Your PDF Guides

You can read the recommendations in the user guide, the technical guide or the installation guide for BEHRINGER LC2412. You'll find the answers to all your questions on the BEHRINGER LC2412 in the user manual (information, specifications, safety advice, size, accessories, etc.). Detailed instructions for use are in the User's Guide.

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LC2412

EUROLIGHT

User's Manual

ENGLISH

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BEHRINGER EUROLIGHT LC2412

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BEHRINGER
JUST LISTEN.

Manual abstract:

3) Heed all warnings. 4) Follow all instructions. 5) Do not use this apparatus near water. @@@6) Clean only with dry cloth. 7) Do not block any ventilation openings. Install in accordance with the manufacturers instructions. @@9) Do not defeat the safety purpose of the polarized or grounding-type plug. A polarized plug has two blades with one wider than the other. A grounding type plug has two blades and a third grounding prong. The wide blade or the third prong are provided for your safety.

If the provided plug does not fit into your outlet, consult an electrician for replacement of the obsolete outlet. 10) Protect the power cord from being walked on or pinched particularly at plugs, convenience receptacles, and the point where they exit from the apparatus. 11) Only use attachments/accessories specified by the manufacturer. 12) Use only with the cart, stand, tripod, bracket, or table specified by the manufacturer, or sold with the apparatus. When a cart is used, use caution when moving the cart/apparatus combination to avoid injury from tip-over.

WARNING: To reduce the risk of fire or electric shock, do not expose this appliance to rain and moisture. The apparatus shall not be exposed to dripping or splashing and no objects filled with liquids, such as vases, shall be placed on the apparatus. This symbol, wherever it appears, alerts you to the presence of uninsulated dangerous voltage inside the enclosurevoltage that may be sufficient to constitute a risk of shock. This symbol, wherever it appears, alerts you to important operating and maintenance instructions in the accompanying literature. Please read the manual.

13) Unplug this apparatus during lightning storms or when unused for long periods of time. 14) Refer all servicing to qualified service personnel. Servicing is required when the apparatus has been damaged in any way, such as power supply cord or plug is damaged, liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped. 15) CAUTION - These service instructions are for use by qualified service personnel only. To reduce the risk of electric shock do not perform any servicing other than that contained in the operation instructions unless you are qualified to do so. CAUTION: DANGER OF EXPLOSION IF BATTERY IS INCORRECTLY REPLACED. REPLACE ONLY WITH IDENTICAL OR EQUIVALENT TYPE. 2 EUROLIGHT LC2412 EUROLIGHT Professional 24-channel DMX lighting console s 24 preset channels, assignable to 512 DMX channels s Up to 3 DMX channels can be controlled per preset channel s 120 scenes storable in 10 banks s Integrated chaser with up to 650 steps featuring sync-to-bass beat s Frequency-dependent sound-to-light function s Crossfade time freely selectable for super-smooth scene fades s Two additional, multi-functional channels for special effects (e.g. fog machine, color changer) s Ultra-flexible fading functions for manual and automatic operation s Intuitive solo & channel flash functions s Extremely effective preview function allows hidden memory and chaser checks even during live performances s Dimmer control via DMX or analog output (0/+10 V) s MIDI interface for cascading of two LC2412s (master/slave setup) s PCMCIA card slot for storing of up to 25 complete settings (PCMCIA card not supplied) s Illuminated display/controls and BNC lamp socket for easy operation in dark stage environments s Extremely rugged steel construction ensures long life even under the most demanding conditions s Rack-mounting kit for installation in standard 19" racks included s Conceived and designed by BEHRNIGER Germany.

Made in China. LC2412 3 EUROLIGHT LC2412 FOREWORD Dear Customer, welcome to the team of BEHRINGER users, and thank you very much for expressing your confidence in us by purchasing the EUROLIGHT LC2412. Writing this foreword for you gives me great pleasure, because it represents the culmination of many months of hard work delivered by our engineering team to achieve a very ambitious goal: to present an outstanding light mixing console that offers plenty of features and on which you can rely even under the most demanding conditions. The task of designing our new LC2412 certainly meant a great deal of responsibility, which we assumed by focusing on you, the discerning user and musician. Meeting your expectations also meant a lot of work and night shifts. But it was fun, too. Developing a product usually brings a lot of people together, and what a great feeling it is when all who participated in such a project can be proud of what theyve achieved. It is our philosophy to share our enjoyment with you, because you are the most important member of the BEHRINGER team. With your highly competent suggestions for new products youve made a significant contribution to shaping our company and making it successful. In return, we guarantee you uncompromising quality as well as excellent technical and audio properties at an extremely reasonable price. All of this will enable you to give free rein to your creativity without being hampered by budget constraints. We are often asked how we manage to produce such highquality devices at such unbelievably low prices. The answer is quite simple: its you, our customers! Many satisfied customers mean large sales volumes enabling us to get better purchasing terms for components, etc. Isnt it only fair to pass this benefit on to you? Because we know that your success is our success too! I would like to thank all of you who have made the LC2412 possible. You have all made your own personal contributions, from the developers to the many other employees at this company, and to you, the BEHRINGER user.

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Thank you very much, Uli Behringer

4 EUROLIGHT LC2412

1.1 Before you get started

1.1.1 Shipment

The LC2412 was carefully packed at the assembly plant to assure secure transport. Should the condition of the cardboard box suggest that damage may have taken place, please inspect the unit immediately and look for physical indications of damage.

Damaged units should NEVER be sent directly to us. Please inform the dealer from whom you acquired the unit immediately as well as the transportation company from which you took delivery of the unit. Otherwise, all claims for replacement/repair may be rendered invalid.

1.1.2 Initial operation Please make sure the unit is provided with sufficient ventilation, and never place the EUROLIGHT on top of an amplifier or in the vicinity of a heater to avoid the risk of overheating.
g users manual is intended to familiarize you with the units control elements, so that you can master all the functions.

After having thoroughly read the users manual, store it at a safe place for future reference.

1. INTRODUCTION 5 EUROLIGHT LC2412 Comparable to a mixing console in a recording studio, a light mixing console is a switching central for stage lighting. Therefore, a light mixing console has to be absolutely reliable and under no circumstances leave you stranded. We created our LC2412 using the most modern components in order to guarantee you the maximum

reliability possible. But without functionality, no amount of reliability is of use to you. Thats why we integrated a tremendeous number of functions in an extremely compact unit. You have always full control of the light conditions, regardless whether you run the light show at a live concert, a club or on a stage. To enable you complete control over the current setup, the EUROLIGHT LC2412 has an intuitive design structure and features a large number of LEDs and a large LCD display. A light mixing console is basically a controlling unit that comprises a full system once it is integrated with a power source and light elements.

