CLUBSCAN
INSTRUCTION MANUAL

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CLUBSCAN:

Thank you for purchasing the ***METEOR CLUBSCAN.***

DO NOT DISCARD THE SHIPPING CARTON OR THE PACKING AS THEY MIGHT BE NEEDED TO SHIP THE UNIT BACK FOR REPAIR OR FOR JUST TRANSPORTING UNITS.

For the sake of your safety and to make sure the ***CLUBSCAN*** is operated in the correct manner. Please read this entire manual before attempting to operate the light. There might be some obvious *"tricks"* you could learn to help simplify programming time and creativity, just by reading and understanding.

OVERVIEW

The ***METEOR CLUBSCAN*** uses the latest in advanced design and processing technologies, including the high temperature, heat resistant plastic materials. The modern design and futuristic look has been carefully considered for user functionality and operation. Color casings, as an option, have also been added as the needs and demand of the Club Decor / environment or for the Mobile DJ set-up which is ever changing. The attention has been specifically focused on the brightest lamp output at the most reasonable cost. With a higher color temperature – the 11 dicroic colors plus the white are much more vivid and seem to be much more in focus with very minimal over shadowing of the Gobos for a crisp, clean edge.

The ***CLUBSCAN*** product range consists of a ***CLUBSCAN 1, CLUBSCAN 2, CLUBSCAN 3, CLUBSCAN 4*** and a ***CLUBSCAN 5.*** To minimize cost differences, we have used the same basic ***CLUBSCAN*** design and have changed the front head to either a BarrelScan, MoonScan or ConeScan effect.

TECHNICAL SPECIFICATIONS:

VOLTAGE:	120V. – 60Hz
# OF CHANNELS:	**4** (COLOR, GOBO,PAN and TILT)
BULB SPEC:	24v 250w ELC/5 or 20v 150w DDL
COLORS:	11 COLORS + WHITE
GOBOS:	11 FIXED GOBOS (separate wheel)
BEAM ANGLE:	15 Degree
PAN:	150 Degree
TILT:	110 Degree
DIMENSIONS:	26" x 11" x 12"
WEIGHT:	16 POUNDS
INPUT/OUTPUT:	3 PIN XLR (standard DMX)
CONTROL:	DMX CONTROL or MASTER/SLAVE Mode.

INSTALLATION: (prelude)

This product is made for indoor use only. Ambient temperature: below 95 degrees Fahrenheit

The installation, operation and maintenance personal should never start ANY operations before they are familiar with the lamp performances. Whereas most damage occurs by misuse

Prior to bulb replacement – make sure POWER is off and the lamp is cooled down. (The lamp temp. can be in excess of 400 degrees F.)

Proper clamps and safety cable should be used all times that fixture is mounted.

Occasional maintenance checks should be made for proper dust free fan ventilation.

Glass cleaner can be used to clean the lenses and the mirror while power is still OFF.

Make sure the mirror movement is unobstructed.

Tighten side clamps securely before starting any programming. Any cleaning can change beam angle and position.

INSTALLATION *(CONTINUED)*

Unscrew two thumbscrews covering lamp. Remove the lamp cover.
DO NOT TOUCH THE LAMP WITH YOUR BARE HANDS (oil from your hand can create "hotspots" on the lamp - thus shortening lamp life by more then 75 %).

Insert lamp into socket and push in lamp holder.

Screw back lamp cover.

Fixture uses 3A/250v fuse. Use fuse of same specifications if needed to be replaced.

CONTROL CHANNELS: (4) DMX

The ***METEOR CLUBSCAN*** has four **(4) DMX** channels. Each Channel is independently operated and accessed. (Specific channel assessments and values are on page 11 of this manual)

CHANNEL 1 - **GOBOS** (11) Fixed
CHANNEL 2 - **COLORS** (11) – white included
CHANNEL 3 - **PAN**
CHANNEL 4 - **TILT**

SETTING THE CORRECT DMX ADDRESS:

Commonly referred to as the **BASE ADDRESS** or starting address. A **BASE ADDRESS** is nothing more then a *"mailbox"* for DMX signals. Which signals get delivered in which box (fixture) to activate. When signals are transmitted down the DMX cable, it allows those signals to activate any corresponding DMX values within that fixture. Dipswitch settings are based on **BINARY NUMBERING** (every number doubles itself).

