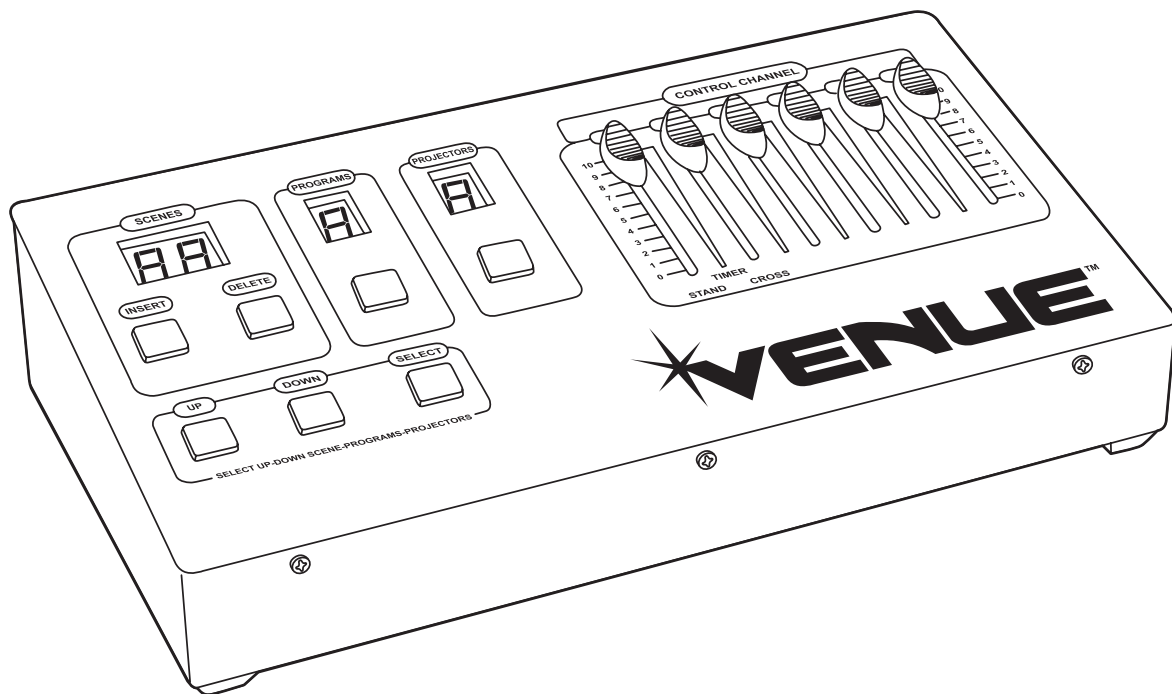


VENUE™ LIGHTING EFFECTS

DUAL SCANNER CONTROLLER USER MANUAL



INTRODUCTION

The Venue Dual Scanner Controller is a 36-channel DMX controller for managing up to 9 banks of DMX projectors (lights) with up to 4 DMX channels per projector bank. Projectors with less than 4 DMX channels may be combined together under one projector bank. Record up to 9 individual programs with variable fade times (cross) and speeds (stand), with up to 50 scenes (steps) per program. The controller includes a built-in microphone for running sound-activated programs.

Connecting DMX lighting

DMX lighting effects and units can be connected to the Controller through the XLR connector situated on the rear of the controller.

This connector is wired in the following configuration:

Pin 1 - Shield/Ground

Pin 2 - +VE Signal/Hot

Pin 3 - -VE Signal/Cold

Connections should always be made using shielded signal cable to avoid unnecessary interference. This unit has the facility to control 9 separate projector banks of 4 channels of DMX; the start addresses of the 9 projector banks are as follows:

Projector 1 – Channel 1

Projector 4 – Channel 13

Projector 7 – Channel 25

Projector 2 – Channel 5

Projector 5 – Channel 17

Projector 8 – Channel 29

Projector 3 – Channel 9

Projector 6 – Channel 21

Projector 9 – Channel 33

Projectors with similar or same DMX channel functions can be grouped together and controlled synchronously by assigning the same DMX starting address to the projectors.

