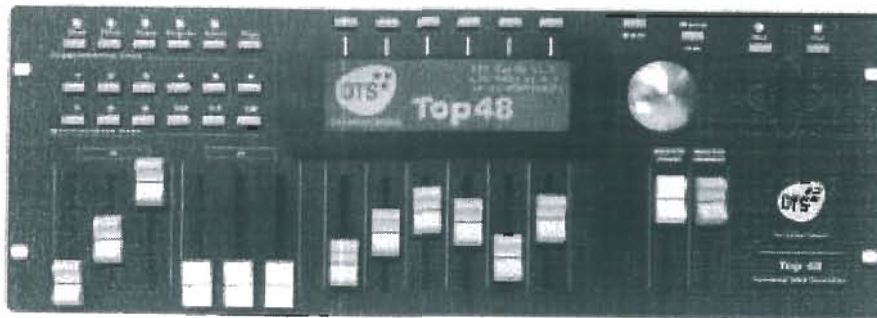# DTS

The Lighting Company

Top 48

Universal DMX Controller

GB *USER'S MANUAL*

INDEX

*We congratulate you on your purchase of **TOP 48**.*
Before you proced using this product it should be necessary to read careful-
ly the following user's manual to install it correctly and to get the best of its
potentialities.

Example of working

Example of usage - menu functions

① To activate **SHOW** function

② To activate **EFFECT GENERATOR** function

③ To activate **CHASE** function

④ To activate **PROGRAM** function

⑤ To activate **SCENE** function

⑥ Go to the next **Page**

⑦ Function keys

⑧ Select the active function,
UNIT/SCENE/PROGRAM/CHASE/EFFECT/SHOW.....

⑨ Channels adjustment faders from **0** to **255**
Menù assign possibility function.

⑩ Channels adjustment faders from **0** to **255**

MASTER CHASE

MASTER DIMMER

DTS XM1200 50CH

UNIT ▶	SELECT
DIMMER	SHUTTER	COLOUR
050	000	100
YELLOW	CPLMCR	GOBO1
135	000	255

ESC

Menu
OK

Man

Fine

DTS
The Lighting Company

Top 48
Universal DMX Controller
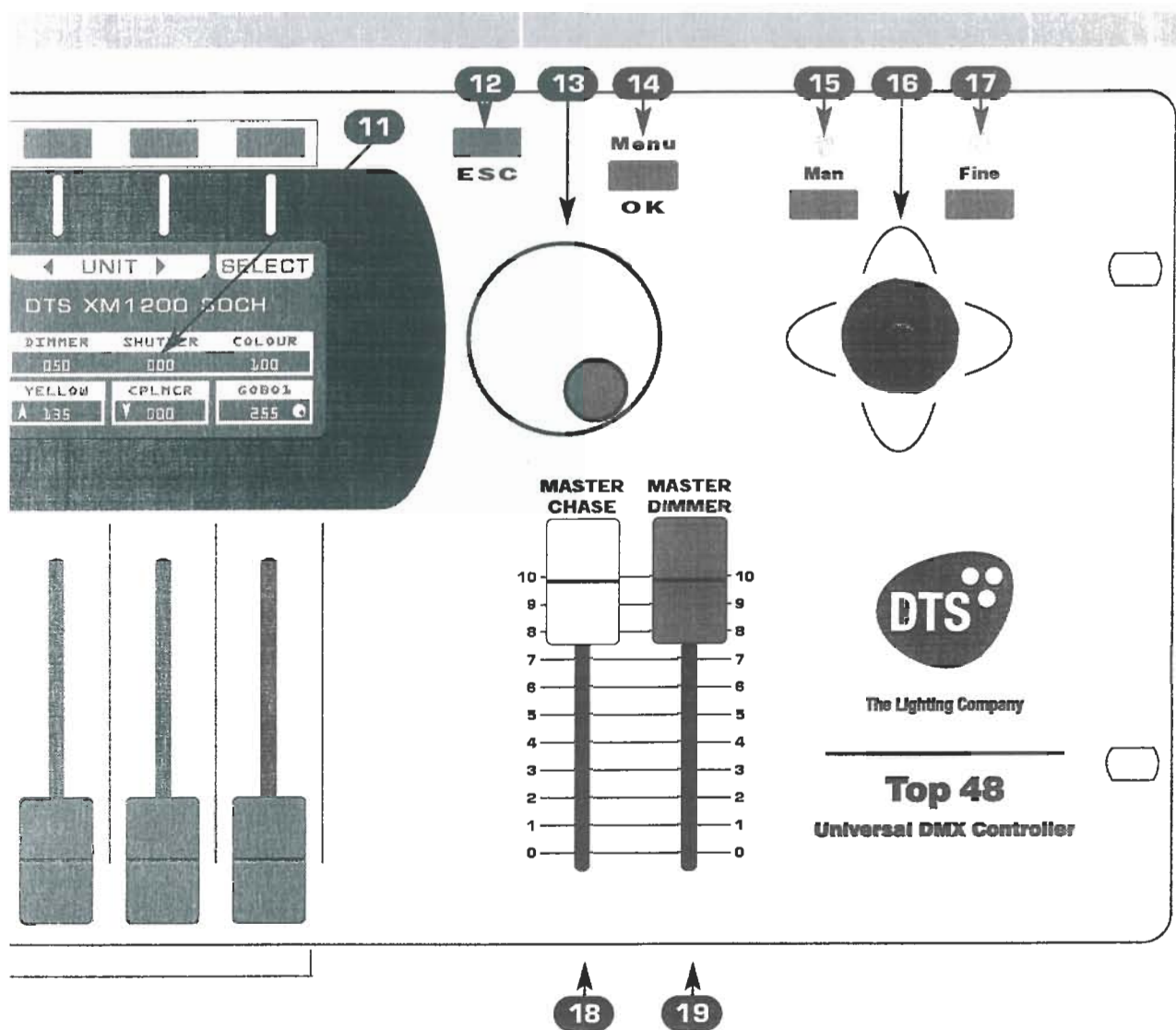
11 Graphic Display

12 Esc/annulment key

13 Encoder

14 Menù/confirmation key

15 To activate **MAN** function

16 Joystick: it allows an easy positioning of the unit.

17 To activate **FINE** function **for the joystick**

18 MASTER CHASE Fader : it change the value from 0 to 255 of the CHASE.

19 MASTER DIMMER Fader : it change the value from 0 to 255 of the all **DIMMER** unit channels.

Open the box; take the ballast and the documentation out.

Take the equipment out of the box as shown in the picture below.
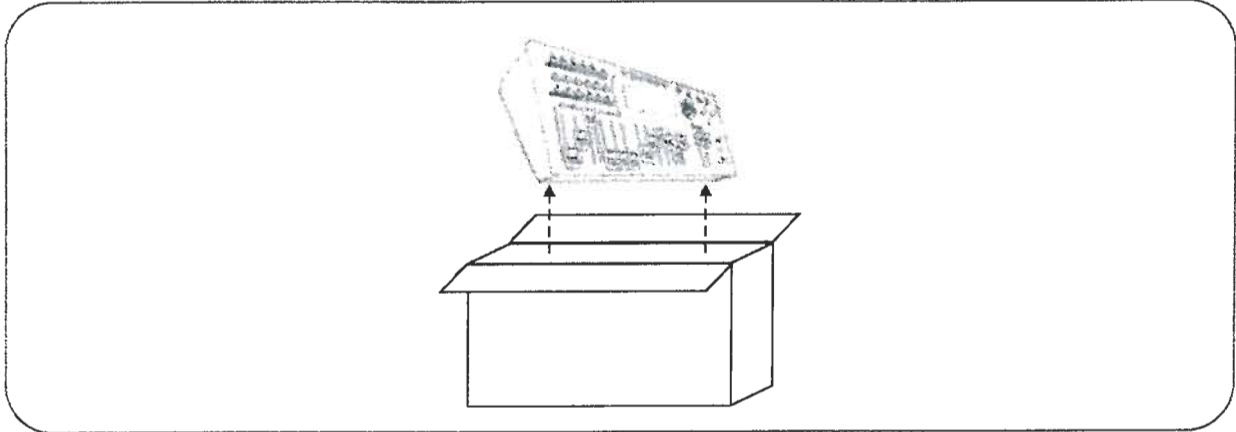
Verify the contents of the packing.
If one of the following parts of the packing is missing or damaged, please, contact your dealer immediately.

* Top 48
* User's manual.
* Warranty
* 1 XLR 5 P male connector
* 1 Ballast mod. mtrx 12Vac
* 1 Cable male/female RS 232

Read the following warnings before beginning installation.

* This unit is not intended for home use.
* Read this manual thoroughly and observe the following precautions before working with the controller.
* Take care not to spill liquids on to the controller and do not use it in excessively humid conditions.
* Do not install the controller near heat sources or expose it to direct sunlight and do not install in dusty environments without suitable protection.
* Do not use the controller unless the mains cable and plug are in perfect condition (replace or repair if necessary).
* Do not use solvents such as acetone or alcohol to clean the controller or the finish and panel lettering will be damaged.
* If a fault occurs, consult your nearest service centre or a specialized light equipment repair service. Do not attempt to repair the controller yourself.

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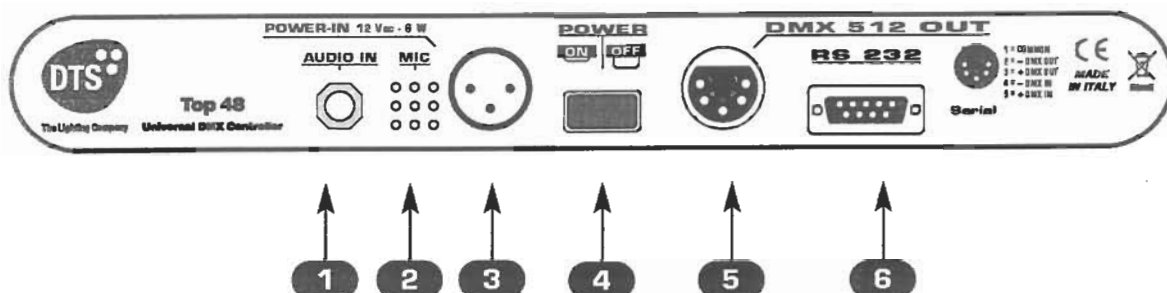
1 O dB audio signal INPUT with a mono/stereo jack connector.

2 MICROPHONE for the **MUSIC** function

3 12 Vac power INPUT with a 3-pin cannon connector.

4 POWER KEY

5 Standard DMX 512 signal INPUT/OUTPUT with a 5-pin cannon connector.

6 RS232 signal INPUT.

2.2   INPUT CONNECTION FOR POWER SUPPLY

Plug the 3-pin cannon connector of the ballast completly in the power input **3**

Use the "push" safety hook to disconnect it and extract it gently.

ATTENTION: do not use ballast different from the one supplied, it could cause serious damages at the internal circuitation.

Do not connect the 3-pin cannon connector in other appliances, it has been studied to be used only in this controller.

2.3   CONNECTION OF THE BALLAST TO THE ELECTRIC SYSTEM

MAKE SURE THAT VOLTAGE AND POWER FREQUENCY CORRESPOND TO WHAT IS REPORTED ON THE BALLAST PLATE.

The supplied ballast has a plug, therefore you should only plug it in the socket.

Press **POWER** key to verify the correct installation.

If pressing the **POWER** key no leds light up, please check if there is tension in the electric socket or check the connection between ballast-controller and ballast-electric socket.

If the problem persists, please consult your dealer.

Make sure you are using shielded twisted cables suitable for the transmission of the DMX 512 signal with connectors of good quality and connection as shown on the side of the connector. **5**

Plug the 5-pin XLR connector coming from the unit completly in the DMX 512 output

Use the "push" safety hook to disconnect it and than extract it gently.

ATTENTION: the shielded part of the cable must never be connected to the ground of the electrical system as this could cause faults during the working of the controller

2.5 EXAMPLE OF DMX 512 LINE CONNECTION

TOP 48 has a **DMX 512** input/output that uses standard **XLR 5-pin** connector The input it is for now disabled from the software.
The connection must be put into practice with cable shielded by these characteristics:

- 2 conductors plus screen
- 120 Ohm impedance
- low capacity
- maximum transmission rate 250 Kbaud.

For the connection do reference to the figure.

XLR 5-pin		Common
+ DMX IN		– DMX OUT
– DMX IN		+ DMX OUT
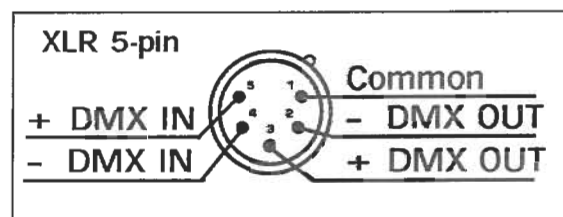
3.1 HOW TO OPERATE WITH THE CONTROLLER AT THE FIRST USE

TOP 48 is a universal DMX controller and is provided with an initial generic configuration.
For a correct operation **YOU MUST** configure the controller with the type of projectors/scanner connected to it.
The *SETUP LIBRARY* sheet includes the list of the projectors/scanner contained in the internal memory of the controller, if the requested configuration is not present in the library, you need to make a personalized one.
The operations to configure the controller is described in the user's manual at chapter:
10.7 Function *MENU: EDIT DMX PATCH*

TOP 48 is endowed with graphic display with adjustable contrast from menù, if the initial setting isn't correct, it is possible to change the contrast.

The operations to change contrast is described in the user's manual at chapter:
10.14 Function *MENU: SYSTEM SETTINGS*

THIS FUNCTION ALLOWS TO SEE ONE OF THE 48 SCENES OF THE ACTIVE PROGRAM, CHANGE THE PARAMETERS AND EDITING.

Press **SCENE** key to activate *SCENE* function (Fig. 1)

The **SCENE** key led will light up to indicate the activation of this function, and the display changes as shown in (Fig. 2)
The graphic display indicates the scene (**highlighted**) currently active (Fig. 2) if an empty scene is selected, on the display appears "**FREE SCENE**".
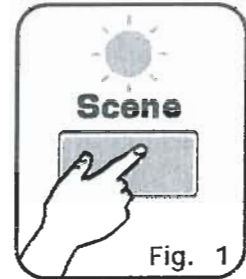
Press one of the 1÷12 keys to select the scene.
Pushes it again, the scene puts on out his end value.
For scenes 13÷24/25÷36/37÷48 use the **PAGE** key
Note: Keep Master Dimmer Faders to the maximum (see par 6.11)

Function Keys see par **4.2**

Key to copy the active scene

Key to erase the active scene

Key to modify the total time of the active scene

Key to modify the time of transition of the active scene

Key to mark the last scene of the program

Key to create or modify the active scene

COPY	ERASE	TIME	CROSS	LAST	EDIT
PROG 01	SCEN 02	002s	050%	FADE 001	
01 T 004 070%	02 T 002 050%	03 T 010 030%	04 T 050 040%	05 T 020 070%	06 LAST T 004 070%
07	08	09	10	11	12

Fig. 2

visualize the active program

indicate the scene number

indicates the time to transition of the active scene as percent of the total time

visualize total time and percent of transition of the scene

visualize the active scene

indicates the total time of the active scene, in seconds from 1 to 600

indicates the last scene of the program

indicates the time to transition in seconds from 0 to 600

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In SCENE mode there are 6 function keys see (Fig. 2 par 4.1).

COPY Key:
Pressing this key, the display shows "SELECT DESTINATION SCENE," select through the 1÷12 keys the destination of the copy.
For the successive scenes use **PAGE** key
Note: After have pressed **COPY** key, the same becomes **GRAB** key.

GRAB Key:
Press this key to store, the scene; you can then paste it in an empty scene of the same program or in a diferent program. The key becomes **PASTE**.

PASTE Key:
Pressing this key the scene previously stored could be pasted to an any empty scene of any program.

ERASE Key:
Press this key to the erase active scene, select through the 1÷12 keys (for the successive scenes use **PAGE** key) the scene that must be erased, then press the **ERASE** key.
The scene will erased in a permanent way, it is not possible recover it.

TIME Key:
Press this key to change the total time of the scene, the value is in seconds from 1 to 600, use the fader under the **TIME** writing, or the encoder. For confirm the modify press the **OK** key, for get out of the function press the **ESC** key.

CROSS Key:
Press this key to modify the time of transition of the scene, the value is express in percent from 0 to 100%, use the fader under the **CROSS** writing, or the encoder. For confirm the modify press the **OK** key, for get out of the function press the **ESC** key.
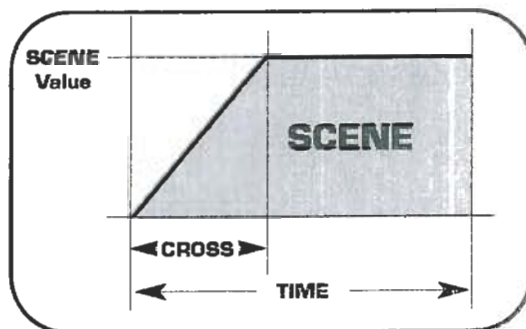
LAST Key:
Press this key to select the last scene of the program, select through the 1÷12 keys (for the successive scenes use **PAGE** key) the scene where you want to terminate the program, then press the **LAST** key.
For the successive scenes use **PAGE** key
Note: The last scene of the program will be stored automatically in **EDIT** mode.

EDIT Key:
Press this key to create/modify the active scene see par. **4.3 *EDIT IN SCENE mode***

THIS FUNCTION ALLOWS TO EDIT ONE OF THE 48 SCENES OF THE ACTIVE PROGRAM.

The graphic display indicates the scene (**highlighted**) currently active (Fig. 2 par **4.1**) for create/modify it press the ***EDIT*** key (Fig. 3).

The display changes as shown in (Fig. 4).

EDIT

Fig. 3

Unit selection see par **4.4**

select the unities to modify

Key for go back to the saved scene

Shows name of the unit, if more than one shows "**NN UNITS**"

key for mask determined channels

Key for save the scene

SAVE	UNDO	MASK	◀ UNIT ▶	SELECT

| PROG 01 | SCEN 02 | UNIT 01 | DTS XM1200 30CH |

PAN	TILT	COLOUR	CYAN	MAGENTA	YELLOW
060	140	255	050	000	100

DIMMER	SHUT/STR	ZOOM	M-SPEED	COL.MODE	COLOUR 2
090	▲ 070	020	▲ 255	▼ 000	255 ●

Shows the active program

Shows the name of the channel

Indicate that the faders aren't in the position of the value, keep it in the sense of the arrow for catch the value

Fig. 6

Indicate that the value can be modified with the encoder

Shows the DMX channel value

Shows the scene in modification

Indicate the unit from which are taken the channels

THIS FUNCTION ALLOWS TO SELECT ONE OR MORE UNIT OF THE ACTIVE PROGRAM.

To activate the multiple selection of the unit press the *SELECT* key (Fig. 4 par **4.3**).

The display changes as shown in (Fig. 5).

Press one of the 1÷12 keys to ativate one or more the unit.
For successive units use the **PAGE** key

| Key for select all the active unit of the program | Key for select only the unit shown on **UNIT** | indicate to select the unit | Key for confirm the selection see par **4.5** |

```
┌──────────────────────────────────────────────────────────────────┐
│  ALL      SOLO      SELECT UNITS...              DONE              │
│                                                                    │
│  PROG 01   SCEN 02   UNIT 01   MAR ROBOCOLOR IIX                   │
│                                                                    │
│  01   MAR   02   DTS   03   CF   04     05     06                  │
│  ROBOCOL I  XM1200 HD  SUPER SCA                                   │
│                                                                    │
│  07        08        09        10     11     12                    │
└──────────────────────────────────────────────────────────────────┘
```
Fig. 5

| Shows the active program | Indicate the number of unit | Shows name of the unit, if are more of one it Shows "NN UNITS" | empty box indicate that no unit loaded from internal library see par. **10.6** |

| Shows short name of the unit previously loaded from internal library see par. **10.6** | Shows the active scene | Indicate the last selected unit see par **4.4** | |

ALL Key:
Press this key to select all the units previously assign to the program, it isn't possible select unit if not active in the program.see par. 5.2.
Pressing this key the display shown "**NN UNITS**", the DMX control channels will taken from the unit shown in the box **UNIT ••**

SOLO Key:
Press this key to select only the unit shown in the box **UNIT ••**, if we have selected with the **ALL** key all the **48** unit, and we wants to change the value of the unit channels (es. n° **02**), press twice the key **02** of selection unit. The unit box will indicate **UNIT 02** now the *SOLO* key unselect all the other unit, activating *SOLO* the **UNIT 02**

DONE Key:
Pressing this key you confirm the selection of the unit see par. 4.5.

THIS FUNCTION ALLOWS TO MODIFY THE VALUE OF THE CHANNELS OF THE UNITIES SELECTED

Through the 12 faders you regulate the value of corresponding channel see par 4.7
Pressing one of the 1÷12 keys the correspondent channel can be modified with the encoder.
For successive channels use the **PAGE** key

select the unities to modify

Unit selection see par 4.4

Key for go back to the saved scene

Shows name of the unit, if more than one shows "NN UNITS"

Key for save the scene

key for mask determined channels

| SAVE | UNDO | MASK | ◀ UNIT ▶ | SELECT |

| PROG 01 | SCEN 02 | UNIT 01 | DTS XM1200 30CH |

PAN	TILT	COLOUR	CYAN	MAGENTA	YELLOW
060	140	255	050	000	100

DIMMER	SHUT/STR	ZOOM	M-SPEED	COL.MODE	COLOUR 2
090	▲ 070	020	▲ 255	▼ 000	255 ●

Fig. 6

Shows the active program

Shows the name of the channel

Indicate that the faders aren't in the position of the value, keep it in the sense of the arrow for catch the value

Indicate that the value can be modified with the encoder

Shows the DMX channel value

Shows the scene in modification

Indicate the unit from which are taken the channels

In EDIT SCENE mode there are 6 function keys see (Fig. 6 par 4.5).

SAVE/UPDATE key:
Press the *SAVE* key to save the free scene and go to the next free scene
The *UPDATE* key allow you to update the saved scene and go back to the scene function
see par 4.1

UNDO key:
Pressing this key you go back to the saved scene

MASK key:
Press this key to activate the mask function. see par **4.8**

UNIT key:
Press this keys to select the successive/precedent unit

SELECT key:
Pressing this key you go back to the unit selection see par **4.3**

4.7   CHANNELS ADJUSTMENT FADERS IN EDIT SCENE MODE
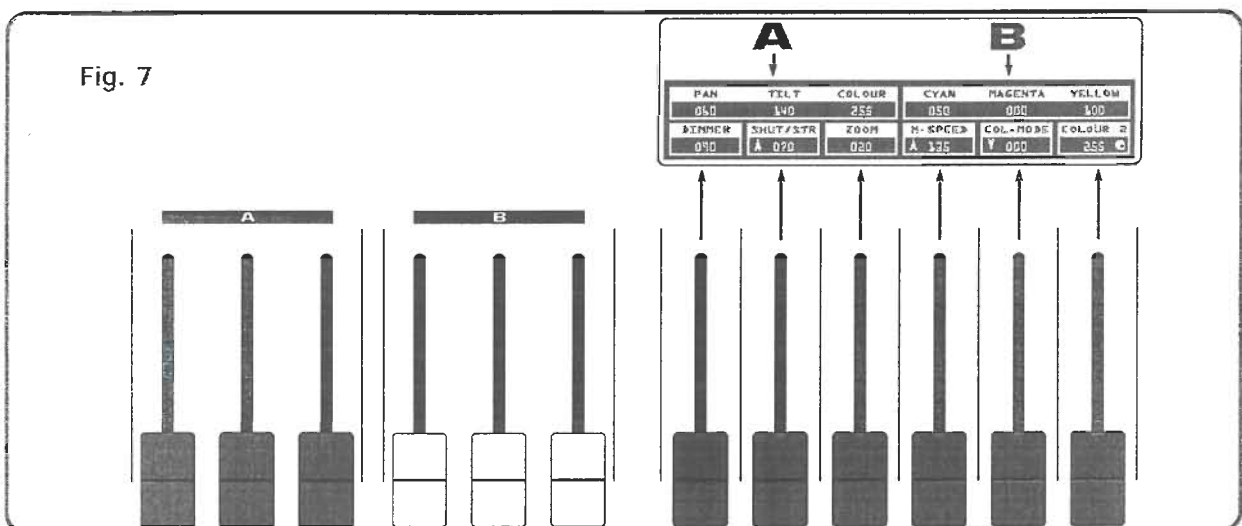
Fig. 7

The 12 faders are used to adjust the channels value see (Fig. 7)
For modify the scene, keep the faders to desired values.

