

# Lightmaster 611, 690 & 691

## Operating Instructions

The Lightmaster 611 and Lightmaster 691 are six channel lighting control units capable of an enormous range of lighting functions. Correctly used, and with the right effects cartridges, they will control the lighting for quite large clubs and discotheques.

Alternatively, these units make useful 6 channel dimmer units with master for club and small-scale theatrical lighting. Full dimming of each channel and all effects is available, and background lighting levels may be set where required.

The Lightmaster 691 is a complete unit with dimmers incorporated. The Lightmaster 611 has all the controls of the 691, but operates through a separate Lightmaster 690 dimmer pack which can be sited up to 1,000 metres away.

This equipment must be installed by a competent electrician, in accordance with the instructions given in the installation manual supplied. It will then provide many years of safe, efficient service.

### Switching On:

1. Switch on the main supply to the equipment, causing the top half of the power indicator lamp in the 691 or 690 to glow.

NB. The mains isolation switch for this may be elsewhere in the building, so familiarise yourself with its location.

2. Set all the slider dimmer controls to 0, and switch on the control switch next to the mains indicator lamp on the 691 causing both halves to glow. Alternatively switch on the control switches on the 611 and its associated 690 slave dimmer pack.

### Manual Control:

3. Set each of the 3 position 'function' switches to the manual (centre) position. Set the 'manual master' slider to 10, and advance each channel slider until the required brilliance is obtained from the lamps on each channel.

The 'manual master' can now be used for simultaneous dimming of all six channels from this maximum position.

An 'off' position is provided on 'function' switches for completely blacking out any channel.

Note that the small red 'LED' indicator lamps above each channel's number give the operator an indication of its' output even if the lights are out of sight.

### Effects Control:

4. A wide range of lighting effects is available for your Lightmaster, and electronics for each are contained in a small plastic cartridge which plugs into the holder on the bottom right hand corner of the Lightmaster.

These boxes are extremely tough, but should be treated reasonably, in and out of use. Please don't force them into the holder, or you will eventually break the connector at the back!

In addition, a chaser, (manual and sound operated), is incorporated into the Lightmaster, and this comes into operation whenever there is no cartridge in use, providing continuity of presentation.

### Internal Effect Operation:

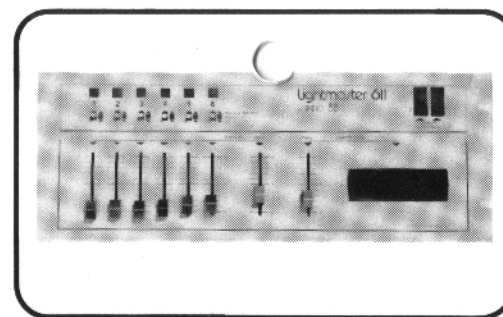
5. With no cartridge plugged in, set the manual controls to 0, switch all the channels to 'manual & cartridge', and advance the 'cartridge master' to 10.

The lights will now chase automatically, from 1 to 6, at a brightness level set by the 'cartridge master'.

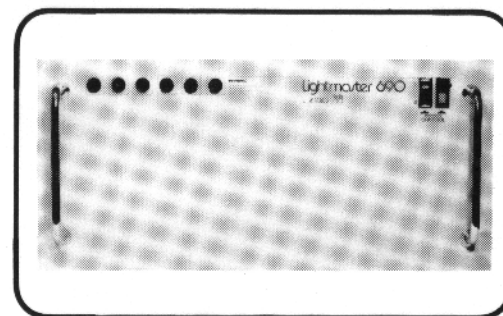
If a sound input is connected the chaser will synchronise itself to the beat of the music, reverting back to automatic when the music stops.

### Cartridge Effect Operation:

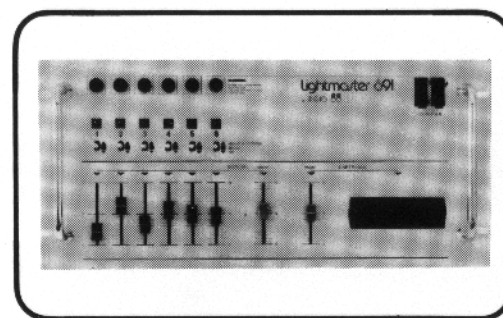
6. If a cartridge is now plugged in, its effect will



The Lightmaster 611



The Lightmaster 690



The Lightmaster 691

automatically take over from the chaser.

Sound cartridges derive their input automatically from the audio input, and need only the adjustment of the level control for correct operation. Background lighting can be added to the effects by using the manual controls in the usual way. Individual channels can be switched to 'manual' only when effects are not required.

Most cartridges operate on all channels, but four channel versions are available for situations where two channels are to be used for manual dimming only.

## Trouble-Shooting the Lightmaster 611, 690 & 691 Systems

Here are a few common faults and their causes:

1. No power lights – unit dead.  
Main power input switched off, or main fuse blown.  
If fuse – call Engineer.
2. Power light 'on', control light 'off' – unit 'dead'.  
Control switch off OR internal fuse blown.  
If fuse – call Engineer.
3. One channel dead, but LED operates.  
Bulb blown, lamp unplugged or 10A fuse blown.  
ISOLATE UNIT (both power lights out) and replace bulb, and/or fuse with special high speed 10 Amp ceramic type.  
**Do NOT use glass fuses**  
If in doubt – call Engineer.
4. One channel dead, OR only works on manual – LED doesn't operate.  
Channel switch off OR slider down OR faulty cartridge.
5. Effects don't work.  
Cartridge slider down OR cartridge socket broken.
6. Sound cartridge won't work.  
Audio input unplugged or turned down.
7. 611 operates normally but lights don't come on.  
690 switched off or interconnecting cable disconnected.

IF BEER, ALCOHOL, OR ANY LIQUID IS SPILT INTO THE UNIT, ISOLATE FROM SUPPLY, AND CALL ENGINEER. IF TREATED IMMEDIATELY THE UNIT MAY SURVIVE.

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