Example: Your Dipswitch has 10 white switches. Either up (**on**)or down (**off**). Up meaning being **used** – down

1 – 2 – 3 – 4 – 5 – 6 – 7 – 8 - 9 - 10 (switch)
1 – 2 – 4 – 8 – 16 - 32 - 64 -128- 256– (base address)

DMX BASE ADDRESS SETTINGS:

The 10 – position dipswitch on the top end of the ***CLUBSCAN*** must be set correctly to allow you the Independent control in order to program a professional light show. Depending on how many units you are going to control from your controller, the settings would be:

FIXTURE:	***CLUBSCAN***	Dipswitch **ON**:
1	Base address **1**	**1**
2	Base address **5**	**1, 3**
3	Base address **9**	**1, 4**
4	Base address **13**	**1, 3, 4**
5	Base address **17**	**1, 5**
6	Base address **21**	**1, 3, 5**
7	Base address **25**	**1, 4, 5**
8	Base address **29**	**1, 3, 4, 5**
9	Base address **33**	**1, 6**
10	Base address **37**	**1, 3, 6**
11	Base address **41**	**1, 4, 6**
12	Base address **45**	**1, 3, 4, 6**

These are just the 12 examples of what the Dip Switches would be set at if you were programming/ using **ONLY** ***CLUBSCANS*** on your controller.

If you set the first switch ON, knowing the unit uses only **4** DMX Channels. Your base address is **1**. The second unit (still has 4 channels, but you have already used the first 4 channels – so the second unit – the Base address would be **5** – third unit would be **9.** Fourth unit would be **13** (see the pattern we are using).
First unit was easy. First unit – base address 1 – first dip switch up.
However, the second unit is **BASE ADDRESS 5.** Now

what do you do. Just add up the values from the chart on page 5. You will see that switch is **1** ON and switch **3** is ON will add up to 5 to give you a **BASE ADDRESS 5.**
Try another one: **BASE ADDRESS 57.** Ask yourself which switches when added up together will give me a base address of **57**?. Look at the switches and Base address. **32** (switch **6**) plus **15** (switch **5**) plus **8** (switch **4**) plus **1** (switch **1**) = **32 + 15 + 8 + 1 = 57.**
So dipswitch **1 – 4 – 5 – 6** would be your correct setting for a unit that had a **BASE ADDRESS** of **57.**

MASTER / SLAVE OPERATION: Audio Only

The ***METEOR CLUBSCAN*** uses a 10 position dipswitch.
10th switch "**OFF"** indicates the **MASTER** unit.
This would be used if there was no controller or ANY programming involved. Just running off of the audio.
MASTER creates the signal and transmits the signal.
SLAVE units would have the **1ST (1)** dipswitch **(ON)** and the**10th** dipswitch (**ON**) This would indicate the **SLAVE** is receiving those signals from the **MASTER.**
If you wanted the ***CLUBSCAN*** to randomly operate via sound. All the units will be receiving control signal generated from the first unit randomly – thus keeping an even – matched color / gobo / mirror movement. This is ideal for the Mobile DJ who is doing various set-ups on a weekly basis. Where all parameters are ever changing.
Every change to DIPSWITCH SETTINGS – **power down.**

SYCRONOUS OPERATION – *NO CONTROLLER*

1) Set the dipswitch on the first ***CLUBSCAN*** (MASTER) so that switch number **10** is **OFF**.
2) Insert DMX cable into the Master's **DMX OUTPUT** and insert cable to the **DMX INPUT** of the second unit . (second unit DIPSWITCH **1** and **10** is positioned in the **ON** POSITION**.** This indicates **"SLAVE MODE"**.

3) Connect remaining fixtures same as step # 2
4) Connect power. Have the first unit (MASTER) near an audio source / signal to activate random movement. All units will respond accordingly.
5) Adjust sound sensitivity via potentiometer.

NOTE 1: YOU MUST REMEMBER – THE FIRST UNIT IS THE MASTER – **10TH** DIPSWITCH OFF . ALL THE OTHER UNITS ARE "FOLLOWERS" (SLAVES) – SLAVES HAVE SWITCH **1** AND SWITCH **10** ON

NOTE 2: IF YOU WANT ALL UNITS TO JUST RANDOMLY DO ALL DIFFERENT COLORS ,GOBOS MIRROR MOVEMENTS – PUT THE **10TH** DIPSWITCH **OFF** ON ALL THE UNITS. NO DMX CABLE IS REQUIRED

RANDOM OPERATION:
All MASTERS – NO CONTROLLER: Audio Only

1) Set the **10th** dipswitch on each fixture to **OFF.**
2) **DO NOT connect** DMX cable from one unit to the other.
3) Each unit will randomly select colors, gobos and mirror movement when activated / triggered by the sound. They could be the same, but odds on they will all be doing different things.

