



Scanmaster 2 MKII

ORDERCODE 50333



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The Showtec Scanmaster 2 MKII brings excitement to any venue. Whether you want simple plug-&-play action or a sophisticated DMX show, this product provides the effect you need.

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Always get the best -- with Showtec !

Thank you!



Showtec Scanmaster 2 MKII™ Product Guide

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WARNING



CAUTION!
Keep this device away from rain and moisture!



**FOR YOUR OWN SAFETY, PLEASE READ THIS USER MANUAL CAREFULLY
BEFORE YOUR INITIAL START-UP!**

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 dimmerpack.
- 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 indoor, 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, lamp explosion, crash etc.

You endanger your own safety and the safety of others!

Improper installation can cause serious damage to people and property !

Description of the device

Features

The Scanmaster 2 MKII is a lightcontroller 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 both DJ work light and data backup
- Scan Master 2 MKII is available with joystick module or with jog wheel module as your desire

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

Overview



Fig. 1

1) FIXTURE buttons (1-12)

To select fixtures for setting, programming or recording.

2) SCENE buttons (1-8)

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

3) Channel faders (1-8)

These faders control the dimming output of each corresponding channel.

4) Channel Bank button

To switch between Ch 1-8 and Ch9~16.

5) Speed fader

To adjust the speed level (0.1 second -10 minutes).

6) FADE TIME fader

Used to adjust the fade time (0~30seconds). 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.

7) FINE Button

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

8) MODE Button

Pressing Fine and Mode buttons allows activating Assign or Reverse mode.

9) PAN / TILT Joystick

This joystick can be used 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 from 30 banks.

12) USB Socket

This socket is for data backup or USB light connection.

13) FOG MACHINE button

This button is used to control the Fog machine. Relevant LED will show you the working state (READY).

14) CHASE Button (1-12)

These buttons are used for activating the chase of programmed scenes.

15) PROGRAM button

Activates / deactivates program mode.

16) MUSIC / BANK COPY Button

Used to enter audio control or to realize Bank copy.

17) MIDI / REC button

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

18) AUTO / DEL Button

Activates Music mode or to delete scenes or chases.

19) TAP / DISPLAY Button

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

20) BLACKOUT Button

Press this button to enable or disable relevant DMX output. When its LED is lit, that means the relevant DMX output is disabled. Press this button again the LED will be "off", that means the DMX output is reactivated.

Backside

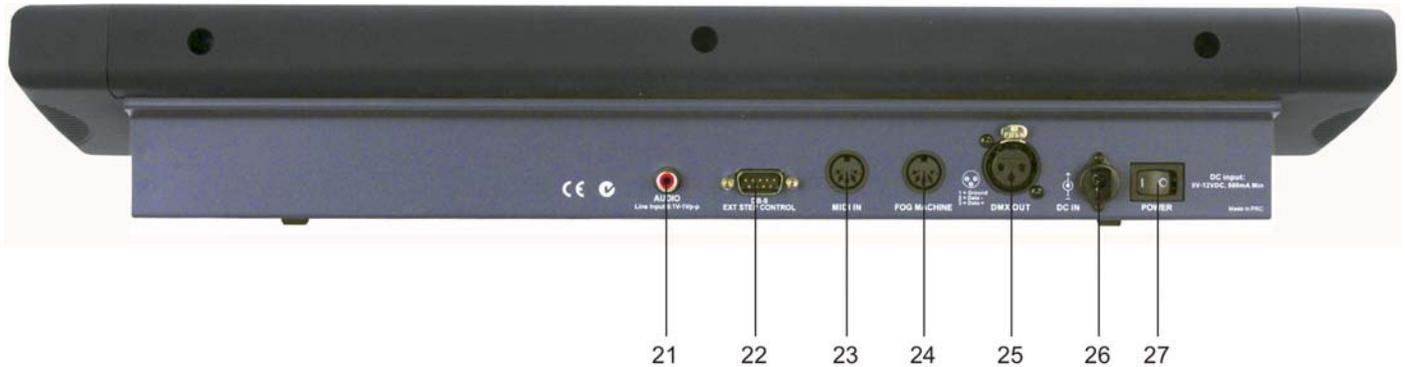


Fig. 2

21) AUDIO LINE INPUT

0.1V~1Vp-p

22) DB-9 Connector

To connect an external step controller

23) MIDI IN

Used to receive MIDI data.

24) Fog Machine Output

To send the signal to a fog machine.

25) DMX OUT

This connector sends your DMX value to the DMX scanner or DMX pack

26) DC INPUT

DC 9 ~15V, 500mA min.

27) POWER ON / OFF

Used to switch on / off the power.

