


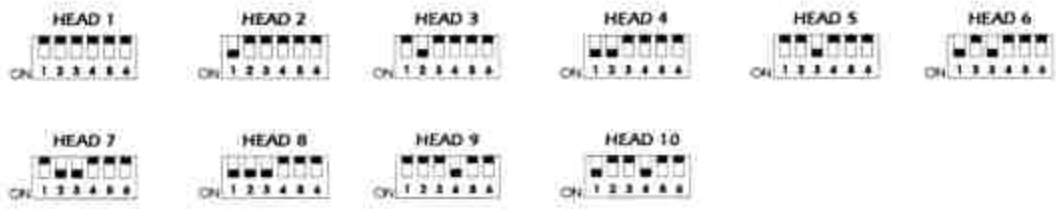
+ III

FUTURESCAN II CONTROLLER USER MANUAL

CONNECTING YOUR SYSTEM

DIP SWITCH SETTING FOR YOUR FUTURESCAN II MUST BE SET BEFORE OPERATING. USE THE FOLLOWING GUIDE.

ON  BLACK INDICATES DIP SWITCH POSITION



YOU SHOULD CONNECT YOUR SYSTEM AS FOLLOWS:

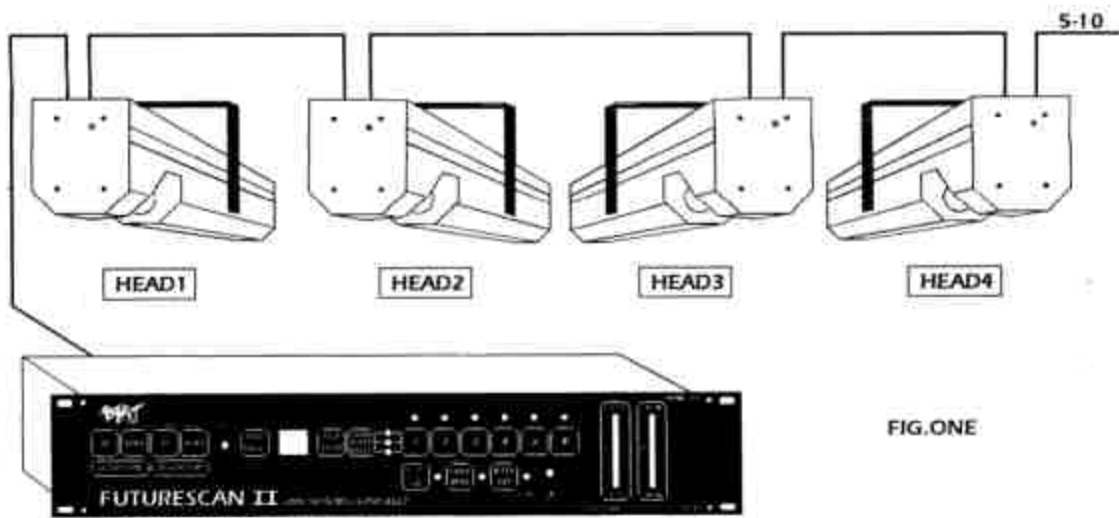


FIG. ONE

FOUR HEAD SYSTEM

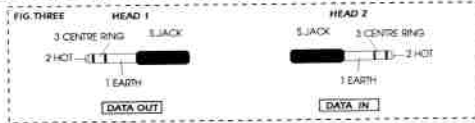
DATA LEADS

USE ONLY SCREENED COMPUTER DATA CABLE (TWIN + SCREEN) BETWEEN CONTROLLER AND HEAD ONE. ALSO USE BETWEEN HEADS.

CONTROLLER TO HEAD ONE WIRING DIAGRAM



HEAD TO HEAD WIRING DIAGRAM

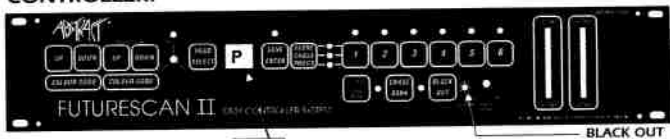


CONNECT ALL HEADS AND CONTROLLER TO THE POWER SUPPLY USING A 3 AMP PLUG.