Each time that changes page the faders remains inactive.
The arrow in the box ndicate that the fader aren't in the position of the value, keep it in
the sense of the arrow for catch the value. If you select more unit at the same time, the
names of the channels and the suitable values do reference to the unint signalled from
the box unit. **You can not modify the value of the channels: PAN LOW / TILT LOW /
LAMP / LAMP-RES**. For modify the value see par 10.6

N.B. The 6 single boxes (under part of the display) do reference to the faders immediately
under. The two boxes from 3 channels (above to the single) do reference respectively:

The left box at 3 faders "A"

The right box at 3 faders "B"

Using the joystick the PAN and TILT channels of the scanner's mirror and and moving heads can be adjusted (Fig.8).

The joystick type is with central return, thanks to the sophisticated software of management, it allows an easy and exact positioning.

The mirror's speed movement could be changed through the **Fine** key

Every time you press the **Fine** key the selected speed it is shows for 3 seconds on the graphic display (Fig. 9).

With **SPEED 01/10** the joystick moves the mirror with a fixed speed, with **SPEED PROP** joystick become proportional type, if you leave the joystick in central position the mirror keeps still; whereas the more you move it away from the centre the faster the mirror will run.
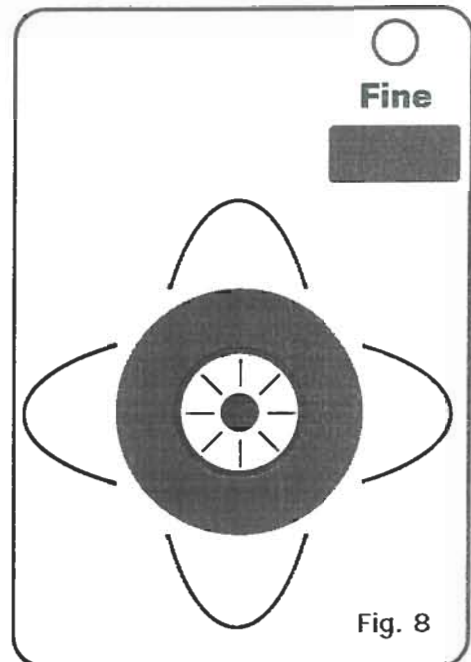
Fig. 8

Pressing twice the **Fine** key joystick passes directly to the fine movement mode.
The **Fine** key led will light up to indicate the activation of this function.
Useful function for control moving heads

Joystick movement change the **PAN/PAN LOW** and **TILT/TILT LOW** output channels.

keys for change the speed

indicates the the setting out of speed

SAVE	UNDO	MASK	▼ JOY SPEED:PROP▲
PROG 01	SCEN 02	UNIT 01	DTS XM1200 30CH

PAN	TILT	COLOUR	CYAN	MAGENTA	YELLOW
060	140	255	050	000	100

DIMMER	SHUT/STR	ZOOM	M-SPEED	COL.MODE	COLOUR 2
090	▲ 070	020	▲ 135	▼ 000	255 ●
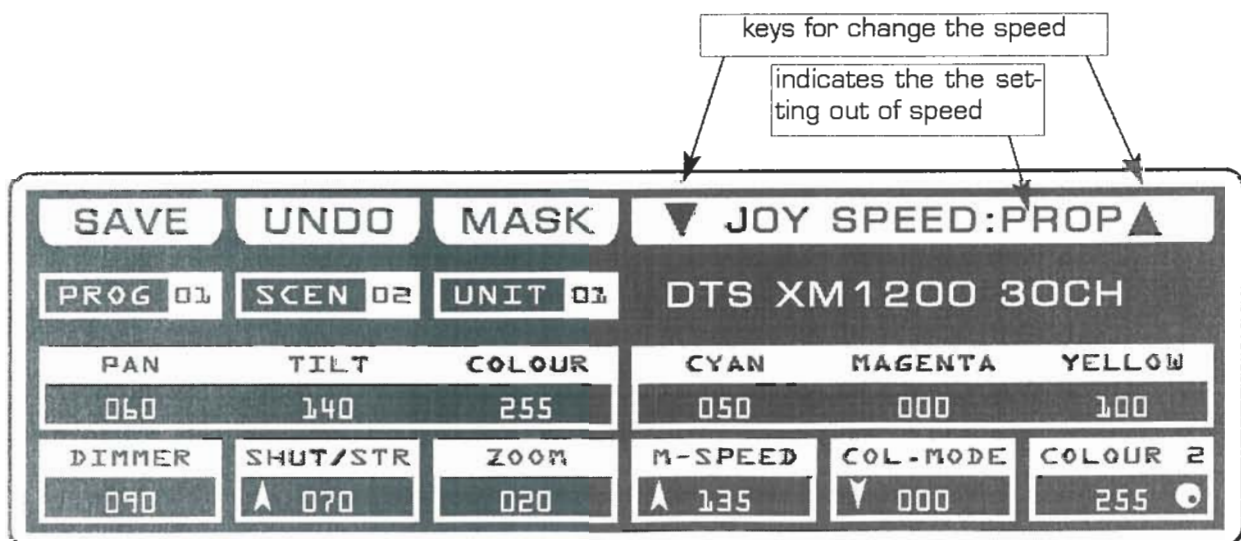
Fig. 9

THIS FUNCTION ALLOWS TO MASK THE CHANNELS OF THE PREVIOUSLY SELEC-
TED UNIT IN A DETERMINED SCENE.

Press MASK key to activate *MASK* function (Fig. 10)

The display changes as shown in (Fig. 11)
The graphic display indicates the channels masked with the sym-
bol"===" (Fig. 11)
**The operator in this case masks the tilt, cyan, magenta and yellow
channels. When you recall the scene The masked channels stay to
the value planned in precedence.**
Very useful function for create scenes that make only change color etc.

MASK
Fig. 10

Press one of the 1÷12 keys to masks the correspondent channels.
For successive channels use the **PAGE** key

Key for return to the
mask of the saved scene

indicates that we are
inside at the function of
masking

reverses the selection of
her actual mask

Key for save the mask
of the scene

SAVE	UNDO	INVERT	MASK CHANNELS...

PROG 01	SCEN 02	UNIT 01

PAN	TILT	COLOUR	CYAN	MAGENTA	YELLOW
060	===	255	===	===	===

DIMMER	SHUT/STR	ZOOM	M-SPEED	COL.MODE	COLOUR 2
090	↑ 070	020	135	000	255

Fig. 11

Shows the scene that
we are masking

Shows the masked channel

INVERT key:
Press this key to reverse the selection of the actual mask, in the case of the
(Fig. 9) the tilt, cyan, magenta and yellow channels becomes modifiable, while
the others comes masked.

THIS FUNCTION ALLOWS TO ACTIVATE ONE OR MORE UNIT WHILE THE NOT SELECTED ONES GO ON PERFORMING THE OWN FUNCTION.

Press MAN key to activate MAN function (Fig. 12).

The MAN key led will light up to indicate the activation of this function, and the display changes as shown in (Fig. 5 see par 4.4).

Do reference to the par 4.4 for the keys function, except for the DONE key:

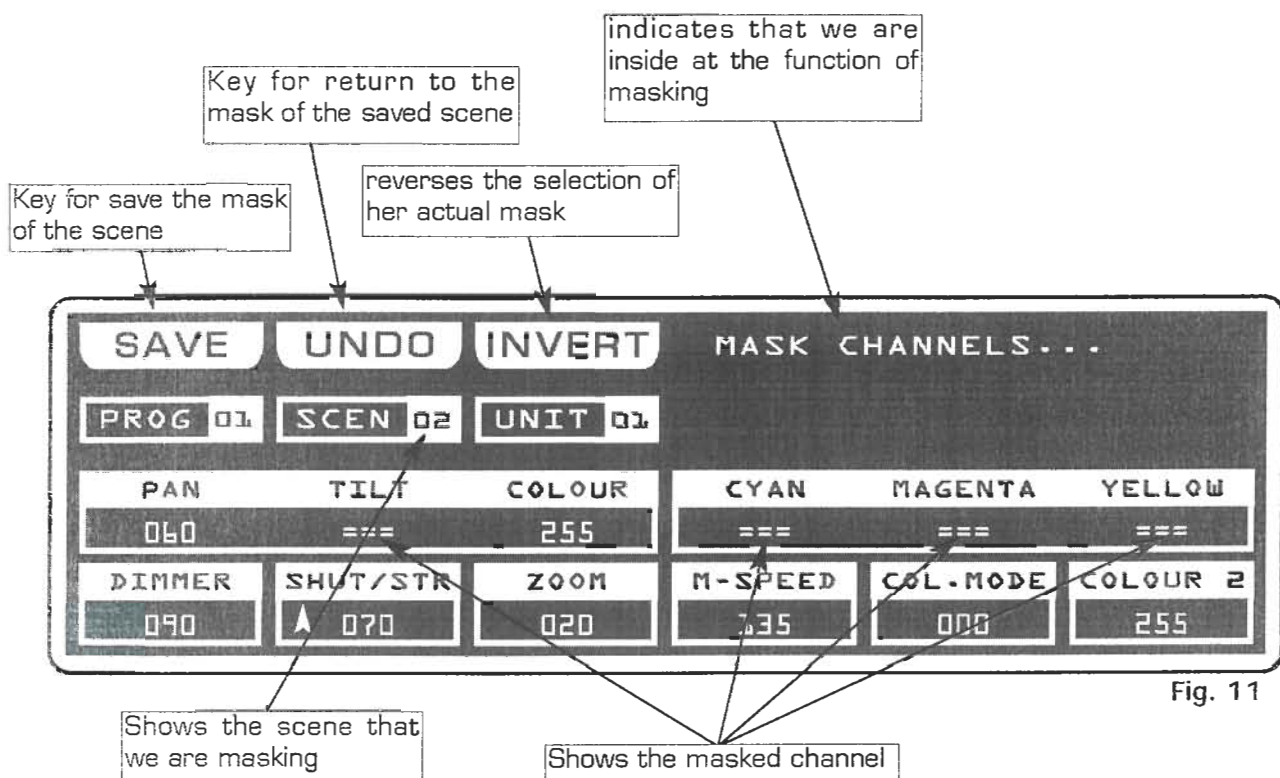Pressing DONE key the function is activated, and the display changes as shown in (Fig. 13).

key for store the scene

Shows name of the unit, if more than one shows "NN UNITS"

select the unities to control

Return to the selection see Fig. 4 par 4.3

| GRAB | | ◀ UNIT ▶ | SELECT |

UNIT 01   DTS XM1200 30CH

PAN	TILT	COLOUR	CYAN	MAGENTA	YELLOW
060	140	255	050	000	100

DIMMER	SHUT/STR	ZOOM	M-SPEED	COL-MODE	COLOUR 2
090	▲ 070	020	▲ 135	▼ 000	255

Fig. 13

Indicate the unit from which are taken the channels

Shows the DMX channel value

Shows the name of the channel

Indicate that the faders aren't in the position of the value, keep it in the sense of the arrow for catch the value
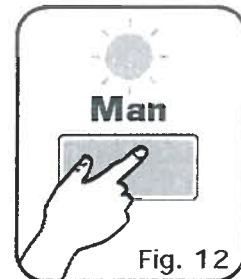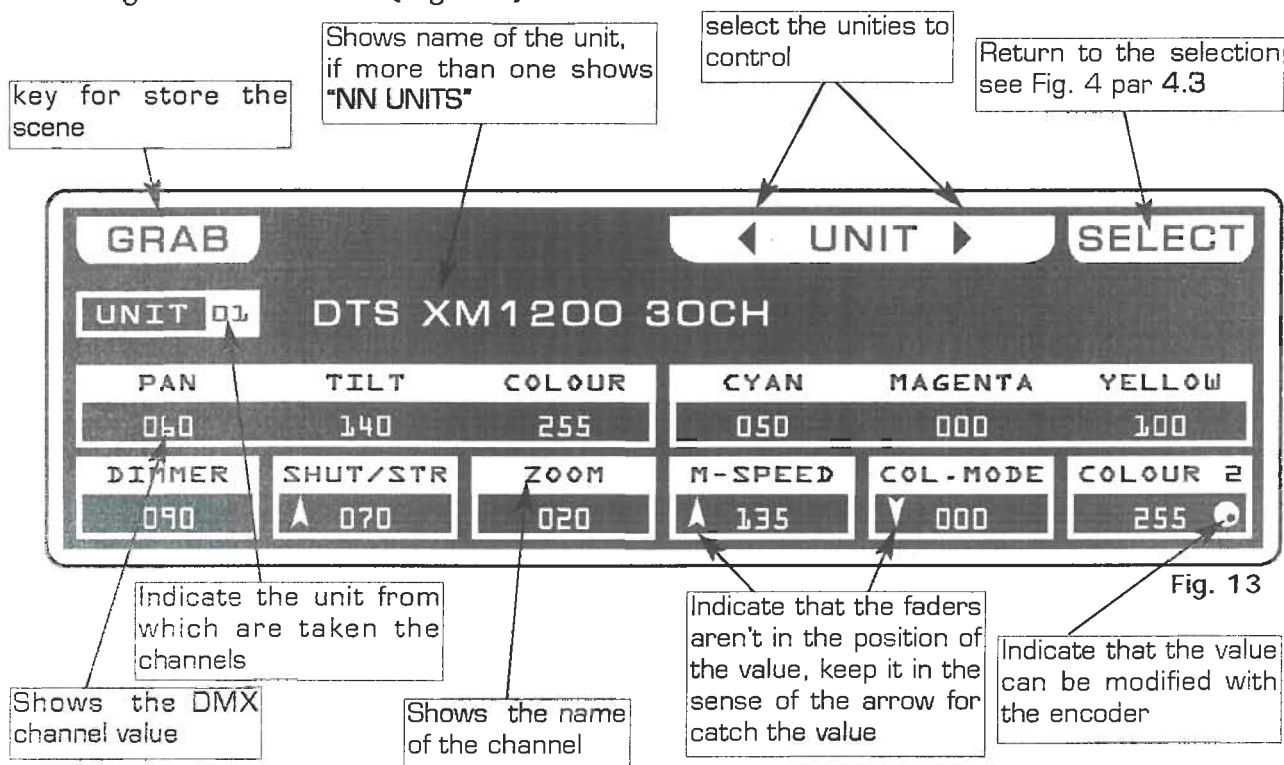
Indicate that the value can be modified with the encoder

In MAN mode there are 4 **function keys** see (Fig. 13).

Key GRAB:
Press this key to store the scene, you can then paste it in an empty scene of any program.

Tasti UNIT :
Press this keys to select the successive/precedent unit

Key SELECT:
Pressing this key you go back to the unit selection see (Fig. 4 par 4.3).

THIS FUNCTION ALLOWS TO ACTIVATE A PROGRAM AND CHANGE THE PARA-
METERS OF THE SAME.

*A PROGRAM IS A SEQUENCE OF SCENES (STATIC) , EXECUTE IN SEQUENCE
FROM 1 TO MAX 48.*

Press **PROGRAM** key to activate *PORGRAM* function.
(Fig. 14)

The **PROGRAM** key led will light up to indicate the activation of this
function, and the display changes as shown in (Fig. 15).

The graphic display indicates the program (**highlighted**) currently active
(Fig. 15).

Press one of the 1÷12 keys to select the program.
For successive programs use the **PAGE** key.

Function Keys see par **5.2**

Key for select the unit
that must work in the
program

Key for select more
programs

Key for modify the length
of the program

Key for start the
program

Key for modify the repeti-
tion of the program

Key activate the program in
musical mode

▶GO !	SELECT	REPEAT	LENGTH	MUSIC	UNITS

PROG 02   03   30   MUSIC ON

01 RPT 50	02 RPT 03	03 RPT 1	04 RPT 03	05 RPT 03	06 RPT 03
LEN 40	LEN 30	LEN 05	LEN 05	LEN 05	LEN 05
07 RPT 1	08 RPT 2	09 RPT 1	10 RPT 1	11 RPT 2	12 RPT 5
LEN 30	LEN 30	LEN 40	LEN 05	LEN 05	LEN 05

Fig. 15

Indicate that the
program is in stop

the number of
the program

Indicate the length of the
active program from 1 to 48

Shows with RPT how
much program times
repeated and with
LEN the length

Shows the acti-
ve program

the repetition of the
active program from
1 to 99

Indicate if the program
is in musical with NOTA

Indicate if the program is in
musical with MUSIC ON/OFF

In EDIT PROGRAM mode there are 6 function keys see [Fig. 15 par **5.1**]

GO key:
Press this key to start the program.
Note: Keep Master Dimmer Faders to the maximum (see par 6.11)
The key becomes *PAUSE* the display changes as shown in (Fig. 15 par 5.3)

PAUSE key:
Press this key to stop the program in the current position, pressing the **GO** key
it recovers from the same position.

SELECT key:
Pressing this key it is possible the multiple selection of the programs. The
display changes as shown in (Fig. 14) see par **5.3**
Press one of the 1÷12 keys to select the program.
For successive programs use the **PAGE** key.

REPEAT key:
Press this key to modify the number of repetitions of the program, the value is
in number from 1 to 99 use the faders under the *REPEAT* writing, or the enco-
der. For confirm the modify press the **OK** key, for get out of the function press
the **ESC** key.

LENGTH key:
Press this key to set how many scenes of the program will execute, the value is
in number from 1 to 48 use the faders under the *LENGTH* writing, or the enco-
der. For confirm the modify press the **OK** key, for get out of the function press
the **ESC** key.

MUSIC key:
Pressing this key, and activating **MUSIC ON**, the active program will change the
scenes to time of music, in the box of the program and to the side at symbol
play the display shows a note.
The internal music sensor has an automatic gain adjustment which allows to
have a signal level good for *Top 48* working.
The input music signal is a 0dB mono/stereo so it could be taken from sound
sources like Mixer, CD, Dat etc.

UNITS keys:
Press this key to set what unit will be active in the program.
For successive units use the **PAGE** key.

THIS FUNCTION ALLOWS TO SELECT A SERIES OF PROGRAMS

For activate the multiple selection of the programs you must press the
SELECT key (Fig. 16).

The display changes as shown in (Fig. 17).

Fig. 16

Press one of the 1÷12 keys to select more programs.
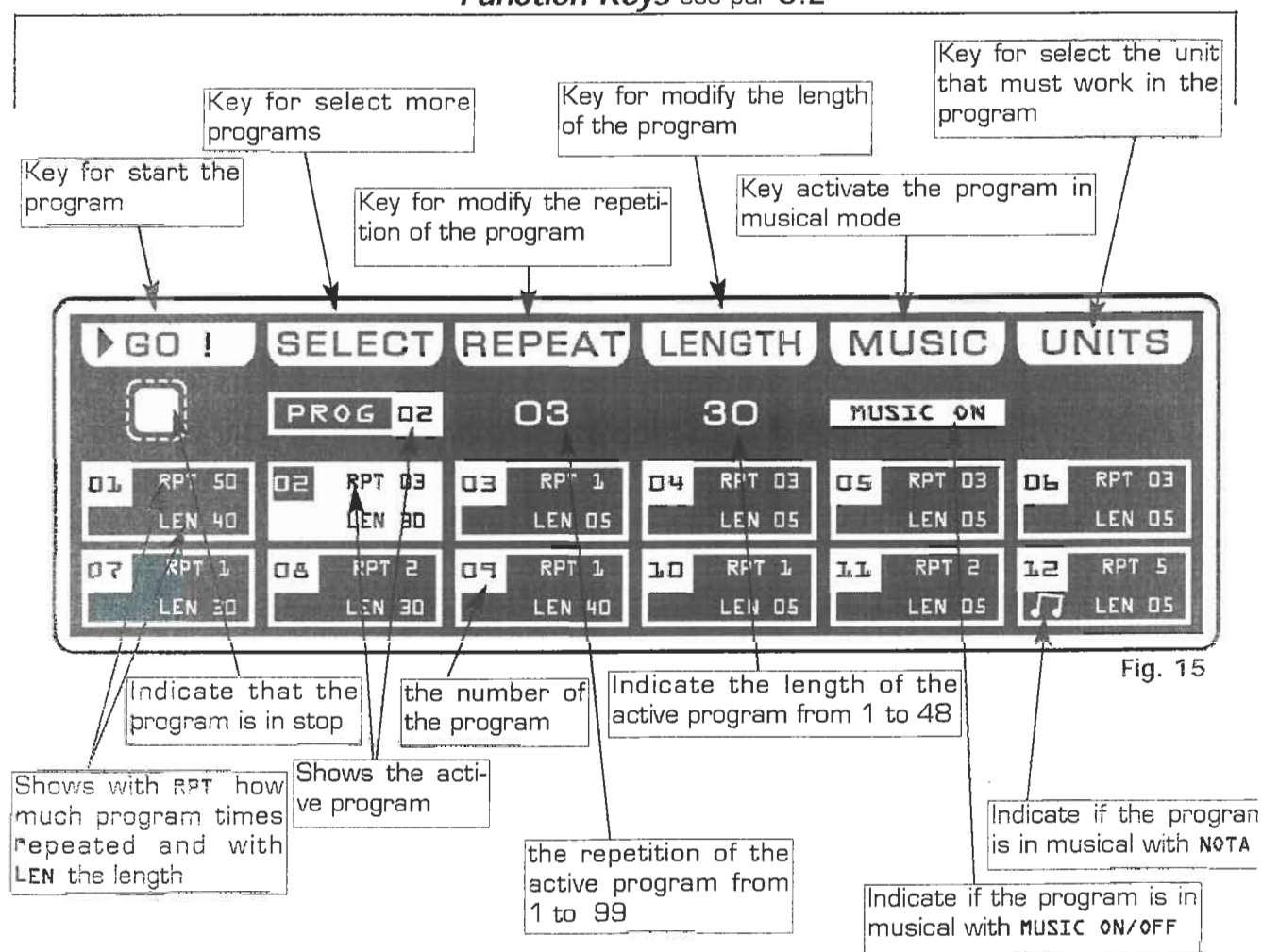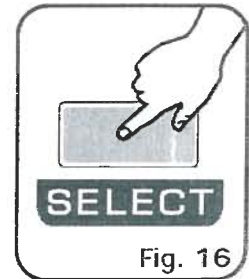For successive programs use the **PAGE** key.

key for select all the programs

Key for select only the program shows on **PROG**

Keys for increase/decrease the speed of execution of the program

Key for set the program in stop and get out of the function

Key for set the program in pause

| ‖PAUSE | ■STOP | ALL | SOLO | ▼ SPEED ▲ |

PROG 02   RPT 03   SCEN 01   100 % ●

| 01 RPT 03 LEN 30 | 02 RPT 03 LEN 30 | 03 RPT 03 LEN 30 | 04 RPT 03 LEN 05 | 05 RPT 03 LEN 30 | 06 RPT 03 LEN 05 |

| 07 RPT 1 LEN 30 | 08 RPT 03 LEN 30 | 09 RPT 03 LEN 30 | 10 RPT 1 LEN 05 | 11 RPT 2 LEN 05 | 12 RPT 5 LEN 05 |

Fig. 17

Indicate that the program is in musical with **NOTA**

Shows the active programs

the active scene

the number of the program

Indicate if the program is in musical with **NOTA**

Shows with **RPT** how much program times repeated and with **LEN** the length

the repetition of the active program from 1 to 99

the speed of execution from 10% to 500%

In PROGRAM mode there are 6 function keys see (Fig. 17 par 5.3).