Installation

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

**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

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.

The Scanmaster 2 MKII allows you to program 12 fixtures with 16 DMX channels each; 30 banks of 8 programmable scenes, 12 chases of 99 steps using 8 channel sliders, a joystick and other buttons. With the ease of the joystick, you can easily and more accurately control the movement of a fixture. To further dazzle the audience, this unit allows you to assign DMX channels. In addition 2 units can set up communication, so that they send or receive a complete file dump.

SCENES

When powered on, this unit will first be in Manual control mode, and all channel outputs are in black-out state (the Blackout LED flashes in the display window). You can also press the Blackout button to enable the channel output.

Press and hold down the PROGRAM button (**15**) for 3 seconds till the PROG LED flashes, this means you have entered the programming mode. Press and again hold down the PROGRAM button (**15**) for 3 seconds (till the PROG LED goes out) to exit from the Programming mode.

Recording a scene

- 1) Enter program mode.
- 2) Check the BLACKOUT (**20**) and verify that the LED is not lit, if it is, press it once to exit blackout mode.
- 3) Verify that the SPEED and FADETIME sliders (**5+6**) are positioned at zero.
- 4) Press the FIXTURE button (**1**) corresponding to the unit wish to control. its LED will be lit.
You may control more than one scanner at time by pressing the button corresponding to the scanners) you wish to program.
- 5) Move the faders and joystick to the desired position to set a scene. If necessary, you can use the CHANNEL BANK button (**4**) to select between Ch1-8 and Ch9-16 as your desire.
- 6) Tap the BANK Up/Down button (**11**) to choose the bank you want to store this scene into. There are a total of 30 banks you can select, you may store up to 8 scenes in each bank.
- 7) Once all fixtures are programmed into the desired position for the scene, tap the MIDI/Rec button (**17**) to program this scene into memory.
- 8) select the SCENE button (**2**) you wish to store your scene into. All LEDs flash briefly, this means your setting has been saved.. The LCD readout will show the bank and scene.
- 9) To unselect the scanner(s) you have been programming and switch to another, simply press the button of the scanner you have been programming again, deselecting it, and select another scanner.
- 10) Repeat steps 2-7 until all scenes have been programmed.
- 11) If you don't intend to continue programming at this time, press and hold the PROGRAM button (**15**) for three seconds to exit program mode. The LED will go out indicating this selection.

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

Example Scene Program

- 1) Program Enable
- 2) Tap the FIXTURE 1 button (**1**) to turn on its fader control.
- 3) Verify that the page select is set on Ch1-8, if not press the CHANNEL BANK button (**4**) to select Ch1-8.
- 4) Move the first and second faders all the way up-to their maximum value position.
- 5) Select BANK 1 using the BANK Up/Down buttons (**11**).
- 6) Press the MIDI/Rec button (**17**).
- 7) Tap SCENE 1 button (**2**) to store the first scene.
- 8) Repeat steps 4-7, until all scenes have been programmed into BANK 1.
- 9) Tap the FIXTURE 1 button (**1**) to turn off the fader control.
- 10) When finished, disable PROGRAM mode. You can now manually tap through you have just programmed.

Editing a scene

- 1) Enter program mode.
- 2) Press the BANK Up/Down button (**11**) to select the bank containing the scene you wish to edit.
- 3) Select the scene you wish to edit by tapping its SCENE button (**2**).
- 4) Use the faders and/or joystick to make the desired adjustments to the scene.
- 5) Once you have completed the changes, tap the MIDI/Rec button (**17**).
- 6) Tap the SCENE button (**2**) that corresponds to the scene you're editing. This will override the existing scene. All LEDs will flash briefly, meaning your setting has 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.

- 1) Enter program mode.
- 2) Press your selected FIXTURE button (**1**). Its LED will lit.
- 3) Set your desired channel output.
- 4) Press and hold down the FIXTURE button (**1**) you wish to copy. Then tap the Fixture button where you want to copy your settings into.
- 5) While holding down the button, tap the button of the scanner you wish to copy the settings to.

Copy a scene

- 1) Enter program mode.
- 2) Tap the BANK Up/Down button (**11**), to select the bank containing the scene you wish to copy.
- 3) Select the scene you wish to copy, by pressing its SCENE button (**2**).
- 4) Using the BANK Up/Down button (**11**), select the bank you wish to copy the scene to.
- 5) Tap the MIDI/Rec button (**17**).
- 6) Tap the SCENE button (**2**) you wish to copy the scene to.
All LEDs will flash briefly, meaning your copy has been saved.

