SC-2412

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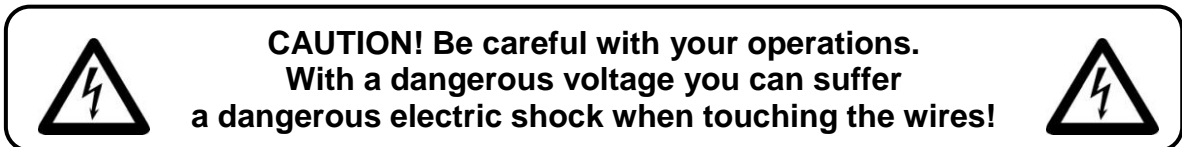
Showtec SC-2412™ Product Guide

WARNING

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

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.
- Do not open the device and do not modify the device.
- Do not insert objects into air vents.
- Do not connect this device to a dimmerpack.
- Do not switch the device on and off in short intervals, as this would reduce the device'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.

- Repairs, servicing and electric connection must be carried out only by Showtec.
- For replacement use fuses of same type and rating only.
- This device falls under protection class I. Therefore it is essential to connect the yellow/green conductor to earth.
- WARRANTY: Till one year after date of purchase.

OPERATING DETERMINATIONS

This device is not designed for permanent operation. Consistent operation breaks will ensure that the device will serve you for a long time without defects.

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 !

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	FASE
N	BLUE	BLACK	SILVER	NUL
⏚	YELLOW/GREEN	GREEN	GREEN	EARTH

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

Description of the device

The SC-2412 is a universal intelligent lighting controller. It allows the control of 48 channels with 96 scene/chase playback faders. Each scene/chase can contain up to 1000 individual steps, or looks. On the surface, when in the CHASE◄►SCENE mode, there are 12 physical faders for the playback of the saved programs. There are 4 pages of Scenes playback on Page A, and an additional 4 pages of playback faders on Page B. Programs can be triggered by music, midi, automatically or manually. Channel assignments can be reprogrammed for ease of controlling different fixtures. On the surface you will find various programming tools such as 24 channels fader, A/B master faders for cross mixing, and Fade and Speed time faders for on the fly adjustments. And it also has an LED display for easy navigation of controls and menu functions.

Features
The SC-2412 is a light controller from Showtec and features:
• Universal DMX-512 controller
• Controls up to 48 DMX channels
• 8 pages of 12 playback faders
•6 sets of chases containing 240 scenes
• Program fade and speed time into each step
• Reversible sliders
• Sequential linking of chases
• Assignable joystick
• Fog & strobe control buttons
• Grab any fixture on the fly
• Beat activation, tap-sync and auto run
• Polarity selector
• 6 space (6U) 19" rack mount
• MIDI compatible

