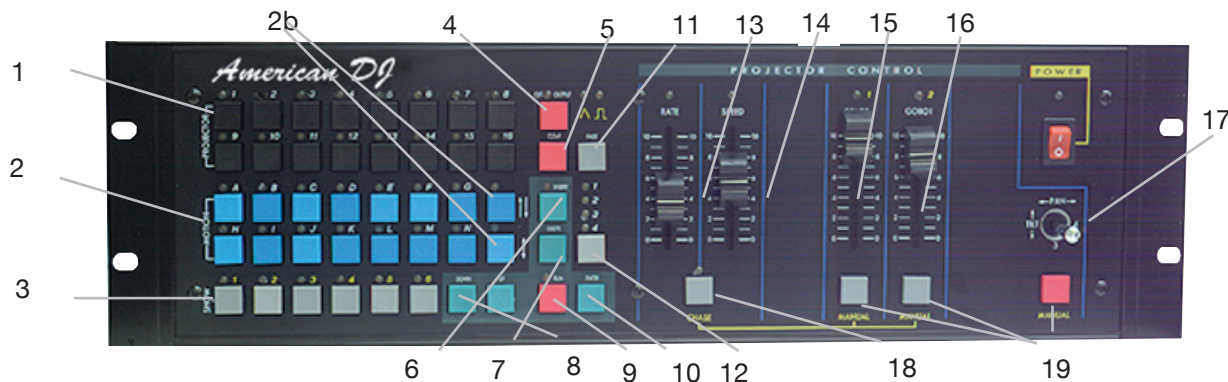


X-Treme/19C™ X-Treme™Controller



1. Selects Projector
2. Preset Motion/direction selectors
3. Show Keys
4. Cut output (blackout)
5. Clear projectors and motions not shows
6. Insert adds extra step to show program
7. Delete Show program step
8. Up/Down steps thru show
9. Run selected Show(s)
10. Enter scene into show memory

11. Fade selects speed of crossfade
12. Level 1,2,3,4 selects small to large motion
13. Rate Adjust time between motions
14. Speed adjusts speed of motion movement
15. Color adjustment of projector selected
16. Gobo change of projector selected
17. Joystick pan/tilt of projector selected
18. Chase activation key
19. Manual Button override of show memories
Also sets chase parameters in Chase mode

Thank you for purchasing this American DJ® product. Please read the instructions on the following pages before installing or using your new unit.

Warnings

1. Never operate unit when case is open.
 2. Never operate unit in damp, moist conditions
 3. Follow standard electrical safety precautions when installing, operating or servicing the unit to prevent electrical shock, fire, or equipment damage.
 4. Always replace fuses with same type.
- For service, contact your American DJ® dealer.

Model: X-Treme/19C™ **SPECIFICATIONS:**

Output channels:	64
Projectors:	16
Signal :	USITT DMX512
Signal connector:	3pin XLR
Predesigned motions:	56
Memory:	512K
Shows:	6
Mounting:	3 rack units
Clearance:	85mm
Dimensions:	19" x 5.25" x 3"
Weight:	3Kg
Voltage:	110V
Power consumption:	200W

Introduction

The **X-TREME 19C** gives you the power to easily control moving lights or other DMX512 devices. It can be operated in a traditional step-by-step linear method. However, you will really start to save time when you learn to use the pre-programmed motions. This will open up tremendous creative options by taking advantage of X-Treme/19C's modular programming capabilities. Modular programming is fast, powerful and eliminates most of the tedious work associated with programming.

Features

- 64 channel DMX 512 output.
- Ergonomic joystick control of pan/tilt motion.
- 56 professionally designed pan/tilt motions.
- 6 Show memories of 300 steps.
- Show memories can be chased for long concerts.
- Instant manual override and control of all projectors and functions
- Built-in gobo & color chases
- Quick, intuitive modular programming
- Motions can be placed in any location
- Standard rack mount design
- Rugged extruded aluminum case
- Convenient 3 unit 19" rack mount design

Getting Started:

1. Unpack and inspect **X-TREME 19C**. The box should include:
 - a. X-Treme/19C
 - b. Power cord
 - c. User manual
2. Mount the **X-TREME 19C** on a suitable rack.
3. Attach power cord and plug into properly grounded socket.
Check to make sure that the voltage marked on the **X-TREME 19C** is correct for your area.
4. Connect **X-TREME 19C** to DMX512 equipment with proper cabling. See the "DMX Basics" manual on the importance of correct, high-quality cables.
5. Assign DMX addresses for each **X-TREME** that will be controlled by the **X-TREME 19C**. See the reference table at the back of this manual for addressing chart.

Note: Correct DMX addressing is absolutely essential to the use of this equipment. If you have never addressed DMX512 equipment before, please read the "DMX512 Basics" manual.