PAUSE key:
Press this key to stop the program in the current position, pressing the GO key it recovers from the same position.

STOP key:
Press this key to stop the program with return to the function edit program see (par 5.1), pressing the GO key it start from the first scene.

ALL key:
Press this key to select all the program from 1 to 48.

SOLO key:
Press this key to select only the program shown in the box PROG, if we have selected with the ALL key all the 48 program, and we wants to selectd only the program (es. n° 02), press twice the key 02 of program selection. The prog box will indicate PROG 02 now the *SOLO* key unselect all the other program, activating *SOLO* the PROG 02

SPEED key:
Pressing one of these two keys will be increased/decreases the speed of execution of the program the value is in percent and varied from 10% at 500%.
To the value 100%. the speed of execution is that planned in the scenes.

THIS FUNCTION ALLOWS TO ACTIVATE A CHASE AND CHANGE THE PARAMETERS OF THE SAME.

A CHASE IS A PLAY OF LIGHTS, IT IS A SEQUENCE OF STEPS (FROM 1 TO 48 MAX).

Press **CHASE** key to activate *CHASE* function (Fig. 18)

The **CHASE** key led will light up to indicate the activation of this function, and the display changes as shown in (Fig. 18).

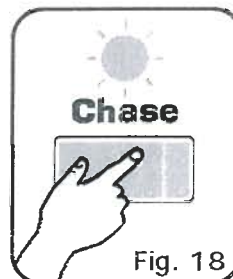The graphic display indicates the chase (**highlighted**) currently active (Fig. 19).

Chase

Fig. 18

Press one of the 1÷12 keys to select the chase.
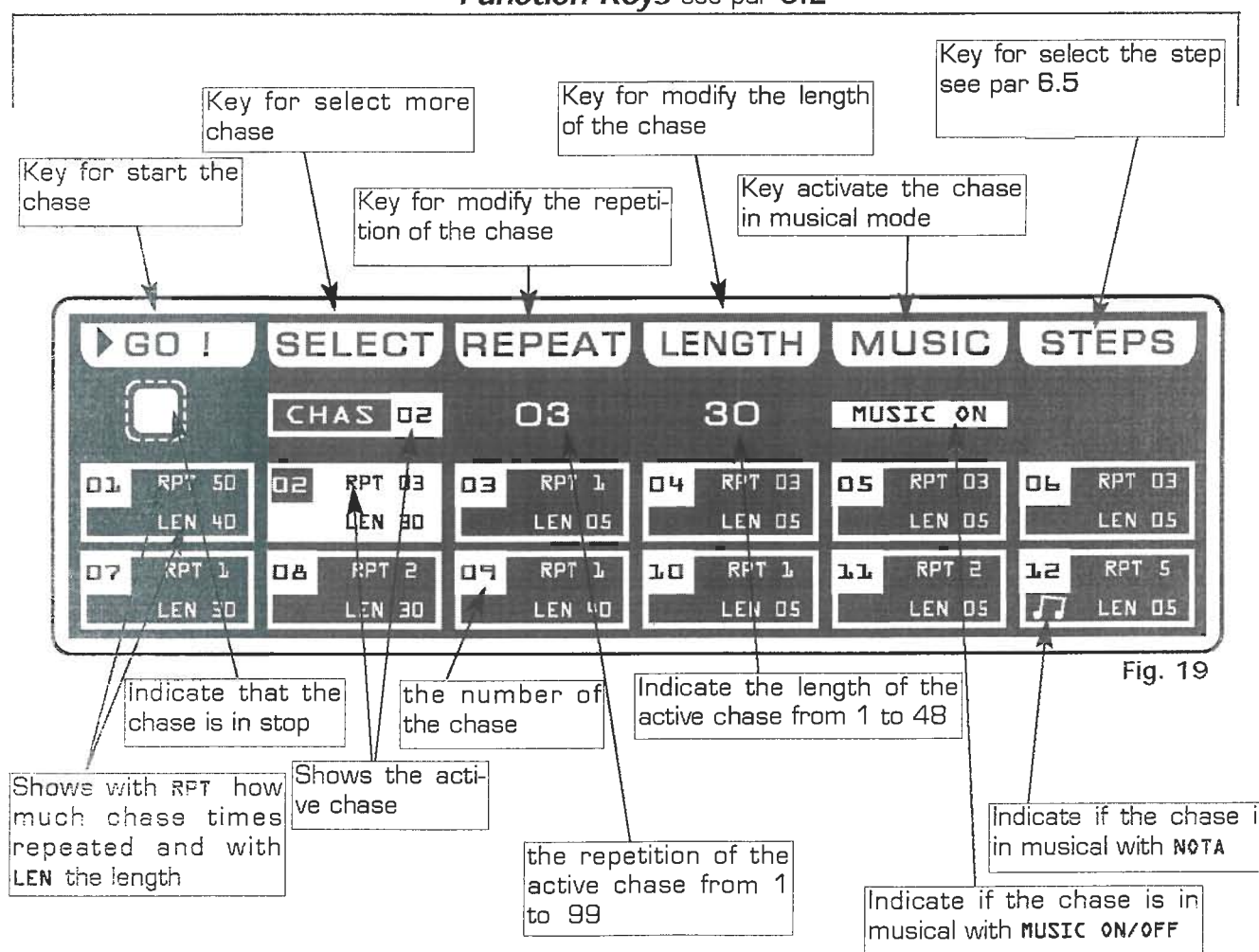For successive chases use the **PAGE** key

Function Keys see par **6.2**

Key for start the chase

Key for select more chase

Key for modify the repetition of the chase

Key for modify the length of the chase

Key activate the chase in musical mode

Key for select the step see par 6.5

▶GO !	SELECT	REPEAT	LENGTH	MUSIC	STEPS
	CHAS 02	03	30	MUSIC ON	

| 01 RPT 50 LEN 40 | 02 RPT 03 LEN 30 | 03 RPT 1 LEN 05 | 04 RPT 03 LEN 05 | 05 RPT 03 LEN 05 | 06 RPT 03 LEN 05 |
| 07 RPT 1 LEN 30 | 08 RPT 2 LEN 30 | 09 RPT 1 LEN 40 | 10 RPT 1 LEN 05 | 11 RPT 2 LEN 05 | 12 ♫ LEN 05 |

Fig. 19

Indicate that the chase is in stop

the number of the chase

Indicate the length of the active chase from 1 to 48

Shows with RPT how much chase times repeated and with LEN the length

Shows the active chase

the repetition of the active chase from 1 to 99

Indicate if the chase i in musical with NOTA

Indicate if the chase is in musical with MUSIC ON/OFF

In EDIT CHASE mode there are 6 function keys see (Fig. 19 par **6.1**)

GO key:
Press this key to start the chase.
Note: Keep Master Dimmer Chase to the maximum see (par 6.12)
The key becomes *PAUSE* the display changes as shown in (Fig. 21 par **6.3**)

PAUSE key:
Press this key to stop the chase in the current position, pressing the **GO** key it recovers from the same position.

SELECT key:
Pressing this key it is possible the multiple selection of the chases. The display changes as shown in (Fig. 19 par **6.3**)
Press one of the 1÷12 keys to select the chase .
For successive chase s use the **PAGE** key.

REPEAT key:
Press this key to modify the number of repetitions of the chase , the value is in number from 1 to 99 use the faders under the *REPEAT* writing, or the encoder. For confirm the modify press the **OK** key, for get out of the function press the **ESC** key.

LENGTH key:
Press this key to set how many scenes of the chase will execute, the value is in number from 1 to 48 use the faders under the *LENGTH* writing, or the encoder. For confirm the modify press the **OK** key, for get out of the function press the **ESC** key.

MUSIC key:
Pressing this key, and activating **MUSIC ON**, the active chase will change the scenes to time of music, in the box of the chase and to the side at symbol play the display shows a note.
The internal music sensor has an automatic gain adjustment which allows to have a signal level good for the ***Top 48*** working.
The input music signal is a 0dB mono/stereo so it could be taken from sound sources like Mixer, CD, Dat etc.

STEPS keys:
Pressing this key you go in the step mode see par **6.5**

THIS FUNCTION ALLOWS TO SELECT A SERIES OF CHASE

For activate the multiple selection of the chases you must press the *SELECT* key (Fig. 20).
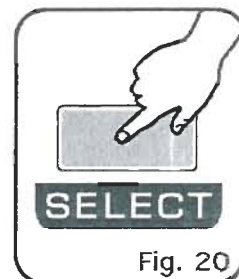
The display changes as shown in (Fig. 21).

SELECT

Fig. 20

Press one of the 1÷12 keys to select more chase.
For successive chases use the **PAGE** key.

key for select all the chases

Key for select only the chase shows on **CHAS**

Keys for increase/decrease the speed of execution of the chase

Key for set the chase in stop

Key for set the chase in pause

| IIPAUSE | ■STOP | /ALL | SOLO | ▼ SPEED ▲ |

▶ ♫   CHAS 02   RPT 03   STEP 01   100 % ●

| 01 RPT 03 | 02 RPT 03 | 03 RPT 03 | 04 RPT 03 | 05 RPT 03 | 06 RPT 03 |
| LEN 30 | ♫ LEN 30 | LEN 30 | LEN 05 | LEN 30 | LEN 05 |

| 07 RPT 1 | 08 RPT 03 | 09 RPT 03 | 10 RPT 1 | 11 RPT 2 | 12 RPT 5 |
| LEN 30 | LEN 30 | LEN 30 | LEN 05 | LEN 05 | ♫ LEN 05 |

Indicate that the chase is in musical with NOTA

Shows the active chases

the active step

the number of the chase

Fig. 21

Indicate if the chase i in musical with NOTA

Shows with RPT how much chase times repeated and with LEN the length

the repetition of the active chase from 1 to 99

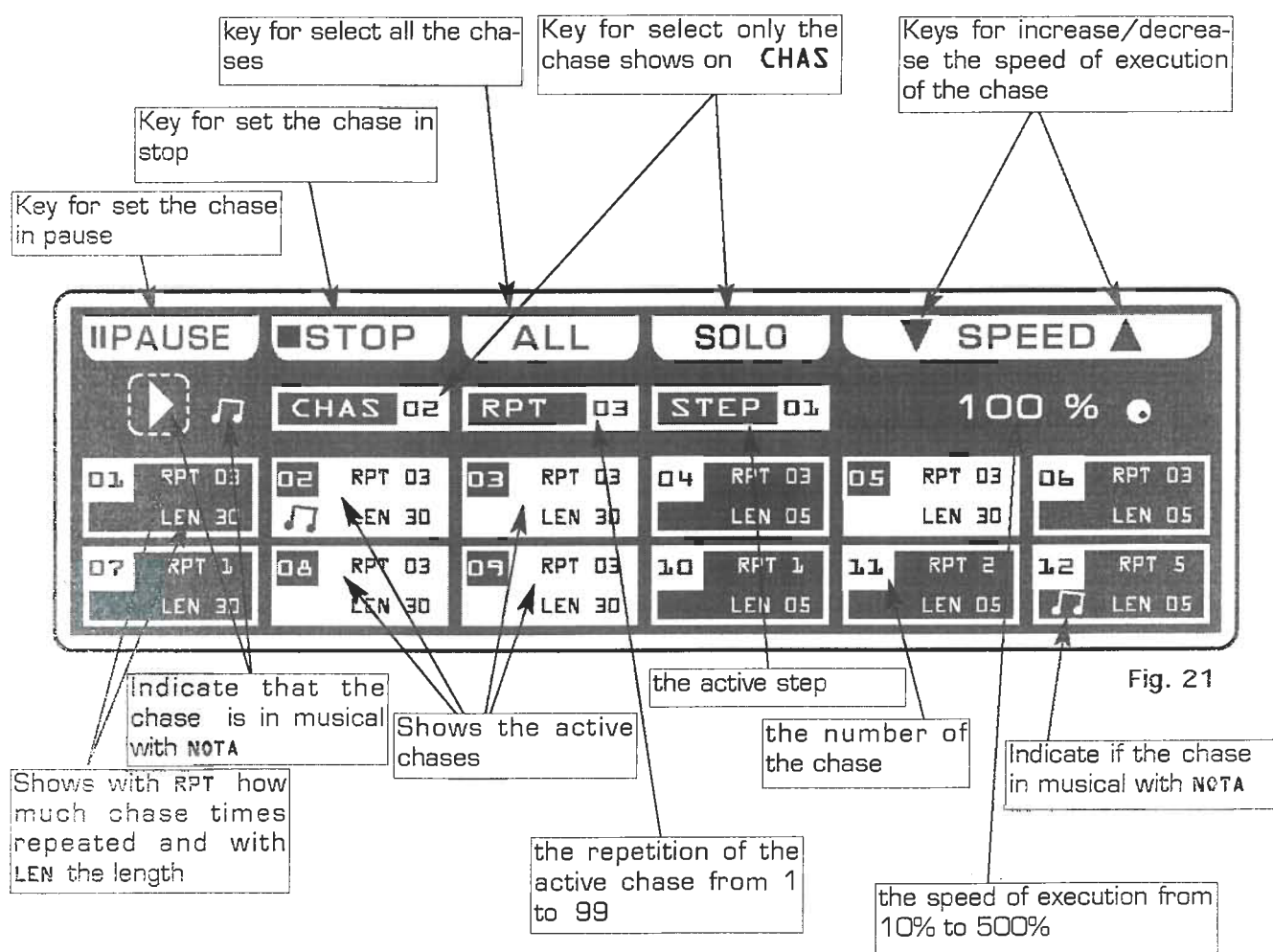the speed of execution from 10% to 500%

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In CHASE mode there are 6 **function keys** see [Fig. 21 par 6.3].

PAUSE key:
Press this key to stop the chase in the current position, pressing the **GO** key it recovers from the same position.

STOP key:
Press this key to stop the chase, pressing the **GO** key it start from the first step.

ALL key:
Press this key to select all the chase from 1 to 48.

SOLO key:
Press this key to select only the chase shown in the box **CHAS**, if we have selected with the **ALL** key all the **48** chase, and we wants to selectd only the chase (es. n° **02**), press twice the key **02** of chase selection. The chase box will indicate **CHAS 02** now the *SOLO* key unselect all the other chase, activating *SOLO* the **CHAS 02**

SPEED key:
Pressing one of these two keys will be increased/decreases the speed of execution of the chase the value is in percent and varied from 10% at 500%.
To the value 100%. the speed of execution is that planned in the scenes.

THIS FUNCTION ALLOWS TO SEE ONE OF THE 48 STEPS OF THE ACTIVE
CHASE, CHANGE THE PARAMETERS AND EDITING.

Press STEPS key to activate *STEPS* function (Fig. 22)

The display changes as shown in (Fig. 23)

The graphic display indicates the scene (**highlighted**) currently active
(Fig. 23) if an empty step is selected, on the display appears   "**FREE
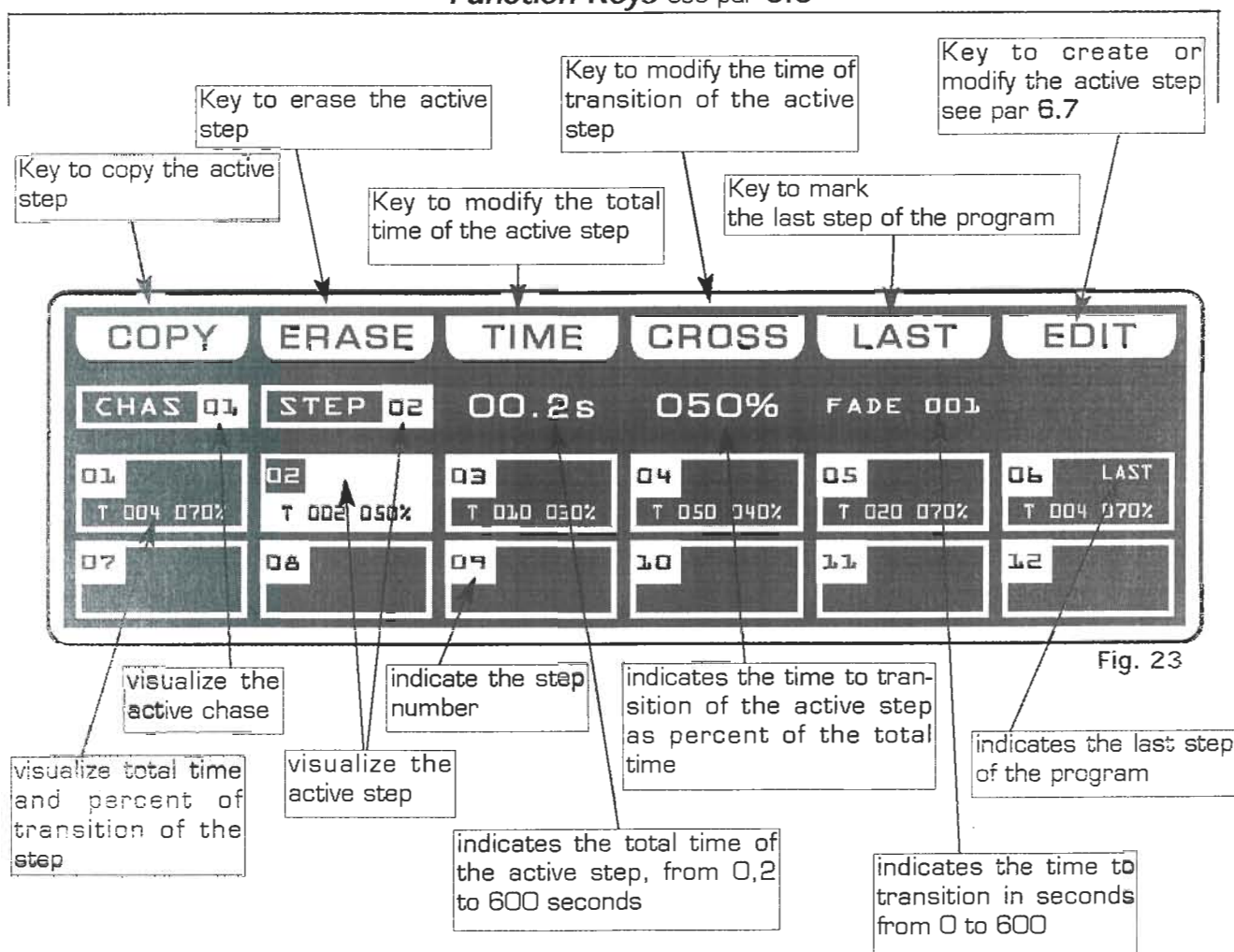STEPS**".

STEPS

Fig. 22

Press one of the 1÷12 keys to select the step.
Pushes it again, the step puts on out his end value.
For successive step use the **PAGE** key
Note: Keep Master Chase Faders to the maximum see (par 6.12)

Function Keys see par **6.6**

Key to create or modify the active step see par **6.7**

Key to modify the time of transition of the active step

Key to erase the active step

Key to copy the active step

Key to modify the total time of the active step

Key to mark the last step of the program

COPY	ERASE	TIME	CROSS	LAST	EDIT
CHAS 01	STEP 02	00.2s	050%	FADE 001	
01	02	03	04	05	06 LAST
T 004 070%	T 002 050%	T 010 030%	T 050 040%	T 020 070%	T 004 070%
07	08	09	10	11	12

Fig. 23

visualize the active chase

indicate the step number

indicates the time to transition of the active step as percent of the total time

indicates the last step of the program

visualize total time and percent of transition of the step

visualize the active step

indicates the total time of the active step, from 0,2 to 600 seconds

indicates the time to transition in seconds from 0 to 600

In STEP mode there are 6 function keys see (Fig. 2 par 4.1).

COPY Key:
Pressing this key on the display shows "SELECT DESTINATION SCENE," select through the 1÷12 keys the destination of the copy.
For the successive chases use **PAGE** key
Note: After have pressed **COPY** key, the same becomes GRAB key.

GRAB Key:
Press this key to store the step, you can then paste it in an empty step of the same chase or in a diferent chase. The key becomes PASTE.

PASTE Key:
Pressing this key the step previously stored could be pasted to an any empty step of any chase.

ERASE Key:
Pressing this key the active step will be erased, select through the 1÷12 keys (for the successive chases use **PAGE** key) the step that must be erased, then press the ERASE key.
The step will erased in a permanent way, it is not possible recover it.

TIME Key:
Press this key to change the total time of the scene, the value is in seconds from 0,2 to 600, use the fader under the **TIME** writing, or the encoder. For confirm the modify press the OK key, for get out of the function press the ESC key.

CROSS Key:
Press this key to modifie the time of transition of the scene, the value is express in percent from 0 to 100%, use the fader under the **CROSS** writing, or the encoder. For confirm the modify press the OK key, for get out of the function press the ESC key.
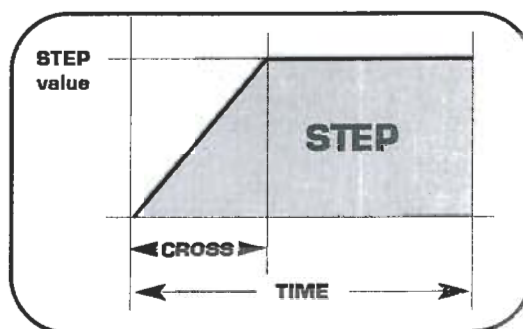
LAST Key:
Press this key to select the last step of the chase, select through the 1÷12 keys (for the successive chases use **PAGE** key) the step where you want to terminate the chase, then press the LAST key.
For the successive chases use **PAGE** key
Note: The last step of the chase will be stored automatically in EDIT mode.

EDIT Key:
Press this key to create/modify the active step see par. **6.7 *EDIT IN STEP* mode**

THIS FUNCTION ALLOWS TO CREATE OR MODIFY ONE OF 48 STEP OF ACTIVE CHASE .

The graphic display indicates the step (highlighted) currently active (Fig. 23 par **6.5**) for create/modify it press the *EDIT* key (Fig. 24).

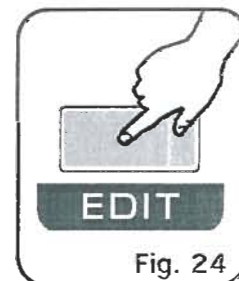The display changes as shown in (Fig. 25).

