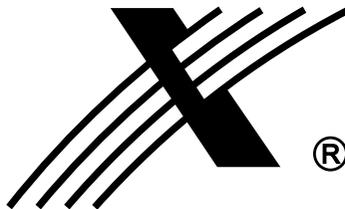


PX102

# Nadir

OPERATION  
MANUAL



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# 1. FEATURES

Px102 Nadir console is designed to control scanners , moving head fixtures , dimmers and strobes. It controls 512 DMX channels allowing for operation of 32 16-channel or 64 8-channel scanners. Internal memory capacity ( 8 Mb ) is 1536 scenes which can be used in 64 programs. Up to 7 programs may be run at the same time , each with its own rate and synchronization mode. Programs may be used to build up to 8 shows , each with up to 256 steps. The effects generator ( fig. 8, circle etc. ) speeds up and facilitates programming. 32 fixture / program buttons, memory bank selector, and 16 control faders give quick and easy access to programs and fixtures. Fluid action joystick gives precise control of mirror movement. Accessing controller functions is done through 48 character LCD display and a rotary encoder. An extensive onboard fixture library may be updated through the RS-232 port. Future software releases can be downloaded in the same manner. Programming and set-up functions may be password protected.



### 3. TOP PANEL DESCRIPTION.

<b>1</b> PROGRAMMING SECTION	Four buttons controlling programming functions.	<b>9</b> PROGRAM / FIXTURE SELECTOR	Used to select the function of the 32 PROGRAM / FIXTURE buttons.
<b>2</b> MENU FUNCTION BUTTONS	LCD menu function buttons.	<b>10</b> BANK SELECTOR (33-64)	Used to select the second bank of programs or fixtures.
<b>3</b> LCD DISPLAY	48 character alphanumeric LCD.	<b>11</b> JOYSTICK	Its proportional function allows for precise setting of mirrors or moving heads. Pressing on the joystick activates default (center pan and tilt) mirror position.
<b>4</b> ENCODER WHEEL	Encoder wheel. Controls applicable menu functions.	<b>12</b> FADERS CONTROLLING FIXTURE FUNCTIONS	16 faders used to control 16 DMX channels of the selected fixture. Minimum = 0. Maximum = 255
<b>5</b> "ENTER" BUTTON	Records in controller's memory all new programs, configurations, etc.	<b>13</b> X-FADE AND RATE CONTROL FADERS	These two faders control program playback parameters in the auto mode. The RATE fader sets program rate (speed) i.e. duration of the scene. The X-FADE fader controls the amount of crossfade between scenes. Minimum = 0 crossfade Maximum = full crossfade
<b>6</b> "SHOW" BUTTON	Show playback button. Also used to record TAP rate.	<b>14</b> MASTER	Controls the fade function of active fixtures.
<b>7</b> BLACKOUT BUTTON	Sends blackout command to all fixtures.		
<b>8</b> PROGRAM / FIXTURE BUTTONS	32 buttons used to activate programs or fixtures. Their function is selected with the PROGRAM / FIXTURE SELECTOR button.		

# 4. DMX ADDRESS TABLE

Button #	MODE 1		MODE 2		MODE 3		MODE 4	
	DIP SW	DMX addr						
1	100000000	1	100000000	1	100000000	1	100000000	1
2	100010000	17	100100000	9	100100000	9	101000000	5
3	100001000	33	100010000	17	100010000	17	100100000	9
4	100011000	49	100110000	25	100110000	25	101100000	13
5	100000100	65	100001000	33	100001000	33	100010000	17
6	100010100	81	100101000	41	100101000	41	101010000	21
7	100001100	97	100011000	49	100011000	49	100110000	25
8	100011100	113	100111000	57	100111000	57	101110000	29
9	100000010	129	100000100	65	100000100	65	100001000	33
10	100010010	145	100100100	73	100100100	73	101001000	37
11	100001010	161	100010100	81	100010100	81	100101000	41
12	100011010	177	100110100	89	100110100	89	111101000	45
13	100000110	193	100001100	97	100001100	97	100011000	49
14	100010110	209	100101100	105	100101100	105	101011000	53
15	100001110	225	100011100	113	100011100	113	100111000	57
16	100011110	241	100111100	121	100111100	121	101111000	61
17	100000001	257	100000010	129	100000010	129	100000100	65
18	100010001	273	100100010	137	100100010	137	101000100	69
19	100001001	289	100010010	145	100010010	145	100100100	73
20	100011001	305	100110010	153	100110010	153	101001000	77
21	100000101	321	100001010	161	100001010	161	100010100	81
22	100010101	337	100101010	169	100101010	169	101010100	85
23	100001101	353	100011010	177	100011010	177	100110100	89
24	100011101	369	100111010	185	100111010	185	101110100	93
25	100000011	385	100000110	193	100000110	193	100001100	97
26	100010011	401	100100110	201	100100110	201	101001100	101
27	100001011	417	100010110	209	100010110	209	100101100	105
28	100011011	433	100110110	217	100110110	217	101101100	109
29	100000111	449	100001110	225	100001110	225	100011100	113
30	100010111	465	100101110	233	100101110	233	101011100	117
31	100001111	481	100011110	241	100011110	241	100111100	121
32	100011111	497	100111110	249	100111110	249	101111100	125
33			100000001	257	100000001	257	100000010	129
34			100010001	273	100100001	265	100100010	137
35			100001001	289	100010001	273	100010010	145
36			100011001	305	100110001	281	100110010	153
37			100000101	321	100001001	289	100001010	161
38			100010101	337	100101001	297	100101010	169
39			100001101	353	100011001	305	100011010	177
40			100011101	369	100111001	313	100111010	185
41			100000011	385	100000101	321	100000110	193
42			100010011	401	100100101	329	100100110	201
43			100001011	417	100010101	337	100010110	209
44			100011011	433	100110101	345	100110110	217
45			100000111	449	100000101	353	100000110	225
46			100010111	465	100101101	361	100101110	233
47			100001111	481	100011101	369	100011110	241
48			100011111	497	100111101	377	100111110	249
49					100000011	385	100000001	257
50					100100011	393	100010001	273
51					100010011	401	100001001	289
52					100110011	409	100011001	305
53					100001011	417	100000101	321
54					100101011	425	100010101	337
55					100011011	433	100001101	353
56					100111011	441	100011101	369
57					100000111	449	100000011	385
58					100100111	457	100010011	401
59					100010111	465	100001011	417
60					100110111	473	100011011	433
61					100001111	481	100000111	449
62					100101111	489	100010111	465
63					100011111	497	100001111	481
64					100111111	505	100011111	497



