



MANUAL



ENGLISH

Scanmaster 2 MKII

V1

Ordercode: 50333

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Warning



**For your own safety, please read this user manual carefully
before your initial start-up!**



Unpacking Instructions

Immediately upon receiving this product, carefully unpack the carton and check the contents to ensure that all parts are present, and have been received in good condition. Notify the dealer immediately and retain packing material for inspection if any parts appear damaged from shipping or the carton itself shows signs of mishandling. Save the carton and all packing materials. In the event that a fixture must be returned to the factory, it is important that the fixture be returned in the original factory box and packing.

Your shipment includes:

- Showtec Scanmaster 2 MKII
- DC power adapter
- User manual



CAUTION!
Keep this device away from rain and moisture!
Unplug mains lead before opening the housing!



Safety Instructions

Every person involved with the installation, operation and maintenance of this device has to:

- be qualified
- follow the instructions of this manual



CAUTION! Be careful with your operations.
With a dangerous voltage you can suffer
a dangerous electric shock when touching the wires!



Before your initial start-up, please make sure that there is no damage caused by transportation. Should there be any, consult your dealer and do not use the device.

To maintain perfect condition and to ensure a safe operation, it is absolutely necessary for the user to follow the safety instructions and warning notes written in this manual.

Please consider that damages caused by manual modifications to the device are not subject to warranty.

This device contains no user-serviceable parts. Refer servicing to qualified technicians only.

IMPORTANT:

The manufacturer will not accept liability for any resulting damages caused by the non-observance of this manual or any unauthorized modification to the device.

- Never let the power cord come into contact with other cables! Handle the power cord and all connections with the mains with particular caution!
- Never remove warning or informative labels from the unit.
- Never leave any cables lying around.
- Do not insert objects into air vents.
- Do not open the device and do not modify the device.
- Do not connect this device to a dimmer pack.
- Do not shake the device. Avoid brute force when installing or operating the device.
- Do not switch the device on and off in short intervals, as this would reduce the system's life.
- Only use device indoors, avoid contact with water or other liquids.
- Avoid flames and do not put close to flammable liquids or gases.
- Always disconnect power from the mains, when device is not used or before cleaning! Only handle the power cord by the plug. Never pull out the plug by tugging the power cord.
- Make sure that the device is not exposed to extreme heat, moisture or dust.
- Make sure that the available voltage is not higher than stated on the rear panel.
- Make sure that the power cord is never crimped or damaged. Check the device and the power cord from time to time.
- If device is dropped or struck, disconnect mains power supply immediately. Have a qualified engineer inspect for safety before operating.
- If the device has been exposed to drastic temperature fluctuation (e.g. after transportation), do not switch it on immediately. The arising condensation water might damage your device. Leave the device switched off until it has reached room temperature.
- If your Showtec device fails to work properly, discontinue use immediately. Pack the unit securely (preferably in the original packing material), and return it to your Showtec dealer for service.
- Clearing the memory too often may cause damages to the memory chip. Be careful not to initialize your unit frequency often to avoid this risk.
- For adult use only. The device must be installed out of the reach of children. Never leave the unit running unattended.
- For replacement use fuses of same type and rating only.
- Repairs, servicing and electric connection must be carried out by a qualified technician.
- **WARRANTY:** Till one year after date of purchase.

Operating Determinations

- If this device is operated in any other way, than the one described in this manual, the product may suffer damages and the warranty becomes void.
- Any other operation may lead to dangers like short-circuit, burns, electric shock, crash etc.

You endanger your own safety and the safety of others!

Connection with the mains

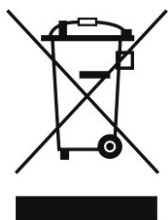
Connect the device to the mains with the power-plug.

Always pay attention, that the right color cable is connected to the right place.

International	EU Cable	UK Cable	US Cable	Pin
L	BROWN	RED	YELLOW/COPPER	PHASE
N	BLUE	BLACK	SILVER	NEUTRAL
	YELLOW/GREEN	GREEN	GREEN	PROTECTIVE GROUND

Make sure that the device is always connected properly to the earth!

Improper installation can cause serious damage to people and property!