WARNING

REFER TO AN ELECTRICIAN IF YOU ARE NOT EXPERIENCED IN CONNECTIONS TO A POWER SUPPLY.

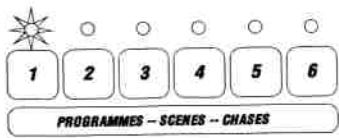
WHEN ALL HEADS ARE CONNECTED, SWITCH ON YOUR CONTROLLER.



DISPLAY WILL READ **P** ON POWER UP AND THE BLACK OUT INDICATOR WILL BE LIT

SELECT ANY ONE OF THE SIX BUILT IN PRE-PROGRAMMES BY PRESSING 1 - 6 ON THE CONTROL TOUCH PAD

FIG.FOUR



NOW PRESS THE BLACK OUT TOUCH PAD TO ACTIVATE THE PROGRAMME.

SPEED CONTROL

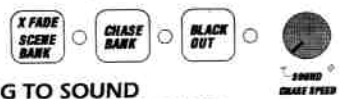
ADJUSTING THE CHASE SPEED DIAL WILL AFFECT THE SPEED YOUR PROGRAMME RUNS AT.

CHASE BANK

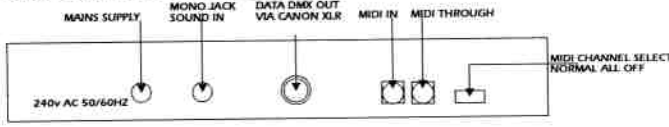


PRESS CHASE BANK KEY TO AUTOMATICALLY CYCLE THROUGH ALL 6 PRE PROGRAMMES.

FIG.FIVE



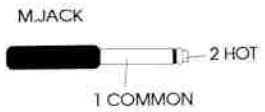
CONNECTING TO SOUND



CONNECT SOUND VIA A 1/4 INCH MONO JACK TO A LINE OR SPEAKER (MAX 100w) OUTPUT.

SOUND WIRING DIAGRAM

FIG.6



TO CHECK SOUND IS PRESENT, LOOK AT THE INDICATOR ABOVE THE SCROLL DIAL, THIS WILL FLASH TO INDICATE THE BEAT.

SOUND WILL ACTIVATE THE PROGRAMME BY TURNING THE CHASE SPEED CONTROL ANTI-CLOCKWISE TO ZERO.

FIG. SEVEN



PROGRAMMING THE CONTROLLER

THE CONTROLLER HAS 48 SCENES. FIRST YOU MUST CREATE A NUMBER OF SCENES BEFORE ANYTHING ELSE CAN BE ACHIEVED

STAGE ONE TO CREATE A SCENE

FIRST YOU MUST PRESS THE KEY  UNTIL THE SCENE

INDICATOR IS LIT AND THE DISPLAY WINDOW READS THE

FOLLOWING **01** THIS INDICATES THAT HEAD ONE IS READY

FOR PROGRAMMING.

WARNING

THE BLACKOUT INDICATOR MUST BE LEFT OFF AT THIS STAGE.


NOW PRESS THE PRESET LEVEL  KEYS TO SELECT THE COLOUR OR GOBO REQUIRED. THEN MOVE THE TILT AND PAN SLIDERS TO THE POSITION REQUIRED.

IT IS IMPORTANT TO MOVE THE TILT AND PAN SLIDERS FULLY TO ENGAGE CONTROL OF THE MIRROR.

SCROLL DIAL

USING THE  KEYS WILL GIVE YOU A PRESET COLOUR /GOBO. HOWEVER IF YOU TURN THE SCROLL DIAL YOU MAY INTRODUCE SPLIT COLOURS. IE: HALF RED , HALF WHITE. MOVE THE DIAL FULLY TO ENGAGE CONTROL OF THE COLOUR /GOBO WHEEL.

SELECTING YOUR NEXT HEAD.

PRESS  UNTIL THE WINDOW DISPLAYS **02**

THIS INDICATES THAT HEAD TWO IS READY TO BE PROGRAMMED.

AS WITH HEAD ONE, USE THE  KEYS

FOLLOWED BY THE SLIDER CONTROLS

UNTIL THE DESIRED EFFECT HAS BEEN CREATED.

