

S-PEDAL

Features of the S-pedal

- Foot operated lighting controller
- Robust extruded aluminium case
- DMX Output
- Sound Chaser
- Trigger from MIDI drum track
- FLOOD in any colour
- BLACKOUT
- 5-pin XLR Output Socket

IMPORTANT**Installer and Users please note:**

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

The S-Pedal is a Class-3 (safety extra low voltage) product, it operates from a 12V supply provided by the Luminaire it is controlling, or from an external 12V power supply (not supplied)

The S-Pedal is intended to operate the NJD Spectre and Mirage. It will also operate NJD Datamoon, Chroma 50 and Chroma HX, plus Raptor HX and Quasar HX with limited facilities. Although the output is fully compliant with the DMX standard, it will not operate any other lighting products.

The S-Pedal will control a maximum of 32 DMX luminaires: several different types can be controlled from one S-Pedal.

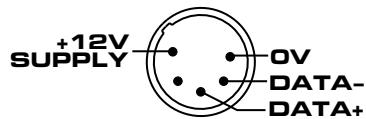
Installation**1. If connecting to a Spectre, Datamoon, Mirage power pack or other luminaire fitted with 5-pin XLR connectors**

Connect the S-Pedal to the luminaire using a DMX lead (make sure that it is a 5-pin XLR to XLR lead with all pins wired). No connection is required to the DC input connector as power is provided from the luminaire (on pin 5 of the XLR connector).

2. If connecting to a Mirage system fitted with terminal blocks.

Connect the S-Pedal to the terminal block in the luminaire or power pack. Connections are as follows:

Data+	=	Pin 3
Data-	=	Pin 2
OV	=	Pin 1
+12V	=	Pin 5



No connection is required to the DC input connector.

3. If connecting to a luminaire with 1/4" jacks or 3-pin XLRs for the DMX input.

Connect the S-Pedal to the luminaire using a 5-pin XLR to 1/4" jack lead, or 5-pin XLR to 3-pin XLR lead wired as follows:

5-pin XLR	3-pin XLR	Jack
Pin 3 =	Pin 2 =	Tip
Pin 2 =	Pin 3 =	Ring
Pin 1 =	Pin 1 =	Sleeve
Pins 4,5 not connected		

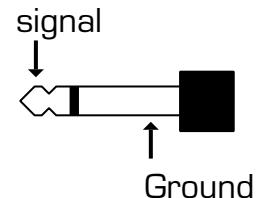
Connect a +12V supply to the 2.5mm power input socket labelled "12V DC 50mA". Use a 12V regulated or unregulated supply capable of at least 50mA. Some unregulated 9V supplies will also work, but not a PP3 battery. Make sure that the centre pin is positive.

Sound input

The S-pedal has an internal microphone, so no connection to the audio source is required. However, when mounted on the floor it is likely to pick up sounds from the stage or the sound of the push-buttons being used. For this reason, it is possible to disable the internal microphone and connect an external sound signal. The "MIC" push-button switch turns off the internal microphone.

To use an external sound signal, connect an audio signal from the speaker output of a power amplifier to the 1/4" jack on the right hand end panel labelled 'sound'. The sound input has an impedance of $33k\Omega$ so that it does not affect the loudspeaker/amplifier loading. **Voltages greater than 50V rms may NOT be connected to a jack plug**, so the largest amplifier that may be connected would be a stereo amplifier that gives 1000W into 4Ω (500W per channel), or 600W into 8Ω (300W per channel).

The sound input requires a signal of at least 1.5V rms before it will start to operate (about $1/2W$ into 4Ω). This means that the sound-chase may not operate at low levels. ($1/2W$ is about 96dB(A) on an average pair of PA speakers).



Midi Input

The S-Pedal has a MIDI input, which can be used to trigger the chaser instead of a sound input. The chaser will change on each drum beat by detecting the "Note On" messages on Midi Channel 10.

Setting the DIL switches.**1. Spectre:** Set the Mode switches to DMX mode (OFF-ON)

Set the DMX address to 1 (all switches OFF),

2. Mirage (with DIL switches): Set the Mode switch ON.

Set the DMX address to 1 (all switches OFF),

3. Mirage (with 7-segment displays)

Set the function to F2.

Set the DMX address to 001

4. Chroma 50, Chroma HX

Set the DMX address to 17 (DIL switch "16" ON)

5. Datamoon

Set the DMX address to 33 (DIL switch "32" ON)

6. Raptor HX/Quasar HX

Set the function to F2 and the DMX address to 49.

OPERATION**FLOOD.**

There are two Flood switches, which work identically, called FLOOD-1 and FLOOD-2. The slider and the two rotary controls above the switch can be used to set the brightness (power), colour and shade of the colour (saturation) for each of the two FLOOD settings. The top (multicoloured) LED shows the colour and brightness selected on each flood switch. Pressing either of the flood switches will produce the selected colour on the luminaires. The yellow LEDs above the switches show which flood switch has been selected.

BLACKOUT.

