

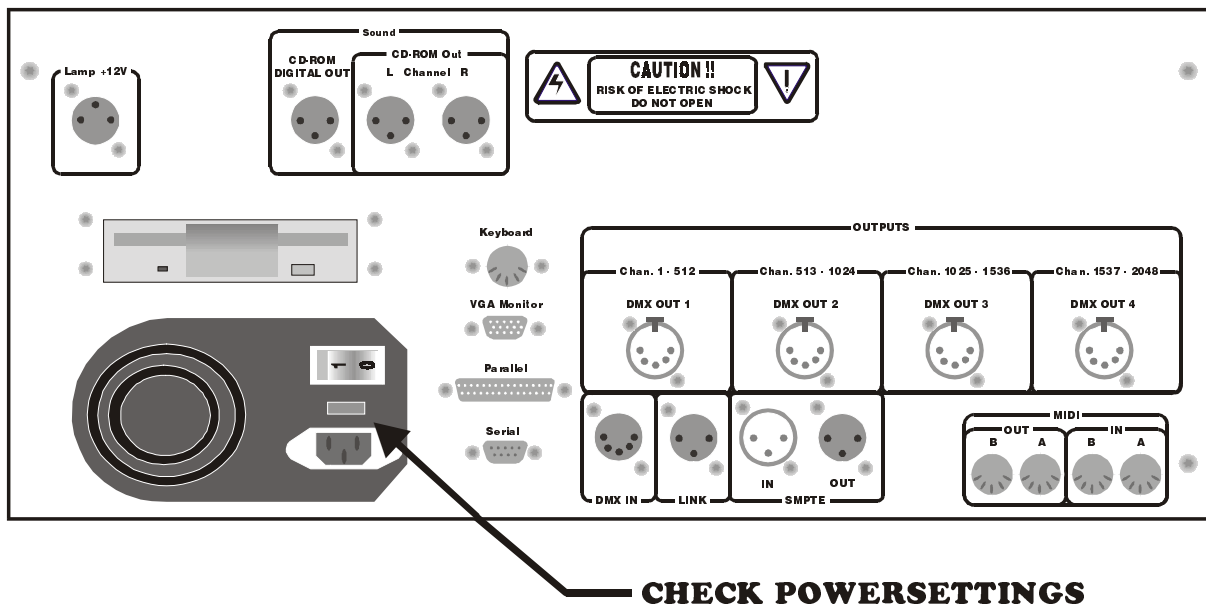
1. Introduction

Thank you for selecting a Martin Case light controller. The Martin Case light consoles are evolved through the years in hardware and software. Today they can be used in the small disco club as well as on the big concerts. An enormous advantage is the software. You have to know only one software version to control all Martin Case light controllers. From the smallest version, the Pro 1, to the most extended version the Pro 2 Pus, the same software is used.

This manual is made for beginning users. The connections shall be explained, and how to program, very quickly a show starting from zero. For a more detailed explanation, we refer to the manual 'Martin Case Manual Version 7.20'

Enjoy yourself.

2. Connecting the controller



WARNING: Adjust the voltage setting of your controller to your local AC power supply before applying power.

- Connect the **power supply cable**.
- Connect the **keyboard** with the '**Keyboard**' input. Some controllers are delivered with a keyboard adapter.
- Connect a **VGA-monitor** with the **VGA monitor** output.
- Connect the '**gooseneck lamp**' with the '**Lamp +12V**' input.
- Connect some fixtures or an MSD (Martin Show Designer) with the '**DMX OUT 1**' output. The controller is delivered with 2 '5 to 3 pin' adapters. One of them is inverted.

Martin Case Controller	New generation Martin fixtures	Old generation Martin fixtures
<u>5 PIN XLR</u>	<u>3 PIN XLR</u>	<u>3 PIN XLR</u>
Pin 1 : GND Pin 2 : Cold or signal (-) Pin 3 : Hot or signal (+)	Pin 1 : GND Pin 2 : Cold or signal (-) Pin 3 : Hot or signal (+)	Pin 1 : GND Pin 2 : Hot or signal (+) Pin 3 : Cold or signal (-)

3 Use of the keys and the denotation in this manual

The denotation of a key :

[KEY]

When an item has been explained in a previous chapter, a description will replace the key actions:

[Description]

A **PLUS** sign between the keys will mark that more keys have to be selected **simultaneous**:

[KEY 1] + [KEY 2]

If the keys have to be **selected one by one**, they will be separated by a **space**:

[KEY 1] [KEY 2]

Some keys have the same function or meaning, like the big key matrix beginning with key 1 and ending with key 70. Those are denoted as:

[1...70]

This means, 'press one of the keys in the key matrix 1, 2, 3, ..., 70 (Fixtures/Cues/Presets)'

[1...16]

This means, 'press one of the keys in the key matrix 1, 2, 3, ..., 16 (Groups/Cuepages)'

[1/17...16/32]

Means : 'press one of the keys in the key matrix [1/17] ... [16/32] (Control channels)'

Some of the keys like the [CLR] or the [P&T] key, can be found more than once on the front panel keyboard. To indicate the correct key, an explanation is given between brackets ().

