OctoScene SERIES

USER MANUAL

TABLE OF CONTENTS

1. BEFORE YOU BEGIN

What is included in OctoScene package

> ► 1 x OctoScene series unit
> ► Warranty Card
> ► Users Manual

Unpacking Instructions

Immediately upon receiving a fixture, carefully unpack the carton, check the contents to ensure that all parts are present, and have been received in good condition. Notify the shipper immediately and retain packing material for inspection if any parts appear damaged from shipping or the carton it self 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.

AC Power

The only thing necessary to do before powering on the unit is to make sure the line voltage you are applying is within the range of accepted voltages. This fixture will accommodate 100-250V AC, 50 / 60Hz, 2 Watts. All fixtures must be powered directly off a switched circuit and cannot be run off a rheostat (variable resistor) or dimmer circuit, even if the rheostat or dimmer channel is used solely for a 0% to 100% switch.

Contact Us

General Information **Company NA**
9 Lambertu street
Marupe, LV-2167, Latvia
Phone: +371 6780 1111
Fax: +371 6755 6505
e-mail: na@na.lv
web: www.na.lv

Safety Instructions

⚠

Please read these instructions carefully, which includes important information about the installation, usage and maintenance of this product.

- Please keep this User manual for future consultation. If you sell the unit to another user, be sure that they also receive this instruction booklet.
- Always make sure that you are connecting to the proper voltage, and that the line voltage you are connecting to is not higher than that stated on the decal or rear panel of the fixture.
- Make sure there are no flammable materials close to the unit while operating.
- Always disconnect from power source before servicing or replacing fuse and be sure to replace with same fuse source.
- Secure fixture to fastening device using a safety chain.
- Maximum ambient temperature (Ta) is (40°C). Do not operate fixture at temperatures higher than this.
- In the event of a serious operating problem, stop using the unit immediately. Never try to repair the unit by yourself. Repairs carried out by unskilled people can lead to damage or malfunction. Please contact the nearest authorized technical assistance center. Always use the same type spare parts.
- Don't connect the device to a dimmer pack.
- Make sure the power cord is never crimped or damaged.
- Never disconnect the power cord by pulling or tugging on the cord.
- Avoid direct eye exposure to the light source while it is on.

Caution! *There are no user serviceable parts inside the unit. Do not open the housing or attempt any repairs yourself. In the unlikely event your unit may require service, please contact „Company NA" at: +37167801110.*

2. INTRODUCTION

Features of OctoScene

- DMX-512 programmable inputs switcher
- Automatic DMX signal input priority detecting
- Automatic backup DMX signal input swich to output
- 8 recordable static scene buttons
- 8 LED status indicators
- Stand alone function

Additional Features

- Available in standart or wallmount body
- Optional 7 static scenes and 1 scene with variable DMX values (lenght 500min.) OctoScene +
- Optional 4 static scenes and 4 scenes with variable DMX values (lenght 500min.) OctoScene + Special Edition

OctoScene - standalone recordable DMX signal source.
There is possible to record 8 static scenes, which can be played on one by one, or several at time.

OctoScene+ - standalone recordable DMX signal source.
There is possible to record 7 static scenes and 1 scene with variable DMX values (record length up to 500 min), which can be played on one by one, or several at time. OctoScene+ operates in one DMX- 512 universe.

OctoScene+ SE - standalone recordable DMX signal source.
There is possible to record 4 static scenes and 4 scenes with variable DMX values (record length up to 500 min), which can be played on one by one, or several at time.

OctoScene series units operates in one DMX-512 universe. OctoScene has two DMX signal inputs, one is a priority input (IN1) and the second – summing input (IN2).
Input IN1 works as passthrough, but at the same time OstoScene works as backup if on input IN1 is lost DMX signal. There should be pre-recorded scenes in OctoScene. If the signal is given at the second input (IN2) of the device, then DMX output (OUT) receives signal, which is summed of the activated scenes from DMX input IN2 and pre-recorded scene on OctoScene.

OctoScene Overview

OctoScene + Overview

OctoScene + SE Overview

3. SETUP

<table>
<tr><td>⚠</td><td>Disconnect the power cord before replacing a fuse and always replace with the same type fuse.</td><td>⚠</td></tr>
</table>

Fuse Replacement

The fuse for this fixture is located outside the chassis. Remove the damaged fuse from its holder and replace with exact same type fuse. Reconnect power.