Return Procedure



Returned merchandise must be sent prepaid and in the original packing, call tags will not be issued. Package must be clearly labeled with a Return Authorization Number (RMA number). Products returned without an RMA number will be refused. Highlite will not accept the returned goods or any responsibility. Call Highlite 0031-455667723 or mail aftersales@highlite.nl and request an RMA prior to shipping the fixture. Be prepared to provide the model number, serial number and a brief description of the cause for the return. Be sure to properly pack fixture, any shipping damage resulting from inadequate packaging is the customer's responsibility. Highlite reserves the right to use its own discretion to repair or replace product(s). As a suggestion, proper UPS packing or double-boxing is always a safe method to use.

Note: If you are given an RMA number, please include the following information on a piece of paper inside the box:

- 01) Your name.
- 02) Your address.
- 03) Your phone number.
- 04) A brief description of the symptoms.

Claims

The client has the obligation to check the delivered goods immediately upon delivery for any shortcomings and/or visible defects, or perform this check after our announcement that the goods are at their disposal. Damage incurred in shipping is the responsibility of the shipper; therefore the damage must be reported to the carrier upon receipt of merchandise.

It is the customer's responsibility to notify and submit claims with the shipper in the event that a fixture is damaged due to shipping. Transportation damage has to be reported to us within one day after receipt of the delivery.

Any return shipment has to be made post-paid at all times. Return shipments must be accompanied with a letter defining the reason for return shipment. Non-prepaid return shipments will be refused, unless otherwise agreed in writing.

Complaints against us must be made known in writing or by fax within 10 working days after receipt of the invoice. After this period complaints will not be handled anymore.

Complaints will only then be considered if the client has so far complied with all parts of the agreement, regardless of the agreement of which the obligation is resulting.

Description of the device

Features

The Scanmaster 2 MKII is a light controller from Showtec.

- 192 DMX channels
- 8 dimming faders & total
- Speed fader & Fade Time fader
- 30 banks of 8 programmable scenes
- 12 programmable chases, each chase can record up to 99 steps
- Fade Time setting & Pan/Tilt setting
- Manual Override button allows you to grab any fixture on the fly
- Built-in microphone or line input for audio triggering
- MIDI control upon banks, chases and blackout
- External step control & Fog machine control
- 7-segment LED display
- Joystick module
- Jog wheel module
- USB connector for DJ work, light and data backup
- Power supply: DC 9-15V 500mA
- Power connector: Power adapter (included)
- Dimensions: 483 x 133 x 85 mm (LxWxH)
- Weight: 3,2 kg

NOTE: Knowledge of MIDI and DMX is required to fully utilize this unit.