Delete a scene

- 1) Enter program mode.
- 2) Press the desired SCENE button (**2**), to select the scene you wish to delete.
- 3) Press and hold down the Auto/Del button. While holding the button, tap the SCENE button (**2**) that corresponds with the scene you wish to delete. All LEDs will flash briefly, meaning your scene has been deleted.
- 4) When the programmed scene is deleted, all DMX channel values will be set to 0.

Delete All Scenes

- 1) Turn the unit's power off, then press and hold down the PROGRAM and BANK Down buttons at the same time. All LEDs will flash briefly, meaning your scenes have been deleted.
- 2) Turn the unit back on, and all scenes should be cleared.

Copy a Bank of Scenes

- 1) Enter program mode.
- 2) Tap the BANK Up/Down button (**11**) until you reach the bank you wish to copy.
- 3) Tap the MIDI/Rec button (**17**).
- 4) Tap the BANK Up/Down button (**11**) to select the bank you wish to copy to.
- 5) Tap the Music/Bank Copy button (**16**), all LEDs will briefly flash three times, indicating the function has been completed.
- 6) Press the PROGRAM button (**15**) for three seconds to exit programming mode.

Scene Playback

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

1. Manual trigger

- 1) When the power is turned on, the unit automatically enters Manual mode, and all channel outputs are in black-out state (the Blackout LED flashes in the display window).
- 2) Tap the BLACKOUT button (**20**) to enable the channel output. Blackout LED goes out.
- 3) Select your desired scene to be replayed, tap this SCENE button (**2**) to enable the scene (Tap this SCENE button (**2**) again to disable the scene).

2. Auto trigger

- 1) Tap the AUTO/Del button (**18**), the Auto Trigger LED will light up in the display window, indicating you are now in the Auto trigger mode.
- 2) Tap BANK Up/Down button (**11**) to select the desired bank (0-30).
- 3) You can use the SPEED fader **5** (or TAP/Disp button **19**) and the FADE TIME fader (**6**) to adjust the running state.
- 4) Tap the AUTO/Del button (**18**) to exit from the Auto mode. Auto Trigger LED goes out.

Note: You can tap the TAP/Disp button (**19**) twice to create an interval running rate.

3. Audio trigger

- 1) Tap the MUSIC/Bkc button (**16**). The Audio Trigger LED will light up in the display window, indicating you are now in the Audio trigger mode.
- 2) Tap BANK Up/Down button (**11**) to select the desired bank (the scenes in the bank will run sensitively by the Audio signal through the built-in microphone).
- 3) Tap the MUSIC/Bkc button (**16**) to exit from the Audio mode. Audio Trigger LED goes out.

CHASES

Programming a Chase

Note: You must have already programmed scenes in order to program a chase. 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 in the controller, before programming chases for the first time. Also see [Delete All Chases](#) for instructions.

- 1) Enter program mode.
- 2) Tap the CHASE button (**14**) to select the chase you wish to program. Its LED will lit.
- 3) Select a desired scene from the bank that has scenes stored inside it.
- 4) Tap the MIDI/Rec button (**17**). All LEDs will flash briefly, meaning your copy has been saved.
- 5) Repeat steps 3-4, until all desired scenes have been entered.

Inserting a Bank of Scenes into a Chase

- 1) Enter program mode.
- 2) Select the chase you wish to program.
- 3) Use the BANK Up/Down button (**11**) to select the bank of scenes you wish to copy.
- 4) Tap the MUSIC/Bkc button (**16**).
- 5) Tap the MIDI/Rec button (**17**), all LEDs will flash, indicating that the requested operation has been performed.

Adding a Step

- 1) Enter program mode.
- 2) Press the corresponding button, to add a step to the chase you wish.
- 3) Press the TAP/Display button (**19**), the LCD will show the current step.
- 4) Press the BANK Up/Down button (**11**) and scroll to the step you wish to insert the step after.
- 5) Press the MIDI/Rec button (**17**), the segment display will read the step one step higher than before.
- 6) Tap the TAP/Display button (**19**) again. The LCD shows 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.
- 7) Once you have selected the scene you wish to add, press the MIDI/Rec button (**17**) again. All LEDs will flash indicating the new step has been inserted into the chase.
- 8) Repeat steps 3-7, until all desired steps (scenes) have been added.

Delete a Step

- 1) Enter program mode.
- 2) Select the chase, which contains the step you wish to delete.
- 3) Press the TAP/Display button (**19**), the LCD shows the current step.
- 4) Press the BANK Up/Down button (**11**) and scroll to the step you wish to delete.
- 5) Press the Auto/Del button (**18**) to delete the step. All LEDs will flash, indicating the step has been deleted.