# 5. SET-UP / CONFIGURATION

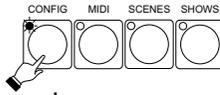
## 5.1. DMX ADDRESS MODE

### NOTE!

Access to these functions may be blocked. See SERVICE MODE..

Choose appropriate DMX address mode , according to the type of fixtures ( scanners ) used.

Select program...



With the "Select program.." screen being displayed on the LCD, press CONFIG in the programming section. LCD will change to the following screen and the CONFIG LED will light up.

Ch. Assign Mode Special  
1 ( 1 ) Fixtures fcnctns



Press A or B button.

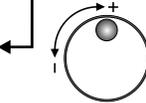
!! Clear all programs !!  
Continue? Yes No



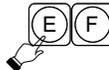
### NOTE!

Changing DMX address mode will erase all programming. Choose appropriate mode before doing any programming.

Ch. assign mode : model  
32 fxtr x 16 channels

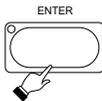


Using the encoder or buttons E or F select desired mode.



There are 4 DMX address modes.

- 1 - 32 x 16 channels
- 2 - 32 x 8 channels + 16 x 16 channels
- 3 - 64 x 8 channels
- 4 - 32 x 4 channels + 16 x 8 channels + 16 x 16 channels



Press ENTER button after choosing the desired mode. New settings will be recorded in controller's memory.

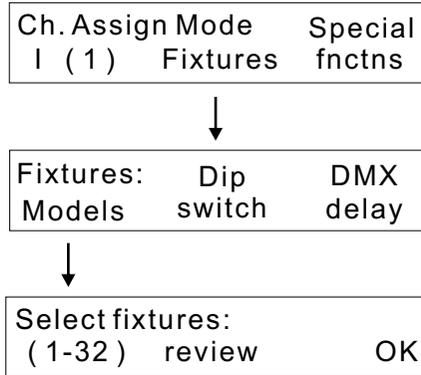
## 5.2. ASSIGNING FIXTURES

### 5.2.1. FIXTURE MODELS

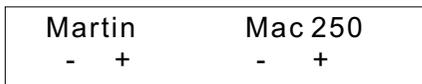
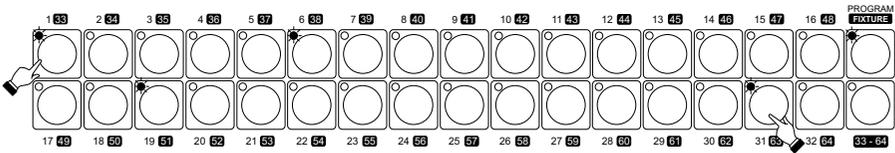
Select fixtures to be assigned from the fixture library. They will be assigned to fixture buttons.

NOTE!

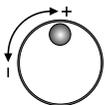
Setting DMX address on the fixtures will depend on DMX address mode previously selected. Consult DMX ADDRESS TABLE on page 4.



Press fixture button (s) to which you want to assign the fixture. Fixture LED will light up and a brand / fixture model screen will appear on the LCD display.



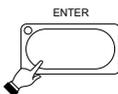
Press A or B to scroll through the alphabetical fixture brand list.



Use the encoder to scroll through the complete fixture library.



Press D or E to scroll through the alphabetical listing of fixture models.



Once you have selected the desired fixture, press ENTER button. Fixture LED will go off, and fixture assignment will be saved in the memory.

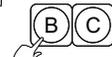
Assign other fixtures in the same manner

Select fixtures:  
(1-32) review back



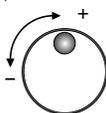
Press D to enable the review of assigned fixtures function.

Martin Mac 250  
6 - + Del. Clr. OK



Press B or C, or use the encoder to scroll through all assigned fixtures. The LCD will show name / model of the fixture. Below it a fixture number will appear. At the same time fixture LEDs will light up. A blinking fixture LED indicates that the fixture is assigned to the second fixture bank, i.e. 33 - 64.

Press D to cancel fixture assignment.



Press E (Clr.) to remove the displayed fixture (Martin Mac 250 for ex.) from all program(s) were it was used.

Not assigned!  
6 - + Del. Clr. OK

### 5.2.2. DIP SWITCH SETTINGS

Ch. Assign Mode Special  
1 (1) Fixtures fnctns



Fixtures: Dip DMX  
Models switch delay



DIP SWITCH SETTING - indicates correct dip switch settings of assigned fixtures.