Overview

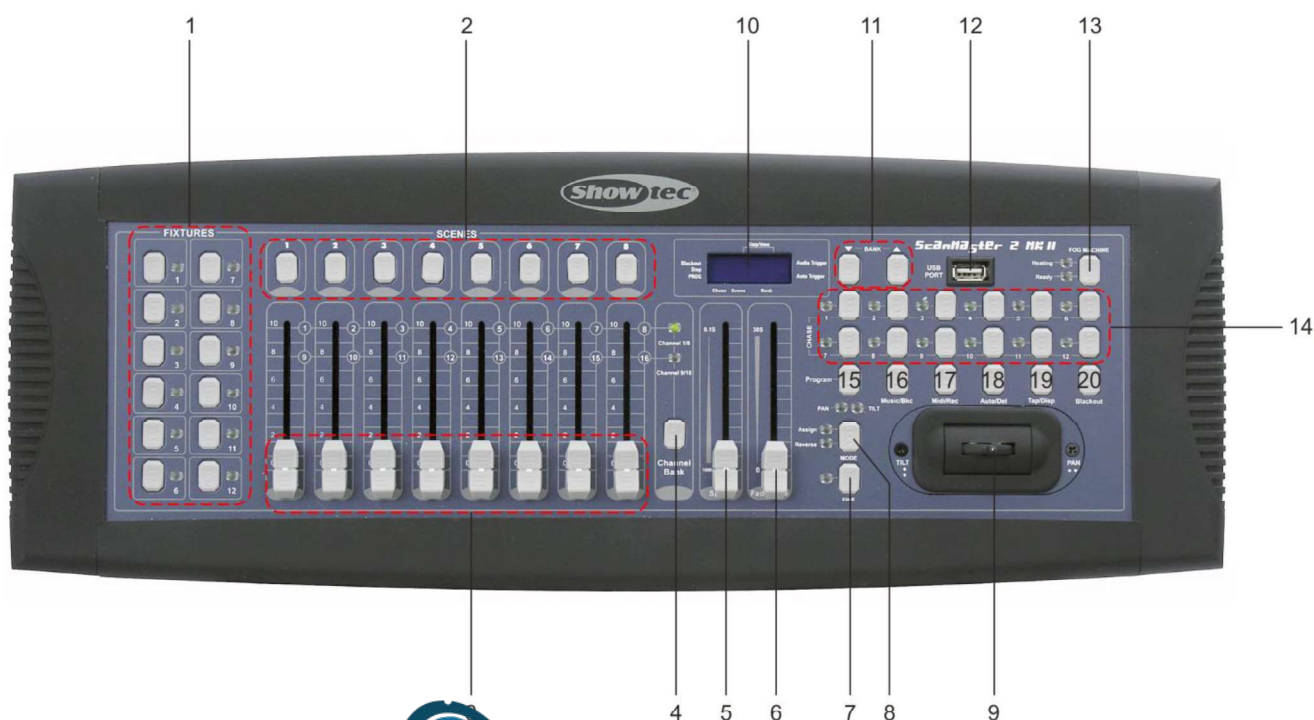


Fig. 01



01) FIXTURE buttons (1-12)

To select fixtures for setting, programming or recording.

02) SCENE buttons (1-8)

Press the scene buttons to load or store relevant scenes. There is a maximum of 240 programmable scenes.

03) Channel faders (1-8)

These faders control the dimming output of each corresponding channel.

04) Channel Bank button

Switch between Ch 1-8 and Ch 9-16.

05) Speed fader

Adjust the speed level (0.1 second -10 minutes).

06) FADE TIME fader

Adjust the fade time (0~30 seconds). Fade time is the amount of time it takes for a scanner (or scanners) to move from one position to another, for the dimmer to fade in or fade out.

07) FINE button

When Fine is on, the Pan or Tilt joystick will control the scanner in the smallest increment.

08) MODE button

Press the Fine and Mode buttons to activate the Assign or Reverse mode.

09) PAN / TILT Joystick

Use the joystick to control the Pan / Tilt of the scanner, or for programming.

10) LCD Display

Shows the current activity or programming state.

11) BANK UP / DOWN button

Press the Up/Down button to select one of the 30 banks.

12) USB socket

Data backup or USB light connection.

13) FOG MACHINE button

Press to control the fog machine. The relevant LED will show you the working state (READY).

14) CHASE button (1-12)

Press to activate the chase of programmed scenes.

15) PROGRAM button

Press to activate / deactivate program mode.

16) MUSIC / BANK COPY button

Press to enter audio control or to make a Bank copy.

17) MIDI / REC button

Press to control MIDI operation or to record scenes / chases.

18) AUTO / DEL button

Press to activate the Music mode or to delete scenes or chases.

19) TAP / DISPLAY button

Press to create a standard beat or to change the value mode between % and 0-255.

20) BLACKOUT button

Press to enable or disable relevant DMX outputs. When its LED is lit, the relevant DMX output is disabled. Press this button again to reactivate the DMX output.



Backside**Fig. 02**

- 21) AUDIO LINE IN**
0.1V~1Vp-p
- 22) DB-9 connector**
Connect an external step controller.
- 23) MIDI IN**
The connector can be used for receiving MIDI data.
- 24) Fog machine output**
Send signals to your fog machine.
- 25) DMX OUT**
This connector sends your DMX values to the DMX scanner or a DMX pack.
- 26) DC power supply IN**
DC 9 ~15V, 500mA min.
- 27) POWER ON / OFF**
Press to switch the device on / off.

Installation

Remove all packing materials from the Scanmaster 2 MKII. Check if all foam and plastic padding is removed. Connect all cables.

Do not supply power before the whole system is set up and connected properly.

Always disconnect from electric mains power supply before cleaning or servicing.

Damages caused by non-observance are not subject to warranty.

Set Up and Operation

Follow the directions below, as they pertain to your preferred operation mode.

Before plugging the unit in, always make sure that the power supply matches the product specification voltage. Do not attempt to operate a 120V specification product on 230V power, or vice versa.

Connect the device to the main power supply.

