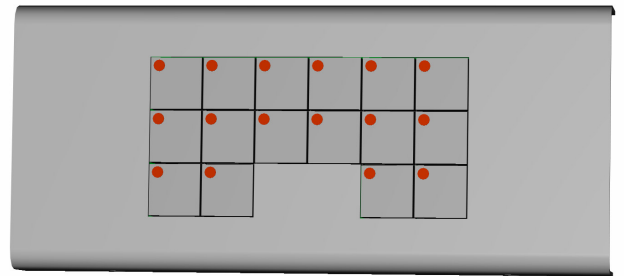
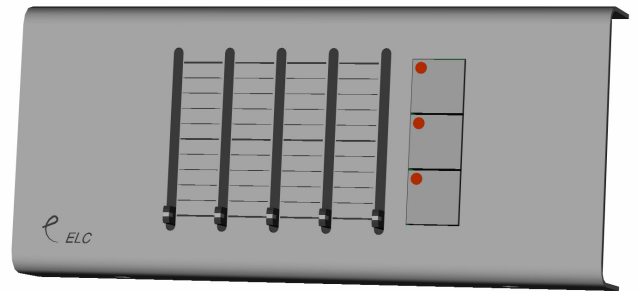
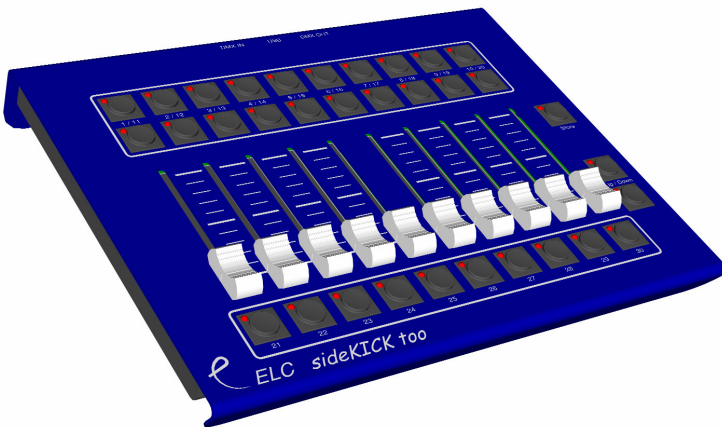


AC612 XUB/XUF/DIN sidekick too

512 channel houselight / architectural
controller and universal wing

Users Manual for Software version 2.05
Including Editor Software



 **ELC**

AC 612 XU and sidekick too

The AC612 XU is available in 3 types:

- **XUB** Button version (16 buttons) with 12 memories + 1 blackout scene
- **XUF** Fader version (5 faders and 3 buttons) with 5 memories
- **DIN** Contact closure version for DIN-rail mounting. With 12 memories

The sidekick too has 20 button playbacks and 10 fader playbacks.

All units have a DMX input, DMX output and a built-in merger/ The merger has operating modes like HTP/LTP and Priority. The memories are captured from the DMX input and have all 512 channels. In addition to the memories, there is a master intensity control that runs from 0% to 200%. The master is controlled by the Up and Down keys. The Master up/down can also be setup as speed control.

The AC612XU units need an external power supply with an output voltage of 9V to 24V and with 200mA. The sidekick too is powered via the USB connector, either via the supplied USB power adapter or when connected to a computer.

The USB connector is available for future software upgrades and editor software.

The Editing software can be used to preprogram the AC612XU's/sideKick's memory. With this software it is possible to create memories for each button or fader with multiple steps (device total of 126). The software is available on Windows XP (or up) and mac OSX 10.4. A USB connection is required to import or export the memories to and from the device.

Installation of the AC612XU

The AC612XU is a hardwired wall mounted lighting controller. Installing has to be done by a qualified technician.