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

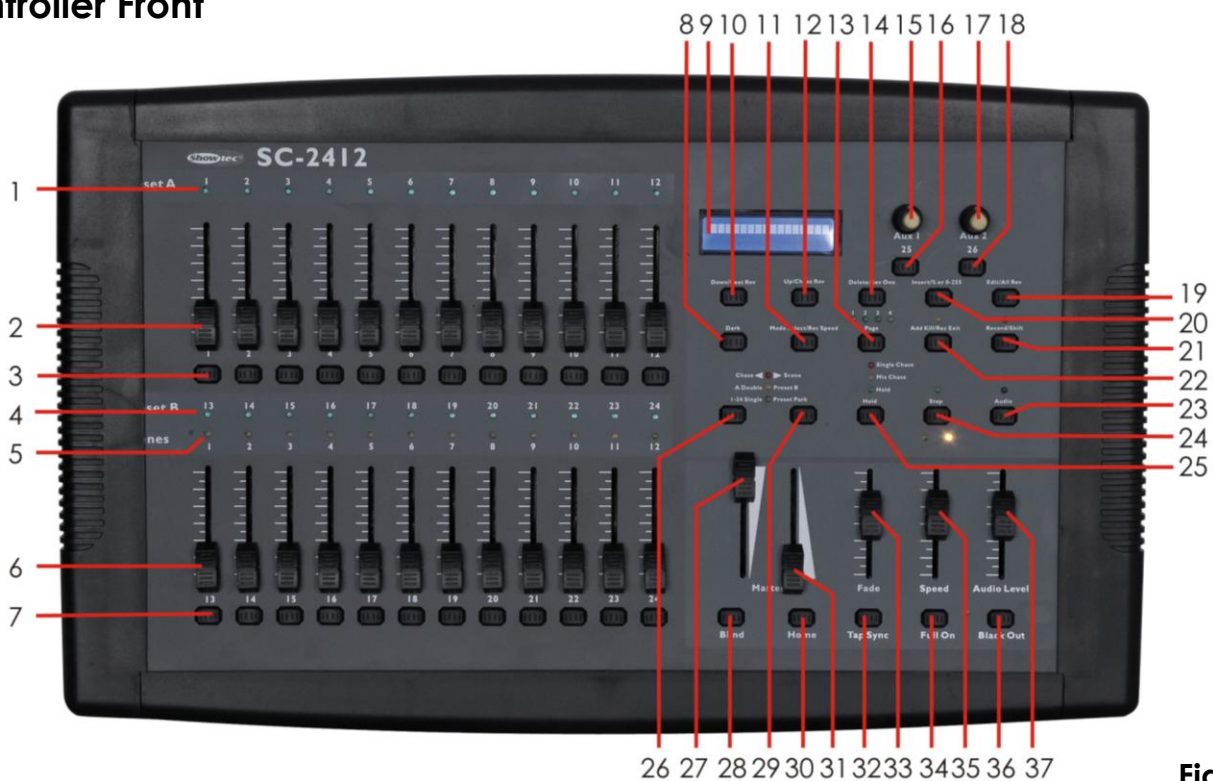# Overview

Controller Front

Fig. 1

1) Channel Fader Indicators
Indicates channels 1-12(25-36).
2) Channel Fader
Used to adjust the intensity of channels 1-12(25-36).
3) Channel Flash button
Brings the relevant fader to 100% or DMX value to 255.
4) Channel Fader Indicators
Indicates channels 13-24(37-48).
5) Scene Playback indicators
Indicates that the playback is active.
6) Channel Fader
Used to adjust the intensity to channels 13-24(37-48).
7) Channel Flash button
Brings the relevant fader to 100% or DMX value of 255.
8) Dark
Used to temporarily blackout overall output.
9) LCD Display
Shows the current activity or programming state.
10) Down/Beat Rev
Down functions to modify a scene in Edit mode, Beat Rev is used to reverse the chase direction of a program with regular beat.
11) Mode Selec/RecSpeed
Used to activate the operating mode; Rec Speed sets the speed of any programs chasing in Mix mode.
12) Up/Chase Reverse
Up function to modify a scene in Edit mode, Chase Reverse is used to reverse the chase direction of a program under Speed Slider control.
13) Page
Tap to select pages of scenes from 1-4(Page A) and 1-4 (Page B).
14) Delete/Rev One
Delete a step in a scene or reverse he chasing direction of any program.
15/16) Aux 1
Patchable; used to control a channel in 1 of 2 modes of operation.
17/18) Aux2
Patchable; used to control a channel in 1 of 2 modes of operation.
19) Edit/All Rev
Edit is used to activate Edit mode; All Rev is to reverse the chasing direction of all programs.
20) Insert/% or 0-255
Insert is to add 1 step or steps into a scene; % or 0-255 is used to change the display value cycle between % and 0-255.
21) Record/ Shift
Record is used to activate Record mode or program a step; Shift functions the alternate function of other buttons only.
22) Add Kill/Rec exit
In Add mode, multiple scenes or Flash buttons will be on at the same time; In Kill mode, pressing any Flash button will kill any other scenes or programs; Rec Exit is used to exit from Program or Edit mode.
23) Audio/Page A_B
Audio activates audio sync of chase; Page A_B switches the channel faders between 1-24 mode and 25-48 mode. Press and hold Record &PageA_B
to switch between the 2 channel pages.
24) Step
Used to go to the next step when the Speed slider is set in Show Mode or in Edit mode.
25) Hold
Used to momentarily maintain current scene.
26) Master A button
Brings channel 1-24 to full of current setting.