[CLR (Presets)]

An example:

[1...70] [1...70] [1...70]

Select some keys in the key matrix 1...70. This is the same as: select some fixtures (see chapter 'fixtures and control channels'). Since we know now how to select fixtures, the next paragraph won't explain this again and the fixture selection is indicated by:

[Select fixtures] [STORE (groups/cuepages)] + [1...16]

So this means: select some fixtures and press the [STORE] key (in groups/cuepages) simultaneous with one of the key in the key matrix 1...16.

4 Keyboard help

The controller keyboard is equipped with a **build-in HELP function** by means of LEDs. Every time when a function is called, the LEDs of the keys, which can be used with this function, will blink.

Example: Select the *[EDIT (CUES)]* key. All LEDs of the keys involved in the edit function will blink orange.

5 Important remarks and actions to be taken

Bold marked texts indicate an important remark or a tip.

***Bold and italic** or italic* texts indicate an action to be executed by the user.

6. Examples that come with the manual

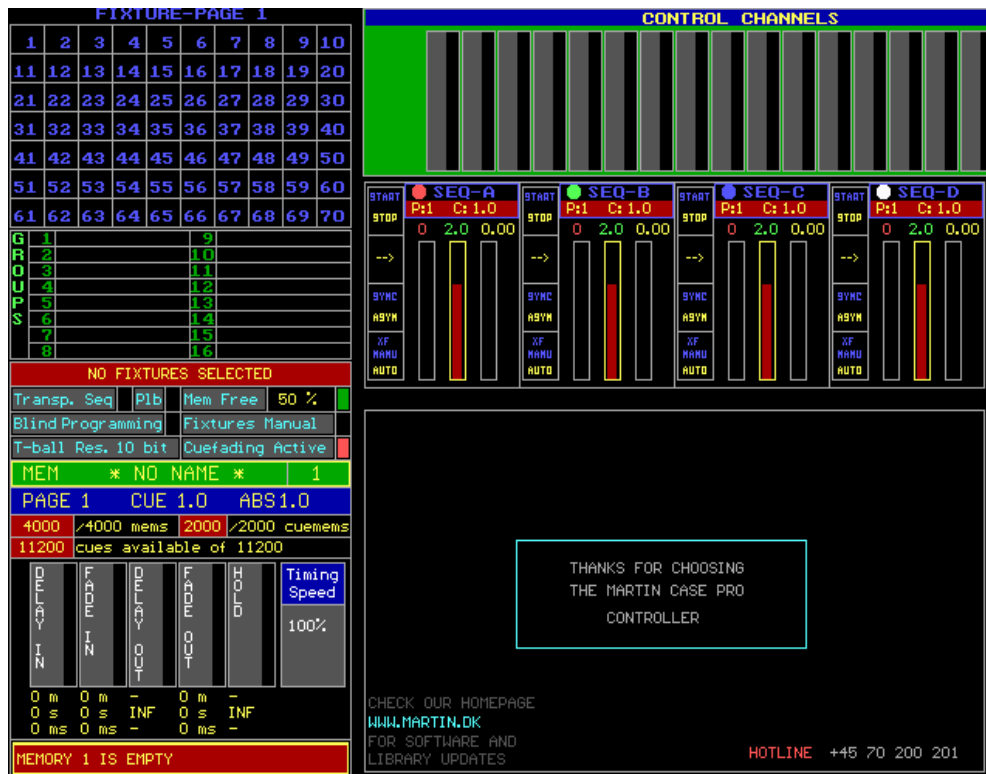
When you have the disposal of an **MSD** (Martin Show Designer), then you can use it to watch the results of the quick start program show. The file-name for the MSD is: **Getting Started Martin Case72** .

This example is also part of the software on the Martin Case controller. To load the show named '**GETSTART**', we refer to the paragraph 'starting a new show'. In the case of a new show, the show named 'EMPTY' is loaded. In this case, however, instead of loading the empty show, the show '**GETSTART**' must be loaded.

The example can also be watched in the video clip on the CD. Every action is explained, step by step.