Installation steps:

- 1) open the cover of the unit (2 screws at the top and 2 at the bottom)
- 2) connect the external power supply (9V-24V) to the PWR + and – screw terminals
- 3) Connect the DMX input to the IN terminals:
G → pin 1 (shield)
+ → pin 3 (data +)
- → pin 2 (data -)
- 4) Connect the DMX output to the OUT terminals:
G → pin 1 (shield)
+ → pin 3 (data +)
- → pin 2 (data -)
- 5) (optional) Mount the unit to the wall
- 6) Close the cover with the 4 screws

Additional installation for the DIN version

The DIN version has 12 contact closure contact inputs on screw terminals. When connecting an opto-coupler output to the contact closure input, care must be taken for the correct polarity.

Installation of the sideKick too

The sideKick too has normal contacts. A 5-pin male XLR for the DMX input, a 5-pin female XLR for the DMX output and a USB connector.

Change operating modes (SETUP-MODE).

(note: setup is NOT available on the DIN version. The setup of the DIN version needs to be done via the Editor software)

In the setup mode it is possible to change the operation of the unit (like merger mode and memory handling). To enter the Setup mode follow the next steps:

- 1) Press and hold the STORE button
- 2) Press and hold the UP button
- 3) Wait about 10 seconds for the led's to start flashing (except the UP and STORE leds remain on).
- 4) Now you can change the settings described in the following sections)
- 5) When no button has been pressed for about 10 seconds, the unit will timeout the SETUP-MODE and will store the current settings and go back to normal operation.

SETUP-MODE settings

Merger Mode

Key		Function
Up	Down	
<input type="radio"/>	<input type="radio"/>	HTP merge
<input type="radio"/>	<input type="radio"/>	LTP merge
<input type="radio"/>	<input type="radio"/>	Priority merge (memories of the unit are disabled if a valid DMX signal is on the input)

Store Disable

If the LED on the store button is on, then storing new memories is disabled.
Next settings are only available on the button version.

Startup memory (at power on)

Key				Function	Key				Function
1	2	3	4		1	2	3	4	
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	No startup Memory					
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Memory 1	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Memory 7
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Memory 2	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Memory 8
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Memory 3	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Memory 9
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Memory 4	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Memory 10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Memory 5	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Memory 11
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Memory 6	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Memory 12

Memory Mode

Key		Function
5	6	
<input type="radio"/>	<input type="radio"/>	Swap, only one memory active
<input type="radio"/>	<input type="radio"/>	Toggle, switch memory on / off
<input type="radio"/>	<input type="radio"/>	Flash, temporary memory

Fade Tables (see item "Creating Memories")

Key		Fade time tables				
7	8	Table	Fadetime 1	Fadetime 2	Fadetime 3	Fadetime 4
<input type="radio"/>	<input type="radio"/>	1	0 seconds	1 second	2 seconds	5 seconds
<input type="radio"/>	<input type="radio"/>	2	0 seconds	5 seconds	10 seconds	15 seconds
<input type="radio"/>	<input type="radio"/>	3	1 second	10 seconds	15 seconds	20 seconds
<input type="radio"/>	<input type="radio"/>	4	5 seconds	10 seconds	20 seconds	30 seconds

Up/Down Mode

Key		Function
9	10	
○	○	Up / Down buttons control intensity
☀	○	Up / Down buttons control speed
○	☀	Up / Down buttons control intensity Off / Store buttons control speed (AC612XUB only)

Master / Slave (AC612XUB / DIN) / Operation Mode

Key				Function
11	12	13	14	(note keys 13 and 14 only available on sideKick too)
○	○	○	○	Normal standalone operation
☀	○	○	○	Device is the master of a system (contains the memories)
○	☀	○	○	Slave in a system
☀	☀	○	○	Last Slave in a system (RDM signal is blocked)
○	○	☀	○	DMX Remote Wing with offset 1
☀	○	☀	○	DMX Remote Wing with offset 51
○	☀	☀	○	DMX Remote Wing with offset 101
☀	☀	☀	○	DMX Remote Wing with offset 151

In Master / Slave mode, the master should be the first in the DMX line. The slaves are then daisy chained to the master. In Daisy chaining, the Output of the Master is connected to the input of the Slave. The Output of the Slave can then be connected to another Slave's input, and so on. The master communicates with the slaves thru RDM (bidirectional DMX). If devices after the last Slave are not handling the RDM signal correctly, then program the last Slave as Slave-last (this will block the RDM signal).

