

Lightmaster 1200 Owner's Information

Introduction

The Lightmaster 1200 MkII is a professional 12 channel, 2 preset lighting control desk. It features a 15 scene fully programmable on/off memory, complete with channel preview lights. It also has channel and preset flasher buttons, an autofade on each preset and remote control functions. The memory may be sequenced quickly to provide versatile effects and chase facilities.

The Lightmaster 1200 is designed for use with the Zero 88 Betapack and Alphapack dimmer ranges, but will operate with any dimmers which require a 0 to +10v control input.

The Lightmaster 1200 desk is powered by a +20V supply at up to 180mA provided by one or more Betapacks (or by four Alphapacks) through the control cables.

Other manufacturer's dimmers may not provide sufficient current, so alternatively the desk may be powered from a Zero 88 PSU (Stock Nos 236).

Technical Specifications

Standard Outputs	0 to +10V
Power Supply	+18V to +28V at 180mA
Battery Backup	PP3 (6F22 or 006P) leakproof battery
Audio Input	100 mv at 50V
Input Impedance	20k Ω via 1 pole of 1/4" stereo jack
Max Operating Temp.	40°C
Size	530 x 340 x 85mm (31" x 13.3" x 3")
Net Weight	5Kgs (11 lbs)

This equipment is designed for use as a lighting control desk and should not be used for any other purpose.

Zero 88 Lighting Ltd reserves the right to make changes to the equipment described in this manual without prior notice.

E&OE

Manual Operation

Two sets of channel faders are provided. These are known as 'Presets' and enable the user to set up two different lighting scenes and fade between them using the preset Master A and Master B controls.

Each preset Master has a Flash button and an Autofade rotary control associated with it. With the Autofade knobs turned to 'manual' the speed of the crossfade is controlled manually.

For example:

Turn both Autofade knobs to 'manual',
Set up one scene by setting the required levels for each channel on the Preset A faders, and a different scene on Preset B.

Move the Master A fader to full up, and the Master B fader fully down to zero.

To manually fade from scene A to scene B, slowly push the Master A fader down, at the same time pushing the Master B fader up.

You have direct control over the speed of the change.

Channel Flasher Buttons

Each channel can be flashed to full using the channel Flasher button, regardless of the setting of the channel fader. The Flash buttons can be disabled by setting the Flashers switch to off.

Flashing a Preset

The preset Flash button will take the preset to full regardless of the setting of the Preset Master. For example to flash Preset B when Master B is at zero (off) simply press and hold the Master B flash button.

Fade Time Operation

Timed fading of scenes in and out or crossfading between scenes can be carried out automatically using the Autofade controls. Times of fades from zero to full or full to zero can range from 1 to 10 seconds (approx) and are initiated by moving the appropriate Master fader.

For example,

Turn the Master A Autofade knob to 5 seconds and the Master B Autofade knob to 10 seconds.

Moving Master A from the top to the bottom of the scale, and Master B from the bottom to the top of the scale, will fade Preset A from full to zero in 5 seconds, and Preset B from zero to full in 10 seconds.

Overriding Fade Times

Turning the Autofade knob anticlockwise during a fade will slow down the fade of that preset.

Turning the Autofade knob clockwise during a fade will speed up the fade of that preset.

DBO

Dead Black Out; kills all desk outputs

Programming the Memory

To setup the memory for programming

- 1 Switch the Speed control to Manual.
- 2 Switch the Memory switch to Program.
- 3 Clear the memory by pressing the Memory Clear button until the Memory Empty light comes on.
- 4 Press Step/Record once.
- 5 Press Memory Clear button again until the Memory Empty light comes on again.

To programme the first scene

- 1 Press the Flasher buttons for each channel required (note the Preview light comes on).
- 2 If you make a mistake, press Clear Step to reset the scene, and start again.
- 3 Press Step/Record button to record the scene. The preview lights will go off to show that the scene has been programmed.
- 4 Repeat steps 1 to 3 for a maximum of 15 scenes. If you exceed 15, the Memory Full light will come on and the first scene will be lost.

To add a scene

- 1 Switch the Speed Control to Manual.
- 2 Switch the Memory switch to Run.
- 3 Using the Step/Record button, advance the memory to the scene after the scene to be added (a new scene can only be added to the memory before the one currently displayed).
- 4 Switch the Memory switch to Program.
- 5 Set up the scene as above.
- 6 Press Step/Record to programme the new scene.

Note: Scenes may only be added to the memory. Any other changes will have to be made by clearing the whole memory and reprogramming.

Signal Connections

8 pin locking DIN:

Pin	Ch	Ch
1	1	7
2	2	8
3	3	9
4	4	10
5	5	11
6	6	12
7	Supply Voltage	
8	0V reference	

Replaying the Memory

Manually Stepped

- 1 Switch the Memory switch to Run.
- 2 Check Memory Empty light is off (ie. the memory is programmed).
- 3 Turn the Speed Control to Manual, and remove any jack plug connected to the External Step input.
- 4 Pressing the Step/Record button will advance the memory one scene for each press.

Automatic Speed

Turn the Speed knob clockwise slowly from Manual; this will automatically step the memory through each scene. The rate may be varied by the Speed control.

Audio Stepped

Turn the Speed control off and connect a suitable audio signal to the External Step input. The memory will be stepped through each scene by the bass beat. If the Speed control is used too, the memory changes will be speeded up by the bass beat.

Externally Stepped

A footswitch may be used to step the memory in place of, or in addition to the manual step button. Either the footswitch, or the manual step button will stop the bass beat stepping if held down.

Options and Accessories

- 231 Calculator type Mains Supply (Schuko Plug)
- 236 Calculator type Mains Supply (UK 13A Plug)
- 262 8 pin DIN (male/male) cable 2m
- 263 8 pin DIN (male/male) cable 10m
- 264 8 pin DIN (male/male) cable 25m
- 265 8 pin DIN (male/male) cable 50m
- 266 8 pin DIN (F/M) extension cable 10m
- 267 8 pin DIN (F/M) extension cable 25m
- 268 8 pin DIN (F/M) extension cable 50m