Two different standards have established themselves in the field of light control (analog controlling with 0 to +10 V and digital controlling via the DMX512 control protocol). Your LC2412 is compatible with both. The extent of controlling your lighting situation can range from simply fading lights in and out, all the way to configuring and programming entire light shows. You can manually control the speed at which a program runs, enter the desired speed into a preset for each step, or let it be automatically determined by an internal beat generator. On the other hand, you can control this beat generator by using a fader, or let your musical program directly determine the beat for the lighting setup.

Presets Complex lighting situations can be set up using single faders (each controlling up to 24 channels, whereby up to 72 single dimmers can be controlled). You can light up individual channels at full blast independently from their fader position using the FLASH keys. Memories Presets can be stored into ten separate preset banks (with twelve memory slots each), and can also be individually recalled. All memories can be archived by using separate PCMCIA memory cards. Chases The expression Chases refers to situations in which individually programmed light steps (up to 99 steps) are executed in succession (the lights chase each other).

These steps can be both individual presets as well as memories. You can create extremely complex chases. For example, parameters such as fade-in speed of a step, chase sequence speed and their control via the built-in beat generator or music can all be programmed. Crossfade There are several ways to alternate between various stored or newly developed lighting situations. Conversely, you can also alternate back and forth between individual steps of a single chase manually or automatically. Preview With this function, you can preview stored memories or chases without these being visible on the stage. This way, you can discretely control the next step before letting it be seen on the stage. Sound to light This function is more widely known as party light. It basically means that your music drives the light show. An incomming music signal is broken down into three frequency ranges (bass, mids and highs), each of which is assigned to a (memory) channel.

Depending on the volume of the respective signal segments, the lights assigned to them will shine accordingly. You can even program a setup for song pauses. MIDI The LC2412 can be controlled via MIDI. Two EUROLIGHT LC2412s can be operated as master and slave by using the MIDI interface. Entire shows can be stored and recalled by means of a MIDI sequencer. DMX512 The DMX digital protocol lets you flexibly assign 78 of the 512 digital channels to individual light console channels (softpatch). Memory card The EUROLIGHT LC2412 offers you access to 120 storable lighting setups (memories) that can easily be altered. A virtually unlimited archive of lighting setups can be created by using the interchangeable memory cards on which these setups are stored. The sky is the limit when you put your creativity to the test with the 99 programmable chases, each consisting of 99 single steps. 2. CONTROL ELEMENTS The control panel of your LC2412 is divided into various areas with different functions.

The way the controls on the LC2412 were designed makes using the unit and capturing current settings a breeze. The control elements are described on the following pages according to the functions they play. If parts of the unit are shown in light grey in an illustration, that means that these controls belong to another section (described elsewhere in the manual). All control elements and function keys are provided with control lights to enable you full oversight of the setup/functions currently selected.

The sections: A PRESET section, B MEMORYsection + bank display, sound to light, FLASH keys, programming section, MAIN section, CHASE section. The LC2412 also has additional functions that cannot be assigned to a particular section (special channels): SPECIAL 1 key. Used to activate a special channel, for example for turning a fog machine on/off. SPECIAL 2 key. The same function as SPECIAL 1 key.

Just like in the case of other channels, three DMX channels can be assigned to these two channels (i.e. to SPECIAL 1/2). Both special channels are then labeled as channels 25 and 26 on the console. SPECIAL 1 and SPECIAL 2 keys can be programmed as switches, keys or kill keys. Additional information on this subject can be found in chapter 7.3. POWER switch. Used to power up the EUROLIGHT LC2412. The POWER switch should always be in the Off position when you connect the unit to the mains.

+ Please take note: Merely switching the unit off does not mean that it is fully disconnected from the mains. When not using the unit for prolonged periods of time, please unplug the units power cord from the power outlet. The BNC connector is used for connecting a gooseneck lamp (optional). 6 2. CONTROL ELEMENTS EUROLIGHT LC2412 Fig. 2.1: Section overview 2.1 Control elements of the A PRESET section Fig. 2.2: A PRESET section (detail) Faders 1-12.

Used to set the intensity of light elements connected to the dimmer pack. UPPER switch. When you press this switch, the A PRESET section is switched to the twelve additional channels. After that, you can set up the intensity of channels 13 - 24. See also chapter 3.

2. Setting up presets Channel faders are used for setting up a preset that can be directly recalled by moving fader A . As in all other setups, the MAIN fader (see chapter 2.6) determines the maximum illumination level of selected light sources. Fig.

2.3: B MEMORY section Exception: When the LC2412 is in preset mode (P shown in the bank display), the faders control the same channels as the faders of the A PRESET section. This way, you can simultaneously create a second preset. These faders are also a part of this section, but they have a double function. When the LC2412 is in sound to light mode (party light function), they control the illumination level of individual memories assigned to particular frequency ranges. The BANK display shows the storage bank to which the memories you recall belong. It also shows if the LC2412 is currently in preset mode (P diplayed). The display starts flashing when you switch into preset mode, and lights up constantly after three seconds. The preset mode is active only after the flashing has stopped. This prevents accidental activation of the preset mode as well as rough fades.

2.2 Control elements of the B MEMORY section The faders of the B MEMORY section are located in the block underneath the A PRESET section. These faders control the illumination level of an entire group of channels in a ratio to one another that you previously determined by setting up the A PRESET faders and saving this setting as a memory. 2. CONTROL ELEMENTS 7 EUROLIGHT LC2412 UP/DOWN keys. Use them to select a preset bank (0 - 9) or switch into preset mode (P). The control lights flash when you select a new bank while memories from the previous bank are still active (the fader(s) is(are) pulled ,) down to fade the up). Pull the fader(s) (memory out. When you pull the fader(s) up again, the memory of the new preset bank is visible on the stage (also see chapter 4.1.

2). SOUND TO LIGHT key. See chapter 2.3. PREVIEW key.

It gives you the option to preview (or modify) stored memories one more time before implementing them on the stage. This is particularly useful when you saved chases as memories and wish to double-check and/or modify their speed before integrating them into a running show. When preview is activated, the chases are shown on control LEDs exclusively. Each fader is assigned to a FLASH key (section). This key is used to assign a specific bank position to individual presets while programming a memory.