Press CONFIG in the programming section (see page 5). With the screen shown on the left press C or D under "Fixtures".

Press C or D.

Fxtr 1 addr 100010000  
- + = 17 back

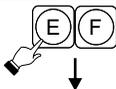


With A or B select one of the assigned fixtures. The LCD will show proper dip switch setting for that fixture.

0 = OFF 1 = ON

### 5.2.3. DMX DELAY

Fixtures: Dip DMX  
Models switch delay



The DMX DELAY function allows slowing down of the DMX signal to match the "receive" speed of the fixture.

The DMX DELAY settings are 0 to 7.

Delay = 0  
- + back

### 5.3. SPECIAL FUNCTIONS

Setting these functions is not essential for proper operation of the console, They offer, however, some helpful options.

**FIXTURE RE-SET** - Many fixtures on the market have the re-set capability, that is they can be re-set without being turned off. Often this feature can be quite cumbersome. That is why an easy to access re-set function has been incorporated in the controller.

**TRIGGERING PROGRAMS WITH FADERS.** - Groups of 16 programs may be triggered with faders. This function lets the user choose which group of programs will be triggered with faders as well as buttons.

Ch. Assign Mode	Special
I (1) Fixtures	fnctns

Press E or F.

#### 5.3.1. FIXTURE RE-SET.

Fixtures:	Assign
Reset	faders

Press A or B.

Select fixtures to be re-set by pressing corresponding fixture buttons. Their LEDs will light up. Then press E or F. The controller will send a re-set command to selected fixtures. To re-set all fixtures press A or B.

To cancel re-set press C or D,  
**NOTE!**

The re-set procedure may take some time.

Reset:	select fixtures
All	Cancel
	Execute

#### 5.3.2 TRIGGERING PROGRAMS WITH FADERS

Fixtures:	Assign
Reset	faders

Press E or F.

Bank select	(1 - 16)
- +	back

Using the encoder choose the group of programs to be triggered with faders..

1. ( 1-16 )
2. ( 17-32 )
3. ( 33-48 )
4. ( 49-64 )
5. None.

Press ENTER to save, and then press F to exit the function.

# 6. SCENE PROGRAMMING.

**NOTE !**

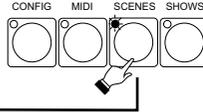
This function may be blocked.  
Consult SERVICE MODE section.

With the following screen showing on the LCD press SCENES in the programming section. The PROGRAM / FIXTURE LED will light up.

**NOTE !**

All LEDs in the fixture / program section have to be off.

Select program ...



Scene Programming  
Standard Spec. Del. OK

(A) (B) (D) (E) (F)

There are 2 modes of scene programming : standard and special

Press A or B to select the standard mode. Press D to select the special mode ( page 10 )  
Use the delete function ( E ) to delete previously recorded programs. Select program to be erased and confirm by pressing ENTER. (see 6.3)

## 6.1. PROGRAMMING STANDARD SCENES

Pgm: 01 Scene 01 [ . . 0 ]  
- + - + ED

(A) (B) (C) (D) (E)

The controller will call up program 1 scene 1 and set the fixtures according to scene 1 settings. With the fixture buttons select fixture(s) to be programmed. Adjust the settings with the joystick and the faders. The ENTER LED will light up indicating new settings. To cancel new settings turn the fixture LEDs off. To CONFIRM them press ENTER.

Value of the last fader setting.

Pgm: 05 Scene 03 [ 137 ]  
- + - + ED S

(E)

To copy a scene to another scene or to another scene in another program press E to change thje command from ED ( edit ) to NW ( new ). Then with A or B select the program number and with C or D select the number of the scene to be copied to. Programs may also be selected with the encoder. Adjust fixture settings with the faders and the joystick, and press ENTER to record the new scene.

**NOTE!**

All programs containing special scenes (see 6.2.) are denoted by "S" appearing in the bottom right hand corner.

Pgm: 12 Scene 13 [ 255 ]  
- + - + NW E

(F)

Each program may contain up to 24 scenes. If a program has less than 24 scenes press F and then ENTER to record the last scene. An "E" will appear on the LCD above the F button.

Pgm: 05 Scene 03 [ 137 ]  
- + - + ED

(E)

Recorded programs may be viewed and edited. The controller should be in the edit mode - "ED" above the E button. Press E to toggle between ED and NW

**NOTE!**

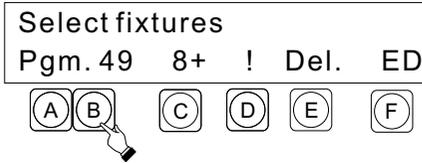
To avoid conflict during playback of different programs controlling both scanners and dimmers, the PAN and TILT setting should be set at neutral (128). This is done by pressing the joystick.

## 6.2. PROGRAMMING SPECIAL SCENES

The internal effects generator contains following movements : figure 8 , circle and diagonal. Special scene programming incorporates assigning one of those movements to a selected program, and defining parameters such as speed, diameter, and location of the center of the movement.

**NOTE!**

Special scene programming may only be done in programs 49-64.

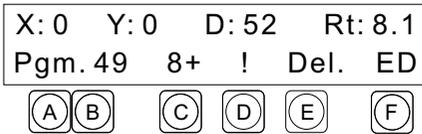


Press A or B to select the program.

Select fixture(s) to be programmed by pressing corresponding fixture buttons.

**NOTE!**

Each program may control up to 64 fixtures.



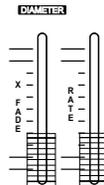
Set faders DIAMETER and RATE ( speed ) at 0.