Delete a Chase

- 1) Enter program mode.
- 2) Press the corresponding CHASE button (**14**), to delete the chase you wish.
- 3) Press and hold down the AUTO/Del button (**18**) while holding down the CHASE button (**14**). All LEDs will flash, indicating the chase has been deleted.

Delete All Chases

- 1) Turn the unit's power off, press and hold down the AUTO/Del (**18**) and BANK Down buttons (**11**) at the same time. All LEDs will flash briefly, meaning your chases have been deleted.
- 2) Re-apply the power, and all chases should be cleared.

Chase Playback

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

1. Manual trigger

- 1) When the power is turned on, the unit automatically enters Manual mode, and all channel outputs are in black-out state (the Blackout LED flashes in the display window).
- 2) Tap the BLACKOUT button (20) to enable the channel output. Blackout LED goes out.
- 3) Tap your selected CHASE button (14), its LED will be lit. Then use the FADE TIME fader (6) to adjust the running state.
- 4) Tap the Up/Down button (11) to run the chase step by step.

2. Auto trigger

- 1) Tap the AUTO button (18), the Auto Trigger LED will light up in the display window, indicating you are now in the Auto trigger mode.
- 2) Select your desired chase and press related CHASE button (14). Its LED will flash.
- 3) After selecting the bank of scenes to run, you can use the SPEED slider and FADE TIME slider (5+6) to adjust the speed of the scene progression.
- 4) You can use the TAP Sync/Display button (19) to set the speed instead. The amount of time between the last two taps will instruct the controller in the length of time between steps. This setting will stay in effect, until the speed slider is moved.
- 5) Press the AUTO/Display button (18) to exit Auto mode. Auto Trigger LED goes out

Note: You can simultaneously run more chases as your desire. The enabled chases will be run by your operating sequence.

3. Audio trigger

- 1) Tap the MUSIC/Bkc button (16). The Audio Trigger LED will light up in the display window, indicating you are now in the Audio trigger mode.
- 2) Select your desired chase and press the related CHASE button (14). Its LED will flash. The chases will run sensitively by the Audio signal through the built-in microphone).
- 3) MUSIC/Bkc button (16) again to exit from the Audio mode. Audio Trigger LED goes out

JOYSTICK / CHANNEL SELECTION

Set-up Joystick

- 1) Press and hold the PROGRAM button (15), until the LED is lit.
- 2) Press and hold the MODE and FINE button (7+8) at the same time, the assign LED should light. If the reverse LED lights, press FINE and MODE (7+8) again to enter assign mode.
- 3) Use the BANK Up/Down buttons (11) to select the axis you wish to assign (Pan or TILT).
- 4) Use the "TAP/DISPLAY button (19) to select a 16 or 8 channel mode. The display will show you: "PH:XX", "PLXX", "TH:XX" or "TL:XX". (P=Pan, T=Tilt, H=High, L=Low, "XX" is the channel number.)
- 5) Press the FIXTURE button (1) corresponding to the scanner you wish to assign.
- 6) While holding the MODE button (8), press the scene number corresponding to the slider which controls the movement. (Example: If pan is controlled by slider number 4, press and hold the MODE button while tapping scene button 4#). All LEDs will flash briefly.
- 7) When finished press the FINE and MODE buttons (7+8) at the same time again to exit Assign mode.

Reverse Joystick Movement / DMX Channel

- 1) Enter program Mode.
- 2) Press the FINE and MODE buttons (7+8) to enter assign mode, then press FINE and MODE buttons again (7+8) to enter reverse mode. The reverse LED lights up, indicating reverse mode is active.
- 3) Use BANK Up/Down button (11) to change between the Pan and Tilt, the corresponding LED lights, indicating this selection. After your settings, press and hold down the MODE button (8), and then tap the FINE button (7) at the same time to exit.

- 4) Press the TAP/Display button **(19)** to change between the 8 Channel or 16 Channel mode.
- 5) Press the FIXTURE button **(1)** to select the scanner.
- 6) While holding the MODE button **(8)**, press the corresponding SCENE button **(2)** for the channel you wish to reverse. (For Example: If you are reversing the one fixture, once you verify that you are in reverse mode, and the Tilt LED is lit, check to see which slider the Tilt control is on. Hold the MODE button **(8)** and press the SCENE button **(2)**, that is same as the slider number for tilt. (Slider 5/Scene 5).
- 7) Continue steps 3-7 as needed. You may reverse a maximum of 48 channels for 12 scanners.

Delete a Scanner of DMX Channels

- 1) Activate Assign or reverse mode.
- 2) Tap the FIXTURE button **(1)** to select the scanner you wish to delete.
- 3) Press the MODE and AUTO/Del buttons **(8+18)** at the same time". All LEDs will flash three times, indicating the requested operation has been performed.

