Instruction Manual

DJC 1

Show Controller

Help!

Light show does not move and Hold button is lit

The lightshow is in Hold mode. Press the Hold button to release Hold mode.

Head types keep turning on and off on their own

The head types are in Auto mode. Hold down the button for each head type until the button stops flashing. This puts the head type into manual select mode.

Everything keeps turning off

If you're using head type Auto mode, make sure that only head types you actually have in the light show are set to Auto. The controller will make sure that at least one type of head is turned on. However, say you don't have any XP1 units but you set XP1 to Auto, the controller will try to run the XP1 units and everything may go dark.

The colour is always the same (and the Hold button is flashing)

You can lock the colour by holding down Hold and pressing one of the head buttons. The hold button flashes. Press Hold to unlock the colour.

The colour does not change when I use the colour lock function

The units will change colour slowly if there is no audio beat present.

If you still cannot resolve the problem, it may be that the unit has a fault. You should contact your dealer for assistance. If you have Internet access you can go to:

http://www.extreme-dj.com

For further information.

Maintenance of the controller

Clean the front panel using a soft cloth and detergent. Do not use abrasive or solvent cleaners.

Chans 3-10: head type control	Channel 11: Colour override	Channel 12: Gobo override
224-255=Head type AUTO 128-223=Head type ON 0-127=Head type OFF	4-255=Colour override 0-3=Colour Auto	4-255=Gobo override 0-3=Gobo Auto
Channels 3-10 turn each head type on and off. At maximum value the head type is set to Auto Select.	Channel 11 allows you to override the colour used in the light show. At zero the controller will use automatic colours. See head manual for colour values.	Channel 12 allows you to override the gobo used in the light show. At zero the controller will use automatic colours. See head manual for gobo values.

Welcome

Congratulations on your purchase of the Abstract Extreme controller. Your new product offers many exciting features and can work in harmony with all other products in the range to produce an amazing light show. You can also integrate the controller with an existing DMX system to give more sophisticated control.

This booklet contains important information to help you to achieve the best results from this product. Please read through the booklet before operating the product.

This controller is designed for Abstract's Extreme DJ range of lights. It is not a universal DMX controller and will not operate lights from any other manufacturers, except the Mad FX range.(not all features are relevant)

If you're in a hurry…

If you don't want all the details, and you just want to get it working in a hurry…

- If you are using this as the main controller for the lights, go to page 6
- If you are integrating the controller with an existing DMX512 system, go to page 8

Specification

Power supply: DC 12V 500mA Internal auto-resetting fuse
Light show output: Abstract light show output (Not DMX 512 compatible)
DMX input: 2 or 12 channels auto polarity detect, address 1-511
Audio line in**: 0.75Vp-p 100Kohm input impedance auto level**
Internal microphone: Electret microphone auto level

Guided tour of the unit

1. **Power LED and socket** (centre positive). The low voltage DC supply plugs into this socket. The unit is protected against reverse polarity.

2. **Audio input plug** (mono or stereo jack). If the built-in microphone does not give good results then you can plug an audio line signal into this socket. Do not connect a speaker level signal to this socket as the unit may be damaged.

3. **Light Show output socket.** The lights are connected to this socket.

4. **DMX Thru socket**. If you are integrating the controller with an existing DMX system, the existing DMX wiring is connected here. The unit will operate with either pin 3 hot or pin 2 hot.

5. **DMX Input socket**. Data from the DMX input socket is passed through to this connector to allow the DMX circuit to be continued to the next unit.

6. **Dip switches.** If you are using the DMX input, the switches set the DMX address for the controller to respond to. Switch 10 sets the mode of the controller; if "off" then the unit is in "simple" mode and uses 2 DMX channels, if "on" the unit is in "advanced" mode and uses 12 DMX channels.
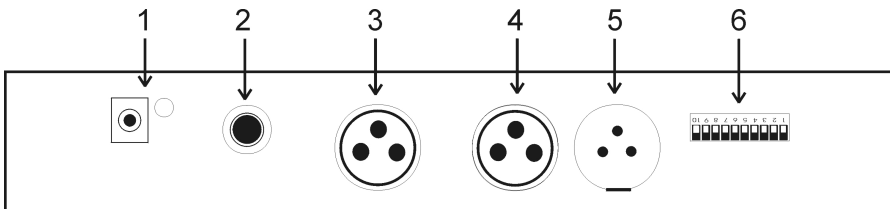
colours, strobing and blackout between the "odd" and "even" groups.