**NOTE!**

Press E (Del) to delete any DMX values previously set in the selected program.

With C select following effects :

- O+ - circle to the right
- O- - circle to the left
- 8+ - 8 to the right
- 8- - 8 to the left
- /+ - diagonal to the right
- \- - diagonal to the left



Set diameter and rate (speed) faders. Set the center of the movement with the joystick.

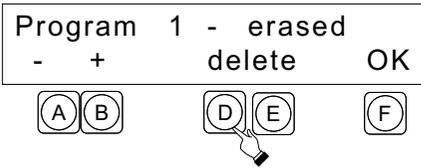
Save all changes by pressing ENTER.

In programming different movements for a number of fixtures it is important to know the start of the program. Press D to activate start synchronization.

To program movement in opposite directions in the same program :

1. Select fixtures that are to move to the right
2. With the C button select O+ on LCD display..
3. Adjust speed and diameter.
4. Turn off fixture LEDs. The fixtures will continue their movement.
5. Select fixtures that are to move to the left.
6. With the C button select O- on the LCD display.
7. Adjust speed and diameter..
8. Press ENTER to record all the settings.

### 6.3. DELETING PROGRAMS

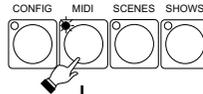


To delete a program press SCENES (In PROGRAMMING SECTION), press E (Del.), and select the program to be deleted by pressing A or B.

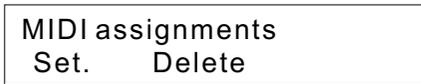
Then press D to delete the program.

Press ENTER to confirm.

## 7. MIDI PROGRAMMING



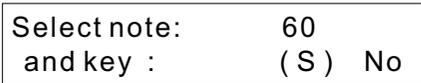
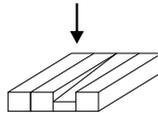
With the "Select program" screen displayed on the LCD, press MIDI in the programming section. The MIDI LED will light up and the following screen will appear.



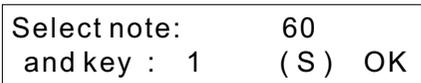
Press A to enable assigning program buttons to MIDI generated notes.



Select and press a MIDI note that you want to trigger one of the programs with.



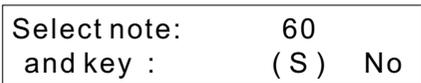
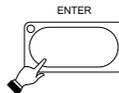
Select and press program button to be triggered with the MIDI note.



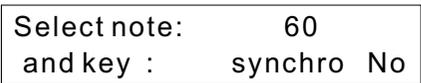
Press F to confirm. Select another MIDI note and a program to be triggered by it. Confirm by pressing F.



When all MIDI assignments are completed press ENTER (LED will go off) to record the settings in the memory.

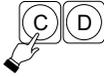


Press E after selecting the MIDI note to set program synchronization mode.



## 7.1. CANCELLING MIDI ASSIGNMENTS

MIDI assignments  
Set. Delete



To cancel MIDI assignments press C or D.

Note 60 → key 15  
prev next. delete OK



Press A or B to scroll through all MIDI assignments. Press D to delete an assignment. Next assignment will appear on the LCD.

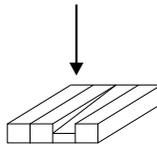
No notes assigned  
OK

After clearing all assignments a “No notes assigned” screen will appear on the LCD.

## 7.2 TRIGGERING PROGRAMS WITH MIDI

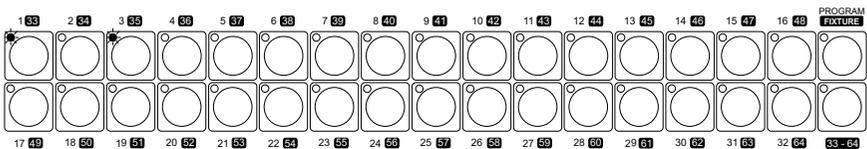
Select program...

Press previously assigned MIDI note to trigger selected program.



1 3 [grid icon]  
auto 44 12,4 All  
Set.

The LCD will show the numbers of triggered programs. At the same time program LEDs will light up. Each program can be turned off by pressing the corresponding MIDI note again, or by pressing the program button.



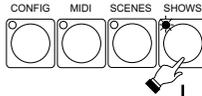
# 8. PROGRAMMING A SHOW

A show is a sequence of programs linked together. Each show may consist of up to 256 steps. Each step may contain up to 7 programs.

**NOTE!**  
**This function may be blocked.**  
**Consult SERVICE MODE section.**

With the "Select program ..." screen showing on the LCD press SHOWS in the programming section.  
**NOTE!**  
 All LEDs should be off in the fixture / program section.

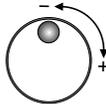
Select program ...



Start 0,00.0 Time: 0,00.0  
 Show 1 Step 1 ED  
 (A) (B) (C) (D) (E)

New screen will appear (as shown) on the LCD. With A or B select the show number, and with C or D the step number. With the program buttons select programs to be included in the first step of the show. Press E to select NW (new show programming) or ED (review and editing of previously recorded show).

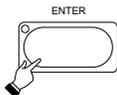
The clock indicates the time elapsed from the beginning of the show.



With the encoder set the time from the beginning of the show, when the programs included in the first step are to be triggered.

Start 0,00.0 Time: 1,36.7  
 Show 1 Step 1 ED

Setting next step number automatically sets the end time for the previous step, and the start time for the next step.



Press ENTER to record the step in the memory.