Fixture Linking

You will need a DMX data link to run light shows of one or more fixtures using a DMX-512 lighting console. The combined number of channels required by all the fixtures on a DMX data link determines the number of fixtures the DMX data link can support.

Important: Fixtures on a DMX data link must be daisy chained in one single line. To comply with the EIA-485 standard no more than 32 devices should be connected on one data link. Connecting more than 32 fixtures on one serial data link without the use of a DMX optically-isolated splitter may result in deterioration of the digital DMX signal.

Maximum recommended DMX data link distance between fixtures: 300 meters (984 ft.)

DMX DATA CABLE

Use a Belden© 9841 or equivalent cable which meets the specifications for EIA RS-485 applications. Standard microphone cables cannot transmit DMX data reliably over long distances. The cable will have the following characteristics:

2-conductor twisted pair plus a shield
Maximum capacitance between conductors – 30 pF/ft.
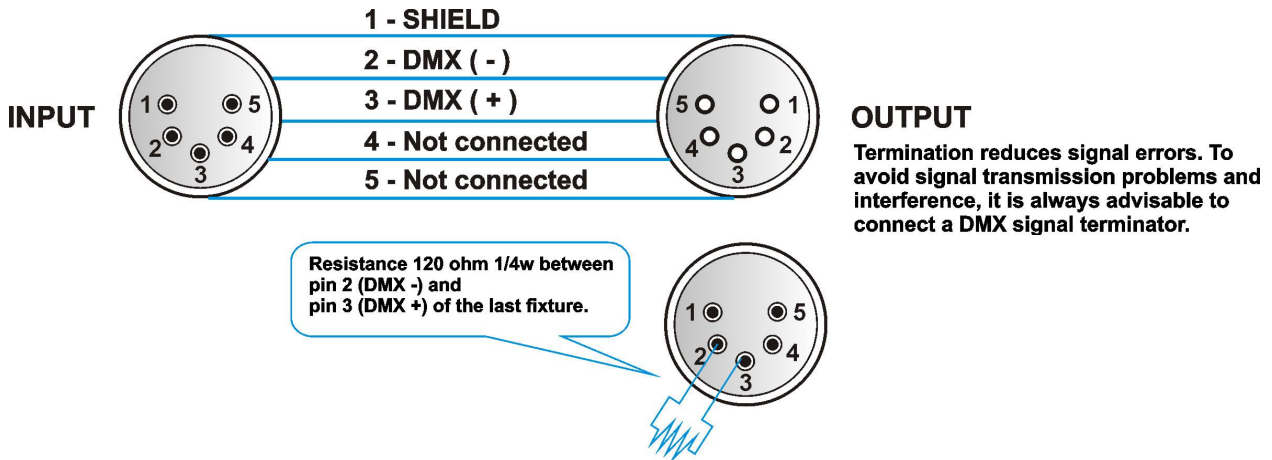*Maximum capacitance between conductor and shield – 55 pF/ft.*
Maximum resistance of 20 ohms / 1000 ft.
Nominal impedance 100 – 140 ohms

CABLE CONNECTORS

Cabling must have a male XLR connector on one end and a female XLR connector on the other end.

DMX connector configuration

1 - SHIELD
2 - DMX (-)
3 - DMX (+)
4 - Not connected
5 - Not connected

INPUT

OUTPUT

Termination reduces signal errors. To avoid signal transmission problems and interference, it is always advisable to connect a DMX signal terminator.

Resistance 120 ohm 1/4w between pin 2 (DMX -) and pin 3 (DMX +) of the last fixture.

CAUTION   **Do not allow contact between the common and the fixture's chassis ground. Grounding the common can cause a ground loop, and your fixture may perform erratically. Test cables with an ohm meter to verify correct polarity and to make sure the pins are not grounded or shorted to the shield or each other.**

3-PIN TO 5-PIN CONVERSION CHART

NOTE !   **If you use a console with a 5 pin DMX output connector, you will need to use a 5 pin to 3 pin adapter. The chart below details a proper cable conversion:**

3-PIN TO 5-PIN CONVERSION CHART

Conductor	3 Pin Female (output)	5 Pin Male (Input)
Ground / Shield	Pin 1	Pin 1
Data (-) signal	Pin 2	Pin 2
Data (+) signal	Pin 3	Pin 3
Do not use		Do not use
Do not use		Do not use

Setting up a DMX Serial Data Link

1. Connect the (male) 5 pin XLR connector side of the DMX cable to the output (female) 5 pin XLR connector of the DMX console. Connect the end of the cable coming from the DMX console which will have a (female) 5 pin XLR connector to the input connector of the OctoScene consisting of a (male) 5 pin XLR connector.