The music signal necessary for controlling the show can be fed into the ANALOG INPUT connector located at the rear of the LC2412. 2.4 Section : FLASH keys and SOLO Fig. 2.5: The FLASH keys FLASH keys. Pressing one of the FLASH keys sets the respective channel to the maximum illumination level set on the MAIN fader, independent from its own fader position. For this purpose, the CH FLASH key has to be pressed. The channel flash function is automatically activated in preset mode. Dual-function FLASH keys. Memories or chases can be stored to memory positions 9 - 12 (chase to memory).

When a respective storage bank is selected, chases are indicated with yellow LEDs. Chases can also be recalled by using the FLASH keys. Solo When the solo function is simultaneously active (SOLO key , LED lit), all other emitters or light elements are deactivated. Only the channel selected via the FLASH key is still active. 2.3 Control elements of the SOUND-TO-LIGHT section The SOUND-TO-LIGHT controls are located in the right-hand section of the B MEMORY section. If the sound-to-light function is active, memories 9 - 12 are controlled by a music signal, whereby the volume of the signal dictates the illumination level of the memories. The music signal is divided into three frequency ranges (bass, mids, higs). One memory slot is assigned to each of the three frequency ranges. For optimal results, please put the faders to the middle position.

This will let you bring individual settings of memories into sync with one another, should the levels vary from memory to memory. 2.4.1 Disabling the solo function You have the option to exclude specific channels from the solo function, so that these channels remain active even when Solo is activated. Disabling solo is achieved by performing the folioing programming sequence: 1.

Press UTILITY 1 . 2. Select the option DISABLE SOLO by using the SOFT A key located below the display. The channel for which the solo function should be disabled or enabled is shown in the top left section of the display. The respective disabled/ enabled status of the said channel is indicated to the right of the channel number itself.

3. To select the channel you wish to adjust, turn the DATA . The desired channel can also be selected by wheel using the FLASH key (for channels 13 - 24: first press the UPPER key). Fig. 2.4: The SOUND-TO-LIGHT section The PAUSE fader is, just like the fader , used primarily to control the illumination level of memories.

If the sound-tolight function is active, it controls a memory slot assigned to run during program breaks between two musical pieces. The BASS fader takes over the basic configuration of the illumination levels for the memory slot assigned to the bass portion of the frequency range. The MID fader is conversely assigned to the mids. The TREBLE fader is conversely assigned to the highs.

and 2.2. : Bank display and UP/DOWN keys, see chapter 4. SOFT B selects DISABLE and thus disables the solo function for this channel; SOFT A selects ENABLE. 5. To exit this procedure, press the QUIT key confirming the procedure. , thus + When you disable the solo function for a particular channel, the channel remains active in case when it is part of an activated memory that fades after pressing one of the FLASH keys. Example: You have disabled the solo function for channel 8. The light on channel 8 remains lit if you press one of the FLASH keys, as long as the solo function is active. Previously, you have programmed a memory that uses channel 8.

The memory has just been activated on the stage. Now, press one of the FLASH keys (CH FLASH is also activated). There are two lights on the stage, i.e. channel 8 and the channel activated with the key! The SOUND-TO-LIGHT key activates the sound-to-light funtion.

8 2. CONTROL ELEMENTS EUROLIGHT LC2412 2.5 Control elements of the programming section Despite its compact size, the EUROLIGHT LC2412 is a versatile light mixing console. In it, we have integrated a plethora of functions, among others, various functions for memories, chases and digital control. The basic elements of the programming section are located at the top right section of the unit.

To let you quickly orient yourself in difficult situations, the LC2412 also features a display. use the FLASH keys (+) to enable the highest illumination level on individual channels. This function is automatically activated in preset mode (see chapter 3.1.1). However, it has to be manually activated in memory mode. UPPER switch. Used to switch over to channels 13 - 24. See also chapters 2.1 and 3.

2. CONTRAST control. Turning this pot lets you adjust the display contrast. PROGRAM display. Depending on the programming procedure, different menues are shown here. If you havent programmed anything yet, or if you have quit a programming procedure by means of pressing the QUIT key , the display shows the current chase and the respective step (basic setup). DATA wheel. Used to change/select programming parameters. For example, it can be used for programming chases, during which you dial in steps and determine their execution speed. Besides, it is also used for directly calling up chases (see also chapter 6.

2). SHIFT key. Opens additional programming menues. A more detailed explanation can be found in the description of the respective programming procedures. SOFT A key.

Needed for selecting items while in a programming menu. The menu texts and the SOFT A key are ordered in such a way that this key lets you select the options above (appearing in the menu). SOFT B key. Has the same function as the SOFT A key. QUIT key.

Used for closing a programming procedure and going back to the main menu. Fig. 2.6: The programming section PCMCIA CARD slot. This interface accepts the memory card on which you can store your console setups. MEMORY key. By pressing the MEMORY key once, you initiate the procedure that saves a stage scene. How this procedure functions in particular is explained in greater detail in chapter 4.1. CHASE key.

Used to initiate the programming procedure (intended for creating a chase). How this is done is explained in chapter 6.1. The CTM key (stands for chase to memory) brings up the menu for storing chases. Basically, you can store completely programmed chases into memory. Each of the ten memory banks has four memory slots (9 - 12) available for this purpose. UTILITY 1. This key takes you to the following programming menus: DISABLE SOLO, SELECT CURVE and THEATRE MODE. UTILITY 2. This key takes you to the following programming menus: DMX PATCH, SELECT MIDI and SELECT SPECIAL. Further information about these functions is to be found in chapters 7 and 8, ADDITIONAL FUNCTIONS OF THE LC2412 and DIMMER CONTROL. LIVE key. By pressing this key, you can route chase or memory steps to the consoles output in order to see what it would all really look like on the stage. This also makes sense for the programming procedure itself, because chases are for example only shown on the LEDs during their selection (normal setting, blind mode). This way, selecting chases is even possible while a program is running on the stage, without disrupting the program itself (automatic preview). The live mode changes everything the other way around: only the settings observed in the preview function are visible on the stage. SOLO. The solo function utilizes the FLASH keys. When the solo function is active, pressing the FLASH key for a single channel/memory completely dimms all other lights. If so desired, individual channels can be taken out of the solo functions reach (see chapters 4.