Start 0,00.0 Time: 4,13.7  
 Show 1 Step 1 ED E

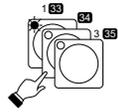
Each show may consist of up to 256 steps. If the show has less than 256 steps, press F before pressing ENTER to record the last step.



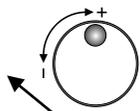
# 9. PROGRAM PLAYBACK

Program version : 1.10  
Library : 1.0 OK

Select program ...



1 3 11 33 45 63 All  
auto 44 12,4 set.



Synchr. X-F Rate Pgm: 15  
auto 44 12,4 canc OK



Synchr. X-F Rate Pgm: 15  
auto 44 12,4 canc OK

Synchr. Scene Pgm: 15  
manual 2 canc OK

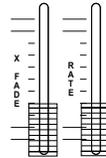
Synchr. Pgm: 15  
audio canc OK

Synchr. Pgm: 15  
MIDI canc OK

Up to 7 programs may be played back simultaneously. Programs are played back by pressing program buttons. To trigger programs 33 - 64 press the "33 - 64" button in the program button section. A flashing program LED indicates the program is in the other bank.

Set the position of the cursor with the encoder. Lower line of the LCD shows program synchronization information, of the highlighted program. To change synchronization parameters press F.

Press A or B to choose synchronization mode.



Playback of programs is controlled by the internal clock. Its parameters are rate in seconds, and crossfade (X-F) in %. They can be adjusted with the RATE and X-FADE ( crossfade ) faders.



Press C or D to control the program manually, one scene at a time ( forward or backward ).

The program is controlled by audio, through the audio input at the back of the console.

**NOTE!**  
Adjust audio sensitivity at the back of the console. This will assure proper audio synchronization.

The program is controlled through MIDI, by an external MIDI controller. See detailed MIDI instructions on page 10.

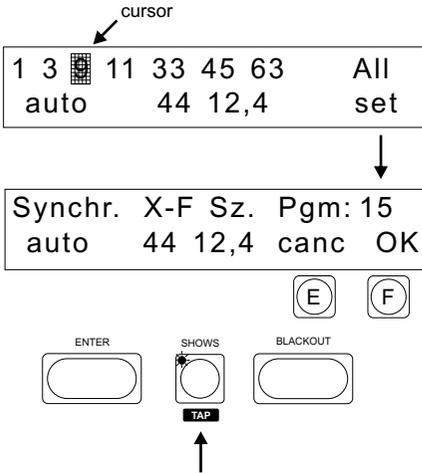
To confirm settings for each program press F or press E to cancel. Then with the cursor select the next program and adjust its parameters. When the parameters for all programs are set press ENTER to record the settings in the memory..

**NOTE!**

By turning the program off ( program LED off ) before pressing ENTER, previous setting will be retained.

## 9.1. SETTING TAP RATE

Program rate (speed) may also be set manually with the TAP / SHOWS button. The TAP rate may be set for one or more programs, depending on program selection



With the cursor select the program and press F, to enter the rate adjust mode. To set the same tap rate for all programs set the cursor at "All".

Tap the TAP button 4 times to set the rate. The tap button LED will start flashing.

To cancel the previous setting and set the new one press and hold the TAP button for 2 seconds and tap 4 times again.

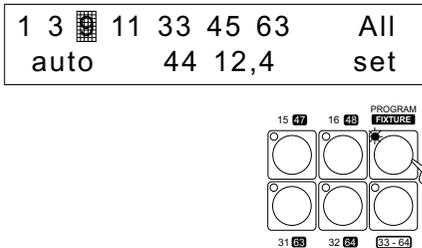
To return to previous tap setting, press E (cancel)

Press F to go back to previous screen. Adjust other programs as needed.

Press F and then ENTER to record the new rate(s).

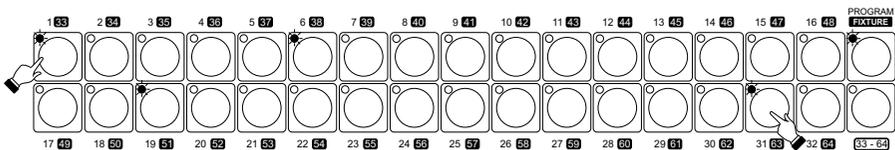
## 9.2. MANUAL CONTROL OF ACTIVE FIXTURES,

It is possible to manually adjust active ( i.e. Fixtures which are being controlled by a program ) fixtures. For example to change color or gobo , or to change mirror positioning.

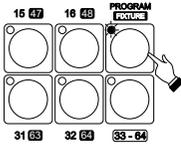


With the programs running ( display shown ) , press PROGRAM / FIXTURE. As long as the PROGRAM / FIXTURE LED is on, the 32 buttons control fixtures, not programs.

Activate fixtures to be manually adjusted by pressing corresponding fixture buttons. Adjust fixture settings using the joystick and the faders. Continue with other fixtures as necessary.



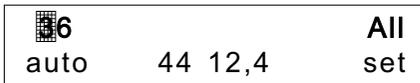
Pressing PROGRAM / FIXTURE button again ( LED flashing ) allows simultaneous manual control of the fixture as well as activation of other programs.



- Press PROGRAM / FIXTURE ( LED flashing ).
- Adjust selected fixture (s) with the joystick or faders.
- Activate other programs as desired ( program LEDs will NOT light up.
- To "Solo " a particular program , press and hold its button for 1 second. All other programs will be turned off. Manual control of fixtures remains active.
- To return to program select and edit functions , press and hold the PROGRAM / FIXTURE button for 1 second. ( LED off ).