Step 1 — Step 2 — Step 3 — Continue linking ...

DMX-512 Lighting Console

DMX output XLR 5pin / DMX input XLR 5pin / DMX output XLR 5pin / DMX input XLR 5pin
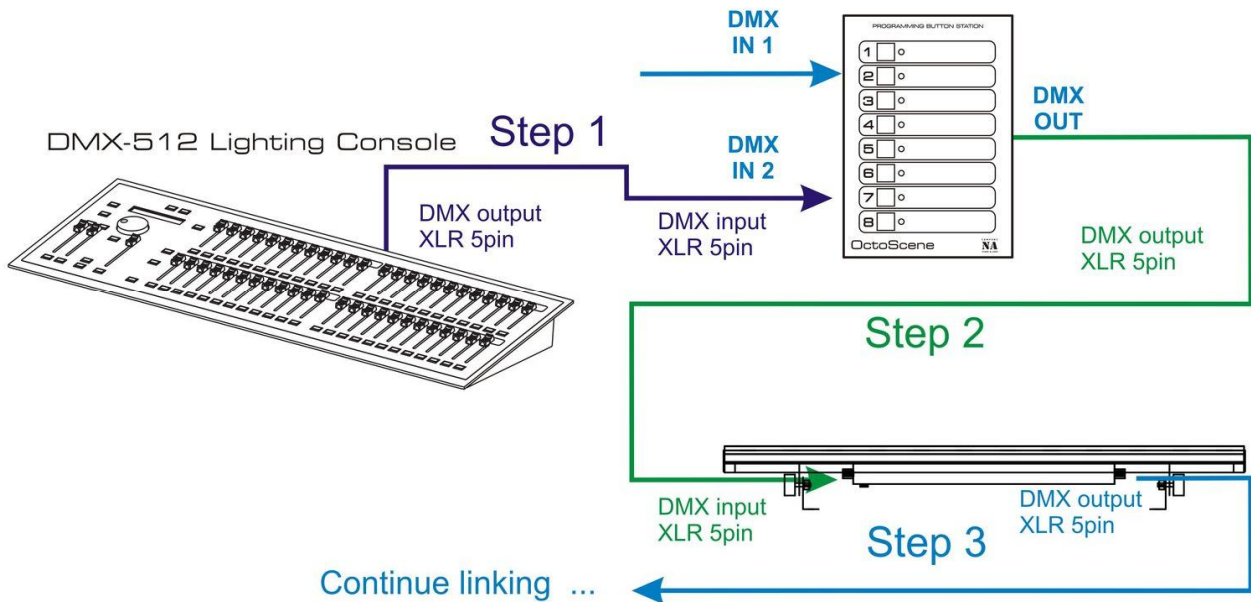
2. Then, proceed to connect from the OctoScene's output as stated above to the input of the following fixture and so on.

3. Then, coninue the linking till last planted fixture is conected in your DMX signal data chain.

OctoScene connection schemes

OctoScene has two DMX signal inputs, one is a priority input (IN1) and the second – summing input (IN2). Input IN1 works as passthrough, but at the same time OstoScene works as backup if on input IN1 is lost DMX signal. There should be pre-recorded scenes in OctoScene. If the signal is given at the second input (IN2) of the device, then DMX output (OUT) receives signal, which is summed of the activated scenes from DMX input IN2 and pre-recorded scene on OctoScene.