27) Master A
Adjusts overall intensity.
28) Blind
Takes the channel out of a program temporarily in Chase ◄► Scene mode.
29) Park
Used to select Single/Mix Chase, bring Channel 13-24(37-48) to full of current setting, or momentarily program a scene into Master B slider depending on the current mode.
30) Home
Used to deactivate the Blind on a given channel.
31) Master B
Adjusts overall intensity.
32) Tap Sync
Repeatedly tapping this button will establish the chase speed.
33) Fade Fader
Adjusts the fade-in, fade-out, and cross-fade times.
34) Full On
Momentarily bring all channels (1-48) to full intensity.
36) Blackout
Used to kill all output, with exception of Full On.
35) Speed Fader
Used to adjust the speed of scenes/chases running.
37) Audio Level Fader
Adjusts the audio sensitivity when in Audio trigger mode of scenes.

Controller Backside

Fig. 2

38) 3-pin DMX OUT
39) 5-pin DMX OUT
40) Polarity switch
41) Midi thru
42) Midi out
43) Midi in
44) Audio Input
This jack accepts a line level audio input signal ranged from 100 mV to 1Vpp.
44) Remote input
Blackout and full can be controlled by a remote control with a 1/4 " jack connection.
46) DC input
Connect a 12-18Vdc, 500mA min. adapter.

Installation

Remove all packing materials from the SC2412. Check that all foam and plastic padding is removed. Screw the equipment into a 19" rack. Connect all cables.

Always disconnect from electric mains power supply before cleaning or servicing.
Damages caused by non-observance are not subject to warranty.

Common Terms

The following are common terms used in intelligent light programming.

Blackout is a state where all lighting fixtures' light output are set to 0 or off, usually on a temporary basis.

DMX-512 is an industry standard digital communication protocol used in entertainment lighting equipment. For more information read Sections "DMX Primer" and "DMX Control Mode" in the Appendix.

Fixture refers to your lighting instrument or other device such as a fogger or dimmer which you can control.

Sliders are also known as faders.

Scanner refers to a lighting instrument with a pan and tilt mirror; however DMX controllers can use this term to control any DMX-512 compatible device as a generic fixture.

MIDI is a standard for representing musical information in a digital format. A MIDI input would provide external triggering of scenes using midi devices such as a midi keyboard.

Stand Alone refers to a fixture's ability to function independently of an external controller and usually in sync to music, due to a built in microphone.

Fade slider is used to adjust the fade time between scenes within a chase.

Speed slider affects the amount of time a scene will hold its state. It is also considered a wait time.

Shutter is a mechanical device in the lighting fixture that allows you to block the lights path. It is often used to lessen the intensity of the light output and to strobe.

Patching refers to the process of assigning faders to a DMX channel within a fixture.

Playbacks can be either scenes or chases that are directly called to execution by the user. A playback can also be considered program memory that can be recalled during a show.

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.

2.1 General Operations

2.1.1 Physical fader assignment

Use this feature to combine or unify fixture control attributes for different fixtures. For example; if you were controlling 4 moving mirrors and 4 moving yokes, the color, gobo and dimmer channels may not line up ideally on the physical faders. Use this function to re-assign the dimmer, color and gobo channels to faders 1, 2 and 3. From now on you will be able to control the same attributes on all fixtures using the same fader location. This is also most useful when needing to combine all colors together.

Step	Description
1	Press and hold **record** button
2	While holding the record button, press the **flash** button **#6** three times
3	Press the flash button that you wish to assign the DMX channel output to.
4	While holding **record**, press the flash button corresponding to the DMX output that you wish to assign the fader to.
5	Repeat steps 2 ~ 3 as often as necessary.
6	Press and hold **rec** and push **rec exit**.

Example: You wish to assign fader #1 to output of DMX channel #5.
1. Hold the record button & press **flash** buton **#6** three times.
2. Press **flash** button **#1**.
3. While holding the **record** button, press the **flash** button **#5**.