The Scanmaster 2 MKII allows you to program 12 fixtures, 16 DMX channels each; 30 banks of 8 programmable scenes, 12 chases of 99 steps using 8 channel faders, a joystick and other buttons. If you use the joystick, you can easily and accurately control the movement of a fixture. It is also possible to assign DMX channels. Additionally, you can connect 2 units, so that they send or receive complete dump files.

Scenes

When powered on, the device will operate in the Manual mode and all channel outputs will be in blackout state (the Blackout LED will flash). Press the BLACKOUT button **(20)** to enable channel output.

Press and hold down the PROGRAM button **(15)** for 3 seconds until the PROG LED flashes. This means that you have entered the Programming mode. Again, press and hold down the PROGRAM button **(15)** for 3 seconds (until the PROG LED turns off) to exit the Programming mode.

Record a Scene

- 01) Enter the Programming mode.
- 02) Check if the BLACKOUT LED **(20)** is not on. If it is, press the button once to exit the Blackout mode.
- 03) Check if the SPEED and FADE TIME faders **(05/06)** are set to zero.
- 04) Press the FIXTURE button **(01)** corresponding to the unit you wish to control. Its LED will light up. Control more than one scanner at a time by pressing the button corresponding to the scanners you wish to program.
- 05) Move the faders and the joystick to the desired position, to set a scene. If necessary, you can use the CHANNEL BANK button **(04)** to select between Ch 1-8 or Ch 9-16.
- 06) Tap the BANK Up/Down button **(11)** to choose the bank you want to store this scene in. There is a maximum of 30 banks. Store up to 8 scenes in each bank.
- 07) Once all fixtures have been programmed in the desired position for the scene, tap the MIDI/Rec button **(17)** to program this scene in the memory.
- 08) Press the SCENE button **(02)** you wish to store your scene in. When your settings have been saved, all LEDs will flash briefly. The display will show the bank and scene.
- 09) To deselect the scanner(s) you have been programming and switch to another one, press the button of the scanner you have been programming again (this will cause its deselection) and select another scanner.
- 10) Repeat steps 2-7 until all scenes have been programmed.
- 11) If you do not intend to continue programming, press and hold down the PROGRAM button **(15)** for three seconds to exit the Programming mode. The LED will turn off.

Note: The recorded scene can be re-edited; if you re-edit a scene and save it, the old scene will be replaced with the new one.

Example Scene Program

- 01) Enter the Programming mode.
- 02) Tap the FIXTURE 1 button **(01)** to turn on its fader control.
- 03) Check if page select is set to Ch 1-8. If not, press the CHANNEL BANK button **(04)** to select Ch 1-8.
- 04) Move the first and the second fader all the way up.
- 05) Press the BANK UP/Down buttons **(11)** to select BANK 1.
- 06) Press the MIDI/Rec button **(17)**.
- 07) Tap SCENE 1 button **(02)** to store the first scene.
- 08) Repeat steps 4-7, until all scenes have been programmed in BANK 1.
- 09) Tap the FIXTURE 1 button **(01)** to turn off the fader control.
- 10) When finished, disable the Programming mode. You can now manually tap through the scene you have just programmed.

Edit a Scene

- 01) Enter the Programming mode.
- 02) Press the BANK Up/Down button **(11)** to select the bank containing the scene you wish to edit.
- 03) Select the scene you wish to edit by tapping its SCENE button **(02)**.
- 04) Move the faders and/or the joystick to make the desired adjustments to the scene.
- 05) Once you have made adjustments, tap the MIDI/Rec button **(17)**.
- 06) Tap the SCENE button **(02)** corresponding to the scene you are editing. This will override the existing scene. All LEDs will flash briefly to confirm that your settings have been saved.

Be sure to select the same scene in steps 3 and 6, otherwise you may accidentally record over an existing scene.

Copy Scanner Settings

This setting allows you to copy the settings from one scanner to another.

- 01) Enter the Programming mode.
- 02) Press your selected FIXTURE button **(01)**. Its LED will light up.
- 03) Set your desired channel output.
- 04) Press and hold down the FIXTURE button **(01)** which you wish to copy. Then tap the Fixture button which you want to copy your settings to.
- 05) While holding down the button, tap the button of the scanner you wish to copy the settings to.