6. Turn on Power. All of **X-TREME 19C** LEDs will light up in a pre-programmed test sequence. When the test sequence is completed, the controller is ready for use.
7. Choose a projector by pressing the projector key. "Projector one" will control channels 1-4. The DIP switch on your first projector should be set to DMX512 address "1". See appendix for addressing chart.
8. If your equipment has the correct DMX address, by slowly moving the sliders up from 0, you should be able to control the functions of your projector. The joystick should control the movement of the mirror. If the projector does not respond to the movement of the sliders, the problem is probably not in the controller- the DMX address on your projector is probably incorrect. Review the "DMX512 Basics" manual to make sure you have set the equipment address correctly.
9. Once you have become familiar with all the functions of your projectors and all of your projectors can be controlled, move on to Basic Play.

Basic Play:

1. Choose a projector:

- a. Press the projector key(s) for the projector(s) you wish to control.
- b. Open the shutter using the **GOBO** slider(16).
- c. Use joystick to place beam in desired location.

2. Adding Motion:

- a. Set **Speed**(13) and **Rate**(14) sliders to zero
- b. Press a **Motion** key(2) - See Appendix for Motion Chart
- c. Use **Speed** slider(13) to adjust speed of the movement
- d. Use **Level**(12) key to select small to large motion levels 1-4
- e. Select a **Fade**(11), for fast and hard, for slow and smooth
- f. Select a **Direction**(2b): Clockwise is standard or you can use the Counterclockwise or Bi-direction keys.
- g. For perfect motion Adjust speed(14).
- h. Wrong location? Use joystick(17) to place motion.

3. Final touch:

Now use the other sliders to add, **color**(15), **gobo**(16), **strobe**(Gobo to 10).

4. Repeat steps 1-3 until all your projectors are set.

Programming

Creating a show. Once you have mastered the previous steps, you can now start to enjoy the creative versatility of your **X-TREME 19C**.

1. Press a **Show** (3) key; the **Show** key LED will light up.
2. Clear the Show Memory by pressing the **Delete** (7) and **Show** (3) keys at the same time. The LED above the **Show** key will flash rapidly.
3. Press the **Projector**(1) key to choose a projector. The Projector LED will begin flashing.
4. Follow the steps in **Basic Play** until the projector is doing what you want it to do.
5. Press the **Projector** (1)key again, LED will stop flashing. Projector is now set.
If you want to make any changes just press the **Projector** key again and the LED will start flashing. Make any changes you want then press the **Projector** (1)key again; the **Show** LED will stop blinking.
6. If you want to program more than one projector, select a new projector by choosing the appropriate **Projector** (1) key, then follow the steps in **Basic Play**. When you are finished, press the **Projector** (1) key again so the LED stops flashing.
7. Repeat this process until all the projectors are doing what you want them to do.
8. Now press **Enter**(10). These settings are now the first step of the Show. Make sure that none of the LEDs are blinking when you press Enter, or that setting will be lost.
9. Repeat steps 3-8 to program the next step.
10. To copy a step, hold the **Enter** (10) key for 2 seconds, This will copy the last scene you programmed into the next step. This will speed up programming, because you can take the copied step and make changes to it. Please follow instructions for Copy below.
11. Continue until finished.
12. Press the **Run** (9) button to see your Show.

Copy Function:

The Copy function copies the last scene to the next scene. This allows you to change the position of one projector without affecting the others, or change the color of all the projectors without changing their position. This will reduce the amount of time that you spend on programming, **this is one of the most valuable features of the X-TREME 19C**. In addition, the **Copy** function is the only way to program complex movements.

To use the Copy function:

1. Hold down the **Enter** (10)key for around three seconds. The projectors will turn off, and return to their original positions. **Projector** LEDs will be lit. You have now copied your last scene to the next step.
2. Press the **Projector** (1) key of the projector you want to make changes to. The Projector LED will start to blink.
3. In the **Copy** mode, the settings on all sliders are locked. That means the settings cannot be changed until you "unlock" the slider.

4. To unlock a slider while in the **Copy** mode, you must:
 - a. Use the slider to make a "high/low" signal by moving the desired function slider up to the maximum (10), then down to the minimum (0). This will "unlock" that function slider to allow you to make adjustments.
 - b. Repeat this process to unlock all the functions you want to change.
5. When you have made all of the adjustments to that projector, press the **Projector** (1)key again. The **Projector** LED will stop flashing. That projector is now set.
6. Repeat steps 1 through 5 until all the projectors have been adjusted.
7. Press the **Enter** (10) key to go onto the next step.

Helpful Hint: If you forgot to copy a step, use the **Down** (8) key to return to the last step, then press the **Enter** (10) key for 5 seconds and copy the scene again.

Editing Show Programs

To review a show manually:

1. Press the **Show** (3) key.
2. Use the **Up/Down** (8) keys to step through the show.

Editing

1. Select a **Show** (3) memory to be edited.
2. Use the **Up** and **Down** (8)keys to move through the memory to the step you wish to change.
3. Select the **Projector** (1) you want to add or change. The **Projector** LED will start to blink.
4. Make changes to motion or colors, then press the **Projector** (1)key again. The **Projector** LED will stop flashing.
5. Press the **Enter** (10) key. The change is now completed.