Notes:
- All physical faders can be re-assigned to output on a different DMX channel. Faders are given a channel number and are labeled on the surface of the controller as such.
- You can check to see what the assignment is by pressing the fader button of the corresponding channel while in this mode.
- Here is no limit to the amount of channels that can be assigned to single fades. One can assign up to all 48 channels of DMX output to a single fader.
- CHNO corresponds to the physical fader, while SLDNO corresponds to the DMX output channel.

2.1.2 Switching between page A and page B (channels 1-24 and 25-48)

Step	Description
1	Press and hold **record** & press **Audio/ Page A_B** button. If you are on **Page A**, this Will bring you to **Page B**. If you are on **Page B**, then this will bring you to **page A**.

Notes:
- When the fixture turns on, it will revert to the previously used page.
- **Page A** is used to control channels 1-24, while **Page B** is used to control channels 25-48.
- The screen will display which current page.
- There is an additional set of 4 pages of playback controls on **Page B**.

2.2 Entering Program Mode (record enable)

Step	Description
1	While holding the **record** button, tap the **flash** buttons **#1-5-6-8** in sequence.
2	Release the **record** button. The record LED lights up.

2.2.1 Create a scene

Step	Description
1	Record enable
2	Select the 1-24 Single mode by tapping the **Mode Select** button. This will give you control of all 24 channel of the first page.
3	Compose a look by moving the faders (changes in fixture attribute such as colors and gobos, or simply dimmer values).
4	Press **record** to save the look into the temporary memory.
5	Repeat steps 2 ~ 4 untill you have your desired scene.
6	Adjust the **speed** and **fade** fader to achive the desired amount of time a scene will be held in a chase (**speed**) and the amount of time allowed for the fixtures to move from one scene to the next (**fade**).
7	Select a scene master to store your scene. Tap the **page** button to select a **page (1-4)**
8	Press and hold the **record** button & tap the **flash** buton for the scene that you wish to store it to. All LEDs will flash indicating the scene has been programmed into memory
9	You can continue programming or exit. To exit program mode, press and hold the **record** button & tap the **Rec Exit** button.

Notes:
- Deselect **blackout** if LED is lit.
- Be sure that you are on the right page by vieuwing the screen where it displays **Page A** or **Page B**. This will enable 1-24 or 25-48 channel control.
- If you just wish to create a static look, then you must create a scene composed of only 1 step.
- There are 1000 steps available in every scene.

2.2.2 Edit enable

Step	Description
1	Record enable
2	Use the **page** button to select the page the program you wish to edit is on.
3	Tap the **mode select** button to select **Chase ◄► Scenes**. gobos, or simply dimmer values).
4	Press and hold the **edit** button & tap the **flash button (13-24)** of the scene you wish to edit.
5	Release the **edit** button. The relevant scene LED should light, indicating you are in edit mode.

Notes:
- When the edit mode is entered properly, the display will read editing.
- This mode is displayed here for only the initiation of edit mode. Please see the following sections on the uses of this mode in detail.

2.2.3 Erase a program

Step	Description
1	Record enable
2	Use the **page** button to select the page the scene you wish to erase is on.
3	Press and hold the **edit** button & tap the **flash button (13-24)** of the **scene** you wish to erase twice.
4	Release the 2 buttons. All LEDs should light, indicating the program is erased.

2.2.4 Erase all scenes

Step	Description
1	Record enable
2	Press and hold **record**
3	While holding **record** button, tap the **flash** buttons in the following sequence **#1-3-2-3**. Release the **record** button
4	All LEDs should light, indicating all programs have been erased.
5	Press and hold **record** & **rec exit** to exit the mode.

Notes:
- You must be in record mode to reset the controller.
- The LED over the record button will light, indicating the record mode operation.
- Following parameters can be edited while a chase is running.

Warning:
This will reset the controller to its factory defaults. This will erase all programs and settings.

2.2.5 Record clear

Step	Description
1	Record enable
2	Record a scene with 1 or more steps.
3	If you are not satisfied with the scene, you may press and hold the **record** button & tap the **page** buton. All LEDs will flash, indicating the scenes have been cleared.

Note:
- All the scenes stored in the temporary memory of the controller will be erased by this process.
- This process will not affect the scenes already programmed int a scene fader.