Copy a Scene

- 01) Enter the Programming mode.
- 02) Tap the BANK Up/Down button **(11)**, to select the bank containing the scene you wish to copy.
- 03) Select the scene which you wish to copy, by pressing its SCENE button **(02)**.
- 04) By pressing the BANK Up/Down button **(11)**, select the bank you wish to copy the scene to.
- 05) Tap the MIDI/Rec button **(17)**.
- 06) Tap the SCENE button **(02)** which you wish to copy the scene to. All LEDs will flash briefly if the process has been completed.

Delete a Scene

- 01) Enter the Programming mode.
- 02) Press the desired SCENE button **(02)**, to select the scene you wish to delete.
- 03) Press and hold down the Auto/Del button **(18)**. While holding down the button, tap the SCENE button **(02)** corresponding with the scene you wish to delete. All LEDs will flash briefly, and your scene will have been deleted.
- 04) Once the programmed scene has been deleted, all DMX channel values will be set to 0.

Delete All Scenes

- 01) Turn the device off, then press and hold down the PROGRAM and BANK Down buttons at the same time. All LEDs will flash briefly and your scenes will have been deleted.
- 02) Turn the device on. All scenes should now be erased.

Copy a Bank of Scenes

- 01) Enter the Programming mode.
- 02) Tap the BANK Up/Down button **(11)** until you reach the bank which you wish to copy.
- 03) Tap the MIDI/Rec button **(17)**.
- 04) Tap the BANK Up/Down button **(11)** to select the bank you wish to copy to.
- 05) Tap the Music/Bank Copy button **(16)**. All LEDs will flash three times, indicating that the process has been completed.
- 06) Press and hold down the PROGRAM button **(15)** for three seconds to exit the Programming mode.

Scene Playback

There are 3 ways to start scene playback: manual trigger, auto trigger and audio trigger.

Manual Trigger

- 01) When the power is turned on, the device will operate in the Manual mode, and all channel outputs will be in blackout state (the Blackout LED will flash on the display).
- 02) Tap the BLACKOUT button **(20)** to enable the channel output. The Blackout LED will turn off.
- 03) Select your desired scene to be replayed, and tap its SCENE button **(02)** to enable the scene.
- 04) Tap the SCENE button **(02)** again to disable the scene.

Auto Trigger

- 01) Tap the AUTO/Del button **(18)**. The Auto Trigger LED will light up on the display, indicating that the Auto Trigger mode is active.
- 02) Tap the BANK Up/Down button **(11)** to select the desired bank (0-30).
- 03) Move the SPEED fader **(05)** (or press the TAP/Display button **(19)**) and move the FADE TIME fader **(06)** to adjust the running state.
- 04) Tap the AUTO/Del button **(18)** to exit the Auto mode. The Auto Trigger LED will turn off.

Note: Tap the TAP/Display button **(19)** twice to create an interval running rate.

Audio Trigger

- 01) Tap the MUSIC/BANK COPY button **(16)**. The Audio Trigger LED will light up on the display, indicating that the Audio trigger mode is active.
- 02) Tap BANK Up/Down button **(11)** to select the desired bank (the scenes from the bank will be triggered by an audio signal, received via the built-in microphone).
- 03) Tap the MUSIC/BANK COPY button **(16)** to exit the Audio mode. The Audio Trigger LED will turn off.

Chases

Programming a Chase

In order to program a chase, you need to have preprogrammed scenes. This function allows you to cycle through 12 programmable chases, with up to 240 scenes each, in a preselected order. It is recommended to delete all chases from the controller before programming chases for the first time. See [Delete a Chase](#) section for more information.

- 01) Enter the Programming mode.
- 02) Tap the CHASE button **(14)** to select the chase you wish to program. Its LED will light up.
- 03) Select a desired scene from the bank containing stored scenes.
- 04) Tap the MIDI/Rec button **(17)**. All LEDs will flash briefly, indicating that the process has been completed.
- 05) Repeat steps 3-4, until all desired scenes have been inserted.

Insert a Bank of Scenes Into a Chase

- 01) Enter the Programming mode.
- 02) Select the chase which you wish to program.
- 03) Press the BANK Up/Down button **(11)** to select the bank of scenes you wish to copy.
- 04) Tap the MUSIC/BANK COPY button **(16)**.
- 05) Tap the MIDI/Rec button **(17)**. All LEDs will flash, indicating that the requested operation has been performed.