Either of the flood switches can be used as a blackout, by setting the POWER slider to zero.

CHASE.

Press the chase button twice to select a chase, which is a random colour changing effect at full brightness. The chase speed will be determined by the time between the two switch presses. (Press twice in quick succession for a fast chase). The CHASE LED illuminates green whilst it is waiting for the second switch press, then red when in chase mode. The slowest chase speed is 2.5 seconds between changes.

SOUND.

The SOUND switch selects sound chase. The chaser will change colour on each beat of the music, using either the inbuilt microphone, the external sound input or the Midi drum channel (Channel 10)

FADE.

The fade effect can be switched on or off by pressing the FADE switch. The green LED indicates when Fade is selected.

The fade effect operates as follows:

with flood: When changing between the two flood settings, the colour and the brightness will change gradually between the old and new settings taking approximately 10 seconds.

with chase: The chaser will change gradually between random colours, spending half the time on the colour, and half the time fading to the next colour.

with sound: The chaser will change colour on the beat of the music, taking about a second to fade between the two colours.

Mimic

The output mimic LED allows the user an instant visual indication of the unit's performing mode. Please note that LED colours are not an exact match for the colours of a filament lamp, especially at low brightness levels.

Multichannel chase.

If using with multiple Spectres/Mirages, then in Chase mode the S-Pedal can produce a different random colour on each luminaire. To achieve this, set the DMX addresses to 1, 5, 9 and 13 on up to four Spectres. In FLOOD modes, all the luminaires will produce the same colour. In CHASE mode the Mimic LED will show the colour of the luminaire on DMX address 1. Refer to the

instructions supplied with the luminaire as to how to set the DMX address switches.

Use with other luminaires.

1. Chroma HX / Chroma 50.

Set the DMX address of the Chroma to 17.

All functions of the S-Pedal are available except the "shade" control which has no effect. The Chroma has 8 fixed colours and will choose the nearest colour filter to the colour selected on the S-Pedal.

In chase mode, a different random colour can be produced on each luminaire by setting the DMX address to 17, 21, 25 and 29 on up to four Chromas

2. Datamoon.

Set the DMX address of the Datamoon to 33.

The POWER control has no effect (the Datamoon has no dimmer), and the SHADE control can be used to select the speed of rotation of the pattern, from full speed anticlockwise to full speed clockwise. The Datamoon has 8 fixed colours and will choose the nearest colour filter to the colour selected on the S-Pedal. In SOUND mode, the Datamoon will perform "twist to sound" if the SHADE control is set either fully anticlockwise, or fully clockwise.

In chase mode, a different random colour can be produced on each luminaire by setting the DMX address to 33, 37, 41 and 45 on up to four Datamoons.

3. Raptor HX and Quasar HX

The POWER control operates the dimmer, and the SHADE control selects the speed of rotation of the barrel/dish. The Raptor and Quasar have 8 fixed colours and will choose the nearest colour filter to the colour selected on the S-Pedal.

In chase mode, a different random colour can be produced on each luminaire by setting the DMX address to 49, 57, 65 and 73 on up to four Raptors/Quasars.

No control over beam scanning is available, the scanning motor remains static at its centre position.

FAULT FINDING.

No LEDs lit

- No supply

If using a DC power supply, check that the output voltage and polarity is correct.

If powering the S-Pedal from a luminaire, check that it provides a +12V output on pin 5 of the XLR (Spectre, Datamoon, Raptor and Quasar all do), and check that pin 5 is connected in the DMX lead.

Luminaires do not operate correctly.

Check that the DMX address and Mode switches are set correctly.

(If a Spectre is strobing, then the MODE switches are set wrongly)

No response to sound

- Microphone switched off.
- External sound input signal too small.

No response to Midi

- No drum track on Midi Channel 10

TECHNICAL SPECIFICATION.

Size: 405mm x 201mm x 58mm

Weight: 3.1kg

Power supply: 12V DC 50mA

Connections: 2.5mm DC power socket.
Centre terminal positive.

Output: DMX 512, 80 channels

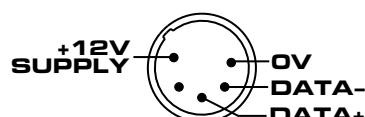
Connections:

Data + Pin 3

Data - Pin 2

Ground Pin 1

+12V supply Pin 5



Safety Standards

The S-pedal complies with:

EN55103 (Electromagnetic Compatibility Standard)

Guarantee

This product is guaranteed for a period of 12 months against faulty components or manufacture from the date of purchase. Upon proof of purchase, NJD shall, at its own option, repair or replace the defective item at no cost to the purchaser.

This guarantee is contingent upon the proper use of the product in the application for which it is intended and does not cover products that have been modified, subjected to unusual physical conditions, or electrical conditions outside its specification, or damaged in any way.

This guarantee is limited to the product only and does not cover carriage costs, installation costs or travel expenses. Your statutory rights are not affected.

In the event of any problems with this product contact the retailer from which it was purchased for technical assistance, or e-mail technical@njd.co.uk

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