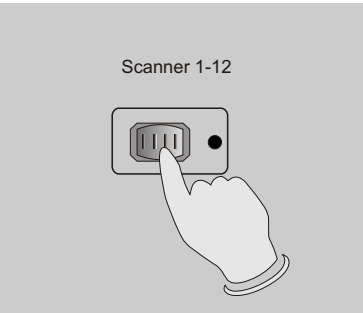
5. Once you've made your changes, tap the MIDI/Rec button.



6. Tap the Scene button that corresponds to the scene you're editing. This will overwrite the exited scene.

NOTE: Be sure to select the same scene in steps 3 and 6, otherwise you may accidentally record over an exited scene.

2.2.2 Fixture Copy

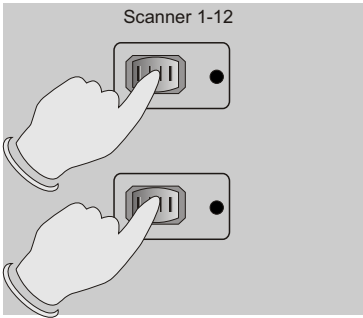


This function allows you to copy the settings of one fixture to another.

1. Press and hold down the Fixture button you want to copy.

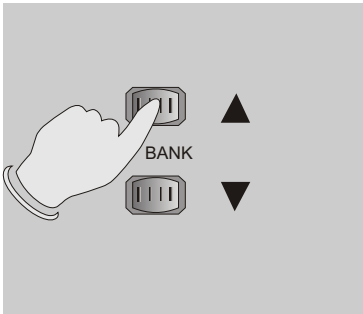
2. Operation Guide

2.2.2 Fixture Copy

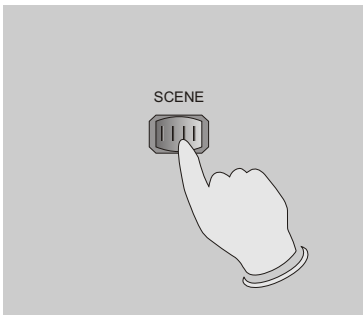


2. While holding the Fixture button, tap the Fixture button you want to copy to.

2.2.3 Scene Copy



1. Program enable.
2. Tap the Bank Up/Down button to select the bank that contains the scene you wish to copy.



3. Select the scene you want to copy by tapping its Scene button.

