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<http://www.madfx.uk.com>

Raving Mad Controller Instruction Manual - Issue 1.0: Feb 2003
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A division of Abstract AVR Ltd

Professional Dance Floor Lighting

Raving Mad Controller

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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 Mad Spin units but you set Spin to Auto, the controller will try to run the Spin 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.madfx.uk.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.

Welcome

Congratulations on your purchase of the "Raving Mad" controller. Your new unit 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 includes important safety information. Please read through the booklet before operating the product.

This controller is designed for the MadFX range of lights. It is not a universal DMX controller and will not operate lights from other manufacturers, except the Abstract range.

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 9
- If you are integrating the controller with an existing DMX512 system, go to page 6

Specification

Power supply: DC 12V 500mA Internal auto-resetting fuse
Light show output: MadFX 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



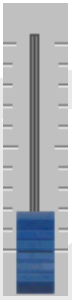
<back panel image>

1. **Power 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 MAD range lights are connected to this socket.
4. **DMX input 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 Thru 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 which the controller is 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.
7. **Control panel.** The unit is operated using the buttons and lights on the front panel.

<front panel image labelling head type selects & ls mode selects>

In Advanced mode, the unit uses 12 DMX channels.

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



Chans 3-10: head type control	Channel 11: Colour override	Channel 12: Gobo override
 <p>224-255=Head type AUTO 128-223=Head type ON 0-127=Head type OFF</p>	 <p>4-255=Colour override 0-3=Colour Auto</p>	 <p>4-255=Gobo override 0-3=Gobo Auto</p>
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.

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

Set Dip switches 1-9 on the Mad 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).

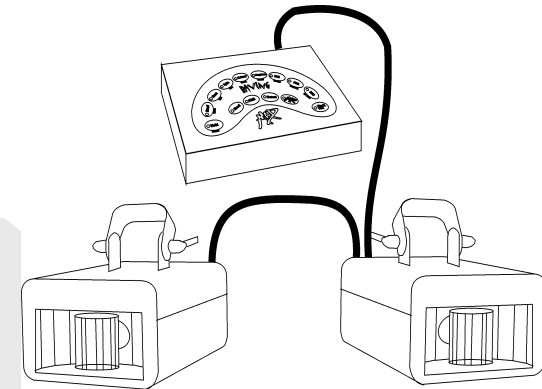
In Simple mode, the unit uses 2 DMX channels:

Channel 1: Light show control	Channel 2: Light show mode
 <p>128-255=DMX override</p> <p>0-127=Light show output</p>	 <p>192-255=Mad mode</p> <p>128-191=Dance mode</p> <p>64-127=Chill mode</p> <p>16-63=Mood mode</p> <p>0-15=Blackout</p>
<p>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 Mad lighting using the external DMX controller.</p>	<p>Channel 2 sets the mode of the Mad 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).</p>

Setting up

The controller is connected to all units by linking 3-pin XLR cables into and out of each unit.

If you are using the Mad system with an external DMX system then go to page 7.



Setting the dip switches on the Mad lighting units

Dip switches 1-9 do not need to be set.

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.

You can invert the pan movement on Mad Scans, and turn off Gobos on Mad Spins / Magicians using dip switch 1. Refer to the manual for the lighting units.

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

Operating the controller

The Raving Mad 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.

Lightshow mood: The Mood, Chill, Dance and Mad buttons allow you to set the excitement level of the lightshow. Mood is slowest and moodiest, Mad 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 Mad button.

Head type control: The top row of buttons allow you to turn individual head types on and off. If your rig consists of Scans, Spins and Magicians 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" mode and 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. You can temporarily override the auto mode.

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 and pressing one of the head type buttons you can lock the colour of all units. The hold button flashes when a colour is locked. Press the hold button to go back to automatic colours.

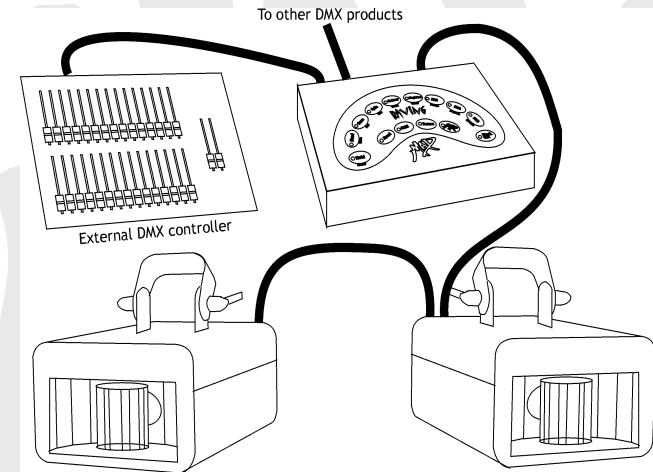
DMX controlled mode

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

Setting up the controller

Link the Mad 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.



Set Dip switch 10 on the Mad lighting units to on or off, selecting each unit to be in "odd" or "even" light show group. The light show swaps colours, strobing and blackout between the "odd" and "even" groups.

Set switches 1-9 on the Mad lighting 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 Mad units when in light show mode so you may need to adjust the DMX channels to allow for this.