In DMX Remote mode, explained below section.

Operation

Creating Memories

AC612XUF (Fader version)

To store a memory (captured from the DMX input) into one of the 5 faders follow the next steps:

- 1) Press the store button (the button will now start flashing, indicating that no fader has been selected). The built-in merger is now disabled and will pass thru the DMX input signal.
- 2) Create the required memory by the external DMX source.
- 3) Move the chosen fader to it's full position. The STORE LED will now be on. (if the fader is already at the full position, move it first down and back up)
- 4) Selecting the same fader again will disable the selection and a different fader can be selected.
- 5) Press the store button to save the memory

AC612XUB (Button version)

To store a memory (captured from the DMX input) into one of the 12 buttons, follow the next steps:

- 1) Press the store button (the button will now start flashing, indicating that no button has been selected). The built-in merger is now disabled and will pass thru the DMX input signal.
- 2) Create the required memory by the external DMX source.
- 3) Press the chosen memory button (1-12) The STORE LED is now on.
- 4) Set the fade time for the memory, by using the next table:

Key		Fadetime
Up	Down	(depends on fadetime table, previous page)
○	○	Fadetime 1 (0,0,1,5 seconds)
☀	○	Fadetime 2 (1,5,10,10 seconds)
○	☀	Fadetime 3 (2,10,15,20 seconds)
☀	☀	Fadetime 4 (5,15,20,30 seconds)

- 5) Pressing the same button again will disable the selection.
- 6) Press the store button to save the memory

To set the blackout/fadeout timing, follow the steps above except that instead of selecting one of the 12 memory buttons, select the blackout button (next to the store button)

AC612XU DIN

Memories on the DIN version can only be created via the Editor menu.

sideKick too

To create memories on the sideKick too, follow the steps indicated for the AC612XU fader and button version.

Normal operation

In normal operation, you can recall memories via the faders or the buttons. The master intensity control is handled by the Up and Down buttons. The master control runs from 0% to 200%. Is both the Up and Down LED's are off, then the master controller is at 100%. If the Up led is on, then the Master is above 100%. With the Down led on, then the master is below 100%. To set the master back to 100% press both Up and Down button together.

DMX remote wing operation (sideKick too)

In DMX remote wing operation, all buttons and faders are send as DMX separate channels. Buttons 1-30 are send as channels 1-30. The Down button is send as channel 31, up button as channel 32 and the store button as channels 33. The Faders are send as channels 41 till 50. The DMX merge is set to HTP. Multiple sideKick too's can be used when setting the offset to 51, 101 or 151.

Please NOTE: To get back into the setup menu, follow the next steps:

- Switch Off the unit (unplug the USB)
- Press and hold both Up and Down key
- Switch on the unit (plug in the USB)

The unit will now start up in setup mode (hence the blinking LED's)

Firmware Upgrading

To load new firmware (software) into the unit you'll need the "ELC USB firmware update" program available on the www.elclighting.com website in the software area (available for windows XP and up or mac osx 10.4 and up). Unzip the downloaded file and in stall it. (on windows rung setup.exe

and on mac drag the application into the application folder). Also download the latest version of the firmware from the Firmware area on the same website.

To update the unit follow the next steps:

- power off the unit
- press and hold the STORE button
- connect the unit to the computer via USB
- on windows it might be needed to install the usb drivers. These are located in the downloaded .zip-file.
- Start the update program
- Press update
- Select the downloaded firmware
- When update is done exit the program and disconnect the unit from the usb
- Power the unit back up
- PLEASE NOTE: previously created memories might get lost during the update,

Note for the DIN version.

To Upgrade the firmware on the DIN version follow the next steps.