EDIT

Fig. 24

Pressing one of the 1÷12 keys the correspondent channel go to the 0 value if it is high, to 255 value if it is low.
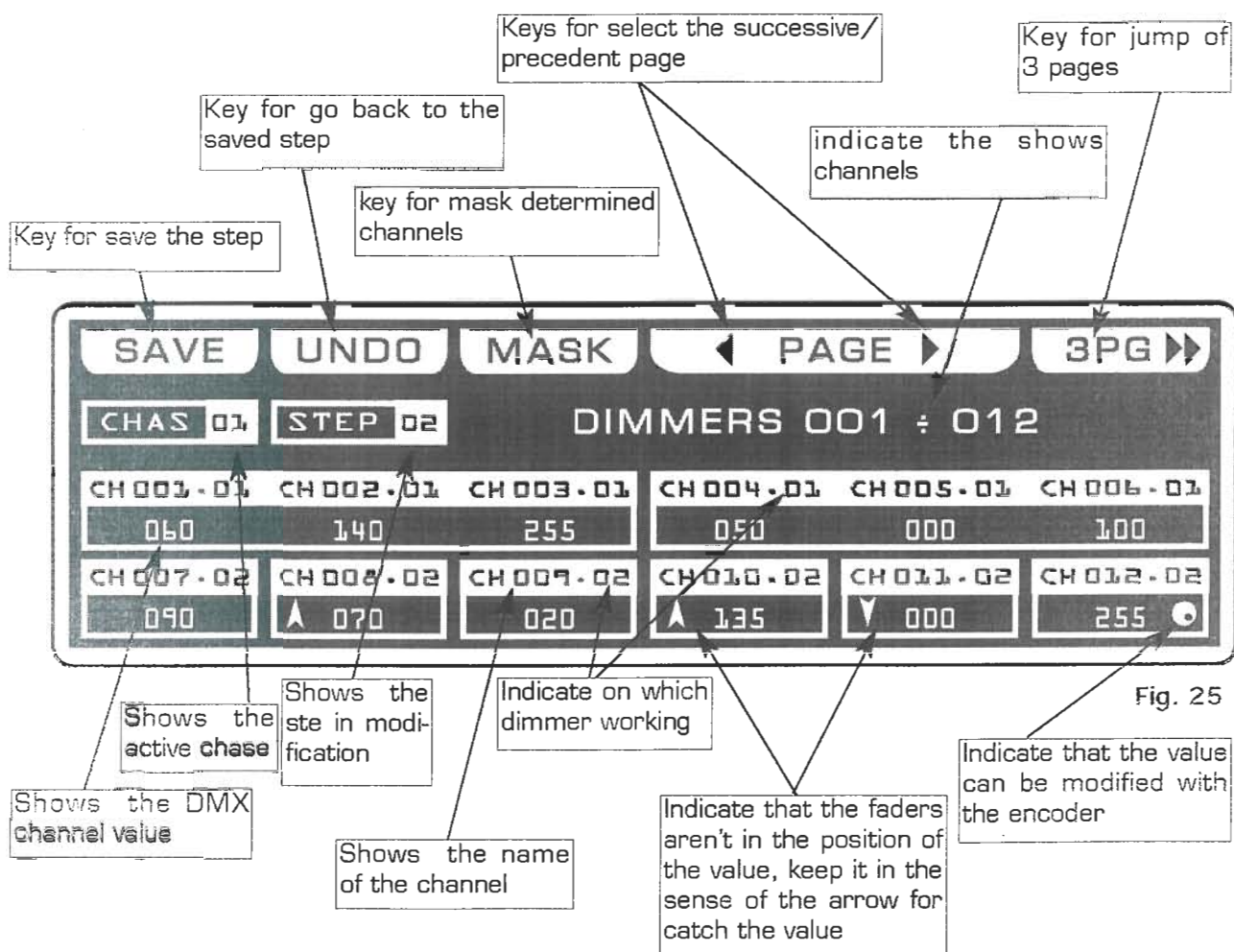For successive channels use the **PAGE** key

Keys for select the successive/precedent page

Key for jump of 3 pages

Key for go back to the saved step

indicate the shows channels

Key for save the step

key for mask determined channels

| SAVE | UNDO | MASK | ◀ PAGE ▶ | 3PG ▶▶ |

CHAS 01 STEP 02   DIMMERS 001 ÷ 012

CH 001·01	CH 002·01	CH 003·01	CH 004·01	CH 005·01	CH 006·01
060	140	255	050	000	100
CH 007·02	CH 008·02	CH 009·02	CH 010·02	CH 011·02	CH 012·02
090	▲ 070	020	▲ 135	▼ 000	255 ●

Fig. 25

Shows the active **chase**

Shows the ste in modification

Indicate on which dimmer working

Indicate that the value can be modified with the encoder

Shows the DMX channel value

Shows the name of the channel

Indicate that the faders aren't in the position of the value, keep it in the sense of the arrow for catch the value

In EDIT STEPS mode there are 6 function keys see (Fig. 6 par 4.5).

SAVE key:
Press this key to save the step

UNDO:
Pressing this key you go back to the saved step

MASK key:
Press this key to activate the mask function. see par 6.10
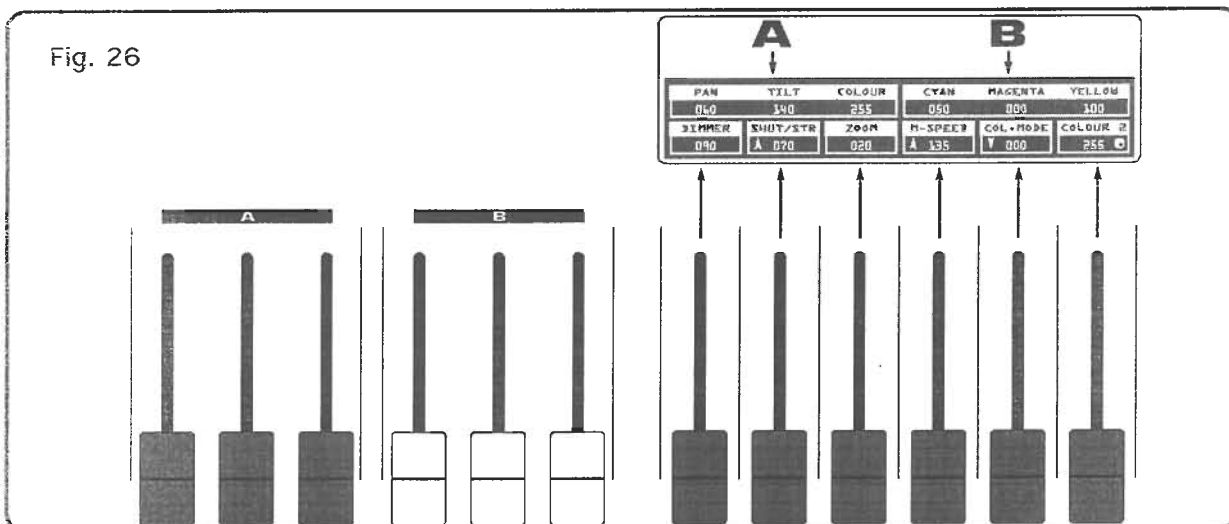
PAGE keys ;
Press this keys to select the successive/precedent page

3PG keys:
Pressing this will jump of 3 pages in 3 pages.

6.9   CHANNELS ADJUSTMENT FADERS IN EDIT STEPS MODE

Fig. 26

The 12 faders are used to adjust the channels value see (Fig. 7)
For modify the step , keep the faders to desired values.

Each time that changes page the faders remains inactive.
The arrow in the box ndicate that the fader aren't in the position of the value, keep it in the sense of the arrow for catch the value.

For an on-off chase type use the 1÷12 keys
For successive channels use the **PAGE** key

N.B. The 6 single boxes (under part of the display) do reference to the faders immediately under. The two boxes from 3 channels (above to the single) do reference respectively:

The left box at 3 faders "A"

The right box at 3 faders "B"

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THIS FUNCTION ALLOWS TO MASK THE DIMMER CHANNELS IN A DETER-
MINED STEP.

Pressing **MASK** key the *MASK* function is activated (Fig. 27)

The display changes as shown in (Fig. 28)
The graphic display indicates the channels masked with the sym-
bol"===" (Fig. 28)
The operator in this case masks the 2,4,5 and 6 channels. When
you recall the step The masked channels stay to the value planned
in precedence.

MASK

Fig. 27

Press one of the 1÷12 keys to masks the correspondent channels.
For successive channels use the **PAGE** key

indicates that we are
inside at the function of
masking

Key for return to the
mask of the saved step

reverses the selection of
her actual mask

Key for save the mask
of the step

| SAVE | UNDO | INVERT | MASK CHANNELS... |

| CHAS 01 | STEP 02 | DIMMERS 001 ÷ 012 |

CH001.01	CH002.01	CH003.01	CH004.01	CH005.01	CH006.01
060	===	255	===	===	===
CH007.02	CH008.02	CH009.02	CH010.02	CH011.02	CH012.02
090	▲ 070	020	▲ 135	▼ 005	255 ●

Fig. 28

Shows the step that we
are masking

Shows the masked channel

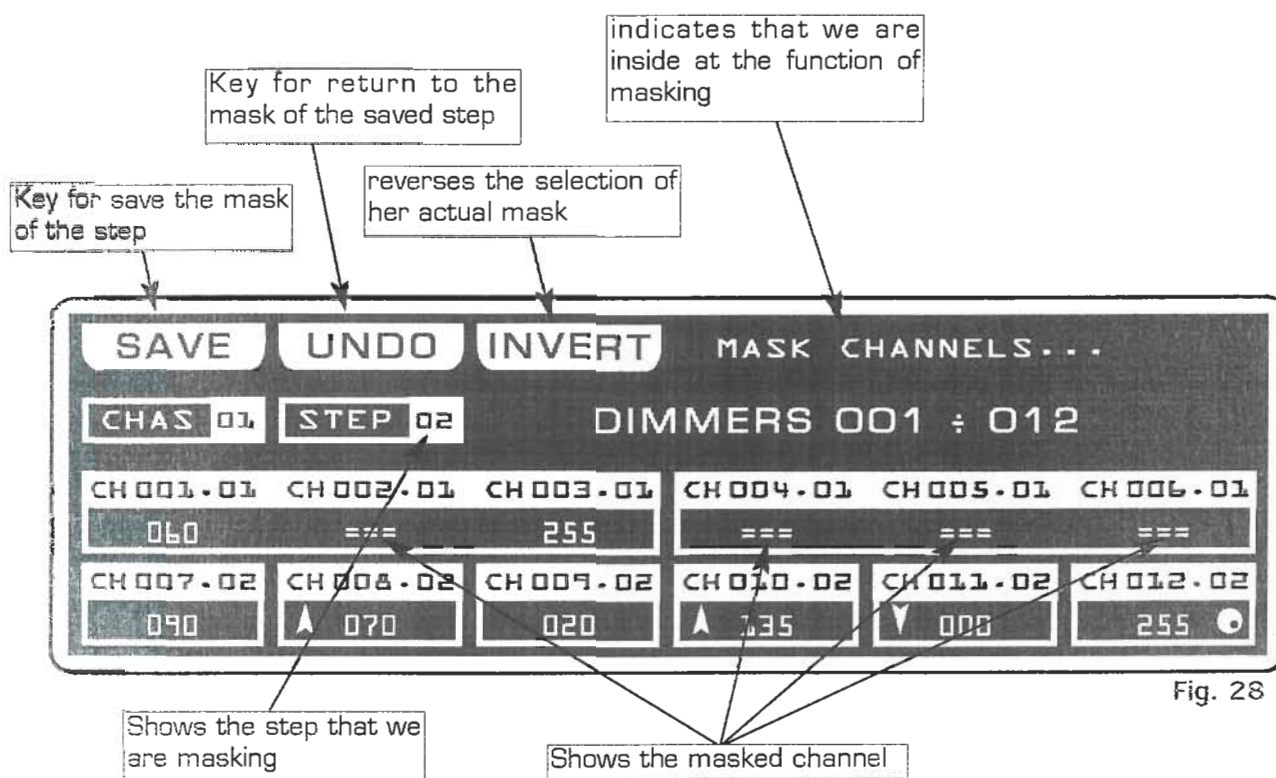*INVERT* key:
Press this key to revers the selection of the actual mask, in the case of the
(Fig. 9) the 2,4,5 and 6 channels becomes modifiable, while the others comes
masked.

TOP 48 IS ENDOWED WITH A GENERAL CONTROL LEVEL OUTPUT, OF ALL "DIMMER" CHANNELS OF THE INTELLIGENT UNITS.

The Master Dimmer fader (Fig. 29) allows to adjust the bright general intensity of the intelligent units, **(only if the connected unities have the dimmer channel)**.

Keep the fader always to the maximum 100%, keep to 0 value only for create a blackout.
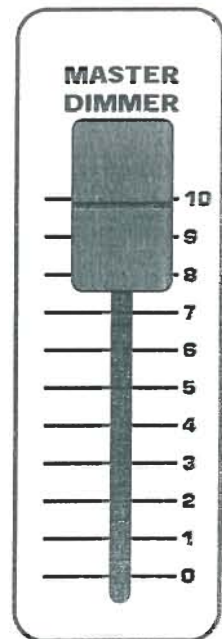
Fig. 29

TOP 48 IS ENDOWED WITH A GENERAL CONTROL LEVEL OUTPUT, OF DIMMER CLASSIC CHANNELS.

The Master Chase fader (Fig. 30) allows to adjust the bright general intensity of the chase and relative step.

For have the bright intensity of chase/step at 100% keep the fader to the maximum, keep to 0 value only for create a blackout.

The Master Chase fader could be used also for pu in output a step like scene, see (par 6.5).
Keep the fader to 0 value, select through the 1÷12 keys the step we want on output, then keep the fader to desired value.
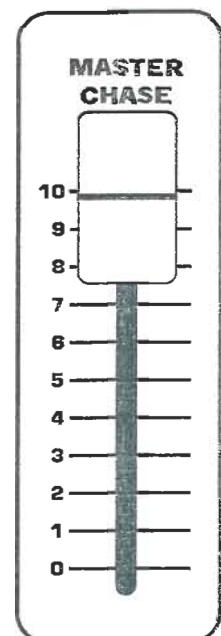
Fig. 30

THIS FUNCTION ALLOWS TO ACTIVATE AN EFFECT GENERATOR AND MODIFY
THE PARAMETERS.

*USING THIS MODE OF OPERATION IT IS POSSIBLE CREATE ANIMATIONS
OF NOTABLE EFFECT WITH AN ONLY COMMAND.*

Press **EFFECT** key to activate *EFFECT* function (Fig. 18)

The **EFFECT** key led will light up to indicate the activation of this
function, and the display changes as shown in (Fig. 31).

The graphic display indicates the effect (**highlighted**) currently active
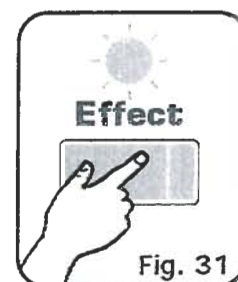attivo (Fig. 32).

Press one of the 1÷12 keys to select the effect.
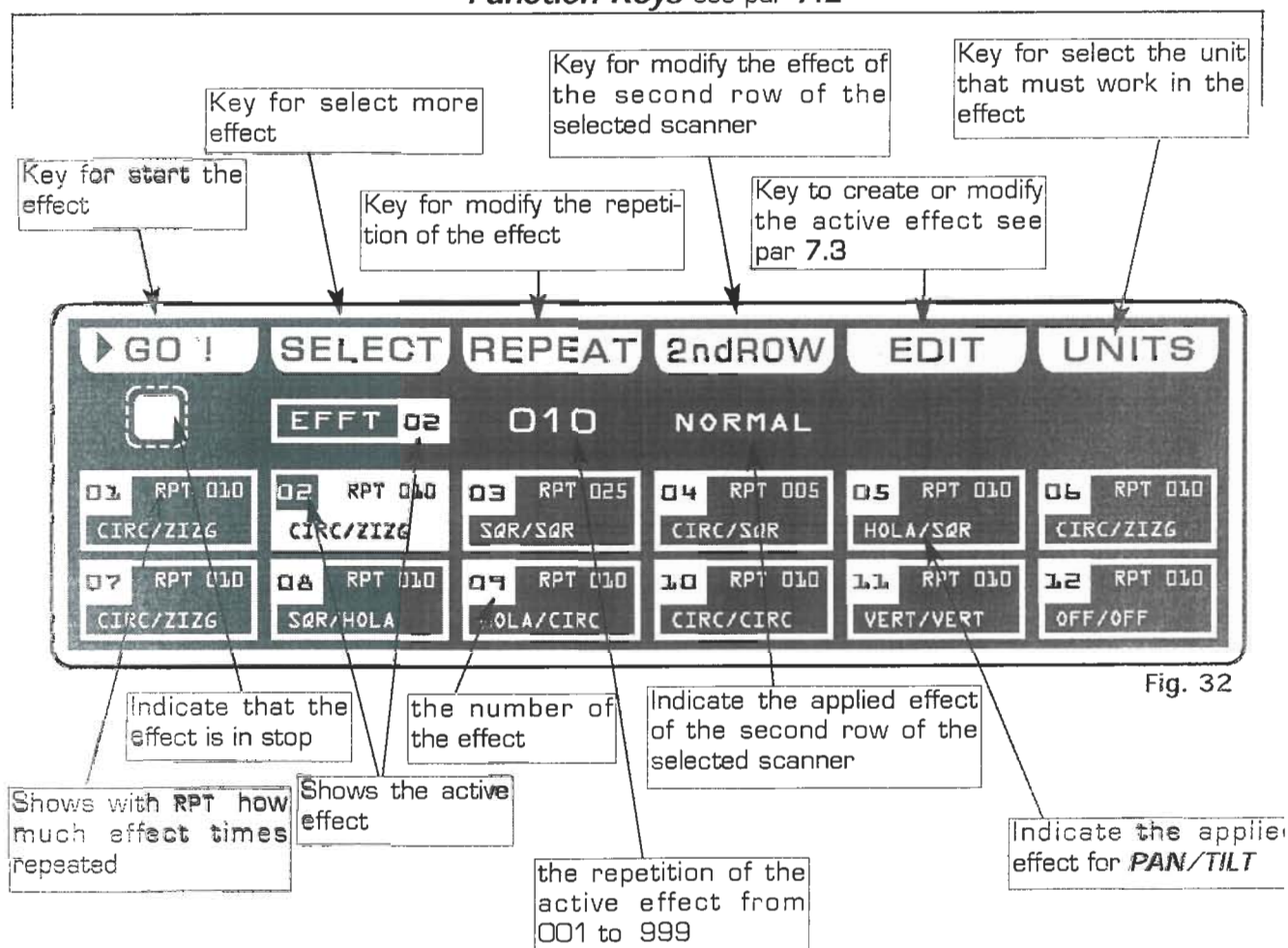For successive effect use the **PAGE** key

Function Keys see par **7.2**

Fig. 31

Key for select more effect

Key for modify the effect of the second row of the selected scanner

Key for select the unit that must work in the effect

Key for start the effect

Key for modify the repetition of the effect

Key to create or modify the active effect see par **7.3**

| ▶GO ! | SELECT | REPEAT | 2ndROW | EDIT | UNITS |

EFFT 02   010   NORMAL

01 RPT 010	02 RPT 010	03 RPT 025	04 RPT 005	05 RPT 010	06 RPT 010
CIRC/ZIZG	CIRC/ZIZG	SQR/SQR	CIRC/SQR	HOLA/SQR	CIRC/ZIZG
07 RPT 010	08 RPT 010	09 RPT 010	10 RPT 010	11 RPT 010	12 RPT 010
CIRC/ZIZG	SQR/HOLA	HOLA/CIRC	CIRC/CIRC	VERT/VERT	OFF/OFF

Fig. 32

Indicate that the effect is in stop

the number of the effect

Indicate the applied effect of the second row of the selected scanner

Shows with **RPT** how much effect times repeated

Shows the active effect

the repetition of the active effect from 001 to 999

Indicate the applied effect for *PAN/TILT*

In EFFECT mode there are 6 function keys see (Fig. 32 par **7.1**)

GO key:
Press this key to start the effect.
The key becomes **PAUSE** the display changes as shown in (Fig. 34 par **7.3**)

PAUSE key:
Press this key to stop the effect in the current position, pressing the **GO** key it recovers from the same position.

SELECT key:
Pressing this key it is possible the multiple selection of the effect. The display changes as shown in (Fig. 34) see par **7.3**
Press one of the 1÷12 keys to select more effect .
For successive effects use the **PAGE** key.

REPEAT key:
Press this key to modify the number of repetitions of the effect, the value is in number from 001 to 999 use the faders under the *REPEAT* writing, or the encoder. For confirm the modify press the **OK** key, for get out of the function press the **ESC** key.

2ndROW key:
For faced or disposed on more rows scanners.
Press this key to modify the effect of the second half of the selected scanner.
The modalities are:
NORMAL: No modification.
NO DELAY: Keep the first scanner in phase, if there are *DELAY*.
INV PAN: Reverses the movement of the mirror X axis
INV TILT: Reverses the movement of the mirror Y axis
INV ROT: Reverses the direction of the shape execution.
Use the fader under *2ndROW* write or the encoder. For confirm the modify press the **OK** key, for get out of the function press the **ESC** key.

EDIT Key:
Press this key to create/modify the active effect, see par **7.5**.

UNITS keys:
Press this key to set what unit will be active in the effect.
For successive units use the **PAGE** key.

THIS FUNCTION ALLOWS TO SELECT A RANGE OF EFFECTS EXECUTABLE IN SUCCESSION

For activate the multiple selection of the effects you must press the *SELECT* key (Fig. 33).
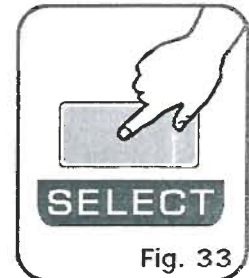
The display changes as shown in (Fig. 34).

Fig. 33

Press one of the 1÷12 keys to select more effect.
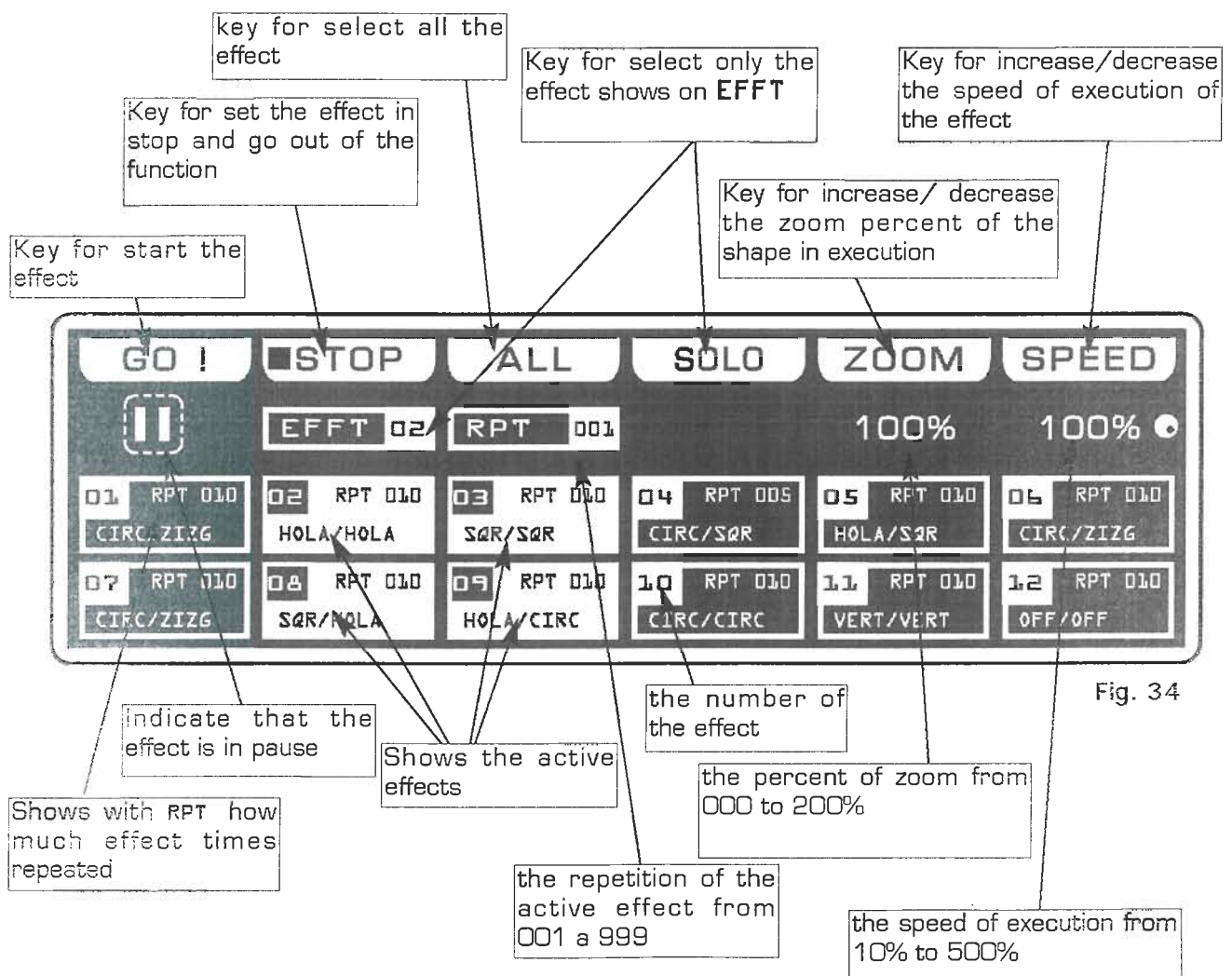For successive effects use the **PAGE** key.

key for select all the effect

Key for set the effect in stop and go out of the function

Key for select only the effect shows on **EFFT**

Key for increase/decrease the speed of execution of the effect

Key for increase/ decrease the zoom percent of the shape in execution

Key for start the effect

Fig. 34

indicate that the effect is in pause

Shows the active effects

the number of the effect

Shows with RPT how much effect times repeated

the percent of zoom from 000 to 200%

the repetition of the active effect from 001 a 999

the speed of execution from 10% to 500%

In EFFECT mode there are 6 **function keys** see (Fig. 34 par **7.3**).