7. Starting up

Power up the controller. After a few moments, the controller will be ready for use. Next screen will appear:



This is the main program. Later we will program the lights here. The first action that has to be taken is; empty the existing show.

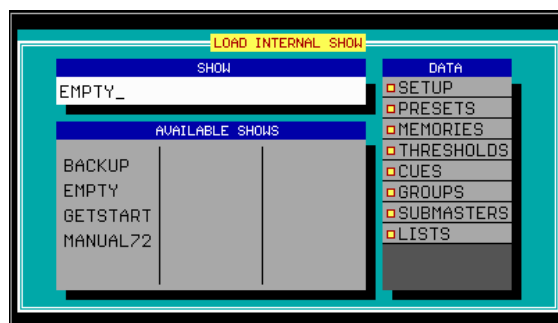
7.1 Starting a new show

The existing show can be erased by loading an empty show.

[LOAD (hold for 2 seconds)] [I (keypad)]

- [LOAD] to load a show.
- Then [I] to load the show from the internal hard disk. With the second choice, [2] the show will be loaded from the floppy drive.

Next screen will appear:



[Enter the name 'EMPTY'] [RET]

or

[2↓ (keypad) (until EMPTY high lighted)] [RET] [RET]

The show called 'EMPTY' will be loaded now. This show, which contains nothing, will replace the current show. First, a backup will be made of the current show. It will be placed in the show named 'BACKUP'. This makes it possible to reload a show when it hasn't been saved.

When the main program appears again, the STAGE will be empty.

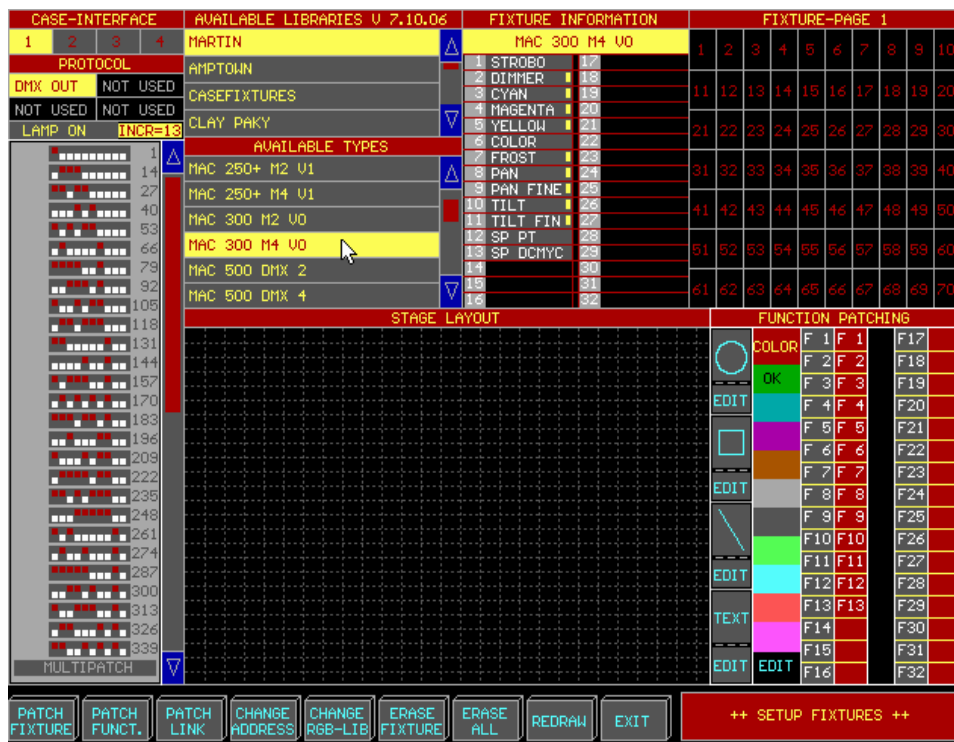
7.2 The SETUP, or the configuration of the fixtures

To start programming lights, first some fixtures have to be set up.

For this, the main program has to be left:

[SETUP (hold for 2 seconds)] [I (keypad)]

- [SETUP] to go to the configuration program.
- [I] to go to the 'FIXTURE SETUP' program.