PRESS  **03** =HEAD3

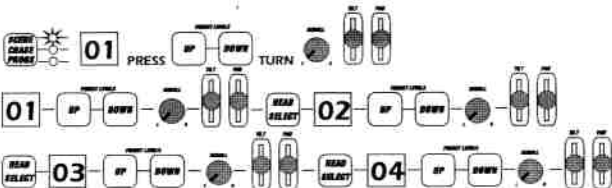
 **04** =HEAD4

IT IS ONLY WITH EXPERIENCE THAT THE BEST RESULTS CAN BE OBTAINED.

YOUR CONTROLLER WILL OPERATE A MAXIMUM OF TEN HEADS. EACH SEPARATE HEAD WILL BE INDICATED BY 01 THROUGH TO 10 IN THE DISPLAY WINDOW.

AL WILL ALLOW YOU TO CONTROL ALL HEADS TOGETHER.

OP WILL CONTROL ALL HEADS IN AN ALTERNATE MANOR. STEP BY STEP PICTURE GUIDE FOR QUICK REFERENCE.



STAGE TWO

HOW TO SAVE THE SCENE

PRESS  FOLLOWED BY ONE OF THE SIX TOUCH PADS IDENTIFIED BY THE FLASHING INDICATORS.



THE INDICATOR WILL REMAIN ON OVER THE TOUCH PAD YOU HAVE PRESSED.

YOUR FIRST SCENE IS NOW STORED.


BY REPEATING STAGES ONE AND TWO WILL ALLOW YOU TO CREATE ANOTHER SCENE.


NOTE

YOU MUST SAVE YOUR SECOND SCENE TO ANOTHER SCENE NUMBER. KEEP A NOTE OF WHICH SCENES YOU HAVE STORED.

IT IS RECOMMENDED TO USE SCENE ONE FOLLOWED BY SCENE TWO ETC.

SCENE LEVEL.

DURING STAGE TWO YOU WILL HAVE NOTED  DISPLAYED IN THE WINDOW, THIS INDICATES 'LEVEL ONE.' THE CONTROLLER HAS 8 LEVELS. TO ACCESS 'LEVEL TWO'

PRESS THE KEY   WILL NOW BE DISPLAYED.

THE CONTROLLER IS NOW READY TO STORE SCENES 7-12 ON "LEVEL TWO"

WINDOW

L1 = SCENE 1-6 **L2** = SCENE 7-12 **L3** = SCENE 13-18 **L4** = SCENE 19-24
L5 = SCENE 25-30 **L6** = SCENE 31-36 **L7** = SCENE 37-42 **L8** = SCENE 43-48

STAGE THREE SAVING A CHASE

PRESS  UNTIL THE CHASE INDICATOR IS LIT **C**  WILL BE DISPLAYED IN THE WINDOW

PRESS  THE SAVE INDICATOR WILL FLASH TOGETHER WITH THE PADS NUMBERED 1-6



PRESSING ONE OF THE SIX CHASE KEYS WILL TELL THE CONTROLLER WHICH CHASE YOU WISH TO WRITE.

I.E. PAD **1** = CHASE ONE

NOW THE TOUCH PAD AUTOMATICALLY BECOMES YOUR

FIRST SIX SCENES AND **L1** WILL BE DISPLAYED IN THE WINDOW.

PRESS THE TOUCH PADS **1** - **6** IN THE ORDER YOU WISH

THEM TO RUN IN THE CHASE THEN PRESS  CHASE ONE IS NOW COMPLETE.

THE INDICATOR WILL REMAIN LIT ABOVE THE CHASE YOU HAVE STORED.

TURNING THE CHASE SPEED DIAL WILL ADJUST THE SPEED OF THE CHASE. TURNING THE DIAL ANTI CLOCKWISE TO ZERO WILL ACTIVATE THE CHASE TO SOUND.

IMPORTANT NOTE
YOU MUST SWITCH OFF THE RUNNING CHASE BEFORE SAVING YOUR NEXT CHASE.



THE CONTROLLER HAS 6 CHASES REPEAT STAGE THREE TO CREATE YOUR NEXT CHASE.

REMEMBER TO SAVE ANOTHER CHASE ! I.E. **2**
WHEN WRITING YOUR SCENES INTO THE CHASE USE THE **ACCOM BARK** KEY TO MOVE UP OR DOWN THE LEVELS.