SYCRONOUS PROGRAMMED OPERATION – (controller Required)

1) From the **DMX Output** of the Controller – using 3 pin XLR cable to the first unit. Connect all the other units. DMX signal going in to the INPUT. DMX signal going out from the OUTPUT. Daisy chain the DMX cable.
2) Assign all the ***CLUBSCANS*** with the correct **BASE ADDRESS** settings. (refer to address setting).
3) Select the CLUBSCAN you want to change
4) On the controller, select Channel 1.

Note: any change /master/Slave setting–**Turn power off.**

1) Change the DMX value of this channel to a level higher then **101**. (DMX value of 1 – 84 will give you a "*strobe effect*". DMX values between 85 – 89 will give you a white light. DMX values between 93 and 100 will give you a blackout mode.
   NOTE: CREATING A BLACKOUT SCENE AS YOUR FIRST SCENE IS VERY IMPORTANT. IF YOU START ALL YOUR CHASES WITH A BLACKOUT SCENE – REGARDLESS OF WHERE THE MIRRORS AND COLORS WERE LAST – THIS ALLOWS THE FIXTURE TO HOME IN ON A NEW POSITION WITHOUT SEEING ALL THE RESETS OF ALL THE CHANNELS.
2) Select the **GOBO** you want by changing the DMX value by moving the slider up or down.
3) Select Channel **2** – this will give you the color you want by moving the slider up or down.
4) Select Channel **3** – this allows you to move the mirror on the **PAN AXIS** (Left / Right)
5) Select Channel **4** – this allows you to move the mirror on the **TILT AXIS** (Up / Down).
6) Once this is done, select another ***CLUBSCAN*** (leaving the first unit where it was and how it is)
7) Repeat STEPS 4,5, 6, 7, 8, 9 until you are satisfied with that fixtures output
8) Repeat STEPS 3, 4, 5, 6, 7, 8, 9 and so forth for as many ***CLUBSCANS*** you want programmed.

NOTE: once you have the first unit on, you see the light. It would be advisable to FOCUS that fixture at that time.

FOCUSING THE *CLUBSCAN*:

1) Once you can see the light on the wall or the floor, simply turn the lens (screw it in or screw it out) either clockwise or counter clockwise to proper adjustment. Proper adjustment would mean the gobo has little if any shadow or fuzzy edges. What looks "crisp" to you.
2) The ***CLUBSCAN*** has a wide range of movement. It is totally impossible to have the gobos focused at its shortest distance and at its longest distance. Depending on your needs / requirements, you might want to focus it at its furthest point OR at its closest

meaning **not used**. So the value of each switch is:
point. A happy medium of about 60% of its furthest point is usually preferred.

CLEANING / PREVENTATIVE MAINTENANCE:

The Club environment is a very hostile environment for any electronics. Most people put these units up – forget about them. The only time they even check on these is when something is not working properly. Simple scheduled maintenance will prevent most problems

The biggest cause of lamp failure is heat.

Simple things like periodic cleaning off the dust on fan blades and exhaust vent.

Clean lenses of residue of smoke and fog machines which cause heat and create major loss of brightness.

Lamp replacement – even when the lamps are still working. If the output is starting to look dull – it is time to replace. They are going to go out. Murphy's law says it will always happen at the most inopportune time – the middle of your biggest night. Have spare lamps available. Very few lamps exceed manufacturers spec.'s on lamp life. Make sure the area surrounding the ***CLUBSCAN*** is well ventilated to allow maximum cooling of fixture.

TROUBLE SHOOTING – Frequently asked questions:

I am using a DMX controller and nothing is happening.

- First make sure you have the units properly connected via a 3 pin DMX cable.
- Make sure the Master / Slave is in SLAVE mode
- Make sure your CLUBSCAN is set to the correct DMX address (dip switches correctly set)
- Make sure the controller is putting out a DMX signal.

Re-check to make sure POWER is turned on to ***CLUBSCAN.***

The second *CLUBSCAN* is responding when I program the third *CLUBSCAN*

- *Your DMX base addresses is not set correctly. Recheck for proper setting.*

The mirrors are moving but there is no light.