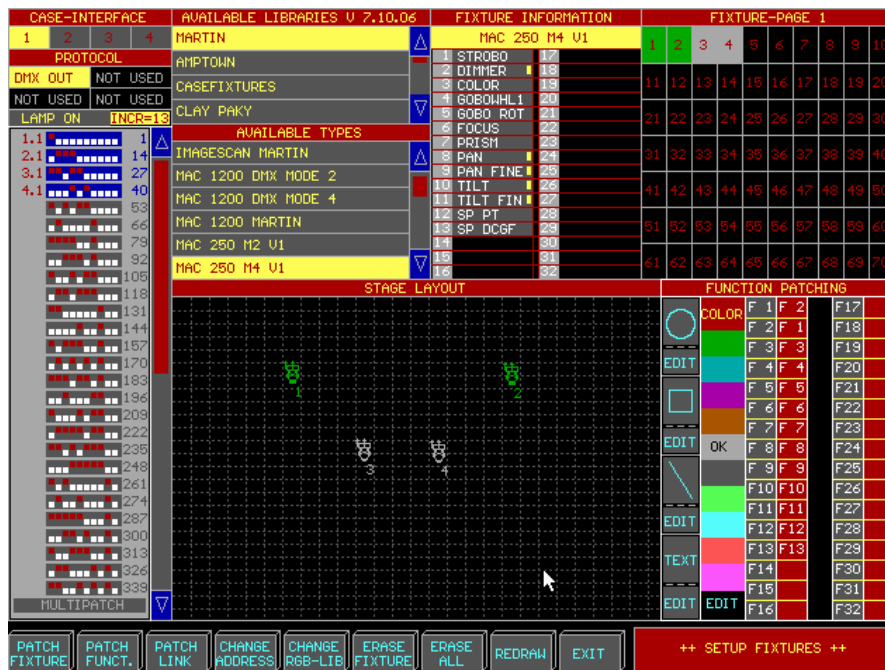


The example explained in this manual is made with 4 Martin fixtures:

- 2 x MAC300
- 2 x MAC250

These 4 fixtures have to be set up on the stage:

- *Select through the trackerball the manufacturer 'MARTIN' from the menu 'Available Libraries'.*
- *Descend in the menu 'Available Types' until fixture type 'MAC300 M4 V0' (Mac300 in Mode 4, version 0) and select this.*
- *Select address 1 in the 'dipswitch window'.*
- *Place the fixture in the 'Stage Layout' window like in the picture below.*
- *The same thing has to be done for the 2nd MAC300 (address 14)*
- *For the clearness of the stage, we will give the MAC250s a white color. Select in the 'COLOR' window, the white color.*
- *Select in the menu 'Available Types' the MAC250 M4 V1 and select address 27.*
- *The last MAC250 is on address 40.*



We have now a stage layout and all fixtures are addressed. With this stage, we will make a program.

To save the setup:

Select 'EXIT' and '1=SAVE'

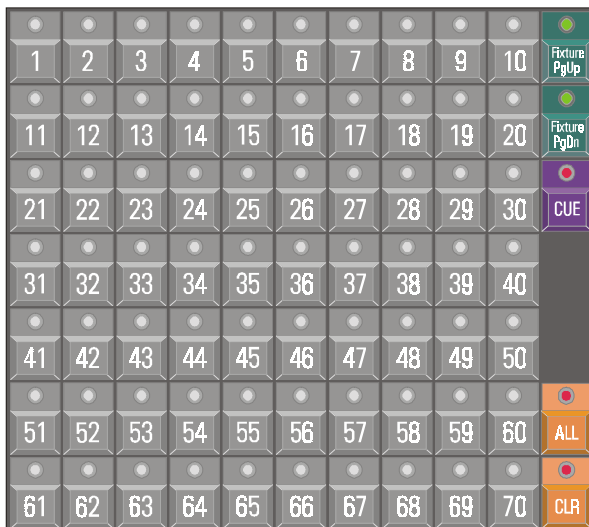
7.3 Programming

Before we start programming, we will explain some important functions.

Important: Before you begin programming, the cue-fading should be disabled. To disable it, select both keys [CUE] + [ON] together, until the Martin logo appears on the monitor.

7.3.1 FIXTURE mode or CUE mode

Some key groups on the MartinCase controller have more functions. An example of this is the [1...70] key-matrix:



Keys [1...70] represent fixtures or programs (cues). If they should represent fixtures, the [Fixture PgUp] or [Fixture PgDn] keys have to be selected first. If they should represent programs or cues, the [CUE] key has to be selected first.

Select [Fixture PgUp]. Keys [1...70] represent fixtures. This is **FIXTURE MODE**.

Select [CUE]. Keys [1...70] represent cues or programs. This is **CUE MODE**.

This key-matrix can represent other things, but we refer to the manual for this. One single example will be explained further in this manual.

When in **FIXTURE MODE** key [1 (1...70)] *is selected*, then MAC300 with number 1 was chosen. If now key [2(1...70)] *is pressed*, then both MAC300s are selected. If at this point key [1] is selected again then MAC300 number 1 is deselected. If the [ALL] key is pressed then all fixtures are selected. With the [CLR] key, we deselect all fixtures.