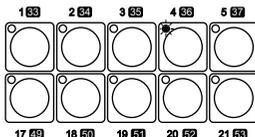
### 9.3. TRIGGERING PROGRAMS WITH FADERS

Select program ...

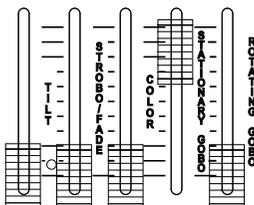


**NOTE !**  
These functions may be blocked.  
Consult SET-UP / CONFIGURATION Section.

Programs may be triggered with both buttons and faders. The console has to be set-up for fader triggering. See the SET-UP / CONFIGURATION section.



Raising a fader will trigger corresponding program. The program LED of the program being triggered will light up , and the LCD will show its number. The fader controls all fade functions in the program which have been enabled. The program turned on with the fader may be turned off with its button. Conversely, a program turned on with its button may be turned off with the fader.



# 10. SHOW PLAYBACK

Program version : 1.10  
 Library : 1.0      OK



Select program ...

With the screen shown on the left press the SHOWS button located beside ENTER.



Step 1    Time    0,00.0  
 Show 1   -   +   Start

With C or D select show number.



Step 1    Time    0,00.0  
 Show 1   -   +   Start   P

Press E to start or stop the show playback. Press F to pause.

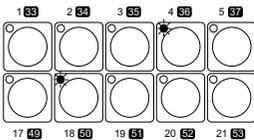


During show playback the LCD displays current step # , and time elapsed from the beginning of the show.

It is possible to synchronize your light show with music playback by using a CD player with remote start capability. Pressing E to start the show will automatically start the CD player. The synchronization accuracy is 0.1 second.

Step 1    Time    0,00.0  
 Show 1   -   +   Start   P

Press E to start or stop the show at any time. Press F to pause. That will automatically stop the CD as well.



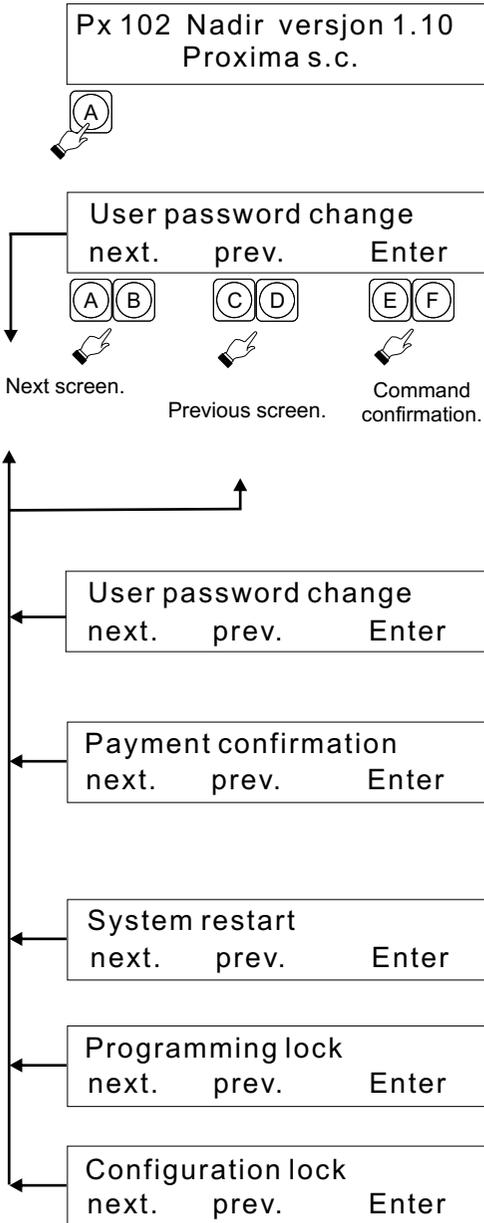
During show playback the program LEDs light up , indicating which program is currently being played back.

# 11. SERVICE MODE

The service mode incorporates following functions - change of password , downloading new software releases , blocking access to functions , and confirmation of payment.

**NOTE!**

All functions of the controller are disabled when the service mode is being accessed.



With the shown screen displayed on the LCD , tap A. This is the first screen to appear upon turn on.

**NOTE!**

**Service mode can only be accessed from this screen.**

The controller is equipped with a standard RS-232 port , allowing the controller to be hooked up to a PC. The port is used to download new software releases and new fixture libraries. It can also be used to offload controller's memory onto a PC. This allows the user to save and archive programming onto floppy diskette. Programming done on a PC can also be transferred into controller's memory. A program allowing communication between the controller and a PC is included with the controller.

Password set-up. The password locks out access to the service mode..

Payment confirmation.

The controller can be supplied from the manufacturer with a password and a time limit. Once full payment is received by the manufacturer , the user will be supplied with a password to confirm the payment. Otherwise the unit will stop functioning once the time limit has been exceeded.

System restart.

Programming lockout.

Configuration lockout.

## 11.1. PC INTERFACE AND PROGRAMMING

Connect COM 1 or COM 2 on your PC with the RS-232 port on the controller , using cable supplied with the unit.

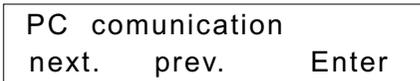
NOTE !

Both the PC and the controller should be switched off.

Switch on the PC and open a new folder ( "Nadir " ) in My Documents. Then copy program "nadir.exe" from the supplied diskette into the new folder.

Turn on the controller and access the service mode.