Step Operations

2.3.1 Delete a step or steps

Step	Description
1	Enter the edit mode.
2	Tap the **step** button to scroll the step you wish to delete.
3	Tap the **delete/ rev one** button when you reach the step you wish to delete. All the LEDs will light, indicating the deletion of the step.
4	Repeat steps 2 and 3 untill all of the unwanted steps have been deleted.
5	Press and hold the **record & rec exit button**. The scene button LED will turn off, indicating that the edit mode has been exited.

2.3.2 Insert a step or steps

Step	Description
1	Record a scene you wish to insert (now you're scene is stored in the edit buffer).
2	Be sure you are in **chase ◄► scene** and enter the edit mode.
3	Tap the **step** button to scroll to the step which you wish to insert the step before. You may read the step from the display.
4	Tap the **insert** button to insert the step you've created before.
5	Exit the edit mode.

Notes:
- Part of entering the edit mode is selecting which scene you wish to edit. See section on edit enable for further instructions.
- All LEDs will flash to indicate a succesfull insert of the step.

2.3.3 Modify a step or steps

Step	Description
1	Enter the edit mode.
2	Tap the **step** button to scroll to the step which you want to edit.
3	While holding the **up** or **down** buton, tap the **flash** button corresponding to the DMX channel of the scene you wish to modify untill you reach the desired intensity value read from the display. Then you may tap the **flash** buttons untill you are satisfied with the new **scene**.
4	Repeat steps 2, 3 and 4 untill all the steps have been modified.
5	Exit edit mode.

Notes:
- Part of entering the exit mode is selecting which scene you wish to edit. See section on edit enable for further instructions.
- All LEDs will flash to indicate a succesfull insert of the step.

2.4 Playback

This controller uses the Channel Faders and Channel Flash buttons for multiple uses. In this instance, Channel Faders 13-24 (37-48) are used for the playing back of Scenes already recorded. This is only when the controller is in the **Chase◄►Scene** mode. In this instance, **Master Fader A** will control the manual fader controls, while **Master Fader B** will control the Scenes being played back.

2.4.1 Playing a scene

Step	Description
1	Tap the **mode select** button to select **Chase ◄► Scene** mode.
2	Tap the **page** buton to select the correct page the scene you wish to run is located.
3	Push **master fader B** to its maximum position (fully down).
4	Move the desired **channel** fader **(13-24)** to its maximum, and the scene will fade in depending upon current fade time.
5	Move the **channel** fader to adjust the output of the current program.

Notes:
- The current mode is indicated by the 3 LEDs:
  Red is the Chase◄►Scene.
  Yellow is 2-scene preset a/B.
  Green is 1-24 single mode.
- You may press and hold down the relevant flash button for the scene to trigger the button momentarily.

2.4.2 Playing a scene by audiotriggering

Step	Description
1	Select your scene as described in the above section.
2	Tap the **audio** buton untill its LED lights, indicating the audio mode is active.
3	Use the **audio level** fader to adjust the sensitivity.
4	Use the **audio level** fader to adjust the sensitivity.
5	To return to normal mode, tap the **audio** button a second time, causing its LED to go out. Audio mode is disengaged.

Notes:
- This is the process of using the built in microphone, or using the audio jack located on the rear of the controller to use an alternative audio source for triggering of the scenes.

2.4.3 Playing a scene using the speed fader

Step	Description
1	Select your scene as described in the above section.
2	Move the **speed** fader to show mode position (fully down).
3	Press and hold the **rec speed** button & tap the corresponding **flash** button **(13-24)** The scene tapped will no longer run with the standard beat.
4	Now you may move the **speed** fader to select your desired speed.

Notes:
- Be sure audio mode is disengaged.
- Step #3 is not necessary if the selected scene is not recorded with the standard beat.

2.4.4 Playing a scene with the standard beat

Step	Description
1	Tap the **mode select** button to select **chase ◄►scene** mode.
2	Tap the **park** button to select **Mix chase** mode. The LED lights, indicating the selection.
3	Select your scene as described in the previous sections.
4	Move the **speed** fader untill the display reads your desired value.
5	Press and hold **rec speed** button & tap the **flash** button **(13-24)** to store the scene. The scene will now run with the set time or beat when engaged.
6	Repeat steps 4 & 5 to set a new beat time.