3.1 and 2.4.1). CH FLASH key. Switches the channel flash function on and off. When the channel flash function is on, you can 2.6 Control elements of the main section Fig. 2.7: The main section Control elements that apply to function groups or the entire console are grouped in the main section.

A fader. This fader is the master fader for the A PRESET section; it determines the maximum illumination level of the entire section. The FLASH keys (/ as well as /) can be still be utilized, even when the fader is at its zero position. B fader. This fader is the master control for the B MEMORY section; it determines the maximum illumination level of all memories. Just like in the case of the A fader, the FLASH keys can be utilized even when the fader is at its zero position. When the MAIN fader is raised up, both of these faders (A and B) can be used to fade in and out between the settings of both of these sections. 2. CONTROL ELEMENTS 9 EUROLIGHT LC2412 MAIN fader. It determines the maximum illumination level of all commands at the consoles output.

PRESET FLASH key. You can execute the entire A PRESET section with this flash key, that is, activate the A PRESET section on the stage, even if the the A fader is fully down. As soon as you let go of the key, the lights fade again. More information about this subject is found in chapter 4.3.

MEMORY FLASH key. Has the same function for the B memory section. Also, two additional keys in this section affect the entire console output: HOLD key. Freezes the current settings, while you select a new preset, recall a different memory or implement an entirely different configuration. This procedure is described in chapter 7.

2. BLACKOUT switch. Completely dimms all lighting elements. This function affects the entire console output, that is, it also affects the chases. The dimming is done abruptly. If you want the dimming to take place softly, use the MAIN fader. Console settings can be altered while the console output is deactivated.

To illuminate the stage again, hit the BLACKOUT key again. The control LED dies out. mode is active).

More detailed information on this subject can be found in chapters 6.2.3 and 7.4. SPEED fader. Controls chase speed. STEP key. Manually triggers chase steps. This can also be done while chases are already active. This function can also be remotely controlled by using a footswitch.

MANUAL MODE key. Assigned to the X-FADE control. When the MANUAL MODE key is activated, turning the X-FADE control back and forth either fades back and forth between two chase steps (INSERT key activated) or fade chase steps in after one another (INSERT key deactivated). A more detailed overview of the various possibilities of fading in/out can be found in chapter 6.2.

4. SOUND/RUN MODE key. Selectively activates chase control by means of bass rythm (SOUND) or by means of the internal speed control (RUN). 2.8 Rear panel connectors of the LC2412 2.

7 Control elements of the chase section Fig. 2.9: Digital and analog outputs DMX512 OUT connector. The digital output of the LC2412 is provided by means of a 5-pole XLR connector. You can connect a dimmer pack. It can be used to process digital control commands according to the DMX512 control protocol. ANALOG OUT connector. The analog output is meant for controlling via the analog standard (0 to +10 V DC) and is implemented as a Sub D connector. Used to connect dimmer pack that dont use the modern DMX512 control protocol. Fig.

2.8: The chase section NUMBER key. Selects a chase, enabling you to show individual chases on the control LEDs (automatic preview). The control LED of the NUMBER key lights up, as long as chases are active in any form. This means, the LED lights up even when the chase is not active, but just dialed in, ready for action. When you select a chase whose steps have still not been programmed, the LED dies out after letting go of the key. The LED also dies out when the CHASE fader is pulled down. INSERT key. Activating this key while a chase is running lets you alternate between the current step and the one preceeding it by pressing the STEP key . This function can also be executed utilizig the X-FADE control (MANUAL MODE key activated).

Additional information on this subject can be found in chapter 6.2.6. CHASE fader. Controls the illumination level of a complete chase setup.

Separate ratios of a memory incorporating this chase remain intact. X-FADE control. Used to manually dissolve between individual chase steps. Can also be used to dissolve between memories. Additionally, fade-in speed of chase steps can be configured, provided this speed was not already determined in theatre mode (only when theatre Fig.

2.10: Additional back-panel connectors MIDI OUT connector. MIDI data can be forwarded from the MIDI OUT connector to a second LC2412 or another MIDI sequencer/PC by using a corresponding cable (connect it to the MIDI IN connector on the receiving unit). This lets you control two consoles in parallel, that is, a total of 156 DMX channels are at your disposal. MIDI IN connector. Used to feed in MIDI data (e.g. from a MIDI sequencer or another LC2412) to control the LC2412. ANALOG IN connector. Connect an output of your mixing console, your CD player or another analog signal source to this 1/4" TS mono jack connector.

This lets you use the sound-to-light function and musical control of chases. FOOTSWITCH connector. Connect a footswitch here to remotely control the STEP key. Additional information about this subject can be found in chapter 6.2.4. 10 2. CONTROL ELEMENTS EUROLIGHT LC2412 3.1 Basic configuration Pull all the faders all the way down to the zero mark. This way, you assure that you start your exploration of the possibilities of the LC2412 from a neutral setting, and can observe the results of the changes you implement directly.

Use the POWER switch to power up your BEHRINGER EUROLIGHT LC2412. The LC2412 displays now the setup that was most recently used, just prior to being powered down last time. If you want to start completely from the beginning, you can use a key combination to erase all programmed configurations. More on this subject in chapter 7.8.

Fig. 2.11: Serial number and mains connector SERIAL NUMBER. Please take a few minutes and send to us a completely filled out warranty card within 14 days of the original date of purchase. Otherwise, warranty claims may be rendered invalid.

Or will out the warranty information online at www.behringer.com. FUSE COMPARTMENT / VOLTAGE SELECTION. Before connecting the unit to a power outlet, please make sure that the selected voltage matches your local voltage. When replacing fuses, please make sure that you always use fuses of the same type. Some units allow for switching between 230 V und 120 V. Please note: when connecting a unit intended for the European market to a 120 V power outlet, you must also replace the factory fuse with a highervalue fuse. Power is supplied via an IEC connector. The matching cable is provided with the unit.

3.1.1 Preset mode To work exclusively with presets, you have to first switch into preset mode. Select P in the bank display accordingly. 1. Press the UP or DOWN keys repeatedly until P is shown in the display. The display flashes for roughly 3 seconds. 2. Once the flashing stops, your LC2412 is in preset mode. The CHANNEL FLASH function is now automatically activated,).

which is also shown by the lit control LED (CH FLASH 3. Raise the MAIN fader as well as Fader A . 3. PRESETS This chapter describes individual steps used to set up, recall and fade in/out presets (pre-determined lighting situations). Even though your LC2412 can execute complex functions, its controls are easy to master, provided you invest some time to familiarize yourself with the way they work.