Controlling the Projectors

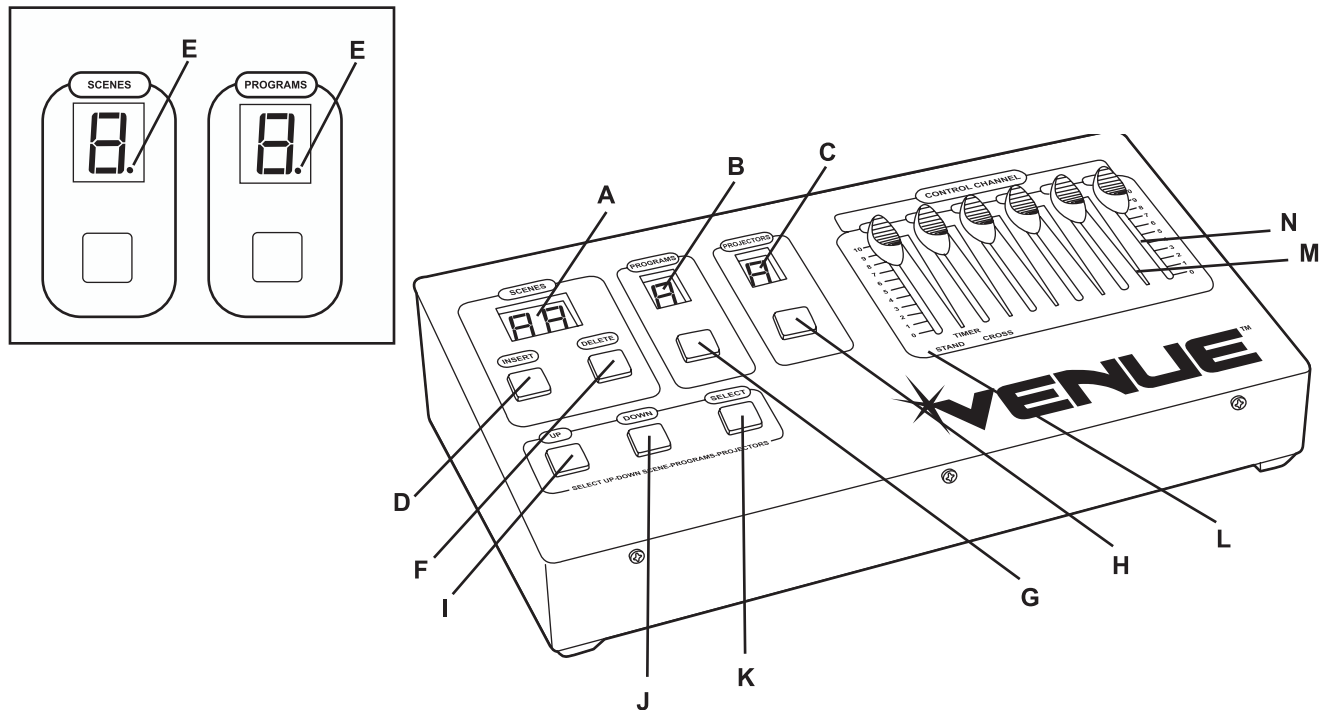
To control the projectors, first select the appropriate bank relevant to the individual projector, push the projector button (H) and the small indicator (E) will appear in the bottom right hand corner of the display (C). Using the up (I) and down (J) buttons, select the bank to control. When the appropriate bank has been selected, moving the sliders 1-4 will control the individual DMX channels of the projector. Note: If the projector does not respond to slider movement, move the channel slider to zero before moving it to the desired position.

Programming the Controller

To program the controller, push and hold the program button (G) for 2 seconds until the controller beeps and the program display flashes.

The controller automatically enters program 1, use the up (I) and down (J) buttons to select the individual program (1 to 9). Each program can hold up to 50 separate scenes. To insert a scene into a program, first set all projectors to the desired settings. To do this, press the projector button (H), the small indicator (E) will then show in the projector window (C), then use the up (I) and down (J) buttons to scroll through the projector banks, setting the sliders (L) to the required position for each projector. If you wish all projectors to be set to the same values, you can program all projectors simultaneously by pressing the UP button (J) until "A" appears in the projector display (C). When all projectors have been set, press the insert button twice to store the scene into memory. Repeat this procedure to add more scenes.