DMX IN 1 (PRIORITY) / DMX IN 2 (SUMMED) / DMX OUT
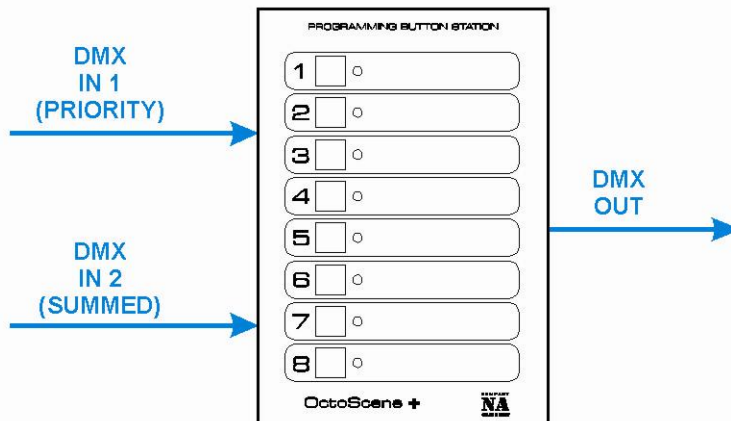
OctoScene input IN 1 connection to lighting concole

To understand the OctoScenes operation principle, look at the simple circuit of OctoScene connection. OctoScene input **IN 1** is connected to the main light-control DMX signal output, but the input **IN 2** is not connected. While at bouth of the inputs (IN 1 and IN 2) the DMX signal is not feed, we can activate any of the pre recorded OctoScene memories. If the DMX signal is restored to the DMX input **IN 1**, which is given priority, then the DMX signal to other sources (the input IN 2, and OctoScene memories) is disabled. If the input **IN 1** DMX input signal is interrupted, then at the OctoScenes **output** connected back with activated memories.
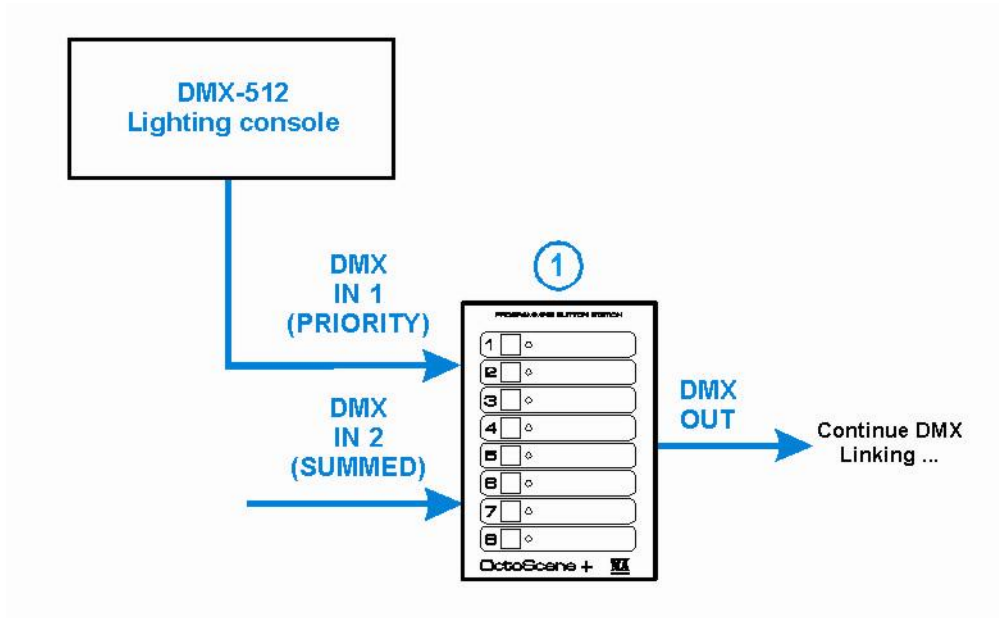
OctoScene input IN 2 connection to lighting concole