To familiarize you with the control elements and their functions step by step, let us begin with setting up presets (preset = the total collection of all fader positions of the A PRESET section at one particular time). Lets start with 12 channels first. All statements referring to channels 1 - 12 apply also to channels 13 - 24 (upper mode). 4. You can now use faders 1 - 12 of the A PRESET section to create a stage design.

The illumination level of individual lighting elements can be read out on the control LEDs, aligned next to the FLASH keys. + You can not program or recal memories while in preset mode. On the other hand, stored chases can be recalled whle in preset mode. 3.2 Expanding to 24 preset channels (upper mode) All operations applicable to channels 1-12 can be executed on channels 13 - 24, once you switch into upper mode. 1. Press the UPPER switch . + Think of presets as building blocks used to create more complex lighting situations: memories capture the setup of a preset (up to 24 channels) on one fader; chases use presets (level step) as well as memories (memory step) as single steps. The control LED indicates that the LC2412 is now in upper mode, that is, that the faders of the A PRESET section now control channels 13 - 24. The faders from the B MEMORY section affect channels 13 - 24 while in preset mode.

2. Set up your preset by moving the faders of the A PRESET section into the desired position. In case you had already executed setups to channels 13 24, you have to first put the faders into the previously selected position before being able to again align these channels. 3. To quit upper mode, simply press the switch. + After switching over, the control LEDs indicate the illumination condition of the respective active channels independent of the position of the faders. To alter the setting of a channel, you have to first bring the respective fader into the previous position. Additional features: While in upper mode, the FLASH keys fade in the channels 13 - 24. 3.3 Crossfading between presets To crossfade between two presets, you need an additional preset.

This additional preset is created by utilizing the faders in the B MEMORY section. Fig. 3.1: Using presets and memories 1. Pull the fader B upward, the fader A The MAIN fader remains open.

downward. 3. PRESETS 11 EUROLIGHT LC2412 2. Now, set up the lighting situation by using the faders of the B MEMORY section. As always, you can observe these changes on the control LEDs.

3. Move the master B fader downward, then move the master A fader upward. Preset B is faded out, while preset A is faded in (manual fade). 3. Specify the storage location by pressing one of the FLASH keys / ; 4. Store the preset or the console output (SOFT A or B); 5. If you do not wish to create any more memories, press the QUIT key to exit. 4. THE B MEMORY SECTION In this context, memory means a lighting situation (preset) stored as a unit. The memory function is organized as follows: There are ten storage banks, each with twelve storage slots (FLASH keys 1 - 12), used to store complete lighting situations (24 channels).

The illumination level of the individual lighting situations (stage designs) can be determined by using the faders assigned to them during the programming procedure. You can use memories in several ways: 1. Fade them in manually or suddenly; 2. Crossfade between presets and memories; 3. Crossfade between different memories; 4. Crossfade between memories from different memory banks. Memories originating in different banks can simultaneously be active. 4.1.2 Fading in scenes To fade in a programmed scene, simply select a storage bank by using the UP/DOWN keys and pull up a fader from the B MEMORY section. The fader whose assigned FLASH key you last pressed while programming is the fader that will control this memory. + To view a memory setup on the stage and on the LEDs, both fader B and MAIN fader have to be pulled up. Recalling memories instantly By using the FLASH keys (section), you can recall the memories from the bank you just adjusted, just like retrieving individual channels in preset mode (P shown in the display). + The channel flash function must not be active at). this time (CH FLASH key 4.

1.3 Previewing and modifying memories To preview memories before fading them in, use the PREVIEW to deactivate the console output for this procedure. The key setup can only be observed on the control LEDs. The remaining functions of the EUROLIGHT LC2412 remain active. After you press the preview key, the display shows the selected memory bank at the top right side.

Select the memory that you wish to control by using one of the FLASH keys. The memory is then displayed by means of control lights only. If you wish to modify the memory shown in preview mode, select the MODIFY function shown in the display by using the SOFT B key (see fig. 4.2). 4.1 Programming, recalling and altering memories (scenes) 4.1.1 Programming 1. Set up a stage design (scene) while in preset mode (Fader A PRESET section).

2. To store a scene, you must first quit the preset mode. By using the UP/DOWN keys , you switch into the memory mode. The bank display indicates which storage bank is selected. Press the MEMORY key in the programming section. The shows the following text (an example): display Fig. 4.2: Display Editing memory in preview mode You can implement the desired changes now by using the faders of the A PRESET section. To change the programmed settings of preset faders, you must first draw the fader to its original position. The channels not activated during the previous programming can be raised as usual. To save your settings, please select ENTER by using SOFT B. Either confirm the next memory or quit the preview mode by hitting the QUIT key . @@@@@@@@If you only want to store the adjusted preset, please press SOFT A . @@@@@@@@1. Activate a stored scene (see chapter 4. 1.2). 2. @@Adjust the preset (stage design); 2. Select a storage bank using the UP/DOWN keys; 12 4.

THE B MEMORY SECTION EUROLIGHT LC2412 3. Now pull fader B down and fader A up. @@Disengage the CHANNEL FLASH key 2. Pull up the CHASE fader 3. Press the INSERT key ; to the desired fade in/out / keys). @@@@@@@@@@@@@@@@@@Press the FLASH key (one of the The memory is faded in. @@To switch to another memory, simply press another FLASH key. @@@@@@When you hit the INSERT key for the second time, the chase resumes. Fade in the preset configuration using PRESET FLASH. The A PRESET fader and the MAIN fader determine the illumination level.

With solo function: memories are deactivated. + 4.3.2 Memory flash The memory flash function can be activated to abruptly implement stored presets (memories) into an active preset, instead of smoothly fading it in using a fader. Manually crossfading between memories using the X-FADER If you activate the MANUAL key in addition to the setup desicribed in chapter 4.2.2, you can then determine the crossfade times by switching from memory to memory using the X-FADE fader. 1. Select a memory using a FLASH key. 2.

Now, move the X-FADE fader to an end position, and the memory will be faded in. If you select no new memory, you can alternate between the two most recently used memories back and forth. + No memory can be recalled in preset mode. Additionally, the memory flash function can not be executed. raised, Configuration: Memory mode, memory fader Fader A raised, fader B closed or partially raised, MAIN fader raised.