Set dip switches 1-9 on the units to match the settings of the DMX controller, if you want to be able to override the lightshow and manually control the lighting units. Dip switch 1 has special functions on the units when in light show mode so you may need to adjust the DMX channels to allow for this.

Note: You can't override the lightshow on individual heads. You can either run the lightshow or have DMX control of all the heads.

Set Dip switches 1-9 on the XP1 controller so that it responds to the DMX controller on the correct DMX channel.

Dip switch 10 on the controller selects **Simple** mode (Off) or **Advanced** mode (On).

In Simple mode, the unit uses 2 DMX channels:

Channel 1: Light show control	Channel 2: Light show mode
128-255=DMX override 0-127=Light show output	192-255=Mad mode 128-191=Dance mode 64-127=Chill mode 16-63=Mood mode 0-15=Blackout
Channel 1 sets Light Show output if below 50%, and DMX override if above 50%. In override the DMX input is routed through to the output and you can directly control the extreme lighting using the external DMX controller.	Channel 2 sets the mode of the controller. At zero the controller is blacked out. As the value increases the mode steps through the 4 available "excitement" levels. (If Channel 1 is set to override then channel 2 has no effect on the output).

In Advanced mode, the unit uses 12 DMX channels.

*   Channels 1 and 2 are the same as for Simple mode.

DMX controlled mode

You can control all aspects of the XP1 controller from an existing DMX system. This allows you to use the Extreme system as an integrated part of a larger light show, but still take advantage of the Extreme system's amazing automatic light show capability.
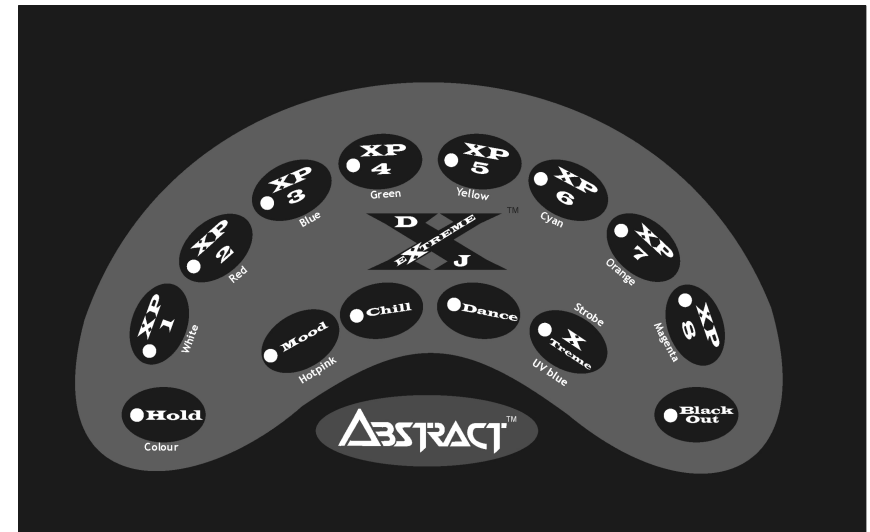
Setting up the controller

Link the Extreme lighting units to the Light Show output socket using 3-pin XLR cables.

Connect the external DMX cabling into the DMX input. To continue the DMX to other units, connect them to the DMX thru socket. The DMX input can be wired either pin 3 hot or pin 2 hot.

External DMX Controller

To Other DMX Products

XP1 Controller

Head 2

Head 1
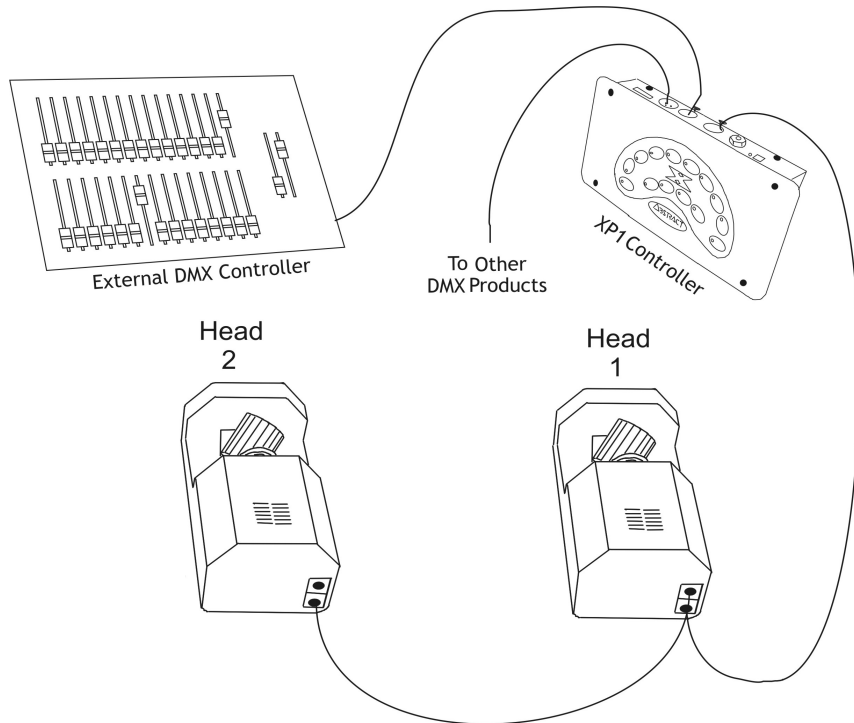
Set dip switch 10 on the units to on or off, selecting each unit to be in "odd" or "even" light show group. The light show swaps