Inserting a Step

1. Select **Show** (3) memory to be edited.
2. Use the **Up** and **Down** (8) keys to move through memory to where you wish to insert a step.
3. Follow **Basic Play** to set-up the scene you want.
4. Press the **Insert** (6) Key.
5. Press **Enter** (10) . The step is now saved.
6. Repeat steps 1 through 5 as required.

Deleting a Step

1. Select a **Show** (3) memory to be edited.
2. Use the **Up** and **Down** (8) keys to move through the memory to the step you wish to delete.
4. Press the **Delete** (7) Key. That step is now deleted.
5. Repeat steps 1 through 4 as required.

Clearing Show Memory

1. Press the **Show** (3)and **Delete** (7) keys at the same time.
2. The **Show** LED will flash very quickly

Details:

Cut Output (4)

Use as a standby or blackout function. Stops all DMX512 output.

Clear (5)

This key clears all controller functions.

Chase

Chase automatically creates color and gobo chases. Chases will cycle from zero to the location of the color/gobo slider. To use the **Chase** function:

1. Push the **Chase** (18) key. The LED will light
2. Set the **color/gobo** Sliders (15,16) to last color/gobo you want to chase.
3. Press the **Manual** (19) key under the slider. The LED will light
4. The chase will begin from zero and continue up to the location of your slider, then return back to zero and start over again.
5. To adjust the chase speed:
 - a. Press the **Chase** (18) key. The LED will turn off.
 - b. Move speed slider up for faster speed, or down for slower speed.
 - c. Follow steps 1-3 above.

Advanced Techniques

Manual Override

To manually take control of the projector(s) functions while a **Show** is running:

1. Press the **Manual** (19) key under the function you want to override or control manually: **Speed/Rate** (13,14), **Color**(15), or **Gobo**(16). The LED light above that function will come on. All the projectors will now manually respond to the position of the slider. You can now make changes in real-time without altering the Show memory.
2. When finished, just press the manual key or Projector(s) (1) key to return to the Show mode.

Hint Program your favorite motions into a Show. Then just use the manual keys to change all the colors or gobos to fit the music or mood.

Follow Spot

If you need a follow spot to focus on the stage or highlight a dancer:

1. Press the Manual key(18) under the joystick
2. Select the Projector(1) you want to use as a followspot.
3. Use the sliders to set to projector to the **Color**(15) and **Gobo** (16) you require. (You do not need to press any keys)
4. Move joystick (19) now you have a real-time follow spot .

Creating a Concert

This is a very useful way to create complex programs or rearrange the sequence of a large show

1. Select more than one **Show**, (3) The first Show LED will blink. When that Show has finished running, the LED will stop blinking.
2. The **X-TREME 19C** automatically starts the next Show. LED will blink until show is finished.
3. The **X-TREME 19C** will continue this cycle until all shows are played.
4. You can add or remove Shows from the concert whenever you like.















TIPS






1. The secret to good programming are the **Speed**(14) and **Rate**(13) settings. Too much dead time?
Rate is too slow and/or speed is too fast. Not enough time to finish motion before next step?
Rate is too fast and/or speed too slow. To start, set the rate low (near 0), and set the speed high (near 8 or 9).
2. To help get the perfect speed setting during programming, listen to music with the same BPM (beats per minute) as what you will be using in your shows.
3. After you have finished your show, go back and adjust the rate control for each step to get it perfect.
4. For overlay effects, select a motion while a show is running, and **X-TREME 19C** will merge the pre-programmed show with the added motion to create some stunning effects.
Experiment to find the wildest variations of your pre-programmed shows to use in real time during a concert.
5. Save a few short one or two scene shows in Shows 1,2,3. When DJing, just press all three and let them chase. For spontaneous spice, hit a manual key to synch all the colors, or all the gobos, or the shutters.
6. In one of the **Shows**, save a "focus" (all the projectors in a static position). Press this Show to get attention or add emphasis during a concert. A high-impact move.
7. Use the **Up** and **Down** (8) keys to skip or force the next step while running a Show.

X-Treme-19/C™ Projector Address

Projector	Start address	Effects	Par	Tilt
1	1	1-4	5	6
2	7	7-10	11	12
3	13	13-16	17	18
4	19	19-22	23	24
5	25	25-28	29	30
6	31	31-34	35	36
7	37	37-40	41	42
8	43	43-46	47	48
9	49	49-52	53	54
10	55	55-58	59	60
11	61	61-64	65	66

Motion Diagram

Motion Key	A	B	C	D	E	F	G
Motion							
Direction							

Motion Key	H	I	J	K	L	M	N
Motion		Random					
Direction	