Fade in the pulled up memories using the MEMORY FLASH. The B MEMORY fader and the MAIN fader determine the illumination level. With solo function: The preset is deactivated. + Fading memories out To fade memories out, release the INSERT key . If you pull the X-FADE fader in the same direction while having faded in a memory right before that, the memory is faded out only when you pull the control down again.

Renewed pulling the control upwards, no memory is displayed. 4.4 Programming memories without direct control (blind) In addition to programming memories by using the preview function (see chapter 4.1.3), you can also program memories using yet another method, without being visible on the stage. Make sure that the LIVE key is not active. The fader A also has to be in its zero position. in the programming After having pressed the MEMORY key section, select a storage bank by using the UP/DOWN keys and a memory by using the FLASH key, and edit it by using the faders from the A PRESET section.

The fader configurations are only indicated by means of control lights on the FLASH keys. Please confirm your changes by hitting the SOFT A (preset) or SOFT B (all) keys and then edit another memory, or quit by hitting QUIT.

+ Activating a chase and interrupting it by pressing the INSERT key fades in the next CHASE step when you pull the X-FADE fader upward. To fade out, you have to first select a chase that contains no steps (see chapter 6.2). When you let go of the MANUAL key, using the STEP key lets you fade out withing the time set up using the X-FADE fader. + When a chase is active, and you interrupt it by pressing the INSERT key, pressing the STEP key fades the next chase step in. 4.2.3 Crossfading between memories of different banks You can change your current storage bank by selecting a new bank using the UP/DOWN keys. The memory activated 4. THE B MEMORY SECTION 13 EUROLIGHT LC2412 4.

5 Previewing memories individually on the stage (live mode) Live mode gives you the option to preview individual memories and chases on the stage, without having to interrupt the program currently running. Therefore, live mode changes the usual sequence of events that allows you to run a show on the stage while previewing and editing chases and memories in the background by using the control LEDs. In live mode, when preview function is active, you can activate and edit memories on the stage, without interrupting the current program. It is not visible for the entire duration of the procedure. The same goes when selecting a chase: The chase is shown on the stage when the NUMBER key is pressed.

1. First activate PREVIEW. 2. Press the LIVE key to activate live mode. s Manually set up steps; s Crossfading between steps from one to another by means of the X-FADE fader.

Before that, individual chase steps have to be programmed. 6.1 Programming or erasing chases Chases can be combined out of presets (level chase) or out of memories (memory chase). 6.1.1 Programming level chase 1. Please press the CHASE key . The program display shows the following text (example): 3. Use the FLASH key to select a memory. The selected memory will be displayed.

By using the MODIFY function, you have the option to modify the memory. 4. Select MODIFY with the SOFT B key, edit the memory by using the faders of the A PRESET section, and confirm your changes with SOFT B (ENTER). 5. To quit live mode, disable it by pressing the LIVE key again. Fig. 6.1: Display programming chases LEVEL is highlighted after presets have been stored; MEMORY is highlighted when memories have been stored as chase steps. If MEMORY is marked, select a different chase (by using the DATA wheel), in case you do not wish to overwrite the current one. 2. Select LEVEL by pressing the SOFT A key . 4.6 Additional application of memories Additional options for using memories stand at your disposal: 1. Implementing memories as building blocks for chases (memory chase, chapter 6.1.

2); 2. Implementing memories 9 - 12 via the sound-to-light function, that is, automatically controlled by music. 5. SOUND-TO-LIGHT To use the sound-to-light function, you have to connect a linelevel signal source (CD player, tape deck, mixing console output or similar) to your EUROLIGHT LC2412. To this end, there is a 1/4" TS mono jack connector (ANALOG IN) at the back of the LC2412.

Signal level adjustment is automatic. As described in chapter 2.3, the sound-to-light function affects the memories stored in slots 9 - 12. Press the SOUND-TO-LIGHT key and pull the faders in the middle position. Overall illumination level can be corrected by using the MAIN fader. You can vary the sound-to-light function by selecting a different bank. Right after switching to another bank, new memories are processed by the sound-to-light function. This is how the sound-to-light function is different from the usual bank change in memory mode. The sound-to-light function can be freely combined with other console functions. Fig.

6.2: Display Programming level chase If the display shows a different text, please press the SHIFT key . By turning the DATA wheel, you can view steps in succession. 3. You can edit a step you selected by means of channel faders of the A PRESET section. To change one or more already active channels, you first have to draw the respective fader(s) into the previously stored position (snap in). 4. Select ENTER with the SOFT A key and store this step. To delete a step, select DELETE. The display automatically shows the next highest step.

Edit as just described or select another step by using the DATA wheel. End the programming with the QUIT key. 6.1.2 Programming memory chase 1. Press the CHASE key described above. to begin programming, as 6. CHASE CONTROL Chases are sequences of stage designs (presets or memories) that can be stored and can be run in a sequence. The LC2412 can store a total of 650 chase steps, and can store 99 chases in in its memory, each of which can be comprised of up to 99 steps. There are several options when running chases: s control via the bass rhythm of a connected audio signal (e.

g. CD player); s control via the internal beat generator (speed set up using the SPEED fader); 2. Select a chase using the DATA wheel. The displays shows whether you are dealing with a level chase or a memory chase. 3. Select MEMORY with the SOFT B key. + If you selected a level chase and then select MEMORY (or vice versa), you are asked (in the display) whether you wish to program a new chase. Select YES to overwrite the previous chase. 4. Select a storage bank using the UP/DOWN keys and select a memory by pressing a FLASH key.

This is indicated on the control lights. 14 6. CHASE CONTROL EUROLIGHT LC2412 Table 6.1 shows the necessary setup: Key INSERT Fig. 6.3: Display programming memory chase The displays indicates the memory and the storage bank in which the selected memory is located. Example: STEP: 01 09 (memory) 04 (bank). On Off MANUAL SOUND RUN . Table. 6.

1: Chase control through sound You can also trigger chase steps by using the STEP key Use the X-Fade fader to regultate the fade-in speed. 5. Confirm your choice with SOFT A (ENTER). 6. Enter as many memories as you wish following the same procedure (max. 99 steps). 7. Exit the programming procedure by pressing QUIT. 6.2.