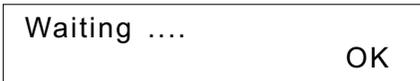
Select the screen below.



Press E or F.

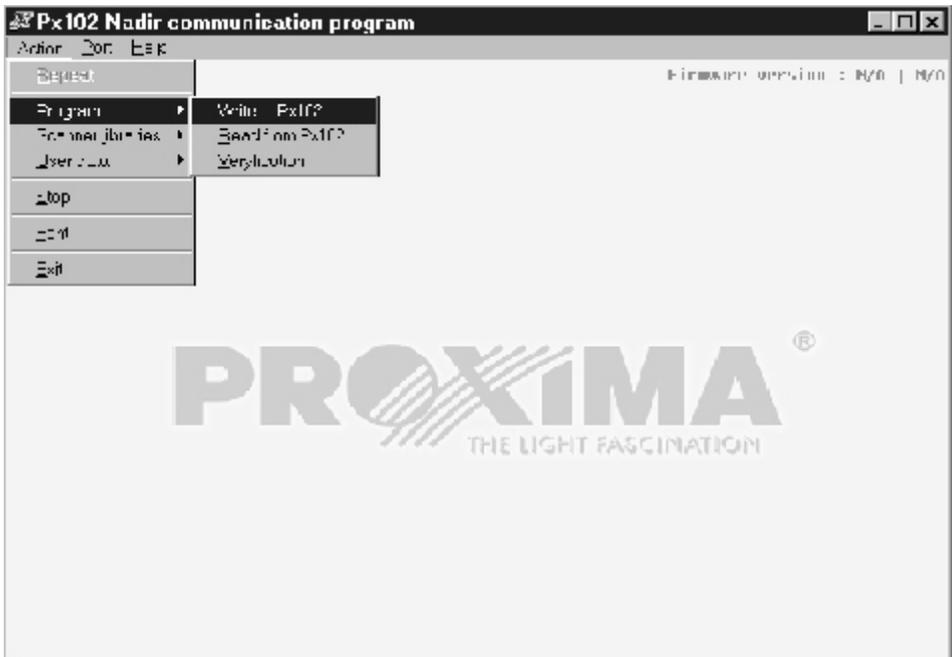


In the program menu on your computer screen select "Action". You can now download new fixture libraries , new programming, as well as read and create new programs.



NOTE !

**Blinking fixture LEDs on the controller indicate transmission of data between the controller and the PC. Once your work has been completed and the flashing stops , press F twice.**



## 11.2. USER PASSWORD SET-UP

User password change  
next.      prev.      Enter

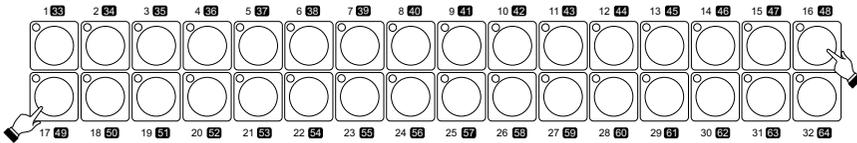


Press E or F. A new screen will appear , and you will be able to enter your password.

Enter user password :  
\*\* \_      OK

Enter the password by pressing fixture buttons. The password contains 8 characters , that is 8 buttons have to be pressed. Not entering any characters and pressing OK will erase previous password.

Re-enter password :  
\*\* \_      OK



Password changed !  
OK

Once the password has been entered , only the password holder will be able to access the service mode.

## 11.3. PAYMENT CONFIRMATION.

Payment confirmation  
next.      prev.      Enter



Press E or F. A new screen will appear , allowing the operator to enter payment confirmation code supplied by the manufacturer.

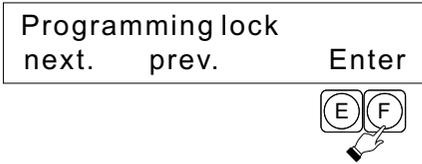
Enter payment conf. code  
\*\* \_      ←      OK

Enter the code by pressing fixture buttons."

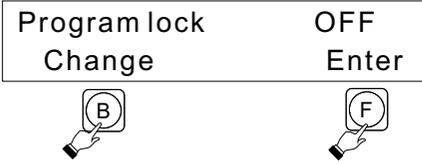
Payment confirmed !  
OK

Entering the code enables continued functioning of the controller.

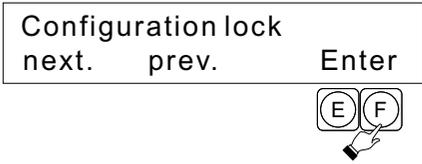
# 11.4. PROGRAMMING AND CONFIGURATION LOCKOUT.



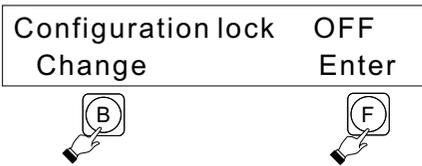
With the shown screen on the LCD press E or F to access programming lockout function.



The upper line of the display shows current status. Pressing B will toggle the lockout on & off. Press F to confirm the entry.



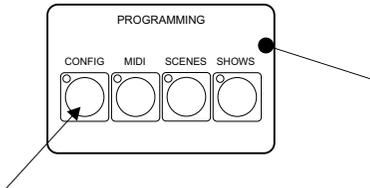
Press E or F to access configuration lockout function.



The upper line of the display shows current status. Press B to toggle lockout on & off. Press F to confirm the entry.

### NOTE!

**Configuration lockout disables the CONFIG button in the programming section.**  
**Programming lockout disables all buttons in the programming section.**



Programming lockout disables all buttons in this section.