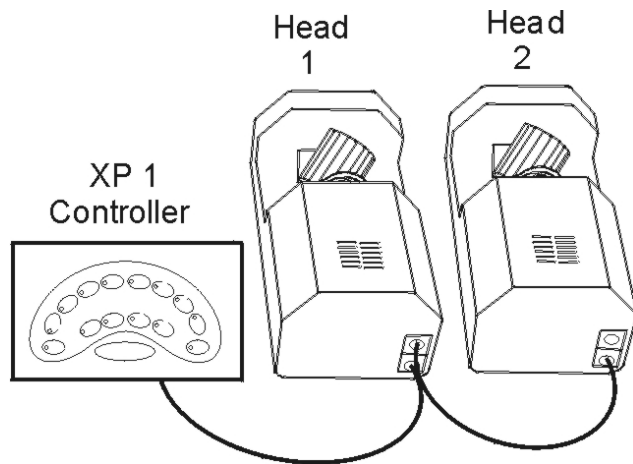7. **Control panel**. The unit is operated using the buttons and lights on the front panel.

Setting up

The controller is connected to all units by linking 3-pin XLR cables from the "Light Show Output" then into and out of each unit.

If you are using the Extreme system with an external DMX system then go to page 8.

Setting the dip switches on the Extreme lighting units

Dip switches 1-9 do not need to be set (if you are using an external DMX system, see page 7).

Dip switch 10 sets "odd" or "even" mode in the light show. The light show will swap colours, strobing and blackouts between the "odd" and "even" units.

Note:

You can invert the pan movement on XP 1 Scans, and pan and rotation on XP 2 spins using dipswitch 1 on. Refer to the Extreme manual for the information on the lighting units.

When you have completed the setup, the green light should be lit on all of the Extreme lighting units. If the green light is flashing on any unit, then the control circuit is not complete.

Operating the controller

The Extreme controller allows several advances over the automatic lightshow built into the lighting units.

Blackout: By pressing the blackout button you can turn all units on or off.(after 1 min in blackout the lamp will switch off.)

Lightshow mood: The Mood, Chill, Dance and Extreme buttons allow you to set the excitement level of the lightshow. Mood is slowest and moodiest, Extreme is the fastest and most exciting. These buttons blink when an audio beat is detected.

Strobe: You can strobe the units by holding down the Extreme button.

Head type control: The top row of buttons allow you to turn individual head types on and off. If your rig consists of XP1s, XP2s, XP3s etc, you can select each type of unit by pressing the appropriate button.

Head type auto mode: If you hold down a head type button for about 2 seconds then that head type will be put into "auto"(the red LED in the button will strobe to confirm that it is selected) and then the button will start to flash. The controller will turn "auto" heads on and off at random. Hold the button down again to turn auto mode off. (it will strobe to confirm). The head will always come out of auto mode and default to on, press again if you want to switch it off. You can temporarily override the auto mode, by pressing any head type quickly.

Lightshow hold: The Hold button allows you to stop the lightshow movement, which can be useful for "breaks" in the music.

Colour lock: By holding down the Hold button first and pressing one of the head type buttons simultaneously you can lock the colour of all units.(The colours are written under the main buttons). The hold button flashes when a colour is locked. Press the hold button to go back to automatic colours.

Open Gobo Lock: By holding down the Hold button and pressing Chill, this will lock the gobo wheel into open gobo only, but will still allow the units to strobe and change colour. To colour lock, as well as gobo lock, hold down the Hold button again and select a colour as above. To clear both operations press the Hold button once, it will then stop flashing (the colour and gobo lock operation can be done in either order.)