If the OctoScene input **IN 2** is connected to the main light-control DMX signal output, but the input **IN 1** is not connected. While at bouth of the inputs (IN 1 and IN 2) the DMX signal is not feed, we can activate any of the pre recorded OctoScene memories. If at the input **IN 2** DMX signal is recieved from the light control system, the DMX signal at **output** to be summed at larger values of OctoScene + already activated memories. If the input **IN 2** DMX input signal is interrupted, then at the OctoScene's **output** is given only activated memories.
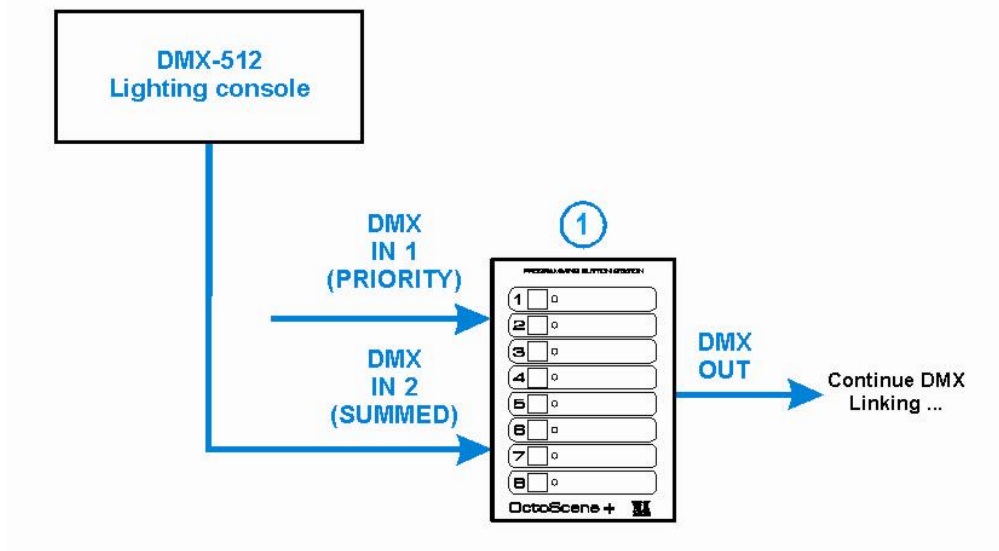
OctoScenes connection in one DMX data chain

OctoScene can be connected in series, taking into account all the above prerequisites. As shown in the schematic diagram, all sources can be connectted in one DMX signal data chain and placed in each of the facilities where it's needed. This provides a memory button activation option from multiple locations. A typical example of such a scheme could be a theater or house of congress where the lights the room is located source **No. 1**,and on stage is located source **No.2**.

When the lighting console is turned on, sources **No.1** and **No.2** input **IN 1** is connected to a DMX signal and sources will not work. Lighting console operator can smoothly carry out their work, because all of the memory buttons are disabled.

When the Lighting console are off and at DMX source **No. 1** input **IN 1** DMX signal is interrupted, at OctoScene **No.1** output is given only activated memories, but source **No.2** will not work.

 When the OscoScene+ **No.1** is turned off, then at sorce **No.2** input **IN 1** DMX signal is interrupted, and at source **No.2 output** is given only activated memories.
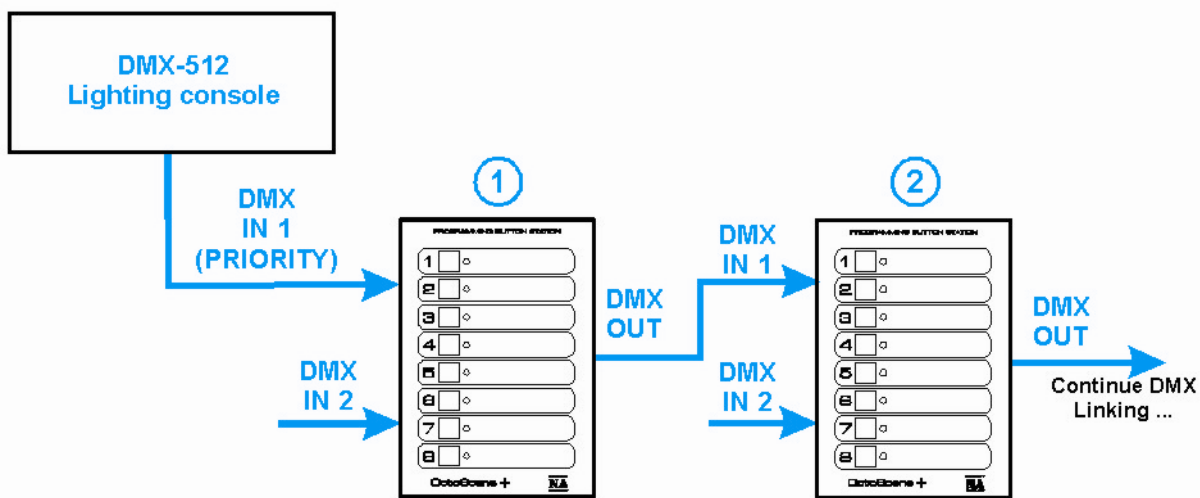
4. OPERATING INSTRUCTIONS