- remove the power of the unit
- remove the white cover (2 clips, one on each side)
- locate the jumper called "Update"
- place the jumper on the Update position
- connect the USB
- on windows it might be needed to install the usb drivers. These are located in the downloaded .zip-file.
- Start the update program
- Press update
- Select the downloaded firmware
- When update is done exit the program and disconnect the unit from the usb
- Put the jumper back to the original position
- Place back the cover and apply power
- PLEASE NOTE: previously created memories might get lost during the update,

Editor Software (on PC or Mac)

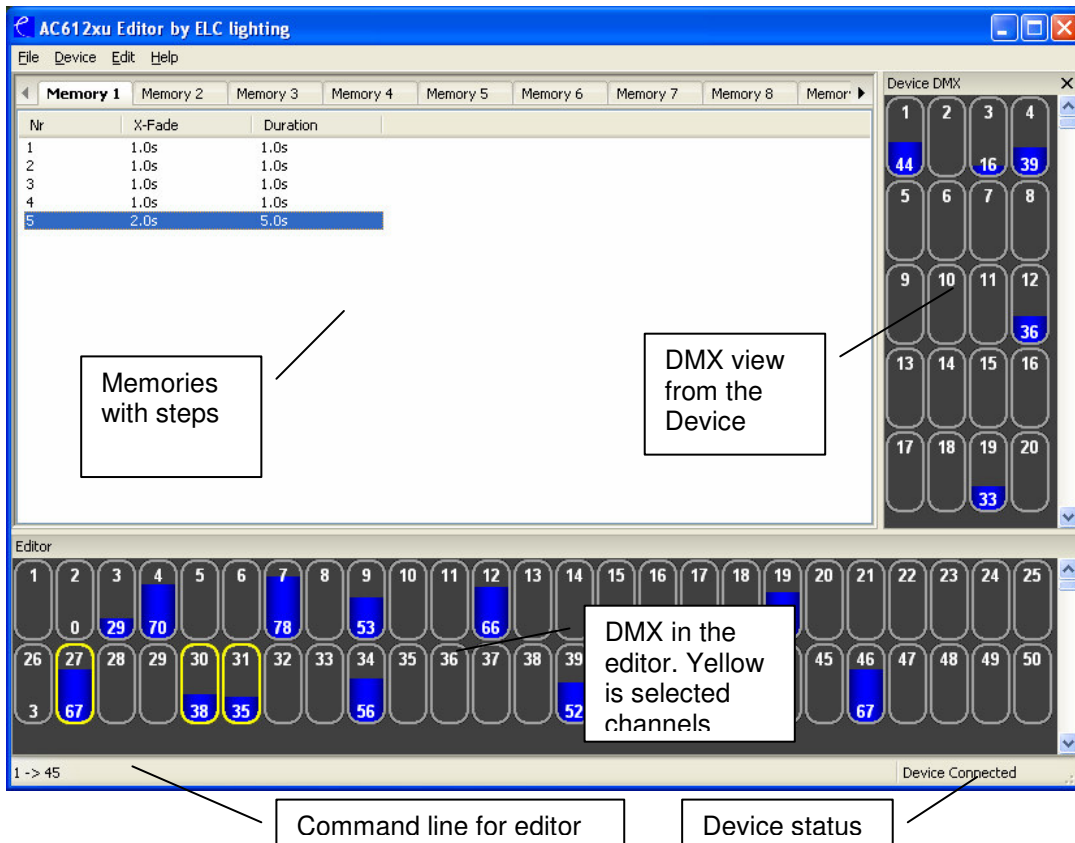
The editor software can be used to create the memories. Each memory can have multiple steps, each with it's own crossfade time and duration (in total 126 steps).

First download the latest version of the software from the website www.elclighting.com, in the software area. Next unzip the file and install the software:

On Windows: run the setup.exe and follow the instructions on the screen. Also note that it maybe needed to install the usb drivers when first time connecting the unit. These drivers are located in the downloaded zipfile.

On mac: drag the application from the zip file into the application folder.