GO key:
Press this key to start the effect.
The key becomes *PAUSE*

PAUSE key:
Press this key to stop the effect in the current position, pressing the **GO** key it recovers from the same position.

STOP key:
Press this key to stop the effect, return to the *EFFECT* function see (par **7.1**), pressing the **GO** key it start again.

ALL key:
Press this key to select all the effect from 1 to 48.

SOLO key:
Press this key to select only the effect shown in the box **EFFT**, if we have selected with the **ALL** key all the **48** effect, and we wants to selectd only the effect (es. n° **02**), press twice the key **02** of effect selection. The effect box will indicate **EFFT 02** now the *SOLO* key unselect all the other chase, activating *SOLO* the **EFFT 02**

ZOOM key:
Press this key for increase/decrease the percent of zoom of the shape in execution, the value is express in percent and varied from 000% to 200%. To 000 value the shape stop.
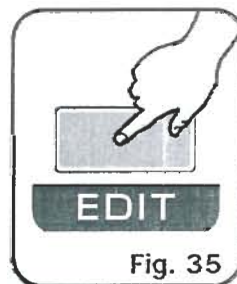
SPEED key:
Press this key to increase/decrease the speed of execution of the chase, the value is in percent and varied from 10% at 500%.

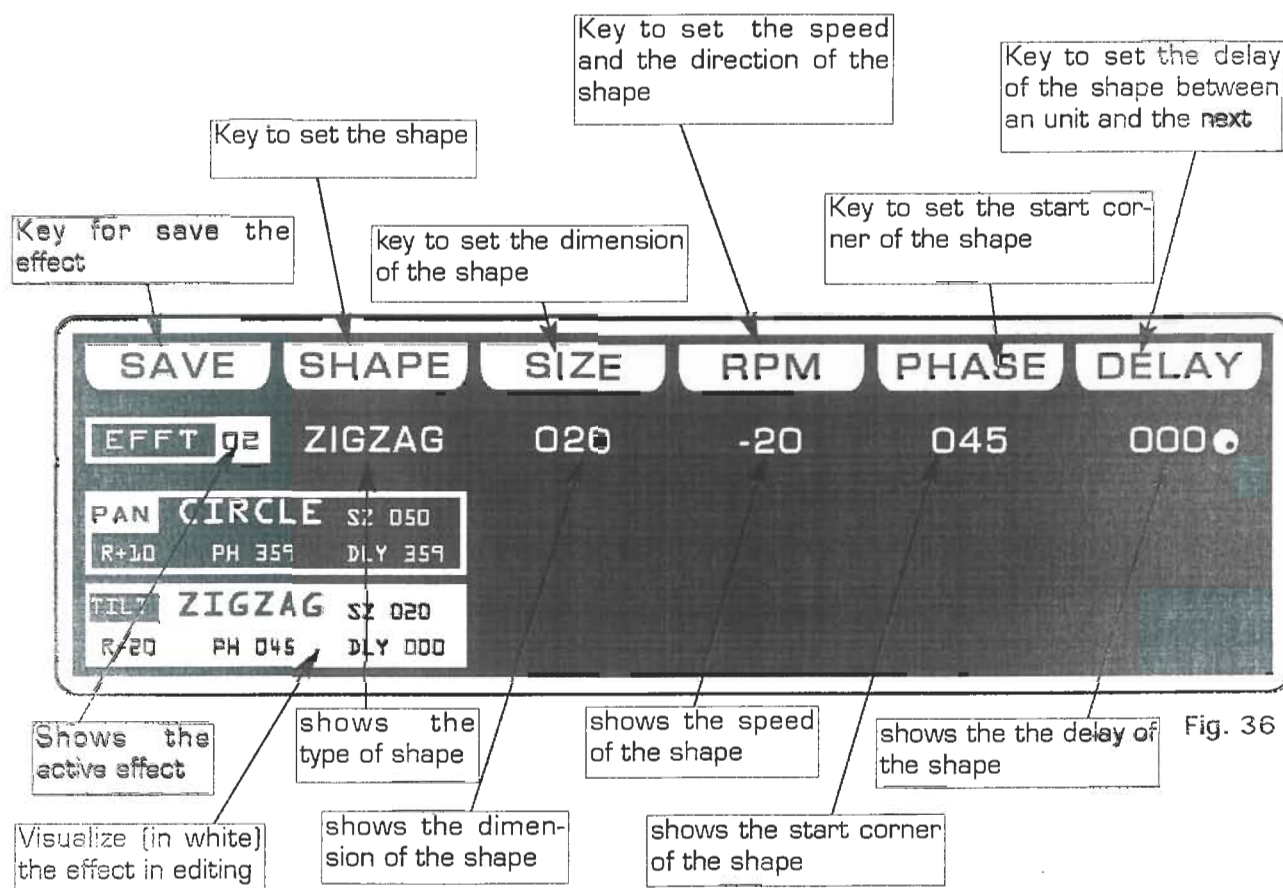## THIS FUNCTION ALLOWS TO EDIT ONE OF 48 EFFECTS

The graphic display indicates the effect (**highlighted**) currently active (Fig. 32 par **7.1**) for create/modify it press the *EDIT* key (Fig. 35).

The display changes as shown in (Fig. 36).

EDIT

Fig. 35

Press one of the 1÷6 keys to select the effect on the *PAN* channel
Press one of the 7÷12 keys to select the effect on the *TILT* channel

Key to set the speed and the direction of the shape

Key to set the shape

Key to set the delay of the shape between an unit and the next

Key for save the effect

key to set the dimension of the shape

Key to set the start corner of the shape

SAVE	SHAPE	SIZE	RPM	PHASE	DELAY
EFFT 02	ZIGZAG	020	-20	045	000

PAN CIRCLE S2 050
R+10   PH 359   DLY 359

TILT ZIGZAG S2 020
R+20   PH 045   DLY 000

Shows the active effect

shows the type of shape

shows the speed of the shape

shows the the delay of the shape

Fig. 36

Visualize (in white) the effect in editing

shows the dimension of the shape

shows the start corner of the shape

In EDIT EFFECT mode there are 6 function keys see [Fig. 36 par 7.5].

SAVE key:
Press this key to save the effect

SHAPE key:
Press this key for select the shapes, that are:
Circle, Hola, Ladder, Square, Vertex, and Zigzag.
The parameters that the operator could change correspond to:

SIZE key:
Press this key to change the size of the shape (from 1 to 128)

RPM key:
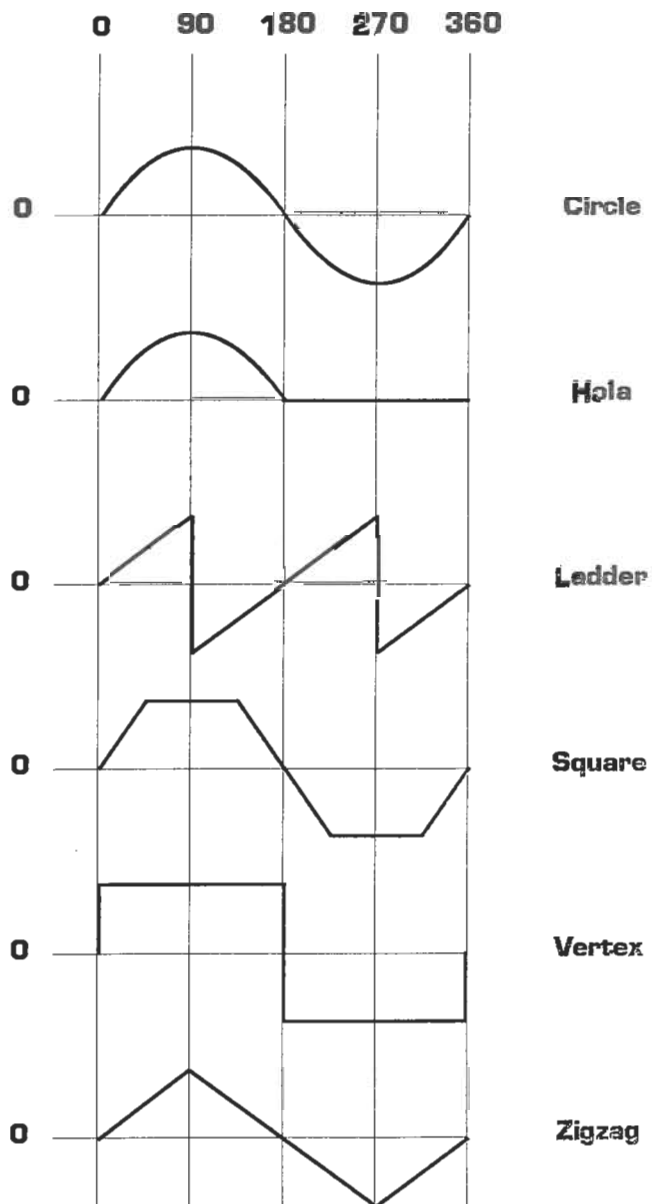Press this key to change the speed and direction of the shape (from -60 to +60)

PHASE key:
Press this key to change the the start corner of the shape (from 0 to 359).

DELAY key:
Press this key to change the delay of the shape between an unit and the next (from 0 to 359).

Wave' s forms of the SHAPE

	0	90	180	270	360	

0 — Circle

0 — Hola

0 — Ladder

0 — Square

0 — Vertex

0 — Zigzag

THIS FUNCTION ALLOWS TO ACTIVATE A SHOW AND MODIFY THE PARAMETERS

THIS OPERATIVE MODE, ALLOWS TO PERFORM, AT THE SAME TIME, UP TO 4 SEQUENCES OF PROGRAM + 4 SEQUENCES OF CHASE + 4 SEQUENCES OF EFFECT

Press **SHOW** key to activate *SHOW* function [Fig. 37]

The **SHOW** key led will light up to indicate the activation of this function, and the display changes as shown in [Fig. 38].

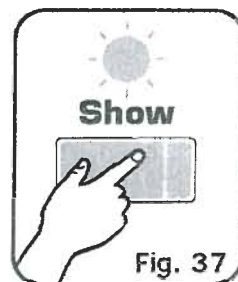The graphic display indicates the show **(highlighted)** currently active (Fig. 38).

Show

Fig. 37

Function Keys see par **8.2**

Key for edit the SHOW see par **8.4**

Key for increase/decrease the speed of execution of the show

Key for start the SHOW

Keys for change page

| ▶GO ! | EDIT | ◀ PAGE ▶ | ▼ SPEED ▲ |

SHOW 02   **SHOW 02**   100% ●

01	02	03	04	05	06
SHOW 01	SHOW 02	SHOW 03	SHOW 04	SHOW 05	SHOW 06
07	08	09	10	11	12
SHOW 07	SHOW 08	SHOW 09	SHOW 10	SHOW 11	SHOW 12

Fig. 38

Indicate that the SHOW is in stop

Shows the active SHOW

the number of the SHOW
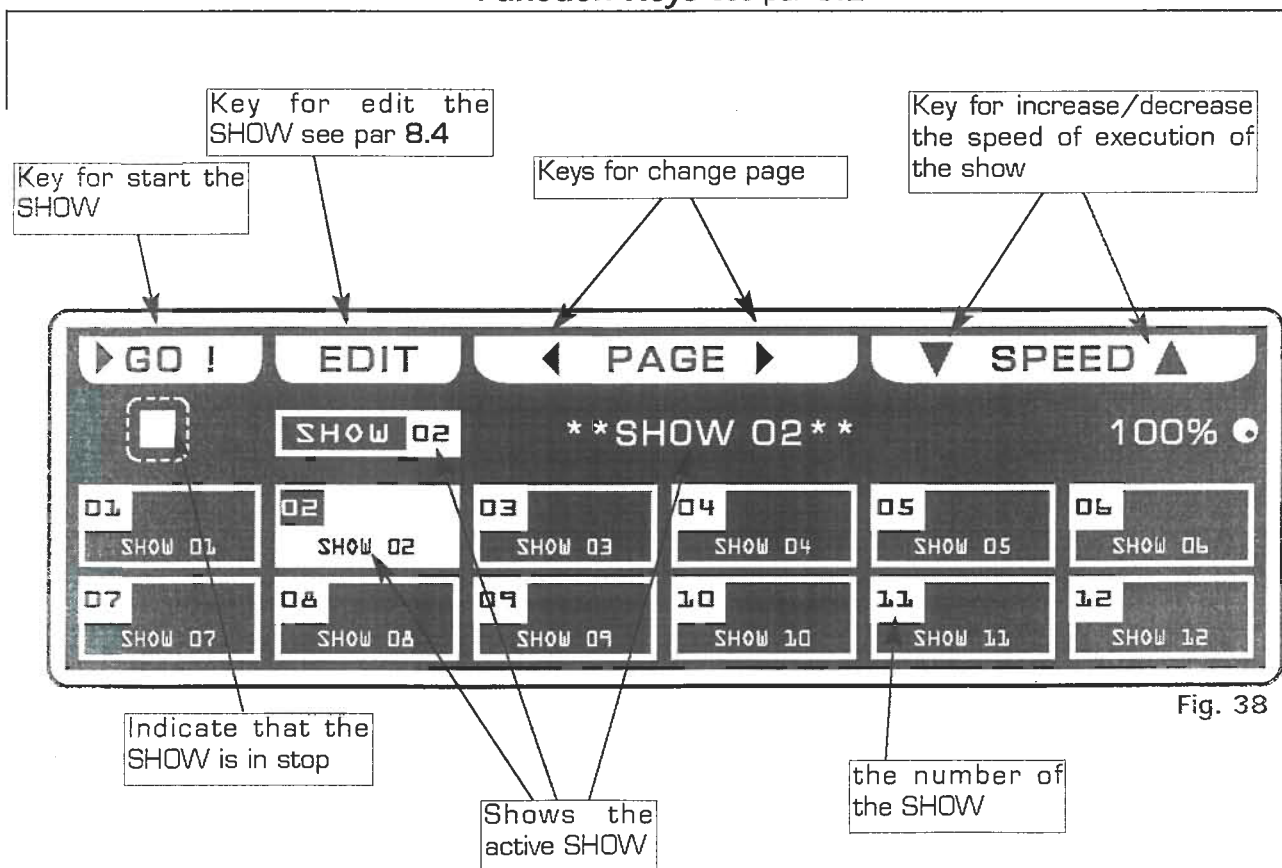
In SHOW mode there are 6 **function keys** see (Fig. 38 par 8.1)

GO key:
Press this key to start the show.
The key becomes *PAUSE* the display changes as shown in (Fig. 40 par 8.3)

PAUSE key:
Press this key to stop the show in the current position, pressing the GO key it recovers from the same position.

EDIT key:
It allows to modify the parameters of the show see par 8.4.

PAGE key:
Pressing one of these two keys you go to the following /next page

SPEED key:
Pressing one of these two keys you increase/decrease the speed of the show the value is in percent and varied from 10% to 500%.
To the 100% value the speed is the original.

THIS FUNCTION EXECUTES AND VISUALIZES THE STATE OF THE SHOW

The graphic display indicates the step (highlighted) currently active(Fig. 38 par **8.1**) for execute it press the *GO!* key (Fig. 39).

The display changes as shown in (Fig. 40).

Fig. 39

Press one of the 1÷12 keys to select the show.
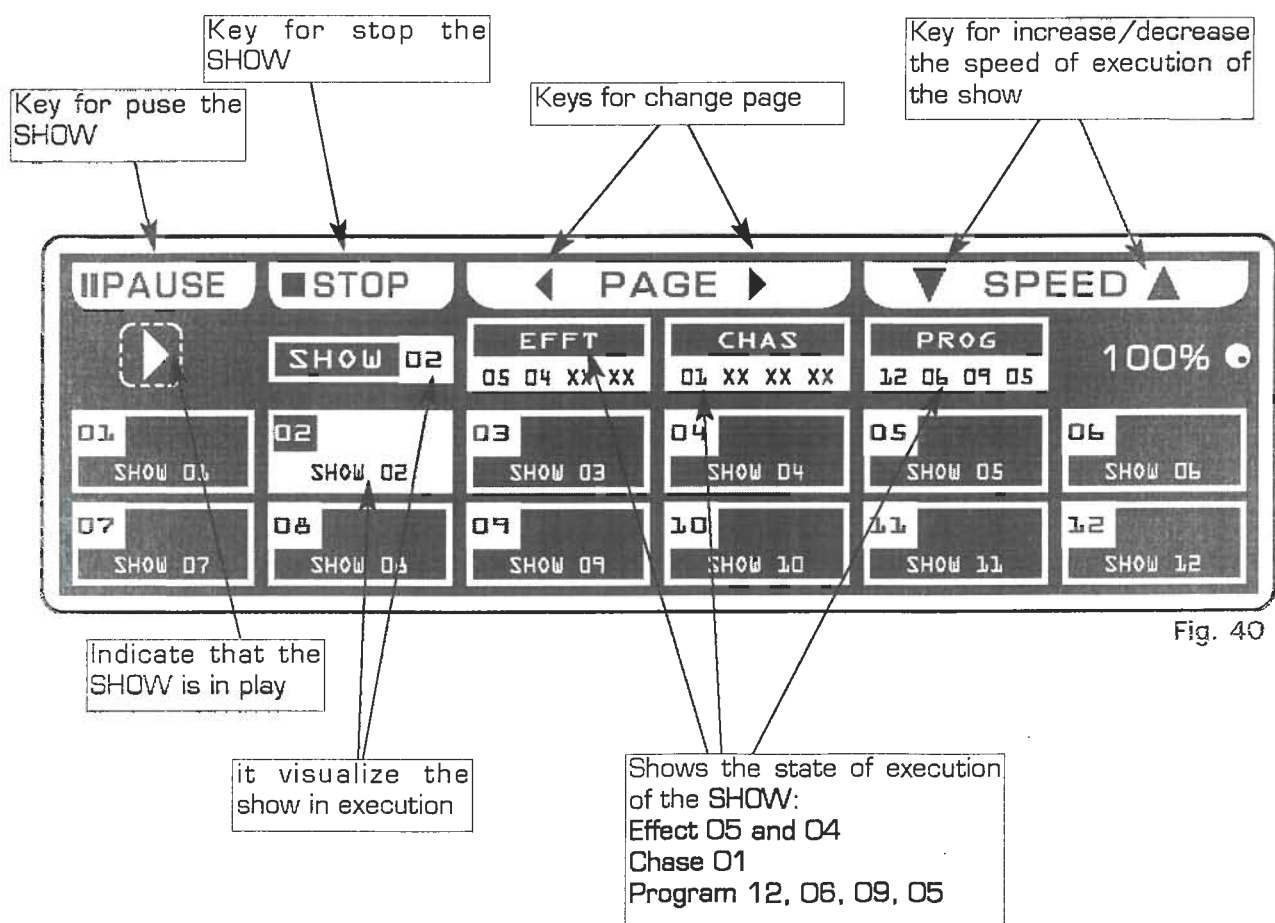For successive show use the **PAGE** key

Key for stop the SHOW

Key for increase/decrease the speed of execution of the show

Key for puse the SHOW

Keys for change page

IIPAUSE	■STOP	◄ PAGE ►	▼ SPEED ▲

| | SHOW 02 | EFFT 05 04 XX XX | CHAS 01 XX XX XX | PROG 12 06 09 05 | 100% ● |

| 01 SHOW 01 | 02 SHOW 02 | 03 SHOW 03 | 04 SHOW 04 | 05 SHOW 05 | 06 SHOW 06 |
| 07 SHOW 07 | 08 SHOW 08 | 09 SHOW 09 | 10 SHOW 10 | 11 SHOW 11 | 12 SHOW 12 |

Fig. 40

Indicate that the SHOW is in play

it visualize the show in execution

Shows the state of execution of the SHOW:
Effect 05 and 04
Chase 01
Program 12, 06, 09, 05

THIS FUNCTION ALLOWS TO CREATE OR MODIFY ONE OF 96 SHOW

The graphic display indicates the show (**highlighted**) currently active (Fig. 38 par **8.1**) for create/modify it press the *EDIT* key   *EDIT* (Fig. 41).
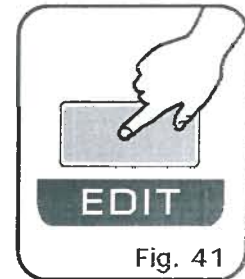
The display changes as shown in (Fig. 42).

EDIT

Fig. 41

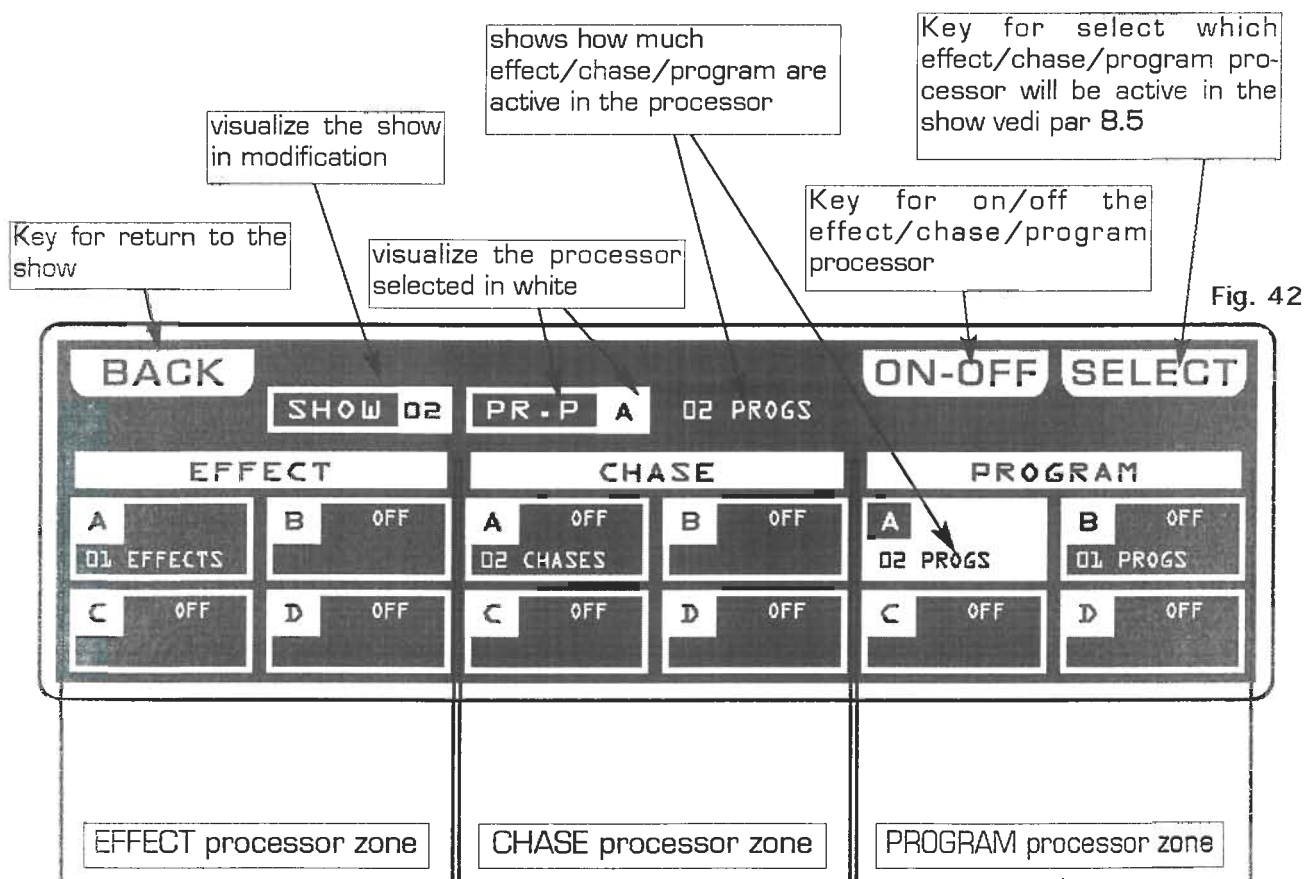Press one of the 1÷12 keys to select one of 4 effect/chase/program processor.

shows how much effect/chase/program are active in the processor

Key for select which effect/chase/program processor will be active in the show vedi par 8.5

visualize the show in modification

Key for on/off the effect/chase/program processor

Key for return to the show

visualize the processor selected in white

Fig. 42

BACK   ON-OFF SELECT

SHOW 02   PR.P A   02 PROGS

EFFECT	CHASE	PROGRAM
A B OFF	A OFF B OFF	A B OFF
01 EFFECTS	02 CHASES	02 PROGS 01 PROGS
C OFF D OFF	C OFF D OFF	C OFF D OFF

EFFECT processor zone   CHASE processor zone   PROGRAM processor zone

THIS FUNCTION ALLOWS TO SELECT A SERIES OF EFFECT/CHASE/PROGRAMS THAT COMPOSE THE SHOW

The graphic display indicates the effect/chase/program processor (**highlighted**) currently active (Fig. 42 par **8.4**) to select the effett/program/chase active in the varieties processor press the *SELECT* key (Fig. 43).