Recording the static scenes

OctoScene + is equipped with seven static memory buttons (1 - 7). Each of the memory buttons located opposite the LED status indicator, and the writing area.
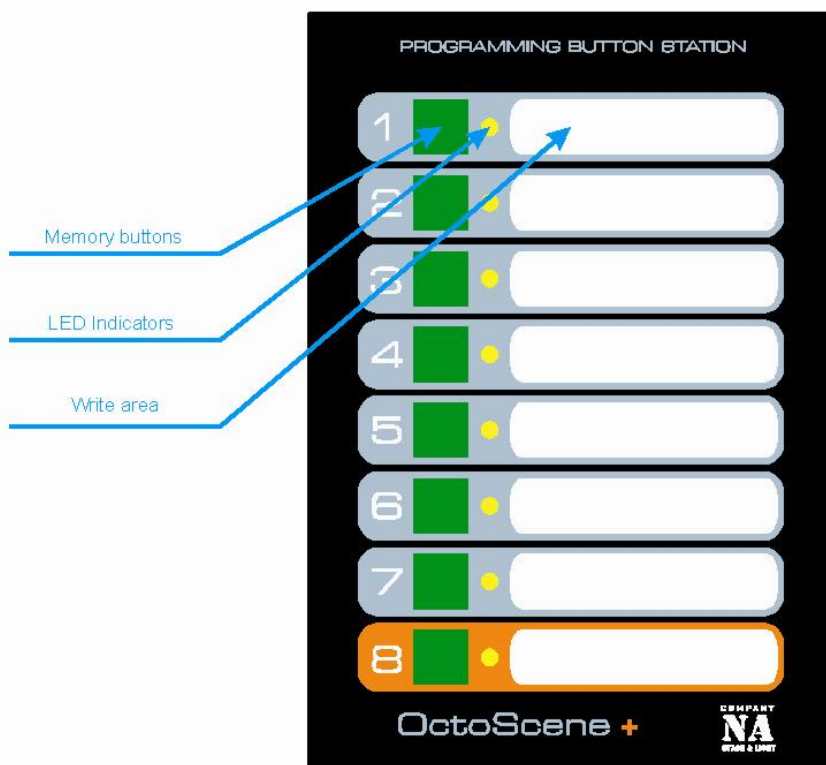
To record the static memory buttons, you need to connect the lighting console in any of the DMX signal inputs - **IN 1** or **IN 2**. Once this is done must comply with the following recording sequence:

1) Use the lighting console to set the necessary DMX channel levels

(To create the required light position which we want to record OctoScene+ memory button).

2) Perform a visual control, thereby making sure whether it is turned on for the correct

light fixtures (necessary beam, brightness and color levels).

3) Press and hold for longer than 10 seconds, the memory button, which is necessary to record.

4) When short time blinks all of LED status indicators, release the memory button.

5) Memory is recorded and the LED status indicator of this button is turned on at 20% intensity.

Recording the scenes with variable DMX values

OctoScene + is equipped with one memory button with variable DMX values (8).
To program the memory button, you need to connect the lighting console in any of the DMX signal inputs - **IN 1** or **IN 2**. Once this is done must comply with the following recording sequence:

1)   Use the lighting console to set the necessary DMX channel levels sequence (To create the required light positions which we want to record OctoScene+ memory button).

2)   Perform a visual control, thereby making sure whether it is turned on for the correct light fixtures (necessary beam, brightness and color levels sequence, chase or effect functions).

3)   Press and hold for longer than 10 seconds, the memory button **No. 8**

4)   When short time blinks all of LED status indicators, release the memory button.

5)   LED status indicator is turned on at 100% intensity and button No. 8 is ready to start record

6)   Press the memory button No. 8 again to start recording a scene with variable DMX values.

7)   During the memory record, all of the button LED status indicator blinks. In this way is displayed, the remaining memory lenght in eight parts. When one of the LED status indicators turns off, then one eighth part (about 40min) from the total recording length (300min) is filled.

8)   To finish recording press memory button No. 8

9)   Memory with variable DMX values is recorded and the LED status indicator of tbutton No. 8 is turned on at 20% intensity.

⚠ **ATTENTION!** *When you create a memory button (8) with variable DMX values:*
   ► Sequence is played in loop.
   ► The loop transition would not be visible if the start and end frames will be the same.

