

# LTC200

## **Features of the LTC200**

The LTC200 is a lighting effect control panel. It has a 8x8 matrix of touch sensitive panels, which can control the position of the beam of lighting effect such as the Microbeam 100, Predator, Datamoon, Quasar, Raptor, or the Brightness of a Chroma HX.

## IMPORTANT

### Installer and Users please note:

**These instructions should be read carefully and left with the user of the product for future reference.**

### Installation.

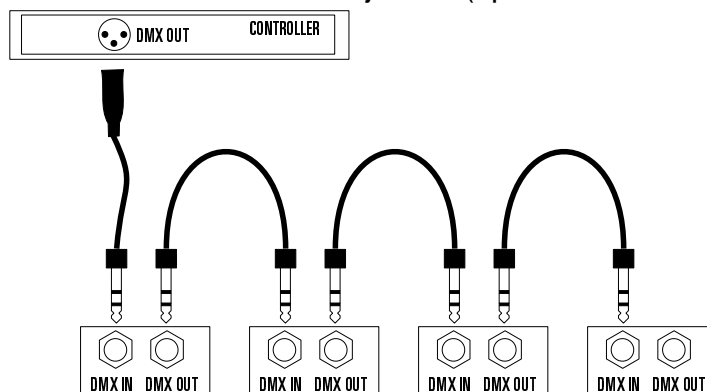
Connect the LTC200 to the mains supply by plugging the transformer unit into a 13A mains socket. If there is no socket convenient for where the LTC200 is to be used, a socket should be installed by a competent electrician. Do not use long trailing cables.

Connect the output plug from the transformer unit into the socket on the rear panel of the LTC200.

If replacing the transformer, or supplying your own, use a device rated at 9V DC unregulated at 100mA with a 2.5mm power plug. The LTC200 is protected against the connection of an incorrect power supply.

Connect a DMX lead from the **DMXout** from the controller to **DMXin** on the first lighting effect. If using more than one lighting effect, connect a DMX lead from the **DMXout** jack on the first lighting effect to **DMXin** on the second. Connect from **DMXout** on the second lighting effect to **DMXin** on the third, and so on.

DMX leads must never be joined (apart from end-to-end) or



split. Using a 2-to-1 splitter or similar will prevent the system working.

There is a group of 8 small switches on the back of each lighting effect, labelled "DMX address". The position of these switches will determine how the lighting effect responds to the information transmitted to it from the controller.

### **Lighting effect: PREDATOR or MICROBEAM 100**

#### **Switch**

**4** Doubles the "Y" (vertical) movement

**8** Reverses the "X" (horizontal) movement

*This is the most important setting for this product as it will set the mirror to move to the left depending on whether the user is in front or behind the product.*

**16** Reverses the "Y" (vertical) movement.

*Not needed unless the product is hung upside down (Not recommend)*

**32** Halves the "X" (horizontal) movement

*Useful for smaller rooms*

**64** Halves the "Y" (vertical) movement

*Useful for smaller rooms*

### **Lighting effect: CHROMA HX**

#### **Switch**

**4** Doubles the Dimming per unit of movement

*Essential for this product*

**16** Reverses the dimming direction

**64** Halves the amount of dimming per unit of movement

**Lighting effect: DATAMOON**

**Switch**

**8** Reverses the direction the beams spin

**32** Halves the amount of beam movement (spin)

**Lighting effect: QUASAR**

**Switch**

**4** Doubles the "X" (horizontal) movement

**8** Reverses the direction the beams spin

**16** Reverses the "X" (horizontal) movement.

*Not needed unless the product is hung upside down (Not recommend*

**32** Halves the amount of beam movement (spin)

**64** Halves the "X" (horizontal) movement

*Useful for smaller rooms*

**Lighting effect: RAPTOR**

**Switch**

**4** Doubles the twist of the beam pattern

**8** Reverses the direction the beams spin

**16** Reverses the "twist" movement.

*Not needed unless the product is hung upside down (Not recommend*

**32** Halves the amount of beam movement (spin)

**64** Halves the "twist" movement

If the lighting effect also has switches labelled 1,2 or 128, these should be set to the "OFF" position.

*On newer effects these have been replaced by a 3-digit LED display. To select the correct setting, add up the numbers of any switches that you require "on", and add ONE, and set this number on the display, for instance, if you want "Y" movement reversed (16) and "X" movement halved (32) set the display to  $32+16+1 = 49$ . "Four-channel DMX mode" should also be selected - refer to the instructions supplied with your lighting effect as to how to achieve this.*

### **Operation**

Switch on the LTC200 at the mains, and touch one of the large touch pads at the right hand side of the panel. This will switch on the lighting effect in the colour that you have selected.

By moving a finger over the central touch pad matrix, the beam of the lighting effect will move in response to the position of the finger.

*Predator/Microbeam 100.*

Movement up-and-down, or side-to-side, produces a corresponding movement of the beam in the air.

*Datamoon*

Movement side-to-side rotates the pattern of beams, movement up-and-down has no effect.

*Chroma HX*

Movement up-and-down controls the brightness of the beam. Movement side-to-side has no effect.

*Quasar.*

Movement side-to-side rotates the pattern of beams, movement up-and-down scans the pattern of beams through the air.

*Raptor.*

Movement side-to-side rotates the pattern of beams,

movement up-and-down twists the pattern of beams.

**Colour control.**

By touching one of the pads at the right hand side of the matrix, the colour of the beam and the projected shape may be changed.

**Speed control.**

The speed control sets the speed at which the beam responds to the movement over the touch pad matrix. Rotate clockwise to increase the speed of movement.

For lighting effects such as Datamoon, Raptor, and Quasar, the best results will be obtained if used in conjunction a "hazer", which produces an optical haze in the air making the path of the light beams visible.

### **Standards**

The LTC200 complies with EN60065 (European Safety Standard for Domestic Equipment), and EN55103 (European Electromagnetic Compatibility Standard for Lighting Controllers)

### **Technical Specification.**

Dimensions:	508mm x 281mm x 123mm
Weight:	3.7kg
Power consumption:	1VA
Power supply Input:	9V DC @ 100mA unregulated 2.5mm power plug centre pin +ve
Output:	DMX512 protocol
Connector:	3-pin XLR Pin 2 = data + Pin 3 = data - Pin 1 = 0V (ground)

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