The display changes as shown in (Fig. 44a/44b/44c).

Press one of the 1÷12 keys to select more effect/program/chase. For successive effect/program/chase use the **PAGE** key.

Fig. 43

EFFECT SELECTION

Fig. 44a

ALL	SOLO	SELECT EFFECTS...			DONE
SHOW 02	EF.P A	EFFT 02	** 01 EFFECTS **		

01 RPT 010	02 RPT 010	03 RPT 025	04 RPT 005	05 RPT 010	06 RPT 010
CIRC/ZIZG	HOLA/HOLA	SQR/SQR	CIRC/SQR	HOLA/SQR	CIRC/ZIZG
07 RPT 010	08 RPT 010	09 RPT 010	10 RPT 010	11 RPT 010	12 RPT 010
CIRC/ZIZG	SQR/HOLA	HOLA/CIRC	CIRC/CIRC	VERT/VERT	OFF/OFF

CHASE SELECTION

Fig. 44b

ALL	SOLO	SELECT CHASES...			DONE
SHOW 02	CH-P A	CHAS 02	** 01 CHASES **		

01	02	03	04	05	06 LAST
T 004 070%	T 002 050%	T 010 030%	T 050 040%	T 020 070%	T 004 070%
07	08	09	10	11	12

PROGRAM SELECTION

Fig. 44c

ALL	SOLO	SELECT PROGRAMS...			DONE
SHOW 02	PR-P A	PROG 02	** 03 PROGRAMS **		

01 RPT 03	02 RPT 03	03 RPT 1	04 RPT 03	05 RPT 03	06 RPT 03
LEN 30	LEN 30	LEN 05	LEN 05	LEN 30	LEN 05
07 RPT 1	08 RPT 2	09 RPT 1	10 RPT 1	11 RPT 2	12 RPT 5
LEN 30	LEN 30	LEN 40	LEN 05	LEN 05	LEN 05

A **Program** is a range of scenes (max 48) performed in succession.
To create/modify a program follow all steps listed below:

1) If Top 48 is switched off, switch it on pressing **POWER** key.

2) Press **Program** key to activate the **PROGRAM** function.
   (the **Program** led key will light up).

3) Press 1÷12 keys to select only the program that you want to modify.
   (only one program highlighted).
   For successive program use the **PAGE** key

4) Press the **UNITS** key and select through the 1÷12 keys the units that must
   work in the program. Confirm with the **DONE** key

5) Press **Scene** key to activate the **SCENE** function.
   (the **Scene** led key will light up).

6) Press one of the 1÷12 keys to select the scene that we want to create/modify.
   For successive scenes use the **PAGE** key

7) Press the **EDIT** key to create/modify the selected scene.

8) Modify the position with the joystick and the sets of the channels with the
   relative faders, press **UNIT** key for next/precedent unit.

9) When the scene has been completed, it can be stored through the **SAVE** key.

11) Now Top 48 is in the next scene repeat again the 7 and 8 steps.

12) When the creation of the scenes has been finished press **Program** key to
   come back to the **PROGRAM** function.
   (the **Program** led key will light up).

13) Finally you must press the **GO** key to execute the program.

The program is complete; to create/modify others repeat again all the above
steps.

A **Chase** is a play of lights, it is a sequence of steps (from 1 to 48 max).
To create/modify a program follow all steps listed below:

1) If Top 48 is switched off, switch it on pressing **POWER** key.

2) Press **Chase** key to activate the **CHASE** function.
   (the **Chase** led key will light up).

3) Press 1÷12 keys to select only the chase that you want to modify.
   (only one chase **highlighted**).
   For successive chase use the **PAGE** key

4) Press **STEPS** key to activate the STEPS function

5) Press one of the 1÷12 keys to select the step that we want to create/modify.
   For successive steps use the **PAGE** key

7 Press the **EDIT** key to create/modify the selected step.

9) Modify the value of the channels through the 12 relative faders or the 1÷12 keys.
   For next channels use the **PAGE** key

10) When the step is completed it can be stored through the **SAVE** key.

11) Now Top 48 is again in the **STEPS** function in order that you can select another
   step or copy the step already done in another one.

12) When the creation of the steps has been finished press **Chase** key to
   come back to the **CHASE** function.
   (the **Chase** led key will light up).

13) Finally you must press the **GO** key to execute the chase.

The chase is complete; to create/modify others repeat again all the above
steps.

Top 48 is endowed with pre-programmed plays movement, (modifiable) dedicated to the scanner and moving-head.

With this function it's possible to create animations of notable effect.

The available plays are:
Circle, Hola, Ladder, Square, Vertex, and Zigzag.

The parameters that the operator could vary correspond to:

SHAPE: Shape
SIZE: Dimension of the shape (from 1 to 128)
RPM: Speed and direction of the shape (from -60 to +60)
PHASE: Corner of departure of the shape (from 0 to 359).
DELAY: Delay of execution of the shape between an unit and the next (from 0 to 359).

The parameters are independent for *PAN* and *TILT,* it is possible an infinity of combinations.

1) If Top 48 is switched off, switch it on pressing *POWER* key.

2) Press **Effect** key to activate the *EFFECT GENERATOR* function.
   (the **Effect** led key will light up).

3) Press one of the 1÷12 keys to select the effect that we want to create/modify.
   For successive effect use the **PAGE** key

4) Press the **EDIT** key to create/modify the selected effect.

5) Press one of the 1÷6 keys to select the effect on the *PAN* channel
   Press one of the 7÷12 keys to select the effect on the *TILT* channel

6) Modify the parameters of the effect through the *SHAPE , SIZE, RPM,*
   PHASE and DELAY keys.

7) Once modified the parameters, we can be store the modifications through
   the **SAVE** key.

8) Now Top 48 is again in the *EFFECT* function.

9) Press the *UNITS* key to check which unit must perform the effect.

10) Finally you must press the **GO** key to execute the effect.

The effect is complete; to create/modify others repeat again all the above steps.

This operative mode, allows to perform, at the same time, up to 4 sequences of program + 4 sequences of chase + 4 sequences of effect

1) If Top 48 is switched off, switch it on pressing *POWER* key.

2) Making sure of have program,chase ed effect (see par 9.1/9.2/9.3)

3) Press **Show** key to activate the *SHOW* function.
    (the **Show** led key will light up).

4) Press 1÷12 keys to select only the show that you want to modify.
    (only one show **highlighted**).
    For successive show use the **PAGE** key

5) Press the **EDIT** key to create/modify the selected show.

6) Select through the 1÷12 keys the effett/chase/program processor that we want to configure.

7 Press the **SELECT** key for select which effett/chase/program that must work in the processor.

8) Press the **Done** key to confirm the selection

9) Through the **On/Off** key switch it **on-off** the boxes **A,B,C,D** of processor.

10) When the modify is complete, we can return in the *SHOW* function through the **Back** or **Esc** key.

11) Now Top 48 is again in the *SHOW* function in order that you can select another one

13) Finally you must press the **GO** key to execute the show.

The show is complete; to create/modify others repeat again all the above steps.

THIS FUNCTION ACTIVATES SOME SPECIAL FUNCTIONS FOR THE CONTROL OF THE UNIT AND THE SETTING OF THE CONTROLLER.

Press **Menu** key to activate *MENU* function. (Fig. 45)
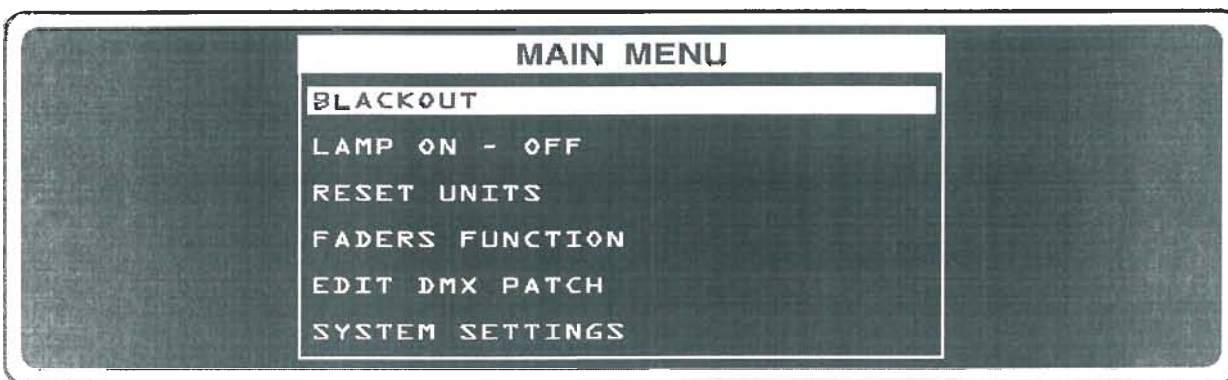
The display changes as shown in (Fig. 46)

As soon as this function is activated, the display shows the first function available..

Menu

OK

Fig. 45

Through the encoder it is possible select the **MENU** functions available.
To activate the selected function press the same [**OK**] key.

Fig. 46

```
            MAIN MENU
  BLACKOUT
  LAMP ON - OFF
  RESET UNITS
  FADERS FUNCTION
  EDIT DMX PATCH
  SYSTEM SETTINGS
```

10.2 MENU: BLACKOUT

AVAILABLE ONLY AFTER THE ACTIVATION OF THE **MENU** FUNCTIONS (v.par.10.1)

This function allows to black-out all the unit connected.
Press *DONE* or *ESC* key to start again the normal working.
The display changes as shown in (Fig. 46).

KEEP   DONE
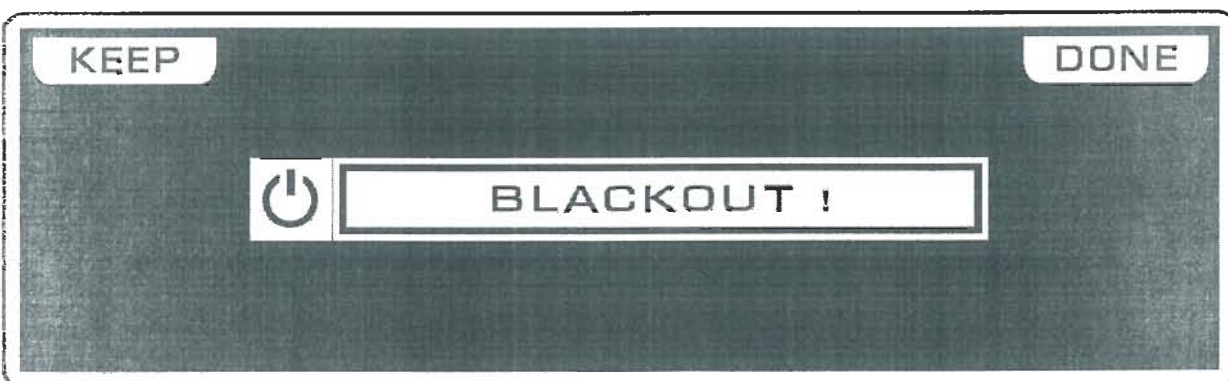
⏻   BLACKOUT !

Fig. 46

Pressing the **KEEP** key the Blackout comes kept up to when you call a program or a scene.

AVAILABLE ONLY AFTER THE ACTIVATION OF THE **MENU** FUNCTIONS (v.par.10.1)

ALLOWS TO TURN ON / TURN OFF THE LAMP OF ONE OR MORE UNIT.
(only if the selected unit are predisposed for this function).

NOTE: If the lamp is "discharge" type and it is still hot, before its lighting you will need to wait that it gets cold.

The display changes as shown in (Fig. 47).

At the activation of the function the units are all selected.
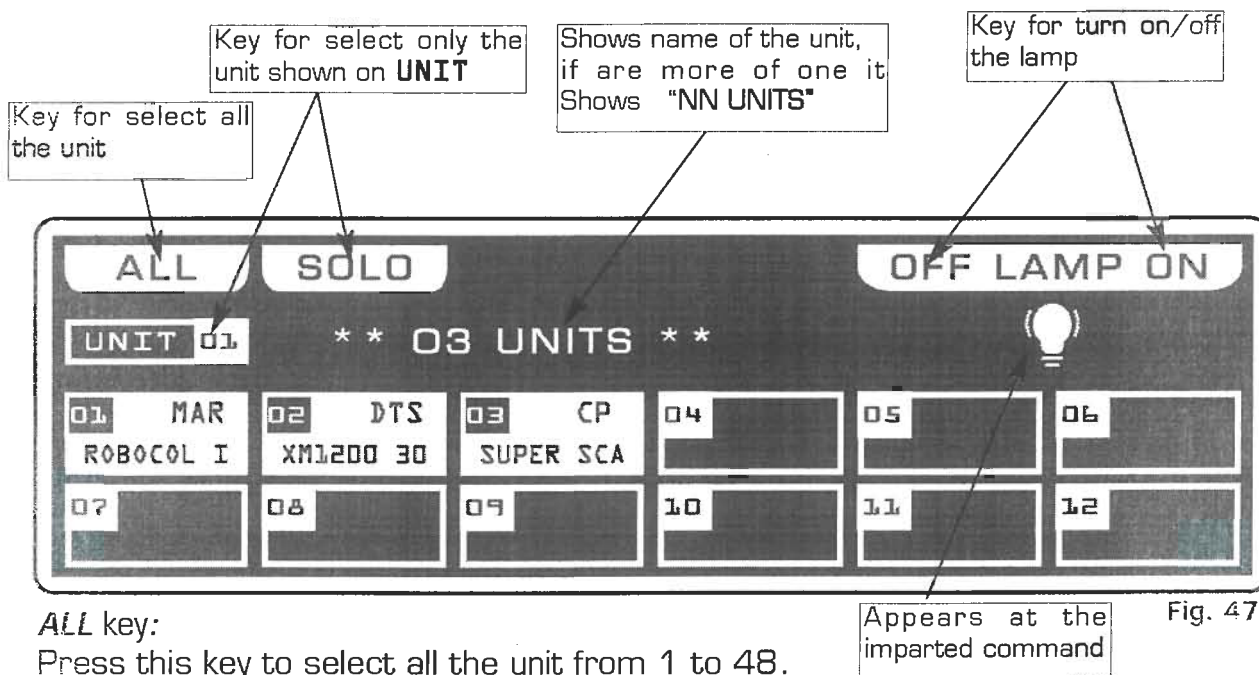
Press one of the 1÷12 keys to select the unit.
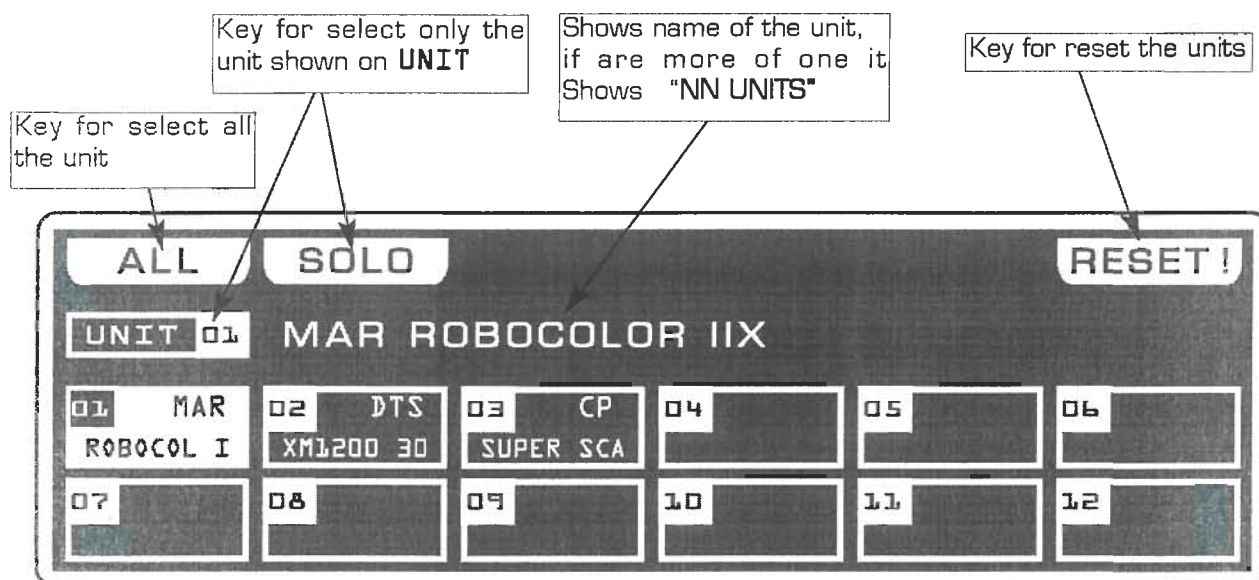
For successive unit use the **PAGE** key

Key for select only the unit shown on **UNIT**

Shows name of the unit, if are more of one it Shows "NN UNITS"

Key for turn on/off the lamp

Key for select all the unit

```
ALL      SOLO                          OFF LAMP ON

UNIT 01      ** 03 UNITS **                   (lamp)

01   MAR    02    DTS   03    CP    04       05       06
ROBOCOL I  XM1200 30   SUPER SCA

07         08         09         10       11       12
```

Appears at the imparted command

Fig. 47

ALL key:
Press this key to select all the unit from 1 to 48.

SOLO key:
Press this key to select only the unit shown in the box **UNIT**, if we have selected with the **ALL** key all the **48** unit, and we wants to selectd only the unit (es. n° 02), press twice the key **02** of unit selection. The unit box will indicate **UNIT 02** now the *SOLO* key unselect all the other unit, activating *SOLO* the **UNIT 02**

OFF - ON keys:
Pressing one of these two keys will be turn on/turn off the lamp of the selected unit.
For get out of the function press the **ESC** key.

AVAILABLE ONLY AFTER THE ACTIVATION OF THE MENU FUNCTIONS (v.par.10.1)

ALLOWS TO RESET ONE OR MORE UNIT.
(only if the selected unit are predisposed for this function).

This function must be performed when the unit lose synchronization or they don't perform the commands of the controller in a correct way.

The display changes as shown in (Fig. 48).

At the activation of the function the units are all selected.

Press one of the 1÷12 keys to select the unit.

For successive unit use the **PAGE** key

Key for select only the unit shown on **UNIT**

Shows name of the unit, if are more of one it Shows "NN UNITS"

Key for reset the units

Key for select all the unit

ALL	SOLO				RESET !

UNIT 01 MAR ROBOCOLOR IIX

01 MAR ROBOCOL I	02 DTS XM1200 30	03 CP SUPER SCA	04	05	06
07	08	09	10	11	12

Fig. 48

ALL key:
Press this key to select all the unit from 1 to 48.

SOLO key:
Press this key to select only the unit shown in the box **UNIT**, if we have selected with the **ALL** key all the **48** unit, and we wants to selectd only the unit (es. n° 02), press twice the key **02** of unit selection. The unit box will indicate **UNIT 02** now the *SOLO* key unselect all the other unit, activating *SOLO* the **UNIT 02**

RESET key:
Press this key to reset the selected unit
For get out of the function press the **ESC** key.

AVAILABLE ONLY AFTER THE ACTIVATION OF THE MENU FUNCTIONS (v.par.10.1)

ALLOWS TO ASSIGN THE NAME OF THE DMX CHANNEL TO DETERMINED FADERS
THIS FUNCTION IS VALID IN THE MODE OF OPERATION EDIT SCENE
(V.PAR 4.5) AND MAN (V.PAR 4.10)

This function is used when we have the need to control a determined channel (of all the connected units), always and only from a faders.
The display changes as shown in (Fig. 49).

When yuo keep the fader to zero value the display shows the writing *free*, free from assignments, the channels come loaded from the controller in an original way.
Move the fader of the section "A" or " B," to assign a memorized channel.
Through the encoder or the 1/12 keys directly above at the faders you can roll forward/back for a more precise search.
To assign the channel press the *DONE* or *OK* key
For get out of the function press the ESC key.

| Key to assign the channel in live way see par 10.6 | Shows the 3 faders of the A section | Shows the 3 faders of the B section | Key to confirm |

```
 LIVE   EDIT UNIT FUNCTION...              DONE

              A                         B
   RED     YELLOW    *FREE*    *FREE*    *FREE*    *FREE*
    ○
```

Indicate that the channel can be modified with the encoder

Fig. 49

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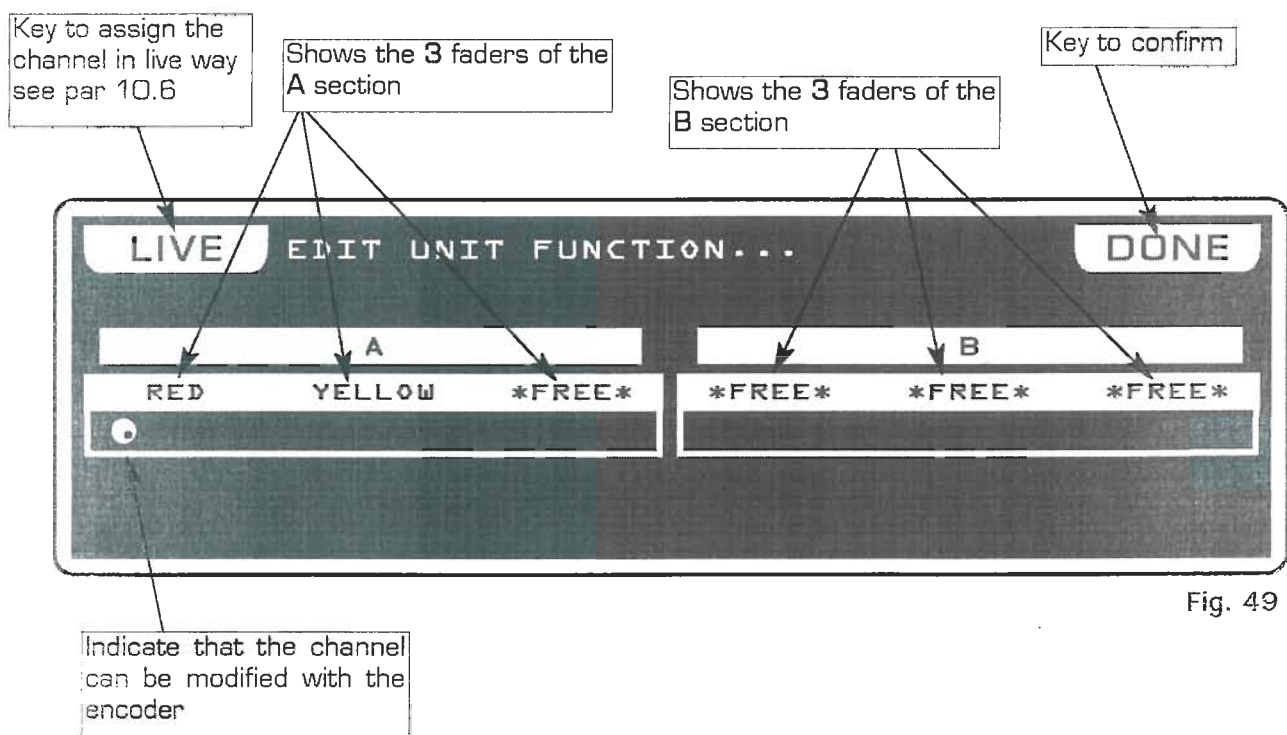
AVAILABLE ONLY AFTER THE ACTIVATION OF THE **MENU** FUNCTIONS (v.par.10.1)

ALLOWS TO ASSIGN DIRECT CONTROL FUNCTIONS AT 12 FADERS.