2 Chase control by means of SPEED fader (RUN) To control the beat time of a chase with the internal beat generator, you need to activate Run by repeatedly pressing the SOUND/RUN key (yellow LED lights up). Use the SPEED control to control the speed. 6.1.3 Erasing chases If you wish to completely erase a chase, do the following: 1. Press the CHASE key to get to the CHASE menu. Use the DATA wheel to select a chase you wish to erase. 2. Use SOFT A or B (LEVEL or MEMORY in the display) to determine which chase type you wish to program after erasing chase steps. If you simply wish to erase, please select one option in order to get to the next window.

3. Activate the shift function by pressing the SHIFT key .

Just like with chase control through music, you can also trigger chases at the same time with the STEP key (if applicable, you may use a footswitch connected to the FOOTSWITCH connector). Use the X-FADE fader to regulate the fade-in speed. Key INSERT MANUAL SOUND RUN On Off Fig. 6.4: Display Erasing chases 4. Use SOFT B to select DELALL. This way, all chase steps of the corresponding chase are erased. Now you can directly start programming a new chase.

If you selected MEMORY under 2., you also have to press SHIFT. Table. 6.2: Chase control via internal beat generator 6.

2.3 Crossfading manually using the X-FADE fader (manual mode) Press the MANUAL key . Using the X-FADE fader, you can fade in an out between two adjacent chases. Key INSERT MANUAL On Off 6.2 Running and pausing chases To select a chase: Keep the NUMBER key depressed.

In the PROGRAMM display you now have a readout of the number of active chases, the number of already programmed steps as well as the chase type (level or memory). At the same time, the chase is also shown in the control LEDs, but without being visible on the stage (automatic preview). If you keep the NUMBER key pressed, you can use the DATA wheel to view all programmed chases. Use the SPEED control to set the desired speed. Table. 6.3: Chase control via X-FADE fader Each step is shown in the display; the STEP key is disabled. If you additionally enable the INSERT key, you can fade in and out between the two steps selected last. Key INSERT MANUAL On Off Letting go of the NUMBER key activates the chase. To view the chase on the stage, pull up the CHASE fader and the MAIN fader .

Pausing a chase There are several ways to do this: 1. Pull the CHASE fader 2. Press INSERT or MANUAL. 3. Disable SOUND or RUN mode. 4. Select a chase containing no programmed steps. down to 0 (faded out). Table. 6.

4: Fading in and out via X-FADE fader 6.2.4 Manual fades using the STEP key When the MANUAL, SOUND and RUN keys are disabled, you can trigger chases only by using the STEP key (or a footswitch). Key INSERT MANUAL SOUND RUN On Off 6.2.

1 Chase control through music When an audio signal source is connected at the ANALOG IN connector at the rear of your EUROLIGHT LC2412, the speed of chases can be determined by the bass rhythm of the music. Of course, a chase must be selected. 15 Table. 6.5: Chase control via the STEP key 6.

CHASE CONTROL EUROLIGHT LC2412 Insert If you additionally activate the INSERT key, you can crossfade between the two most recently selected steps. + If you are currently playing a chase, you can pause it by pressing the INSERT key. Pressing the INSERT key for the second time restarts the chase again. INSERT and MANUAL can also be used in SOUND and RUN modes. Instead of crossfading between chase steps, you can also activate the insert function and then select /) and crossfade a memory (FLASH keys between the last step and the said memory. Also, you can use the STEP key to crossfade between a preset and a memory in an infinite number of steps. Fig. 6.5: Start menu for CTM programming 2. Select a memory bank using the UP/DOWN keys .

+ 3. Select a memory where a chase is to be stored by using one of the four FLASH keys . These keys feature a second (yellow) LED, which blinks in the beat if a chase is stored there. Do the following: 1. Pause a running chase with the INSERT key. 2. Select a memory with one of the FLASH keys. 3. Pull up one or several preset faders (A fader is closed). Fig 6.

6: Selection menu for memory, chase number and beat mode The memory and storage bank numbers you selected are shown at the upper left side of the display. 4. Now, select a chase by turning the DATA wheel. The chase selected is indicated on the control lights, without being visible on the stage. 5. Enter the beat: a) Input via the DATA wheel: keep the SOFT A key pressed and select a time by turning the DATA wheel (up to 10 sec.). b) Automatic control via the bass rhythm: Select the EXT option . This option lets you control a using the SOFT B key chase saved in a memory by means of an external audio signal (bass rhythm). The yellow flash key LED beats in the rhythm of the bass sound.

6. Exit the programming procedure by pressing QUIT. 4. Fade in the selected preset with the PRESET FLASH key. 5. Crossfade using the STEP key. 6.2.5 Replacing memory steps To replace a memory step within a chase, do the following: 1. Press the CHASE key , select a chase using the DATA wheel (it has to be a memory chase).

2. Press the SOFT B key. Now, go through individual chase steps using the DATA wheel (steps are indicated on the LEDs). Select the step you wish to replace. At the top righhand side of the display you can observe the storage bank and the location of the current step. 3. Select a new memory that replaces the old one. 4. Press SOFT A for ENTER. The display moves automatically on to the next step.

5. Replace additional steps as described above or exit the programming procedure by pressing QUIT. 6.3.1 Replaying chases stored as memories (CTM) Replaying chases stored in memories works exactly the same way as replaying other memories.

To replay them on the stage, you have to select the storage bank and pull up the memory . fader and the B fader 6.2.6 Inserting memory steps 1. Execute steps 1 and 2 as described in chapter 6.

2.5. In this case, however, select the step before you insert a new step. This and all subsequent steps are moved upward by one step. 2. Activate the shift function (SHIFT key). 6.3.2 Previewing and editing CTM Replay mode and speed After successfully programming a chase, you can also preview the replay mode and the chase speed, without any of these being visible on the stage. This is particularly uselful when you are arranging a light show and dont have time to program a chase in peace.

1. Use the PREVIEW key and select a memory (flash keys 9 - 12) you wish to preview and/or edit. 3. Select the memory (FLASH key) you wish to insert. The memory is indicated on the LEDs. 4. Press SOFT A for INSERT. 5. Insert additional steps or exit the programming procedure by pressing QUIT. 6.

3 Saving chases as memories (chase to memory) You can replay up to five chases simultaneously if you store four chases to the storage locations 9 - 12 intended for this purpose. Previously stored data is lost. 1. Press the CTM key . Fig 6.

7: Display previewing and modifying CTM Memory (11) and bank (04) are shown at the top right-hand side of the display. 2. Enter beat measure and replay mode, as described in chapter 6.3 under point 5. 3.