Notes:
- Be sure audio mode is disengaged.

2.4.5 Change the speed mode between 5 & 10 minutes

Step	Description
1	Press and hold the **record** button.
2	Tap the **flash** button **#5** or **#10** three times while holding down the **record** button.
3	The 5 min or 10min LED should light, indicating the **speed** the fader is set to run.

2.5 Auxiliary controls

This is the process of assigning the Auxiliary controls. These will act as shortcuts and are most commonly used for DMX strobe lights or DMX fog machines. However, they are not limited to these functions, such as Pan/tilt control-very useful for remote followspot controls.

Step	Description
1	Press and hold **record** & tap the **flash** button **#7** or **#8** three times. The display should indicate activation of the mode.
2	There are 3 functions: **FUNC 1** states that the auxiliary control is off. **FUNC 2** refers to the auxiliary controls. They work the same as the channel fader in flash mode. **FUNC 3** aux is set as latch. The rotary knob controls the intensity.
3	While holding down the **record** button, select the function you wish for the auxiliary by pressing **flash** button **#1**, **#2** or **#3**. Release the buttons.
4	To assign the auxiliary to a channel, press the **flash** button for the channel you wish to assign the auxiliary control to. This sets the channel assignment. The corresponding LED above the channel will light, indicating that the channel has been assigned.
5	Record exit

Notes:
- You may refer to display for the functions being edited.
- Press **#7** three times for **AUX 1** patching and **#8** three times for **AUX 2** patching.
- While assigning an auxiliary to mode 2, the fader for that channel will not function. It will act as moving the channel.
- While assigning an auxiliary to mode 4, the channel fader and the auxiliary controls will both work for that channel on an HTP (highest takes precedent) operating principle.

2.6 Midi operation

The controller will only respond to MIDI commands on the MIDI channel that it is assigned to. All MIDI control is performed using Note on commands. All other MIDI instructions are ignored. To stop a chase, send the **blackout on** note.

2.6.1 Setting MIDI IN

Step	Description
1	While holding down the **record** button, simultaneously tap the **flash** button **#1** three times. The display reads *MIDI CHANNEL IN* to indicate channel setup is availlable.
2	Select the MIDI control channel (1-16) by tapping **flash** buttons **#1-16**. The relevant channel LED lights indicating MIDI IN channel is set.
3	While holding down record, tap the **rec exit** button to exit MIDI setting.

Note:
- This is the channel that the controller will receive MIDI note command.

MIDI note	Function (TURN ON/OFF)
27-69	Turn on or off program 1-48
70-93	Activate channel 1-24
94	FULL-ON
95	DARK (momentary blackout)
96	HOLD
97	Turn on or off AUDIO
98	MODE: CHASE ◄► SCENE
99	MODE: 1-12A_1-12B
100	MODE: 1-24A
101	Step
102	BLACKOUT

Note:
- When working with MIDI notes 22-93, you may simulate a fader's increase and decrease by adjusting the velocity of the note.

2.6.2 Setting MIDI OUT

Step	Description
1	While holding down the **record** button, simultaneously tap the **flash** button **#2** three times. The display reads *MIDI CHANNEL OUT* to indicate channel setup is availlable.
2	Select the MIDI control channel (1-16) by tapping **flash** buttons **#1-16**. The relevant channel LED lights indicating MIDI OUT channel is set.
3	While holding down **record**, tap the **rec exit** button to exit MIDI setting.

Note:
- This is the channel that the controller will transmit MIDI note commands.

2.6.3 Receiving MIDI File Dump

Step	Description
1	While holding down the **record** button, simultaneously tap the flash **button #3** three times. The display reads *MIDI FILEDUMP RECVING 000%* when the device is in the correct mode.
2	When holding down **record** tap the **rec exit** button to exit the MIDI setting.