Add a Step

- 01) Enter the Programming mode.
- 02) Press the corresponding button, to add a step to the chase you wish.
- 03) Press the TAP/Display button **(19)**, the display will show the current step.
- 04) Press the BANK Up/Down button **(11)** and scroll to the step, behind which you want to insert a new step.
- 05) Press the MIDI/Rec button **(17)**. The displayed number of steps will increase by 1.
- 06) Tap the TAP/Display button **(19)** again. The display will show the current chase, scene and bank. Create a desired scene and record it as a new step or select a previously programmed scene to add to the chase.
- 07) Once you have selected the scene which you wish to add, press the MIDI/Rec button **(17)** again. All LEDs will flash to indicate that the new step has been inserted into the chase.
- 08) Repeat steps 3-7, until all desired steps (scenes) have been added.

Delete a Step

- 01) Enter the Programming mode.
- 02) Select the chase which contains the step you wish to delete.
- 03) Press the TAP/Display button **(19)**, the display will show the current step.
- 04) Press the BANK Up/Down button **(11)** and scroll to the step you wish to delete.
- 05) Press the AUTO/Del button **(18)** to delete the step. All LEDs will flash, indicating that the step has been deleted.

Delete a Chase

- 01) Enter the Programming mode.
- 02) Press the corresponding CHASE button **(14)**, to delete the desired chase.
- 03) Press and hold down the AUTO/Del button **(18)** while holding down the CHASE button **(14)**. All LEDs will flash, indicating that the chase has been deleted.

Delete All Chases

- 01) Turn the device off. Press and hold down the AUTO/Del **(18)** and BANK Down **(11)** buttons at the same time. All LEDs will flash briefly, indicating that your chases have been deleted.
- 02) When you turn the device on, all chases will have been erased.

Chase Playback

There are 3 ways to start chase playback: manual trigger, auto trigger and audio trigger.

Manual Trigger

- 01) When the power is turned on, the device will operate in Manual mode, and all channel outputs will be in blackout state (the Blackout LED on the display will flash).
- 02) Tap the BLACKOUT button **(20)** to enable channel output. The Blackout LED will turn off.
- 03) Tap your selected CHASE button **(14)** and its LED will light up. Move the FADE TIME fader **(06)** to adjust the running state.
- 04) Tap the Up/Down button **(11)** to run the chase step by step.

Auto Trigger

- 01) Tap the AUTO/Del button **(18)**, the Auto Trigger LED will light up on the display, indicating that the Auto Trigger mode is active.
- 02) Select your desired chase and press the corresponding CHASE button **(14)**. Its LED will light up.
- 03) After selecting the bank of scenes to run, move the SPEED fader **(05)** and FADE TIME fader **(06)** to adjust the speed of the scene progression.
- 04) Press the TAP Sync/Display button **(19)** to set the speed. The amount of time between the last two taps will determine the amount of time between steps. This setting will remain active until the SPEED fader **(05)** is moved.
- 05) Press the AUTO/Del button **(18)** to exit Auto mode. The Auto Trigger LED will turn off.

Note: It is possible to run multiple chases. The enabled chases will follow your operating sequence.

Audio Trigger

- 01) Tap the MUSIC/BANK COPY button **(16)**. The Audio Trigger LED will light up on the display, indicating that the Audio trigger mode is active.
- 02) Select your desired chase and press the corresponding CHASE button **(14)**. Its LED will light up. The chases will be triggered by an audio signal, received via the built-in microphone.
- 03) Tap the MUSIC/BANK COPY button **(16)** to exit the Audio mode. The Audio Trigger LED will turn off.

Joystick / Channel Selection

Joystick Setup

- 01) Press and hold down the PROGRAM button **(15)** until the LED lights up.
- 02) Press and hold down the MODE and FINE buttons **(07/08)**. The corresponding LED will light up. If the reverse LED lights up, press the FINE and MODE buttons **(07/08)** again to enter the Assign mode.
- 03) Press the BANK Up/Down buttons **(11)** to select the axis you wish to assign (Pan or Tilt).
- 04) Press the TAP/DISPLAY button **(19)** to select a 16-channel or 8-channel mode. The display will show: "PH:XX", "PLXX", "TH:XX" or "TL:XX". (P=Pan, T=Tilt, H=High, L=Low, "XX" is the channel number.)
- 05) Press the FIXTURE button **(01)** corresponding to the scanner you wish to assign.
- 06) While holding down the MODE button **(08)**, press the scene number corresponding to the fader which controls the movement. (Example: If pan is controlled by fader # 4, press and hold down the MODE button while tapping scene button # 4). All LEDs will flash briefly.
- 07) When finished, press the FINE and MODE buttons **(07/08)** at the same time to exit the Assign mode.