This function is used to control the performance of programs, chase, effects through faders or to control a determined DMX channel.
The display changes as shown in (Fig. 50).

The functions that the operator could assign through the relative keys correspond to:

SHW SPEED: Performance Speed of the ***Show***
PRG SPEED: Performance Speed of the ***Program***
CHS SPEED: Performance Speed of the ***Chase***
EFT SPEED: Performance Speed of the ***Effect***
EFT ZOOM: Dimension of the ***Effect***
DMX 001:   Direct control of the channel
FREE: No function associate

If the function is of *DMX* type, through the faders or the encoder you select the channel.

If the function is *SPEED or ZOOM* (*SHW SPEED excluded*), through the faders or the encoder you select if the action of the faders is valid for all the programs/chase/effects or in the case of Show performance the 4 possible (A B, C, D)

To assign the function faders press the *DONE* or *OK* key

For get out of the function press the ESC key.

NOTE: THIS FUNCTION IS ACTIVE IN MODE:
SCENE/STEPS/PROG/GO! PROG/CHASE/GO! CHASE/EFFECT/GO! EFFECT/SHOW/GO! SHOW

FOR RECALL THE DISPLAY THAT SHOWS THE VALUES, PRESS THE CORRESPON-DING Show, Effect, Chase, Program KEY (FIXED LED)
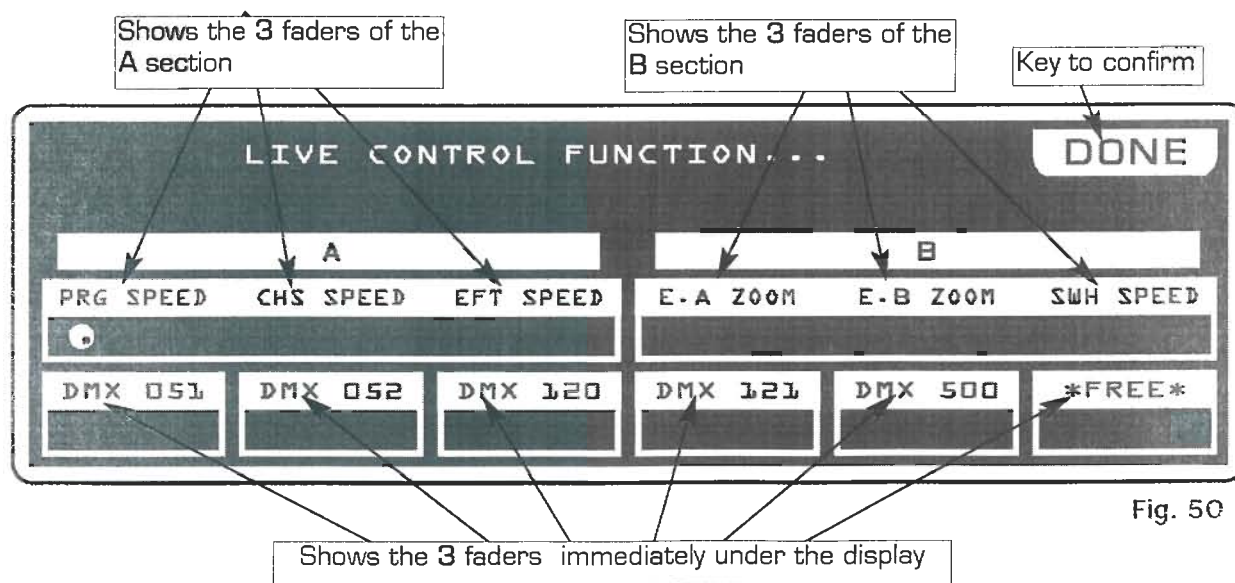
Shows the 3 faders of the A section

Shows the 3 faders of the B section

Key to confirm

LIVE CONTROL FUNCTION...   DONE

A   B

| PRG SPEED | CHS SPEED | EFT SPEED | E-A ZOOM | E-B ZOOM | SWH SPEED |
| DMX 051 | DMX 052 | DMX 120 | DMX 121 | DMX 500 | *FREE* |

Fig. 50

Shows the 3 faders immediately under the display

AVAILABLE ONLY AFTER THE ACTIVATION OF THE **MENU** FUNCTIONS [v.par.10.1]

ALLOWS TO LOAD A COMPLETE SETUP FROM LIBRARY AND STORE IT IN MEMORY.
ALLOWS TO PATCH DMX / AUTOMATIC / MANUAL.
ALLOWS TO MODIFY THE NAME OF EACH CHANNEL AND ITS PARAMETERS
(RESET VALUE, BLACKOUT VALUE, HARD/SOFT CROSS) IT ALSO ALLOWS TO ASSI-
GN SPECIAL FUNCTIONS TO THE CHANNEL (PAN/TILT,PAN LOW/TILT LOW,
LAMP CONTROL).
ATTENTION ! MODIFICATION OF THE EDIT DMX PATCH PARAMETERS, IF NOT
EFFECTED IN AN APPROPRIATE WAY, PREVENTS THE CONNECTED UNIT TO WORK
CORRECTLY.

The display changes as shown in [Fig. 51].

Press one of the 1÷12 keys to select the unit.

For successive unit use the **PAGE** key

Key for modify the parameters of the unit

Key to load setup from library

Key for copy the unit

Shows name of the unit

Key for erase the unit

Key for manual patch

Key for automatic patch

COPY   LOAD   EDIT   ERASE   PATCH   AUTO !

UNIT 02   DTS XM1200 30CH   CH 001.006

01   MAR   02   DTS   03   CP   04   05   06
ROBOCOL I   XM1200 30   SUPER SCA

07   08   09   10   11   12

Shows the number of the unit

Shows the configuration to set on the [dip-switch] of the unit.

Shows short name of the unit

Shows the start and end channel of the unit.

Empty box, no unit loaded

Fig. 51

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In EDIT DMX PATCH mode there are 6 function keys see (Fig. 51 par 10.7).

COPY Key:
Pressing this key on the display shows " SELECT DESTINATION UNIT", select through the
1÷12 keys the destination of the copy.
For the successive unit use **PAGE** key

LOAD Key:
Press this key to load compleate setup from library, see par 10.9.

EDIT Key:
Press this key to modify the name of each channel and its parameters, see par 10.11.

ERASE Key:
Press this key to the erase active unit, select through the 1÷12 keys (for the successive
units use **PAGE** key) the unit that must be erased, then press the ERASE key.
The unit will erased in a permanent way, it is not possible recover it.

PATCH Key:
Press this key to modify start address of the unit, use the fader under *PATCH* write or
the encoder. For confirm the modify press the OK key, for get out of the function press
the ESC key.

Top 48 will calculate the last channel for that unit and under *PATCH* write you can
shows the configuration to set on the dip-switch of the unit.
**NOTE: ANY BUILDERS ADOPT THE *CONFIGURATION* OF THE *DIP-SWITCH* LIKE
STANDARD SET TO "0" FOR INDICATE DMX CHANNEL "1." IN THIS CASE FOR A
CORRECT OPERATION, YOU MUST BE ADDED +1" (EXAMPLE ADDRESS OF
UNIT START = 128 —> TOP 48 ADDRESS = 129**
The on position of the dip-switch is with white box appears aloft.

*When you exit from the menù the software controls if there are unit with equal or overlap-
ped addresses, the display shows a message of error "PATCH OVERLAY AT UNIT."*

AUTO Key:
Press this key to modify start address in automatic way, select through the 1÷12 keys
the unit of start , then press the *AUTO* key.
For the successive unit use **PAGE** key
Now from the unit of start to the last unit the addresses have been assigned.
For the successive unit use **PAGE** key

AVAILABLE ONLY AFTER THE ACTIVATION OF THE MENU FUNCTIONS (v.par.10.7)

ALLOWS TO LOAD A COMPLETE SETUP FROM LIBRARY AND STORE IT IN MEMORY.

Press the **LOAD** key to load setup from library (Fig. 52).

The display changes as shown in (Fig. 53).
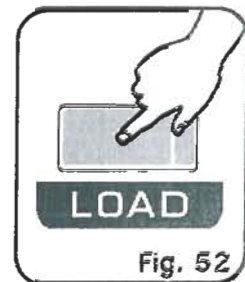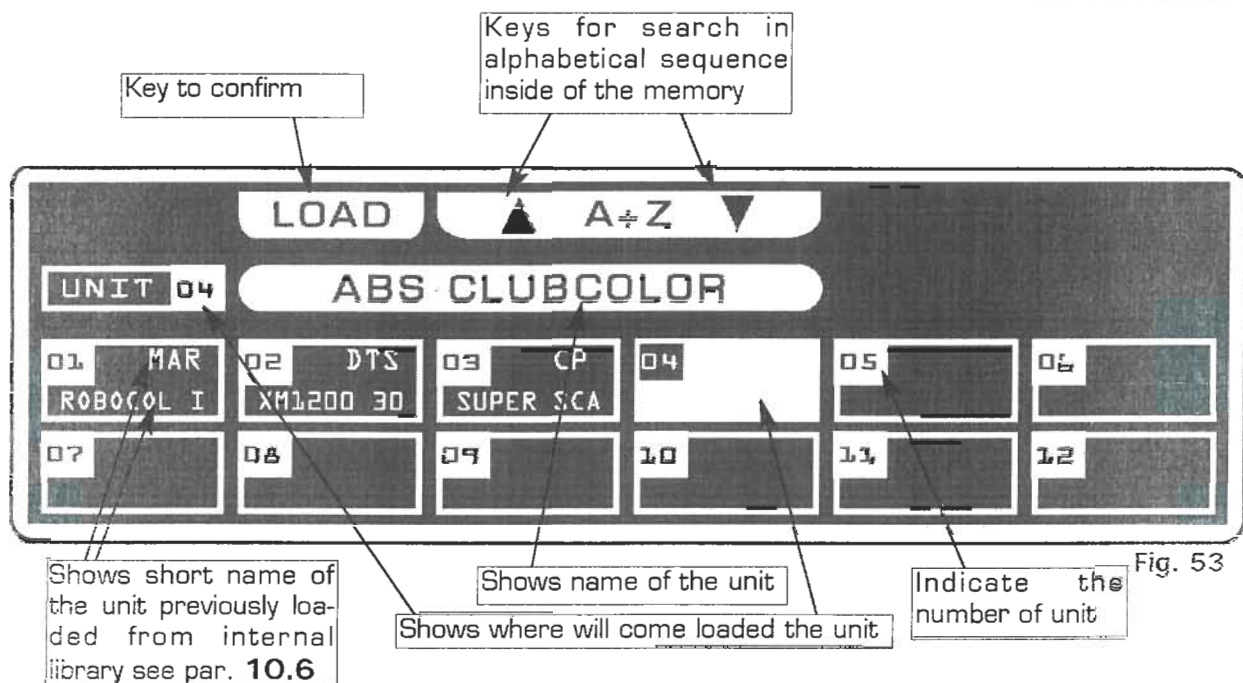The display shows the first unit in the library

Fig. 52

Fig. 53

10.10   *FUNCTION KEYS IN LOAD LIBRARY MODE*

In **LOAD LIBRARY** mode there are 3 **function keys** see (Fig. 53)

A ÷ Z Key:
Press this key to search in alphabetical sequence inside of the memory, when youn arrive at the initial letter of the firm, you can search through the encoder in fine way. For a rapid search could be used also the faders under *LOAD* write

LOAD Key:
Press this key to load the select unit in the box highlighted.
For get out of the function press the **ESC** key.

AVAILABLE ONLY AFTER THE ACTIVATION OF THE **MENU** FUNCTIONS (v.par.10.7)

ALLOWS TO MODIFY THE NAME OF EACH CHANNEL AND ITS PARAMETERS
(RESET VALUE, BLACKOUT VALUE, HARD/SOFT CROSS) IT ALSO
ALLOWS TO ASSIGN SPECIAL FUNCTIONS TO THE CHANNEL
(PAN/TILT,PAN LOW/TILT LOW, LAMP CONTROL).

The graphic display indicates the unit (**highlighted**) currently active (Fig. 51 par **10.7**) for modify it press the *EDIT* key (Fig. 54).
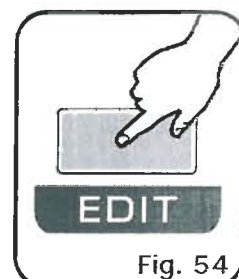
The display changes as shown in (Fig. 56).

Fig. 54

Pressing the *NAME* key it is possible modify the name of the projector, the display changes as shown in (Fig. 55).
Through the encoder we select the character, with the *OK* key or the *CHAR* keys we modify the next/precedent character. Press *DONE* key to confirm the modify of the name.
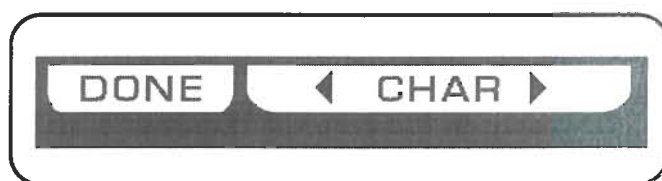
DONE   ◀ CHAR ▶
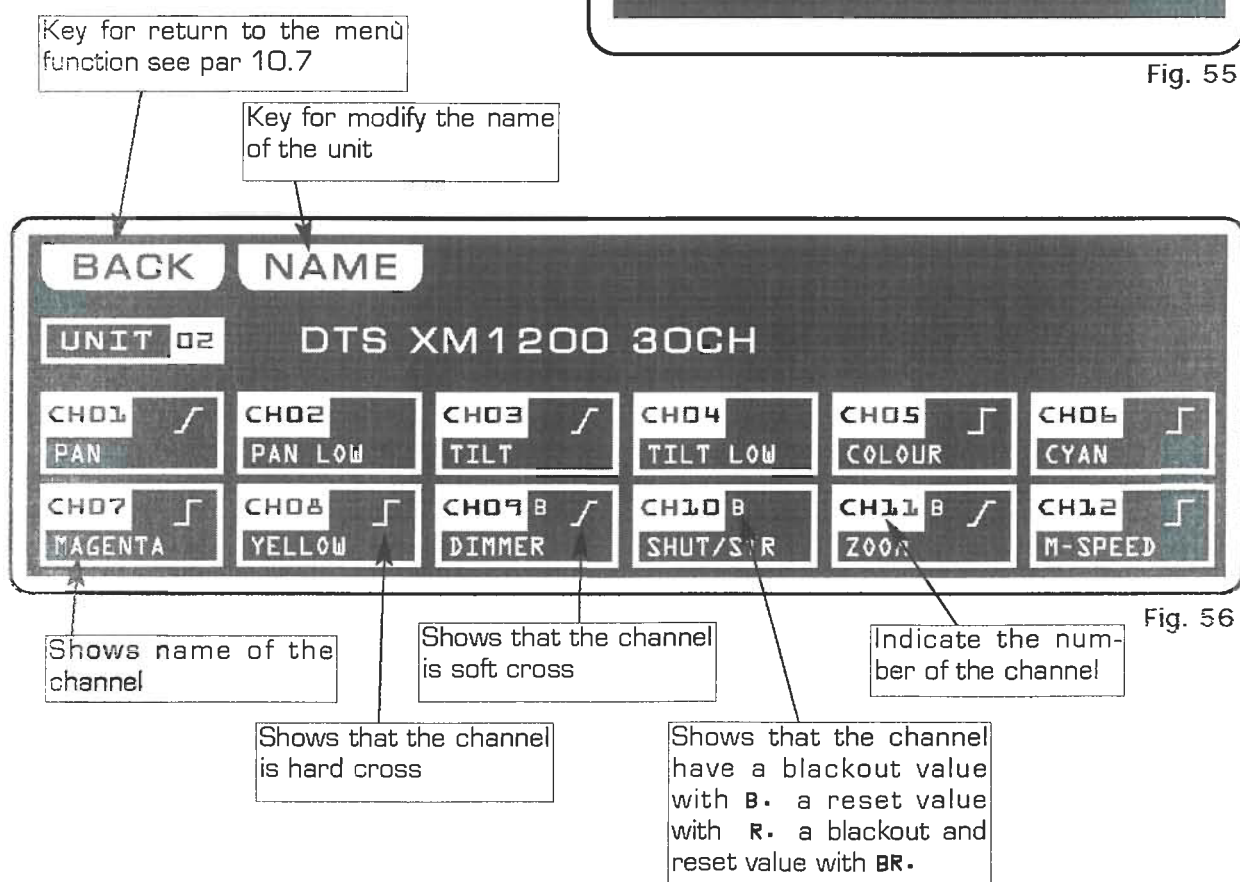
Fig. 55

Key for return to the menù function see par 10.7

Key for modify the name of the unit

BACK   NAME

UNIT 02   DTS XM1200 30CH

CH01 PAN	CH02 PAN LOW	CH03 TILT	CH04 TILT LOW	CH05 COLOUR	CH06 CYAN
CH07 MAGENTA	CH08 YELLOW	CH09 B DIMMER	CH10 B SHUT/STR	CH11 B ZOOM	CH12 M-SPEED

Fig. 56

Shows name of the channel

Shows that the channel is soft cross

Indicate the number of the channel

Shows that the channel is hard cross

Shows that the channel have a blackout value with **B.** a reset value with **R.** a blackout and reset value with **BR.**
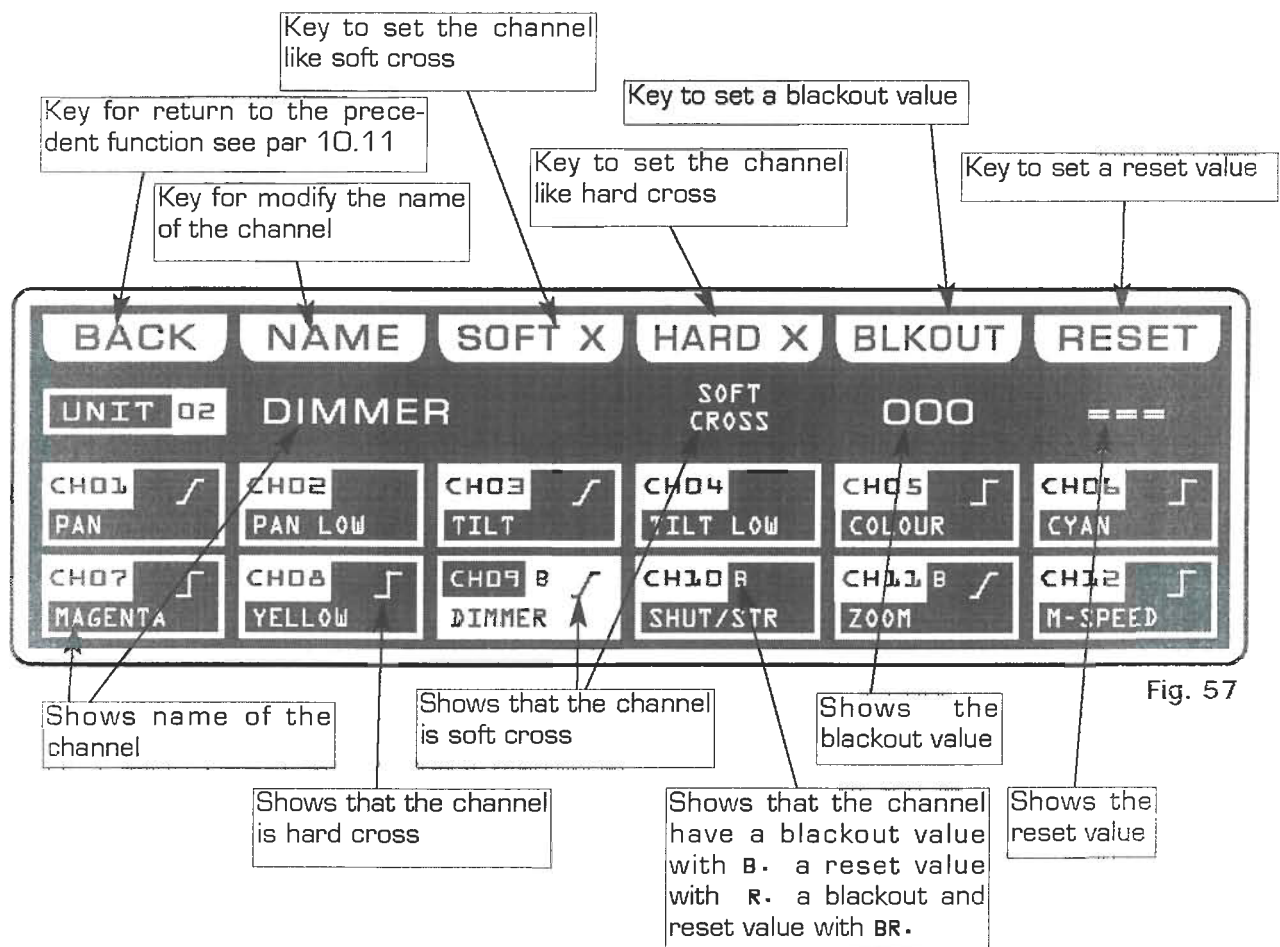

AVAILABLE ONLY AFTER THE ACTIVATION OF THE **MENU** FUNCTIONS (v.par.10.11)

Through the 1÷12 keys select the number of the channel to modify see (Fig. 56 par 10.11).

For the successive channels use **PAGE** key

The selected channel will come highlighted the display changes as shown in (Fig. 57).

For use *Function Keys* see par **10.13**

Key to set the channel like soft cross

Key for return to the precedent function see par 10.11

Key to set a blackout value

Key for modify the name of the channel

Key to set the channel like hard cross

Key to set a reset value

BACK	NAME	SOFT X	HARD X	BLKOUT	RESET

UNIT 02 DIMMER   SOFT CROSS   000   ===

| CH01 ⌐ | CH02 | CH03 ⌐ | CH04 ‾ | CH05 ⌐ | CH06 ⌐ |
| PAN | PAN LOW | TILT | TILT LOW | COLOUR | CYAN |

| CH07 ⌐ | CH08 ⌐ | CH09 B ⌐ | CH10 R | CH11 B ⌐ | CH12 ⌐ |
| MAGENTA | YELLOW | DIMMER | SHUT/STR | ZOOM | M-SPEED |

Shows name of the channel

Shows that the channel is soft cross

Shows the blackout value

Fig. 57

Shows that the channel is hard cross

Shows that the channel have a blackout value with **B.** a reset value with **R.** a blackout and reset value with **BR.**

Shows the reset value

The controller uses these special channels for predefined functions, you must use them for the specific functions assigned to them.

