

# Infrared Remote Control

user manual



  
**Martin**

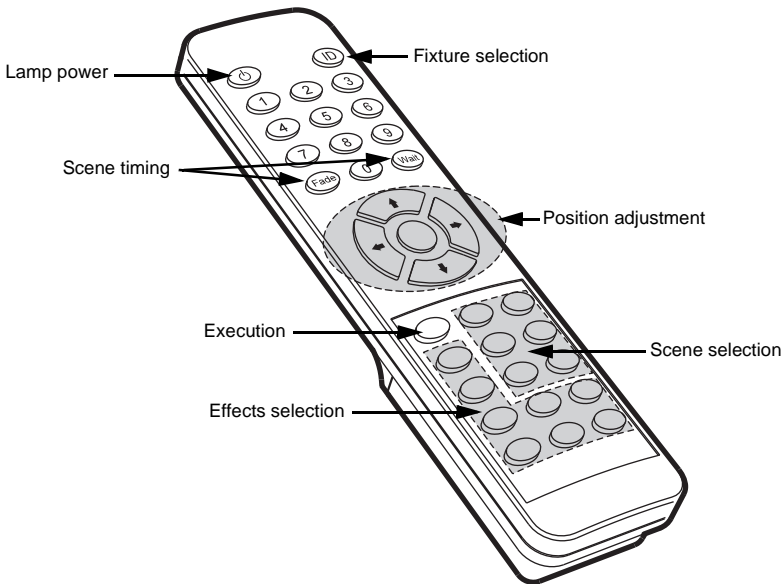
The Martin Infrared Remote Control allows convenient stand-alone operation of Martin fixtures that feature the Infrared Remote Control Mode. The range of the device is 15-20 meters (50-65 ft.).

In addition to the remote control, a Martin Infrared Receiver, P/N 91611027, is required as well. The receiver plugs into the fixture's serial data input socket.

Programming procedures are described in the fixture user manual. Updated manuals are available from the User Support area of the Martin web site at <http://www.martin.dk>.

## REMOTE CONTROL COMMANDS

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***Important! Fixtures blink to acknowledge commands.***

### FIXTURE SELECTION

Each fixture must be assigned an address from 0 - 9 during setup so that it can be individually controlled with the remote control. To select a fixture, press ID and enter its address using the number keys. Multiple fixtures may be selected by entering more than one address. For example, pressing [ID] [1] [2] [3] selects fixtures 1, 2, and 3.

The fixture selection remains active until ID is pressed again.

## **LAMP POWER**

The lamp power button toggles lamp power on and off on selected fixtures. The button must be held for 5 seconds to turn lamp power off. Note: Lamps cannot be turned off during scene execution and a discharge lamp must cool for several minutes after being turned off before it can be turned back on.

## **SCENE TIMING**

Fade and wait times are set by pressing the scene timing buttons and entering the desired time in seconds using the number keys.

## **SCENE SELECTION**

Scenes are created, selected, saved, and deleted using the six scene keys. The current scene is displayed on the fixture display after the letter “r” during editing and after the letter “P” during execution.

- Prev (previous scene) scrolls backwards through scenes on selected fixtures. The fixture blinks three times when the first scene is reached.
- Next (next scene) scrolls forwards through scenes on selected fixtures. The fixture blinks three times when the last scene is reached.
- Store (store scene) saves effect and timing settings to the current scene. Fixtures confirm the command by blinking twice.
- Delete (delete scene) removes the current scene from memory. Scenes above the deleted scene are renumbered. Fixtures confirm the command by blinking twice.
- INS (insert scene) creates and saves a new scene before the current scene, which moves up a number. Fixtures confirm the command by blinking twice. If a fixture blinks three times, its memory is full.
- ADD (add scene) creates a new scene at the end of the sequence with the settings that are active when the scene is created. Fixtures confirm the command by blinking twice. If a fixture responds by blinking three times, its memory is full.

## **EFFECTS ADJUSTMENT**

The look of a scene is programmed by first selecting an option with the effect selection buttons and then adjusting the option with the position adjustment buttons. When two effects - pan and tilt for example - are assigned to a selection button, the up/down arrows control one effect and the left/right arrows control the other effect. If there is only one effect, the up/down arrows usually provide course adjustment and the left/right arrows usually provide fine adjustment. The middle button returns effects to a default position.

Some effects may not apply.

## **EXECUTION**

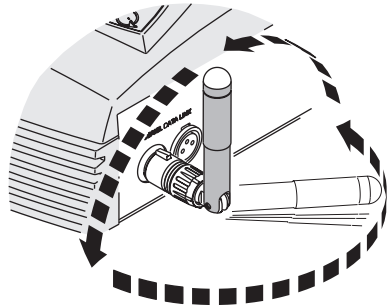
The Run/Stop button toggles scene execution on/off on selected fixtures. All remote control functions except Run/Stop are disabled during execution.

## SETUP

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The IR remote control receiver plugs into the fixture's serial data link input socket. If multiple fixtures are connected, insert the receiver into the first fixture in the chain. Set this fixture to remote control, send (rCS) mode and set the other fixtures to remote control, receive (rCr) mode. Give each fixture a unique address after setting the mode.

If there is no response to the remote control, verify the mode and address settings and check the batteries in the remote control. If these steps do not solve the problem, the receiver's sensor may point the wrong way. Reverse the orientation by rotating the arm one-half turn and folding it over at the elbow.



## BATTERY REPLACEMENT

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Batteries are included with the unit. When depleted, replace as follows.

- 1 Slide the battery compartment cover off the back. Remove the old batteries.
- 2 Insert two fresh 1.5 volt LR6 (size AA) batteries as indicated in the compartment. Replace the cover.