Configuration lockout disables only the KONFIG button in this section.

## 12. CONNECTING THE FIXTURES TO THE CONTROLLER

The controller transmits a standard DMX -512 signal. To assure proper functioning of the system, dip switches on the fixtures must be set properly. Also appropriate cabling setup must be used. Here are some practical suggestions.

1. A microphone type cable should be used, that is, two-conductor with a shield.
2. All XLR connections should be done in the following manner.

pin 1 = shield

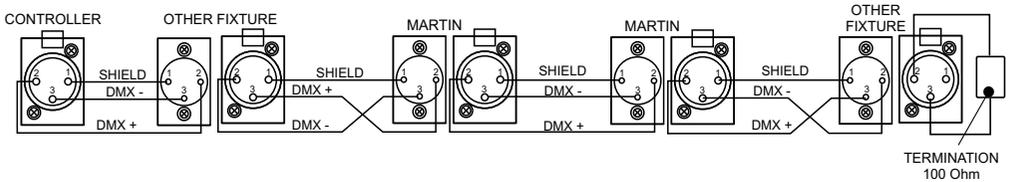
pin 2 = DMX-

pin 3 = DMX+

NOTE!

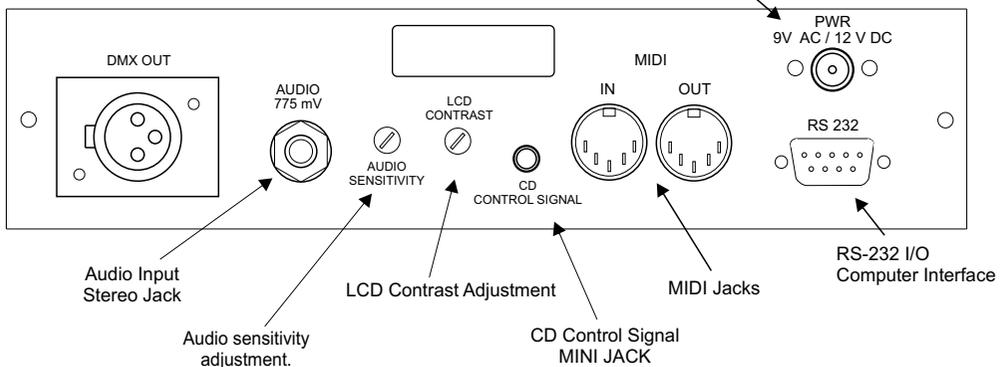
Martin fixtures have pin 2 and pin 3 reversed. A "reversed" cable should be used so they may function correctly.

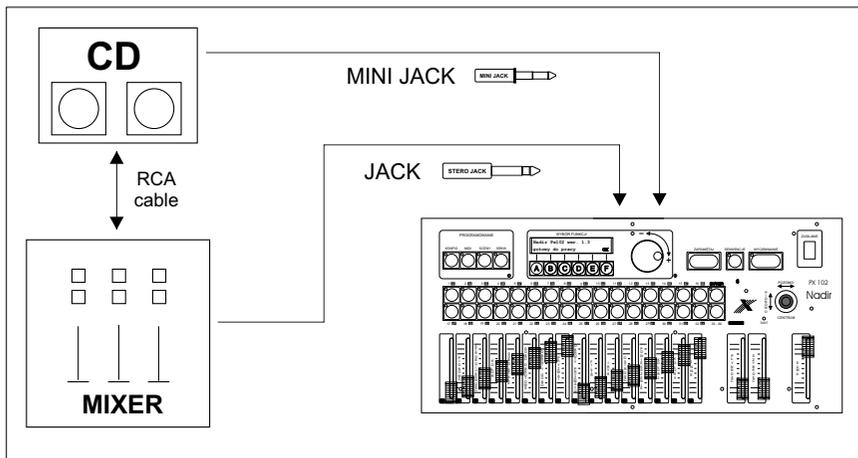
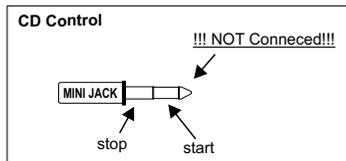
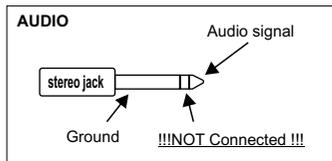
3. The controller and the fixtures must be connected in series, that is, the output of the controller is connected to the input of the first fixture, the output of the first fixture is connected to the input of the second fixture, the output of the second fixture is connected to the input of the third fixture etc.
4. A 100 Ohm resistor MUST be installed at the output of the last fixture, between pins 2 and 3. This is commonly called DMX TERMINATION.
5. Set dip switches on the fixtures according to the table on page 4.



## 13. BACK PANEL VIEW

Power input.  
The AC adapter is supplied with the unit.





## 14. TECHNICAL SPECIFICATIONS

- DMX channels	512
- scenes	1536
- programs	64
- shows	8 (up to 256 steps each)
- memory	8 Mb
- audio signal level:	0 dB
- input:	
- audio 0 dB	STEREO 1/4" JACK
- MIDI	5-pin DIN
- RS 232	9-pin D-SUB
- audio	MINI JACK
- output:	
- DMX 512	3-pin XLR
- MIDI	5-pin DIN
- RS 232	9-pin D-SUB
- power	12V DC or 9V AC
- power consumption	10 VA
- weight	5 kg
- dimensions:	
- width	483mm (19")
- depth	221mm (standard 5U)
- hight	85mm

## FAQ

NOTE