Clear All DMX Channels

- 1) Turn the unit's power off.
- 2) Press the MODE and AUTO/Del buttons **(8+18)** at the same time.
- 3) While holding the two buttons, turn the power back on. All LEDs will flash briefly, indicating the requested operation has been performed.

Display DMX Channel

- 1) Press the FINE and MODE buttons **(7+8)** at the same time, putting the controller into assign mode.
- 2) Press the FINE and MODE buttons **(7+8)** again, lighting the reverse LED.
- 3) Press the FIXTURE button **(1)** that is set at the desired Pan and Tilt, and the LCD will display the DMX values for Pan and Tilt.

Delete Pan / Tilt channel

- 1) When you are in "Assign" or "Reverse" operating mode, press the related FIXTURE button **(1)**.
- 2) Press and hold down the MODE button **(8)**, and then tap the AUTO/Del button **(18)** to delete the Pan/Tilt channel.

Delete all Pan / Tilt channels

- 1) Turn the unit's power off, press and hold down the AUTO/Del and MODE buttons **(8+18)** at the same time. All LEDs will flash briefly, meaning all your Pan / Tilt channels have been deleted.
- 2) Re-apply the power, and all Pan / Tilt channels should be cleared.

FADE TIME

Fade Time / Assign Fade Time

- 1) Press and hold down the MODE button **(8)**, and then tap the TaP/Disp button **(19)**, the display may show you "ONLY"; Repeat this operation when "only" appears, the display will show you "AH".
- 2) The "ONLY" or "ALL" display will go out automatically after 3 seconds.
"ALL" means that All channels run by the fade time.
"Only" means that only the preset PAN/TILT channels run by the fade time.

MIDI Control

MIDI Channel Setting

- 1) Press and hold down the MIDI button (**17**) for 3 seconds. The display may show you: "In:01". This means the current Midi channel is "01".
- 2) Use the BANK Up/Down button (**11**), to select the DMX channel 01 -16 you wish to assign to the MIDI channel.
- 3) Press and hold the MIDI button (**17**) for 3 seconds to save your setting, all the LEDs will flash briefly, indicating your operation has been saved.
- 4) Press BLACKOUT button (**20**) to exit.

MIDI Control: This unit can receive MIDI data to realize MIDI control upon Bank1-15, 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 a second Scanmaster unit. You must connect the units using 3-pin XLR cables. The unit sending the information will have the cable plugged into the DMX Out plug, and the receiving the information will have the cable running into the DMX In location.

Before data sending, make sure the connections between this unit and the connected DMX receiver are OK.

Note: You can use a compact memory stick (USB Stick) for convenient data backup and transfer.

To Send A File Dump

- 1) With the power off, press and hold down the FIXTURE 2 and 3 buttons and SCENE 1 button at the same time.
- 2) Turn the unit back on, while pressing these three buttons, the LCD will read "READ" indicating that the unit is ready to send the files.
- 3) Press SCENE button 7 and 8 at the same time to send the file dump. The LCD will read "OUT" until the data sending is finished. You can also tap the Scene1 button during data sending to return and resend the data.
- 4) If an error occurs during the file dump, the LCD will show "FAIL".

Receive File Dump

- 1) With the power off, press and hold down the FIXTURE 2 and 3 buttons and SCENE 1 button at the same time.
- 2) Turn the unit back on, while pressing these three buttons, the LCD will read "READ" indicating that the unit is ready to send the files.
- 3) When receiving is finished, the unit will automatically return to normal mode.
You can also tap the Scene1 button during data sending to return and resend the data.
- 4) If an error occurs during the file dump, the LCD 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 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 connections are thoroughly dry before linking equipment or supplying electric power.

Troubleshooting

Showtec Scanmaster 2 MKII

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.

1. If the device does not operate properly, unplug the device.
2. Check power from the wall, all cables, the fuse, etc.
3. If all of the above appears to be O.K., plug the unit in again.
4. If nothing happens after 30 seconds, unplug the device.
5. Return the device to your Showtec dealer.

Product Specification

Model: Showtec Scanmaster 2 MKII

Voltage: AC 230V-50Hz (CE)

Power input: DC9 ~ 12V, 500 mA min.

Internal Fuse: 500mA250V, 5x20mm

Audio trigger: Built-in Mic

DMX Output: 3-pin XLR Female connector

Midi Input: 5-pin connector

Sound Input: RCA connector

EXT STEP Control: DB-9 connector

Dimensions: 483 x 135 x 82 mm (LxWxH)

Weight: 2,7 kg

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





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