Notes:
- This is the process of copying your entire show to another SC2412. This will not work with any other device.
- This process can take several minutes to complete.
- The controller will automaticly begin sending the FILE DUMP once the mode has been selected. Therefore, be sure that the other device has previously been setup to receive the transfer.
- During FILE DUMP, all other operations will cease to function.
- If errors or power failure occurs, FILE DUMP will be interupted and stop.

2.6.4 Sending MIDI File Dump

Step	Description
1	While holding down the **record** button, simultaneously tap the **flash** button **#3** four times. The display reads *MIDI FILEDUMP SENDING 000%* when the device is in the correct mode.
2	When holding down **record** tap the **rec exit** button to exit the MIDI setting.

Notes:
- This is the process of copying your entire show to another SC2412. This will not work with any other device.
- This process can take several minutes to complete.
- The controller will automaticly begin sending the FILE DUMP once the mode has been selected. Therefore, be sure that the other device has previously been setup to receive the transfer.
- During FILE DUMP, all other operations will cease to function.
- If errors or power failure occurs, FILE DUMP will be interupted and stop.

Maintenance

The Showtec SC2412 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 SC2412
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. Fixture does not respond to controller: Check the DMX-address of the fixture and the controller. Make sure they match. Make sure the connections are correct. Check if blackout is off.
2. Interference between chases; If the same channel is assigned to different running chases, the one with the highest channel value will be put out.
3. Note: when in programming mode, as long as the LED indicator is lit, the value will be stored, even if the value is zero.
4. Except for the channels assigned to the jog wheels and the channels set with slope, slope is not assigned to the other channels.
5. For the master controlled channels, the master sliders are valid only when the dimmer buttons are activated (LED indicator is on). If some channels can't be controlled, please check if they are assigned to master control.
6. If the device does not operate properly, unplug the device.
7. Check power from the wall, all cables, the fuse, the settings (return to default), etc.
8. If all of the above appears to be O.K., plug the unit in again.
9. If nothing happens after 30 seconds, unplug the device.
10. Return the device to your Showtec dealer.

Product Specification

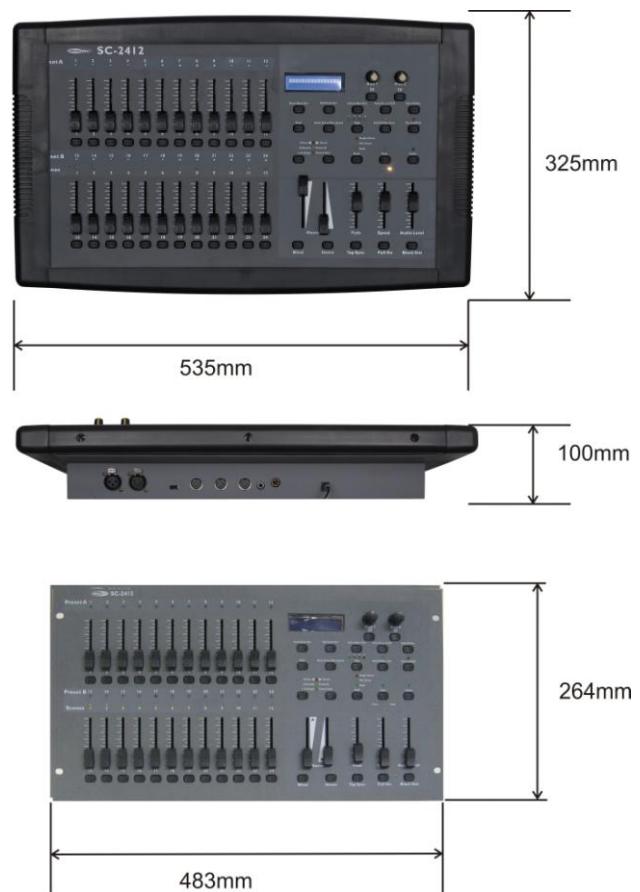Model: Showtec SC2412
Power Adapter : DC 12-18V 500mA Min.
DMX-Output: 3-pin female XLR
MIDI-Signal: 5-pin standard interface
Audio Input: 100 mV~1Vpp.
Internal Fuse: F0.5A 250V 5x20 mm
Weight : 4,7 kg

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

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