Main window (windows version shown)



- New → clear all memories and settings
- Open → open a previously created setup of memories and settings
- Save → store all memories and setting to disk
- Save as → store all memories and settings to disk with a different file name
- Exit → Quit the application

Device menu

- View DMX → if the Device DMX windows is closed, reopen it
- Merge DMX → if checked then the DMX output of the AC612XU will be an HTP merge of the Device DMX and the Editor
- Grab DMX → load the Device DMX data into the Editor
- Settings → Open the settings window (explained later on)
- Import → load all memories and settings from the device into the software
- Export → store all memories and settings from the software into the device

Edit menu

- Record step → This will open the Record Window to update the current step or store the information into a different/new step
- Add step → Same function and Record step, except that the step number is incremented
- Delete Step → remove the currently selected step
- Clear Editor → Set all channels in the Editor to 0%
- Clear Memory → Delete all steps in the memory

View Mode

In then menu you can select the naming of the cuelist tabs, to match you device.

Help menu:

- About → show version of the software

Using the Editor

The editor can be used either with the keyboard (commandline) and or the mouse.

Using the keyboard (commandline):

By typing in the required channels and setting the levels you can create a scene. The keys used are:

- 0,1,2,3,4,5,6,7,8 and 9 → digit entry
- +, -
- T (or / on windows keypad) → Thru
- ' (or * on windows keypad) → At
- F (or . on windows keypad) → Full
- Enter → to activate the command

Examples:

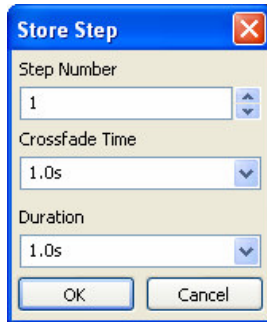
1 T 12 ' 50 <enter>	→	1 → 12 @ 50	(channel 1 thru 12 at 50 %)
1 + 3 F	→	1 + 3 Full	(channel 1 and 3 at 100%)

Using the mouse

Select by left clicking a channel in the Editor window. The channel will appear with a yellow ring to indicate it is selected. To select multiple press the "Ctrl" key when left clicking. To change the value left click and hold the left button and move it up and down, for more precise use the right button.

Recording (or adding) a step.

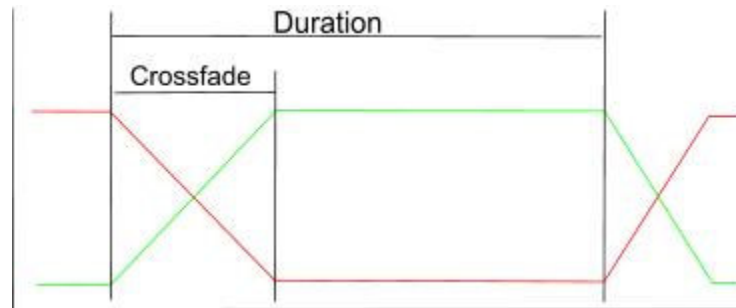
Select Record Step (or Add Step) from the device menu or press R (or A). The record window will come up.



Step number indicates the number of the step (the device can in total have 126 memories)

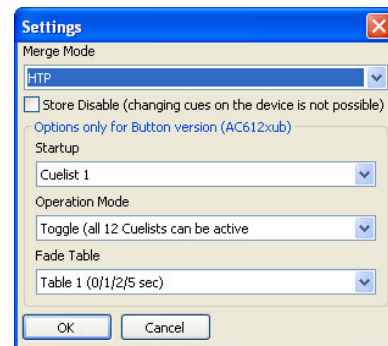
Crossfade Time sets the fadetime for the step

Duration sets the time the step will last (time before the next step comes. Setting the duration to STOP will end the playback of the memory at that step. If no step in a memory has a STOP programmed, then the memory will loop thru all steps.



Device Settings

The device settings window is an easy way to set the settings like merge mode, store disable, etc. All these functions are described in the "SETUP-MODE" selection of this document above.



sideKick too PC interface software

To use the sideKick too with offline software, please download the interface program from the website (www.elclighting.com) in the software section.

General information

CE-product

The AC612XU permits to the CE requirements set up by the European Community, This can be recognized by this label on the outside of the product.



Technical Information

Input: DMX512
Output: DMX512
Upgrade: USB
Power: External power supply 9V – 24V 200mA
Controls: 16 buttons or 5 faders and 3 buttons
Dimensions: 180mm x 80mm x 23mm
Weight: 450 grams

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