Reverse Joystick Movement / DMX Channel

- 01) Enter the Programming mode.
- 02) Press the FINE and MODE buttons **(07/08)** to enter the Assign mode. Press the FINE and MODE buttons again **(07/08)**, to enter the Reverse mode. The reverse LED will light up to indicate that Reverse mode is active.
- 03) Press the BANK Up/Down button **(11)** to change between Pan and Tilt. The corresponding LED will light up to indicate your selection. Once you have made the adjustments, press and hold down the MODE button **(08)**, and then tap the FINE button **(07)** to exit.
- 04) Press the TAP/Display button **(19)** to change between the 8-channel or 16-channel mode.
- 05) Press the FIXTURE button **(01)** to select the scanner.
- 06) While holding down the MODE button **(08)**, press the corresponding SCENE button **(02)** for the channel you wish to reverse. (For example: If you are reversing your desired fixture, once you have

verified that you are in Reverse mode and the Tilt LED is on, check which fader is responsible for Tilt. In order to do this, press and hold down the MODE button **(08)** and press the SCENE button **(02)**, which is the same as the number of the fader responsible for Tilt (fader 5/scene 5).

07) Repeat steps 3-7, as needed. You may reverse a maximum of 48 channels for 12 scanners.

Delete a Scanner of DMX Channels

01) Activate the Assign or the Reverse mode.

02) Tap the FIXTURE button **(01)** to select the scanner you wish to delete.

03) Press the MODE and AUTO/Del buttons **(08/18)**. All LEDs will flash three times to indicate that the requested operation has been performed.

Clear All DMX Channels

01) Turn the device off.

02) Press and hold down the MODE and AUTO/Del buttons **(08/18)**.

03) While holding down the two buttons, turn the device on. All LEDs will flash briefly, indicating that the requested operation has been performed.

Display DMX Channel

01) Press the FINE and MODE buttons **(07/08)** to enter Assign mode.

02) Press the FINE and MODE buttons **(07/08)** again, until the reverse LED lights up.

03) Press the FIXTURE button **(01)** that is set at the desired Pan and Tilt, and the display will show the DMX values for Pan and Tilt.

Delete Pan/Tilt Channel

01) When you are in the Assign or Reverse mode, press the related FIXTURE button **(01)**.

02) Press and hold down the MODE button **(08)** and then tap the AUTO/Del button **(18)** to delete the Pan/Tilt channel.

Delete all Pan / Tilt Channels

01) Turn the device off. Press and hold down the AUTO/Del and MODE buttons **(08/18)**. All LEDs will flash briefly, indicating that all your Pan/Tilt channels have been deleted.

02) Turn the device on. All Pan/Tilt channels will have been erased.

Fade Time

Fade Time/Assign Fade Time

01) Press and hold down the MODE button **(08)**, and then tap the TAP/Display button **(19)**.

02) The display will show one of the 2 options:

ALL = all channels run by the fade time

ONLY = only the preset Pan/Tilt channels run by the fade time.

03) Repeat step 1 to toggle between those 2 options.

MIDI Control

MIDI Channel Settings

- 01) Press and hold down the MIDI button **(17)** for 3 seconds. The display will show the current MIDI channel: "In:01." This means that the current MIDI channel is 01.
- 02) Press the BANK Up/Down button **(11)**, to select the DMX channel 01-16 you wish to assign to the MIDI channel.
- 03) Press and hold down the MIDI button **(17)** for 3 seconds to save your settings. All the LEDs will flash briefly, indicating that the settings have been saved.
- 04) Press the BLACKOUT button **(20)** to exit.

MIDI Control: This unit can receive MIDI data to carry out MIDI control upon Bank 1-15, Chase1-6 and the Blackout function.