Activating of memory buttons

OctoScene+ is easy to use. To activate any of the pre-programmed memories are by pressing the memory button and a memory will be activated. As to which of the memories are activated, reports OctoScenes+ LED status indicators (the memory button indicator lights up to 100% intensity), which is placed next to each of the memory buttons. Several memory activation simultaneously are possible. To turn off the memory you have to press the memory button and a memory will be turned off (the LED status indicator switch to 20% intensity).

Erase all memories

To delete all information in all of the memory buttons should be following actions:

1) Press and hold buttons No **1** and No **8** for longer than 10 seconds

2) When short time blinks all of LED status indicators, release the memory buttons No **1** and **8**

3) All Memories are erased and all LED status indicators is turned off

Erase one of memory buttons

To delete all information in one of the memory buttons should be following actions

1) Press and hold button (wich you want to delete) for longer than 10 seconds

2) When short time blinks all of LED status indicators, release the memory button

3) Memory button is erased. The LED status indicator of this button is turned off.

LED status indicator positions

OctoScene+ LED indicators are four operating states:

● OFF - it means that the memory button is "empty" (not recorded memories)
● Turned on at 20% - meaning that the memory button is recorded
● Turned on at 100% - meaning that the memory button is activated
● Blinking - means that now has begun to record the memory button No 8

5. Appendix

Returns 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 Merchandise Authorization Number (RMA #). Products returned without an RMA # will be refused. Call Company NA and request 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. Company NA 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 #, please include the following information on a piece of paper inside the box:**

1) Your name
2) Your address
3) Your phone number
4) The RMA #
5) A brief description of the symptoms

Claims

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. Any other claim for items such as missing component/part, damage not related to shipping, and concealed damage, must be made within seven (7) days of receiving merchandise.

OctoScene Technical Specifications

WEIGHT & DIMENSIONS

Length ....178 mm
Width ....125 mm
Height ....41 mm
Weight .... 0,5 kg

POWER

Operating Voltage .... 100 - 250V AC, 50/60 Hz
Fuse..1A
Power Consumption ....2W max.

THERMAL

Maximum ambient temperature..+40°C
Minimum ambient temperature...................... ....-20°C
Cooling .... conventional
IP 20

CONTROL & PROGRAMMING

DMX inputs .... 2 x locking 5-pin XLR male socket
DMX output .... locking 5-pin XLR female socket
DMX pin config. ....pin 1 shield, pin 2 (-), pin 3 (+), pin 4 don't use, pin 5 don't use
Control DMX-512
Memory buttons .... 8 static scenes

WARRANTY INFORMATION

Warranty... 2-year limited warranty

OctoScene + Technical Specifications

OctoScene + WEIGHT & DIMENSIONS

Length ....178 mm
Width   ....125 mm
Height ....41 mm
Weight .... 0,5 kg

POWER

Operating Voltage ....100 - 250 V AC, 50/60 Hz
Fuse...1A
Power Consumption ....2W max.

THERMAL

Maximum ambient temperature..+40°C
Minimum ambient temperature....................... ....-20°C
Cooling .... convectional
IP 20

CONTROL & PROGRAMMING

DMX inputs .... 2 x locking 5-pin XLR male socket
DMX output .... locking 5-pin XLR female socket
DMX pin config. ....pin 1 shield, pin 2 (-), pin 3 (+), pin 4 don't use, pin 5 don't use
Control DMX-512
Memory buttons .... 7 static scenes
.........1 scene with variable DMX values (record lenght up to 500min.)

WARRANTY INFORMATION

Warranty... 2-year limited warranty

OctoScene + SE Technical Specifications

OctoScene + WEIGHT & DIMENSIONS

Length ....178 mm
Width ....125 mm
Height ....41 mm
Weight .... 0,5 kg

POWER

Operating Voltage ....100 - 250 V AC, 50/60 Hz
Fuse...1A
Power Consumption ....2W max.

THERMAL

Maximum ambient temperature...+40°C
Minimum ambient temperature...................... ....-20°C
Cooling .... convectional
IP 20

CONTROL & PROGRAMMING

DMX inputs .... 2 x locking 5-pin XLR male socket
DMX output .... locking 5-pin XLR female socket
DMX pin config. ....pin 1 shield, pin 2 (-), pin 3 (+), pin 4 don't use, pin 5 don't use
Control DMX-512
Memory buttons .... 4 static scenes
........4 scenes with variable DMX values (record lenght up to 500min.)

WARRANTY INFORMATION

Warranty.. 2-year limited warranty