Exit the programming sequence by pressing QUIT. 16 6. CHASE CONTROL EUROLIGHT LC2412 6.4 Previewing chases in live mode You can use the live mode for chases as well. More detailed information about live mode can be found in chapter 4.5. To preview chases in live mode, do the following: 1. Activate the live mode by pressing the LIVE switch . 7.3 Special channels Both special channels and are well-suited activating effects independently from other settings of the EUROLIGHT LC2412.

Fog machines, color changers or disco ball motors are such effects. You can program special activation modes for these effects. s Toggle mode: The SPECIAL key acts as a switch. Pressing and releasing the key activates the fog machine (or another function). To deactivate it, press and release the SPECIAL key again. s Flash mode: The SPECIAL key keeps a function active as long as you keep the key pressed. As soon as you let go of the SPECIAL key, the function assigned to this channel is again deactivated. s Kill mode: Similar to flash mode, a function is activated only as long as the SPECIAL key is kept pressed. However, in addition to this, all other functions are also temporariliy disabled. To program the various modes, do the following: 1. Press the UTILITY 2 key . 2. Press the NUMBER key . The chase is previewed on the stage as long as you keep the key pressed. 3.

To quit live mode, simply press the LIVE switch again. 7. ADDITIONAL FUNCTIONS OF THE LC2412 7.1 Locking program mode To avoid having your setups altered by unauthorized persons, you can block the program mode of your console. There are several blocking functions available.

LOCK PRESET mode The LC2412 can run only in preset mode. Recalling memories is not possible. Chases can still be replayed. LOCK PROGRAMMING mode The console operates normally, but modifying programmed memories or chase steps is possible only after the console is unblocked.

Blocking/unblocking 1. Keep the SOFT A and SOFT B keys pressed and simultanously press the FLASH key for channel 1 (far left). 2. Now you can select various menues with the DATA wheel. 3. After having selected the desired mode, you can block it/ unblock it by pressing the SOFT B key.

4. Exit the programming procedure by pressing QUIT. 2. Select the MORE option using SOFT B. 3. Select the SELECT SPECIAL option on the display by using . the SOFT A key 4. SPECIAL 1 key is now labeled with KEY 1 (SPECIAL 2: KEY 2). To change the mode of this key, keep the SOFT A key (for KEY 1; SOFT B for KEY 2) pressed and select the desired option using the DATA wheel. 5.

Confirm your selecting with the QUIT key the main menu. and go back to Special channels are labeled console channels 25 and 26 when assigned to DMX channels (also see chapter 8.2.2.) 7.

4 Theater mode You have the option to store a long sequence (99 steps) so that you can define an individual crossfade time for each step. This way, you can upload a framework for a complete theater piece into the chase storage, and then expand it with presets and memories. Therefore, think of theater mode as a special kind of chase programming. To let time sequences be flexibely configured, subsequent steps are not controlled automatically or via a sound signal source. Instead, they are triggered individually by hand.

Basic setup of the theater mode To work in theater mode, the following conditions must be met: 7.2 Putting the output on hold If you want to freeze the current console output while you can make another setup, you can use the HOLD key for this purpose. 1. Press the HOLD key . Fig 7.1: Display put console output on hold 2. Implement a modification, as desired (recalling and programming memories and presets is done as described in the respective chapters of this manual). 3. To start a new chase, select this chase as usual by pressing the NUMBER key and turning the DATA wheel. The chase selected will be indicated on the control lights as long as you keep the key pressed.

Releasing Hold To softly crossfade between setups, pull the MAIN fader all the way down and then all the way up. Moving up the fader crossfades between the former setup and the new one. The hold mode is automatically deactivated when the MAIN fader reaches its upper-most position. By using the SOFT B key, you can select CANCEL in the display, so that you quit a mode. In doing so, the new setup is faded in abruptly. s Chase control via the internal beat generator (RUN) must be deactivated, s Chase control via an external audio signal (SOUND) must be deactivated, s MANUAL s INSERT must be deactivated, also has to be deactivated. 7.4.1 Activating theater mode To activate theater mode, do the following: 1. Press the UTILITY 1 key.

2. Using the SOFT B key, select the MORE option. 3. After that, you can activate/deactivate theater mode using the SOFT B key. 4.

To go back to the main menu, press the QUIT key. When theater mode is active, a T is shown in the display. 7. ADDITIONAL FUNCTIONS OF THE LC2412 17 EUROLIGHT LC2412 7.4.

2 Programming fading times in theater mode Since theater mode presents a special kind of chases, it also uses the menu and chase controls to program steps. Similarly, theater mode sequences are stored as chases. To program steps for a chase in theater mode, do the following: 1. Activate the theater mode, as described previously. 2. Press the CHASE key and select a chase. All settings implemented on the first console are to be repeated on the second console (e.g. changing storage bank). You can recall presets, memories and chases on the first console (master).

In doing so, only control commands are transmitted; the storage banks of the second console (slave) are not modified. + This does not however refer to the MAIN fader of the second console. You control the basic illumination level of the receiving console manually. 3. Select LEVEL or MEMORY. 4. Modify the desired step or select a memory. 5. Press the SOFT A key for ENTER. 6.

Use the DATA wheel to select the desired fade time (up to 10 sec.). A fade time is displayed if one is already set up. 7. Select CONT (continue) option using the SOFT A key.

This saves your programming and lets you enter the next step and fade time. 8. Press the QUIT key to go back to the main menu. Programming When you cascade two light consoles, you must implement the programming of chases and memories in parallel, that is, specific modifications to memory settings are not automatically carried over from one console to the other. Only recall commands are transmitted.

+ Just like with chases and memories, stored fading times can also be stored on a memory card. 7.5 MIDI functions MIDI commands can be used not only for controlling your instruments but also for controlling the functions of your LC2412. In order to enter commands, you need some kind of sequencing software. The advantage of using MIDI for programming is that you can program an entire show via MIDI and then simply let it run. Another simple and clever option lets you transfer existing sequences to a MIDI sequencer via the MIDI OUT connecor. A MIDI implementation chart as well as the required information on individual controllers can be found in this manuals appendix. 7.5.1 Cascading two EUROLIGHT LC2412s Using MIDI also lets you cascade a second LC2412 to your console.

To this end, connect the MIDI OUT connector of the of first console (transmitting unit) with the MIDI IN connector the second LC2412 (receiving unit). Now, you have to activate the MIDI operating mode in the menu. Do the following: 1. Press UTILITY 2 key.