MIDI Note	Control	Function
00-07	Bank 1	Turn On / Off Bank 1
08-15	Bank 2	Turn On / Off Bank 2
16-23	Bank 3	Turn On / Off Bank 3
24-31	Bank 4	Turn On / Off Bank 4
32-39	Bank 5	Turn On / Off Bank 5
40-47	Bank 6	Turn On / Off Bank 6
48-55	Bank 7	Turn On / Off Bank 7
56-63	Bank 8	Turn On / Off Bank 8
64-71	Bank 9	Turn On / Off Bank 9
72-79	Bank 10	Turn On / Off Bank 10
80-87	Bank 11	Turn On / Off Bank 11
88-95	Bank 12	Turn On / Off Bank 12
96-103	Bank 13	Turn On / Off Bank 13
104-111	Bank 14	Turn On / Off Bank 14
112-119	Bank 15	Turn On / Off Bank 15
120	Chase 1	Turn On / Off Chase 1
121	Chase 2	Turn On / Off Chase 2
122	Chase 3	Turn On / Off Chase 3
123	Chase 4	Turn On / Off Chase 4
124	Chase 5	Turn On / Off Chase 5
125	Chase 6	Turn On / Off Chase 6
126	Blackout	Enable / Disable Blackout

File Transfer

File Transfer allows the user to transfer all information stored in one Scanmaster 2 MKII to another Scanmaster unit. You must connect the units by using 3-pin XLR cables. Connect the sending unit's DMX OUT connector to the receiving unit's DMX IN connector.

Note: It is possible to use a USB flash drive for convenient data backup and transfer.

Sending Dump Files

- 01) Turn the device off.
- 02) Press and hold down the FIXTURE 2 and 3 buttons and SCENE 1 button.
- 03) Turn the device on.
- 04) When you press the three buttons from step 2, the display will show "READ," indicating that the unit is ready to send the files.
- 05) Press the SCENE button 7 and 8, to send the dump file. The display will show "OUT," until the data transfer is finished. You can also tap the SCENE 1 button, during data sending, to return and resend the data.
- 06) If an error occurs during the operation, the display will show "FAIL."

Receiving Dump Files

- 01) Turn the device off.
- 02) Press and hold down the FIXTURE 2 and 3 buttons and SCENE 1 button.
- 03) Turn the device on.
- 04) When you press the three buttons from step 2, the display will show "READ," indicating that the unit is ready to receive the files.
- 05) When receiving is finished, the unit will automatically return to normal operation mode.
- 06) You can also tap the SCENE 1 button, during data reception, to return and resend the data.
- 07) If an error occurs during the operation, the display will show "FAIL."

DMX Channels

Scanners	DMX Channels
1	1-16
2	17-32
3	33-48
4	49-64
5	65-80
6	81-96
7	97-112
8	113-128
9	129-144
10	145-160
11	161-176
12	177-192

Maintenance

The operator has to make sure that safety-related and machine-technical installations are to be inspected by an expert after every year in the course of an acceptance test.

The operator has to make sure that safety-related and machine-technical installations are to be inspected by a skilled person once a year.

The Showtec Scanmaster 2 MKII requires almost no maintenance. However, you should keep the unit clean. Disconnect the mains power supply, and then wipe the cover with a damp cloth. Do not immerse in liquid. Do not use alcohol or solvents.

Keep connections clean. Disconnect electric power, and then wipe the DMX and audio connections with a damp cloth. Make sure that the connections are thoroughly dry before linking equipment or supplying electric power.

Troubleshooting

This troubleshooting guide is meant to help solve simple problems.

If a problem occurs, carry out the steps below in sequence until a solution is found. Once the unit operates properly, do not carry out following steps.

- 01) If the device does not operate properly, unplug the device.
- 02) Check power from the wall, all cables, etc.
- 03) If all of the above appears to be O.K., plug the unit in again.
- 04) If nothing happens after 30 seconds, unplug the device.
- 05) Return the device to your Showtec dealer.

Product Specifications

192 DMX channels
8 dimming faders & total
Speed fader & Fade Time fader
30 banks of 8 programmable scenes
12 programmable chases, each chase can record up to 99 steps
Fade Time setting & Pan/Tilt setting
Manual Override button allows you to grab any fixture on the fly
Built-in microphone or line input for audio triggering
MIDI control upon banks, chases and blackout
External step control & Fog machine control
7-segment LED display
Joystick module
Jog wheel module
USB connector for DJ work, light and data backup
Power supply: DC 9-15V 500mA
Power connector: Power adapter (included)
Dimensions: 483 x 133 x 85 mm (LxWxH)
Weight: 3,2 kg



Design and product specifications are subject to change without prior notice.



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Notes

[illegible]



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