NOT USED -> Not used channel.
PAN   -> Pan channel (SOFT CROSS/HARD CROSS).
PAN LOW -> Pan channel LOW.
TILT   -> Tilt channel (SOFT CROSS/HARD CROSS).
TILT LOW -> Tilt channel LOW.
LAMP   -> Lamp control channel.
LAMP/RES -> Like LAMP.

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In **EDIT DMX CHANNEL** mode there are 6 function keys see (Fig. 57 par 10.12).

BACK Key:
Press this key for return to the precedent function see par 10.11

NAME Key:
Press this key to replace the channel name.
Use the fader under *NAME* write or the encoder. For confirm the modify press the *NAME* or *OK* key.
Putting the faders to **0** value *CUSTOM* appears on the display, now we can write the name of the channel.
Pressing again *NAME* key the display changes as shown in (Fig. 58).
Through the encoder choose the character, Through the **OK** or
CHAR Key we insert/modify the next/precedent character.
Press *DONE* key to confirm the modify of the name.

Fig. 58

| DONE | ◀ CHAR ▶ |
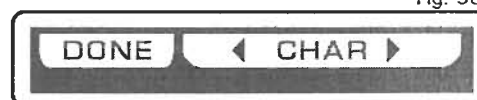
The value change between two scenes can be immediate
(HARD CROSS) or gradual **(SOFT CROSS)**.

SOFT X Key:
Press this key to set for the selected channel the type of gradual change **(SOFT CROSS)**.

HARD X Key:
Press this key to set for the selected channel the type of immediate change **(HARD CROSS)**

BLKOUT Key:
Press this key to modify "**BLACKOUT VALUE**" that is the value of the channel when the **BLACKOUT** function is active (v.par. 10.2).
Through the encoder or the fader under the *BLKOUT* write, you can select === (unchanged) value or **0** / **255** value. The === value is selected putting the fader to **0** and it allows to maintain unchanged the output value (no blackout for this channel).

RESET Key:
Press this key to modify "**RESET VALUE**" that is the value of the channel when the **MENU: RESET** function is active (v.par. 10.4).
Through the encoder or the fader under the *RESET* write, you can select === (unchanged) value or **0** / **255** value. The === value is selected putting the slider to **0** and it allows to maintain unchanged the output value (no reset for this channel).

Only if the **LAMP** or **LAMP/RES** channel is selected you can modify the
LAMP ON /LAMP OFF value. see (Fig. 59).

Fig. 59

| L-ON | L-OFF |

L-ON 140
L-OFF 000

show the lamp on/off value

L-ON Key:
Press this key to modify "**LAMP ON VALUE**" that is the value of the
channel when the **MENU: LAMP ON** function is active (v.par. 10.3).
Through the encoder or the fader under the *L-ON* write, you can
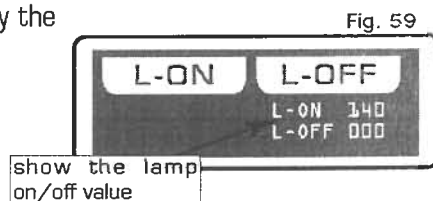select **0** / **255** value.

L-OFF Key:
Press this key to modify "**LAMP OFF VALUE**" that is the value of the channel when the **MENU: LAMP OFF** function is active (v.par. 10.3).
Through the encoder or the fader under the *L-OFF* write, you can select **0** / **255** value.

AVAILABLE ONLY AFTER THE ACTIVATION OF THE MENU FUNCTIONS (v.par.10.1)

ALLOWS TO CHANGE THE DISPLAY CONTRAST, TO SET A PASSWORD, RS 232 FUNCTIONS, SHOW THE SOFTWARE VERSION.

Select *SYSTEM SETTINGS* from main menù the display changes as shown in (Fig. 60)

As soon as this function is activated, the display shows the first function available.

Through the encoder it is possible select the *SYSTEM SETTINGS* functions available. To activate the selected function press the same (**OK**) key.

Fig. 60

```
          SYSTEM SETTINGS
    SET LCD CONTRAST
    SECURITY LOCK
    RS232 HOST LINK
    ABOUT TOP 48
```
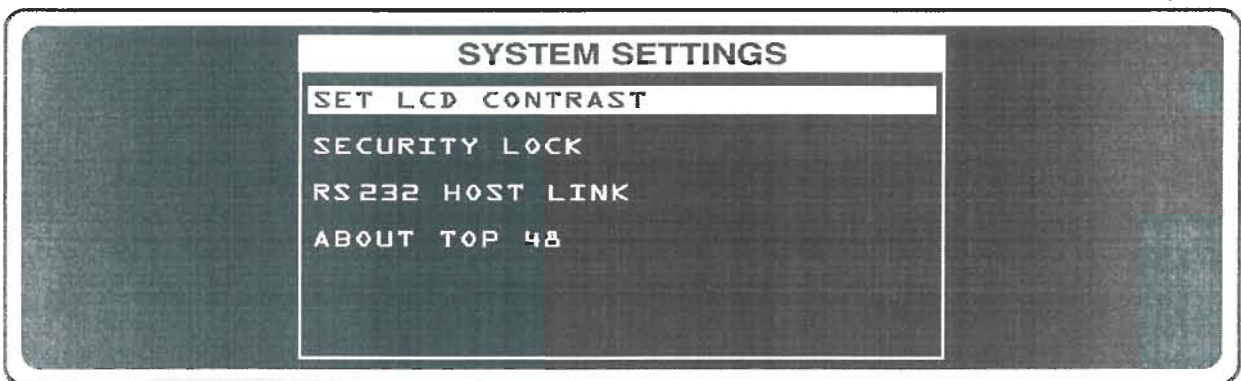
10.15   MENU: SET LCD CONTRAST

DISPONIBILE SOLO DOPO L'ATTIVAZIONE DELLA FUNZIONE **SYSTEM SETTINGS** (v.par.10.14)

THIS FUNCTION ALLOWS TO CHANGE THE GRAPHIC DISPLAY CONTRAST
The display changes as shown in (Fig. 61)

Fig. 61

```
          SYSTEM SETTINGS          DONE
    SET LCD CONTRAST
    SECURITY LOCK
    RS232 HOST LINK
    ABOUT TOP 48
```
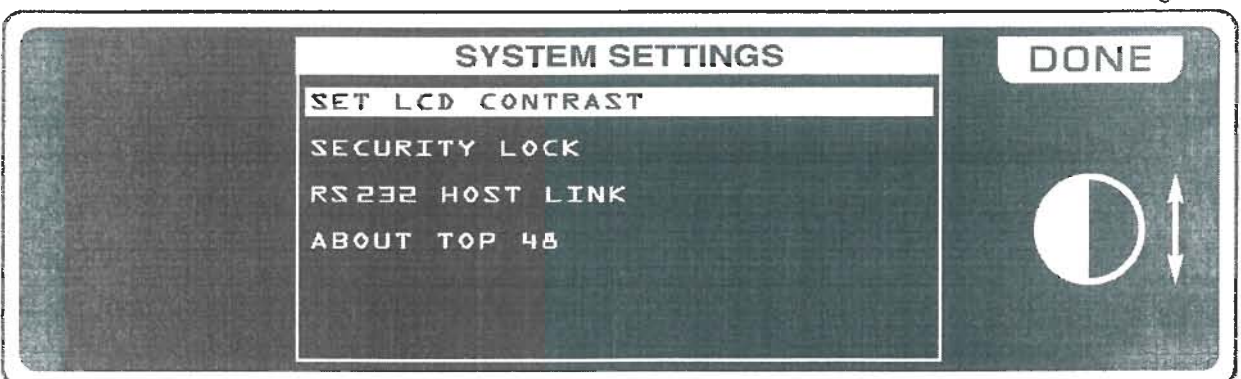
Through the encoder or the fader under the *DONE* write, you can modify the display contrast. For confirm the modify press the **OK** key, for get out of the function press the **ESC** key.

DISPONIBILE SOLO DOPO L'ATTIVAZIONE DELLA FUNZIONE SYSTEM SETTINGS (v.par.10.14)

PERMETTE DI BLOCCARE/SBLOCCARE FUNZIONI DI EDITING DEL TOP 48 E RESETTARLO.
Premendo il tasto **LOCK (F6)** avremo un cambio di schermata del display come in (Fig. 62)
Inserire, tramite i tasti 1÷10, una combinazione numerica di 5 cifre per bloccare le funzioni.
Al termine dell'ultima cifra Top 48 chiederà "ENTER PASSWORD AGAIN", digitare nuovamente la password. A questo punto Top 48 è bloccato.
Per sbloccarlo ripetere le operazioni sopra descritte ricordandosi la password.
Se si dovesse dimenticare la password, o se Top 48 e' bloccato dall' utente, potete utilizzare il codice di sblocco con questa sequenza di tasti: **F6 1 3 9 7 F2**

RESET TOTALE DEL TOP 48 (ELIMINAZIONE DI TUTTI I DATI):
Con Top 48 sbloccato, fare questa sequenza di tasti:
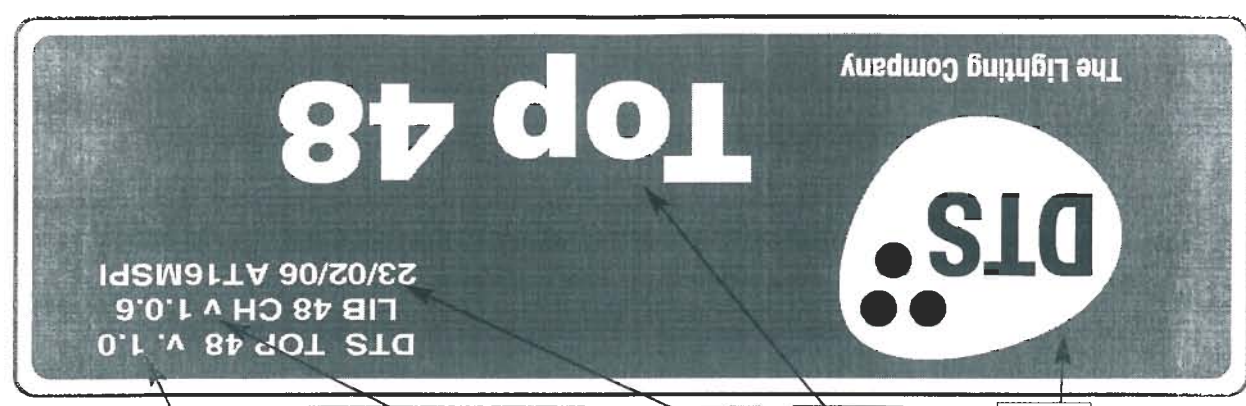**F6 10 8 2 4 F4,** poi seguire le istruzioni a video.

F1	F2	F3	F4	F5	F6

Fig. 62

```
SECURITY LOCK                          LOCK

        ** TOP 48 IS UNLOCKED **

        ENTER PASSWORD:

                - - - - -
```

DISPONIBILE SOLO DOPO L'ATTIVAZIONE DELLA FUNZIONE SYSTEM SETTINGS (v.par.10.14)

QUESTA FUNZIONE PERMETTE DI VISUALIZZARE LA VERSIONE DEL SOFTWARE.
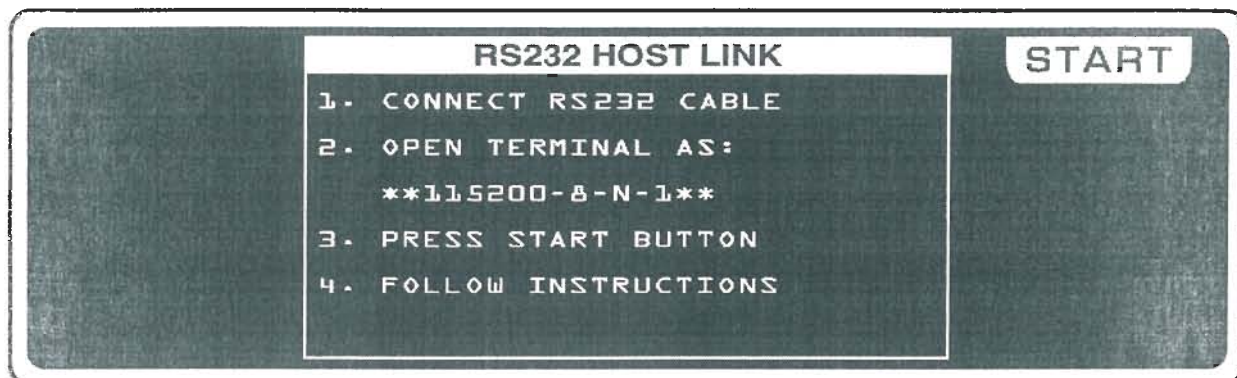Cambio di schermata del display come in (Fig. 63)

Fig. 63

```
DTS                         The Lighting Company

            Top 48

DTS TOP 48 v. 1.0
LIB 48 CH v 1.0.6
23/02/06 AT16MSPI
```

Marca | Modello | Data libreria | Versione della libreria | Versione del software

AVAILABLE ONLY AFTER THE ACTIVATION OF THE SYSTEM SETTINGS (v.par.10.14)

THIS FUNCTION ALLOWS TO UPDATE LIBRARY, SAVE THE PROGRAMMING AND TO RESTORE USER DATA.
The display changes as shown in (Fig. 64)

```
          RS232 HOST LINK              START

  1. CONNECT RS232 CABLE

  2. OPEN TERMINAL AS:

     **115200-8-N-1**

  3. PRESS START BUTTON

  4. FOLLOW INSTRUCTIONS
```

Connect the RS 232 cable (included) from the Top 48 to the RS 232 of the Computer, start a program of terminal emulation and to set the communication like:
115200 bps, 8 data bit, no parity, 1 stop bit.

With **Miicrosoft Windows®** system start the software **Hyper Terminal** (Start> Programs> Accessories> Communications), set the connection like in **fig.65-66-67**.
Press the **START** key (Top 48); in the monitor of Computer appears the Menù see **fig.68**.
Press (**Computer Keyboard**) the number of the desired function.

Press **1** to save the data of programming;
You must select from the menù **Transfer> Receive file**. Set **Ymodem** protocol then click to **Receive** The saved file is in the Hard Disk with name **TOP 48.BAK.**
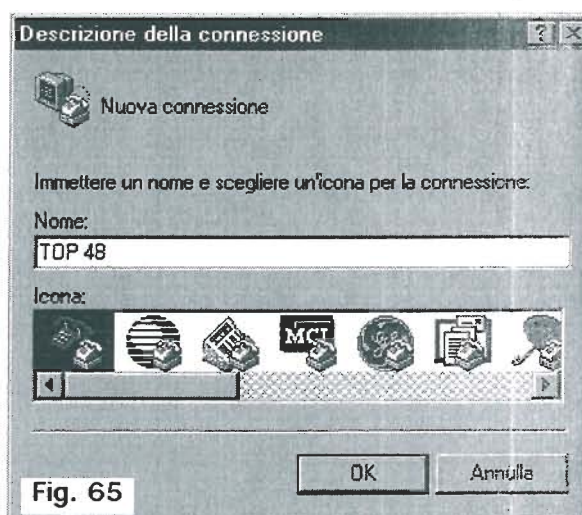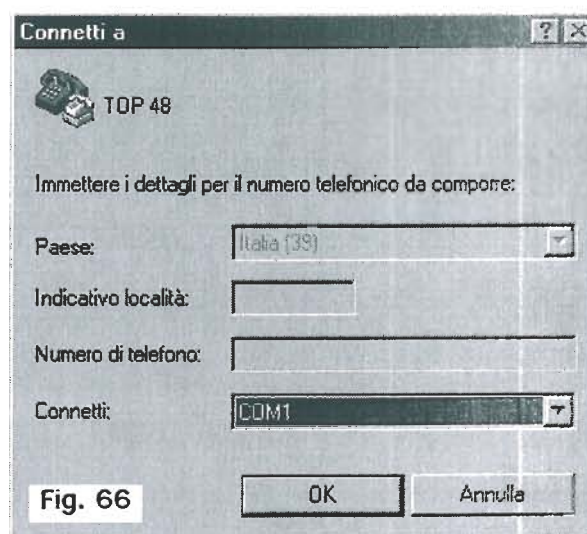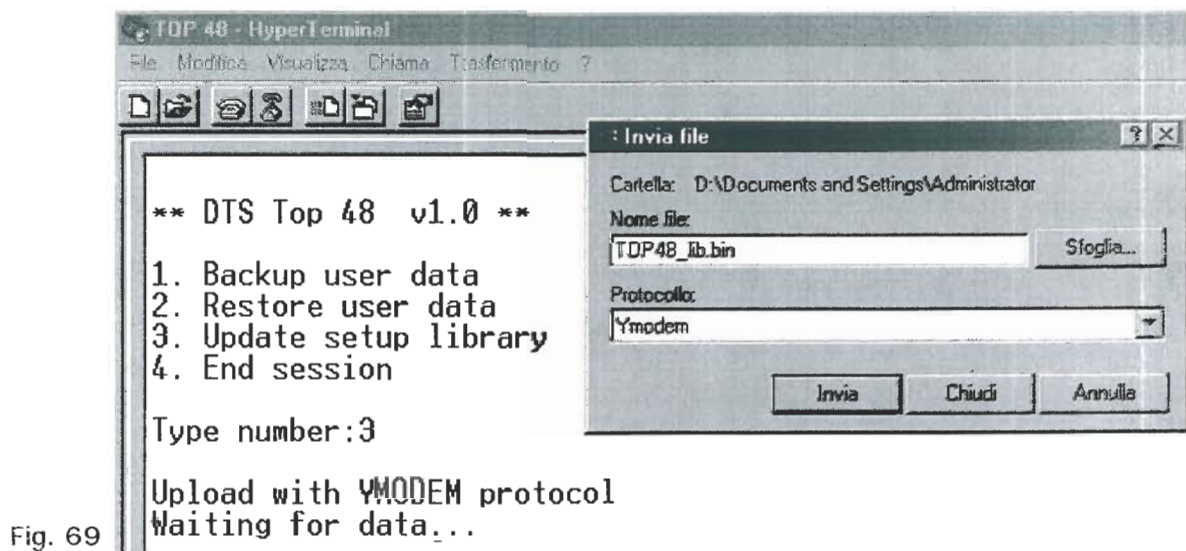
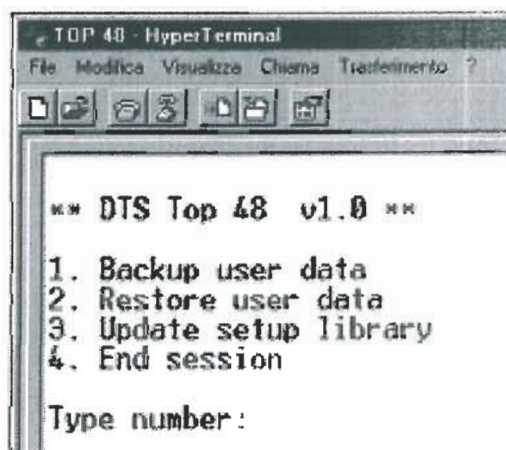**Descrizione della connessione**

Nuova connessione

Immettere un nome e scegliere un'icona per la connessione:
Nome:
TOP 48
Icona:

OK   Annulla

Fig. 65

Connetti a

TOP 48

Immettere i dettagli per il numero telefonico da comporre:

Paese: Italia (39)
Indicativo località:
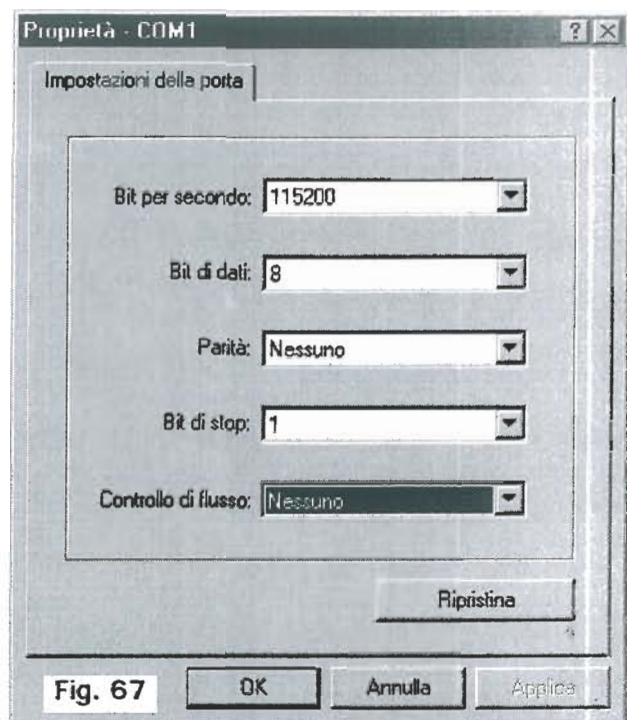Numero di telefono:
Connetti: COM1

Fig. 66   OK   Annulla

Press 2 to restor the data of programming;
You must select from the menù **Transfer> Send file.** search the file with **TOP 48.BAK** name, set **Ymodem** protocol then click to Send.

Press 3 to update setup library; you must select from the file menù **Transfer> Send file.** search the file with **TOP48_lib.bin** name (downloaded from internet), set **Ymodem** protocol then click to Send see fig.69.

Press 4 to go out of **RS 232 HOST LINK** function, close the application and disconnect the cable.

Fig. 67

Fig. 68

Fig. 69

```
** DTS Top 48  v1.0 **

1. Backup user data
2. Restore user data
3. Update setup library
4. End session

Type number:
```

```
** DTS Top 48  v1.0 **

1. Backup user data
2. Restore user data
3. Update setup library
4. End session

Type number:3

Upload with YMODEM protocol
Waiting for data...
```

- Individual control of up to **36 DMX 512 units.**
- **48 DMX channels** for each unit.
- **512 DMX** configurable channels for **intelligent units** and **dimmers, 144** channels (maximum) for **dimmers.**
- **48 Program processor** with **48 scenes** each one (2304 total scenes).
- **48 Chase processor** with **48 scenes** each one (2304 total scenes).
- 48 Built in **Effect** modificable.
- **96 Show** with **4 Progam, 4 Chase, 4 Effect**
- **RS-232** for connection with a PC.
- **DMX 512/1990 standard output** (5-pin female "XLR" connector).
- 240X64 pixel **GRAPHIC** white led backlight **LCD DISPLAY** for a simple control of each channel, function and setting.
- Very easy **SETUP** with **wide LIBRARY,** allows the configuration of each unit connected to the **Top 48.**
- Control of the **48** channels by **12** faders for simplest use.
- **Compatible with every DMX 512 unit (max 48 channels)** - **Programmable channels name and function.**
- **8 / 16 bit PAN and TILT movements** controlled by an auto-return Joystick with 9 fixed speeds + "fine" or proportional mirror movement, for quick and fine positioning.
- **SHOW** function executes **4 Progam, 4 Chase, 4 Effect simultaneously.**
- **PROGRAM** function executes one or more programs.
- **EFFECT** function plays pre-programmed movements, dedicated to moving heads and scanners.
- **SCENE** function executes one of the **48** scenes of a program.
- **MAN** function for manual control of one or more units, while the others run a program or a chase.
- **PAGE** key for fast page select.
- 12 keys for the selection of show, programs, chase, scenes, units, and effect.
- Independent regulation of **SPEED** and **CROSS** value for programs, chase and scenes.
- **LENGTH, COPY, REPEAT, PATCH** functions.
- **RESET SCANNER, LAMP ON, LAMP OFF, BLACKOUT** functions.
- **MUSIC** function with indipendent speed.
- **Built-in microphone** and 0 dB **audio input** with auto-level control.
- Non volatile 16 Mbit FLASH memory with 40 years data retention.
- Very **simple programming and intuitive use.**

Climatic condition for the use
Humidity: **35% ÷ 80%**
Temperature: **5 ÷ 50 °C**

Dimensions and weight
Dimension (W x L x H) / Weight: **482 x 95 x 176 mm (2U rack)** / **3,5 Kg.**

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