- *Check your controller – make sure you are not in the Blackout mode*
- *Obviously check the lamp. Make sure it is good. (it is very advisable to always have a few spare lamps on hand). Lamps are going to go out. If they go out at night – nothing you can really do – but wait until next day to replace – no real down time. If they go out and no replacement – then you order them, replace them – down time about a week. Best to have them on hand.*

I am not using a controller, but I want them all to do the same thing.

*See page 6 – Synchronous Operation. Set the first unit as the Master. Daisy chain the DMX cable to each **CLUBSCAN.** Change the rest of the **CLUBSCANS** to the SLAVE position.*

I have 4 *CLUBSCANS* and I want to add four more. What do I do?

- *Check your dipswitch setting on you last unit. Calculate the DMX value (base address). Add 4 to that number and that will be your new base address. Refer to the DMX Base address chart to find the settings for the new address*

How do I get all the colors or gobos to match?

- *This is done when you are programming the Scenes. The DMX level / value is determined by bringing up the value or lowering it. A slight number difference can mean a slight variation. If your last unit color or gobo was 99 – then make this objects color or gobo 99. A controller, such as the **SCENEMASTER** actually gives you numeric values making it easier to see what level you are at. Straight sliders can only give you approximate values.*

CLUBSCAN DMX LEVELS / VALUES:

CHANNELS / SPECIFIC / VALUES / CONTROLS

1	**GOBO**	0 - 84	Strobe/flash
1	GOBO	85 - 92	OPEN
1	GOBO	93 - 100	Blackout
1	GOBO	101 -108	GOBO 1
1	GOBO	109 -116	GOBO 2
1	GOBO	117 -124	GOBO 3
1	GOBO	125 -132	GOBO 4
1	GOBO	133 -140	GOBO 5
1	GOBO	141 -148	GOBO 6
1	GOBO	149 -156	GOBO 7
1	GOBO	157 -164	GOBO 8
1	GOBO	165 -170	GOBO 9
1	GOBO	171 -255	Scrolling Gobo
2	**COLOR 1**	0 – 4	WHITE
2	COLOR 2	5 – 9	RED
2	COLOR 3	10 –14	DK. BLUE
2	COLOR 4	20 – 24	GREEN
2	COLOR 5	25 – 29	MAGENTA
2	COLOR 6	30 – 34	LT. BLUE
2	COLOR 7	35 – 39	LT.PINK
2	COLOR 8	40 – 44	NEON GREEN
2	COLOR 9	45 – 49	DK. PINK
2	COLOR 10	50 – 54	TURQUOIS
2	COLOR 11	55 – 59	ORANGE
2	COLOR	60 – 64	SPLIT/MULTI
2	COLOR	61 – 65	SPLIT/MULTI
2	COLOR	66 – 69	SPLIT/MULTI
2	COLOR	70 – 74	SPLIT/MULTI
2	COLOR	75 – 79	SPLIT/MULTI
2	COLOR	80 – 84	SPLIT/MULTI
2	COLOR	85 – 89	SPLIT/MULTI
2	COLOR	90 – 94	SPLIT/MULTI
2	COLOR	95 – 99	SPLIT/MULTI
2	COLOR	100 – 104	SPLIT/MULTI
2	COLOR	105 – 109	SPLIT/MULTI
2	COLOR	110 – 114	SPLIT/MULTI
2	COLOR	115 – 127	SPLIT/MULTI
2	COLOR	128 – 255	SPLIT/MULTI
3	**PAN**	0 – 255	**X**– AXIS
4	**TILT**	0 – 255	**Y** - AXIS

Optional DMX Controllers:

To use with your ***ClubScan*** system for programming a truly professional Light Show.

- **METEOR C-80 CONTROLLER**
  - 80 Channels of DMX - sliders
  - Up to **10** – 8 channel fixtures
  - Easy to operate and Program

- **METEOR C- 192**
  - 192 Channels of DMX - sliders
  - Up to 12 – 16 channel fixtures
  - Easy to operate and program

- **METEOR C- 240**
  - 240 Channels of DMX
  - Up to 12 – 20 channel fixtures
  - Joystick – pan /tilt
  - Easy to operate and Program

- ***METEOR C-240***
  - 240 Channels of DMX - sliders
  - Up to 12 – 20 Channel Fixtures
  - Rotary Knobs to access Pan and Tilt
  - Easy to operate and program

- ***METEOR OMNI CONTROLLER***
  - **256** Channels of DMX
  - 240 Scenes – LCD Display
  - Flexible to create any number of varying fixtures
  - Joystick

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