YOU MAY ENTER 30 SCENES INTO ONE CHASE.
THEY MAY ALSO BE ENTERED IN ANY SEQUENCE I.E

L1 1 + 4 + 6 L3 3 + 4 + 5 L6 2 + 3 ^{ECT} **SAVE ENTER**

SAVE ENTER PRESSED AT THE END OF A SEQUENCE OF SCENES WILL TELL THE CONTROLLER TO RUN THE CHASE.

STORING CHASE SPEEDS AND X FADE MODES.

SELECT A CHASE YOU HAVE WRITTEN, ADJUST THE SPEED DIAL

TO A REQUIRED SPEED, ADD **X.FADE** THEN PRESS **SAVE ENTER** THIS HAS NOW BEEN STORED. EACH TIME YOU RECALL THAT CHASE IT WILL RUN AT YOUR PRE-SELECTED SPEED WITH **X.FADE** ON. REPEAT ON OTHER CHASES AS REQUIRED.

KEYS AND THEIR FUNCTIONS

X.FADE WHEN A CHASE IS RUNNING THE CROSS-FADE KEY WILL FADE BETWEEN COLOURS AND MOTOR SPEEDS. ON SCENE SETTERS THE BRIGHTNESS LEVELS WILL BE AFFECTED.


CHASE BARK WHEN REAL TIME IS PRESSED THE CONTROLLER WILL SEQUENCE THROUGH THE 6 PRE-PROGRAMMES OR THE 6 CHASES.

BLACK OUT THIS KEY IS USED TO PUT THE CONTROLLER INTO STAND BY-MODE.

LOCK IN ORDER TO PROTECT THE CONTROLLER WHEN YOU HAVE PROGRAMMED YOUR SCENES AND CHASES YOU MAY LOCK THE ACCESS BY PRESSING

BLACK OUT 6 + 6 + 6

THE INDICATORS WILL FLASH SEVERAL TIMES FOLLOWED

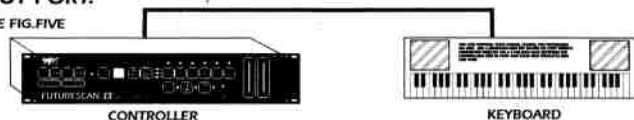
BY THE INDICATOR OVER THE  **SAVE ENTER** KEY.

THIS WILL REMAIN ON, INDICATING THE CONTROLLER IS LOCKED. REPEATING THE SEQUENCE WILL UNLOCK THE CONTROL FUNCTIONS.

MIDI MULTI MEDIA

YOU CAN CONTROL YOUR SCENES, CHASES, PRE-PROGRAMMES VIA MIDI. USE A STANDARD MIDI KEYBOARD OR FOOT SWITCH CONNECTED DIRECTLY VIA A 5 PIN MIDI LEAD BETWEEN THE CONTROLLERS MIDI-IN PORT AND YOUR PRODUCTS MIDI-OUT PORT.

SEE FIG.FIVE



CONTROLLERS MIDI ADDRESS

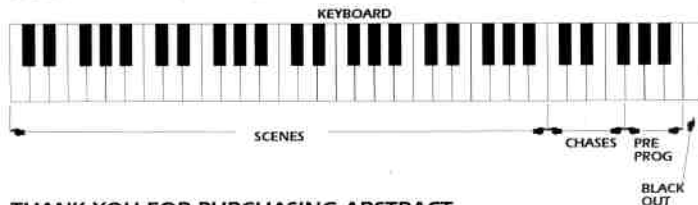
MIDI CHANNELS ARE ADDRESSED VIA THE DIP SWITCH LOCATED ON THE REAR OF THE CONTROLLER.

DIP SWITCH SETTINGS



**BLACK INDICATES POSITION OF DIP SWITCH.
KEYBOARD NOTES.**

**THE FIRST 48 NOTES CONTROL THE 48 SCENES
NOTES 49 - 54 CONTROL THE 6 CHASES
NOTES 55 - 60 CONTROL THE 6 PRE PROGRAMMES
NOTE 61 CONTROLS THE BLACK OUT**



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