To exit the programming mode, press the program button to zero the displays.



Editing Scenes and Programs

To insert a scene into a stored program, enter programming mode, select the program you wish to insert the new scene into, then using the select button (K), move the indicator (E) to the scene display (A). Use the up (I) and down (J) buttons to select the program step (1-50) into which you wish to insert the new scene. Press the projector button (H) and follow the procedure for programming projectors as described above. When the projectors have been set, press the insert button twice to add the scene to the program.

You may also insert a scene by pressing the insert button once, then pressing the select button to move the indicator to the projector display. Choose and set the projectors as desired for the new scene, and then press the insert button again to record the scene into the program.

To delete a scene, first enter programming mode, then using the select button (K), move the indicator (E) to the scene display (A). Use the up (I) and down (J) buttons to select the scene to delete, then press the delete button twice. All the scenes are moved to fill the empty scene.

To delete a program, in programming mode select the program to delete using the up (I) and down (J) buttons, then press delete (F). The scene display (A) and the program display (B) will flash. Press the program button (G) and "AL" will show in the scene display (A). Press delete (F) again and the program will be permanently deleted.

Running a Program

To run a program, press the program button (G) and use the up (I) and down (J) buttons to select the program you wish to run. Use the stand (M) and cross (N) sliders to alter the speed of the program and also length of hold (fade time) of each scene. Note: To run programs in sound-active mode, move the stand (M) slider to 100% (top position).

IMPORTANT SAFETY INSTRUCTIONS



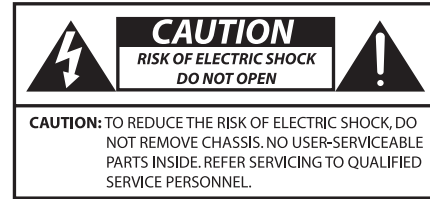
This symbol is intended to alert the user to the presence of non-insulated “dangerous voltage” within the products enclosure.



This symbol is intended to alert the user to the presence of important operating and maintenance (servicing) instructions in the literature accompanying the unit.



Apparatus shall not be exposed to dripping or splashing. Objects filled with liquids, such as vases, shall not be placed on the apparatus.



1. Read all safety and operating instructions before using this product.
2. All safety and operating instructions should be kept for future reference.
3. Read and understand all warnings listed on the operating instructions.
4. Follow all operating instructions to operate this product.
5. This product should not be used near water, i.e., bathtub, sink, swimming pool, wet basement, etc.
6. Only use dry cloth to clean this product.
7. Do not block any ventilation openings, it should not be placed flat against a wall or placed in a built-in enclosure that will impede the flow of cooling air.
8. Do not install this product near any heat sources such as radiators, heat registers, stoves or other apparatus (including amplifiers) that produce heat.
9. Do not defeat the safety purpose of the polarized or grounding-type plug. A polarized plug has two blades with one wider than the other. A grounding-type plug has two blades and a third grounding prong. The wide blade or the third prong are provided for your safety. If the provided plug does not fit into your outlet, consult an electrician for replacement of the obsolete outlet.
10. Protect the power cord from being walked on or pinched, particularly at plugs, convenience receptacles, and the point where they exit from the apparatus. Do not break the ground pin of the power supply cord.
11. Only use attachments specified by the manufacturer.
12. Use only with the cart, stand, tripod, bracket, or table specified by the manufacturer or sold with the apparatus. When a cart is used, exercise caution when moving.
13. Unplug this apparatus during lightning storms or when unused for a long period of time.
14. Care should be taken so that objects do not fall and liquids are not spilled into the unit through the ventilation ports or any other openings.
15. Refer all servicing to qualified service personnel. Servicing is required when the apparatus has been damaged in any way.
16. **WARNING:** To reduce the risk of fire or electric shock, do not expose this apparatus to rain or moisture.
17. When a mains plug or an appliance coupler is used as the disconnect device, the disconnect device shall remain readily operable.