7.3.2 Adjust channel values

At first, a little explanation of fixtures and their channels and how to adjust them.

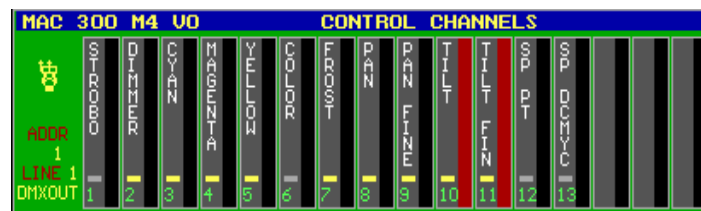
On the Stage, we have set up 4 fixtures (2xMAC300 and 2xMAC250). Each fixtures has a number of channels (both types have 13 channels). In the next table, we see the channel number and its function, for both fixture types:

MAC300		MAC250	
Channel number	Function	Channel number	Function
1	STROBE	1	STROBE
2	DIMMER	2	DIMMER
3	CYAN	3	COLOR
4	MAGENTA	4	GOBO
5	YELLOW	5	GOBO ROTATE
6	COLOR	6	FOCUS
7	FROST	7	PRISM
8	PAN	8	PAN
9	PAN FINE	9	PAN FINE
10	TILT	10	TILT
11	TILT FINE	11	TILT FINE
12	SPEED PAN/TILT	12	SPEED PAN/TILT
13	SPEED DIMMER/CMY/COLOR	13	SPEED DIMMER/COLOR/GOBO/FROST

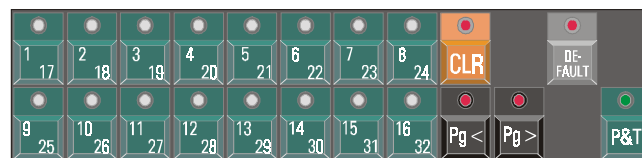
We can adjust each channel of each fixture.

[Select MAC300 No 1 (key [1])]

As explained in the previous paragraph, MAC300 no 1 will be selected now. Its channels will appera in the 'control channel' window on the monitor:

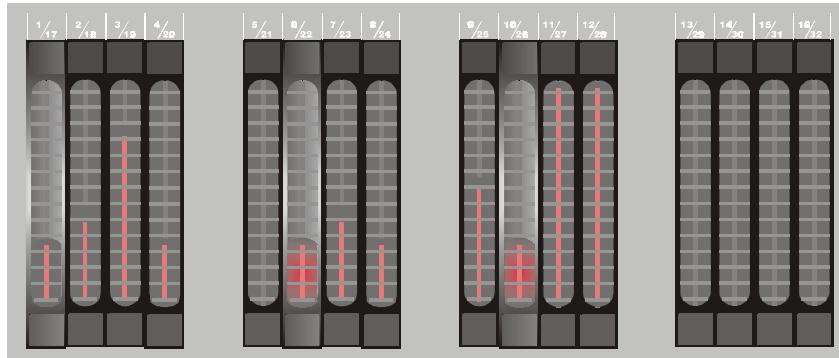


Remark: When more fixtures (types) are selected at the same time, then this window represents the last selected one.



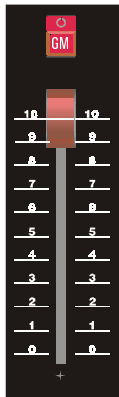
With keys **[[1/17]...[16/32]]** a channel is selected. The selected channel must be adjusted through the trackerball. If Pan, Pan fine, Tilt and Tilt fine have to be adjusted together, the **[P&T (control channels)]** key is used to select them. Keys **[Pg<]** and **[Pg>]** are used to shift the fixture channels to channels 17 to 32 (only for fixtures with more than 16 channels).

If you are programming on a Pro 2 or a Pro 2+ controller, the channels can be adjusted without selecting them first. Use the digital fader belts.



7.3.3 The MASTER fader

The controller has a master-fader. This fader will dim all fixtures at the same time. **Always open this fader at full level.**



7.3.4 Lamp ON function through direct access

It depends of the configuration of the MAC300s and MAC250s, if their lamps will be strobe or not. If they are not on, the command 'Lamp ON' has to be given. **Lamp ON, lamp OFF and RESET are protected instructions**, and they can only be accessed **through** a third method to adjust channels, the 'DIRECT ACCESS'.

Follow this:

- Select all fixtures *[ALL]*
- *[DIRECT ACCESS] [DIRECT ACCESS]* (2 x fast).
- Select the STROBE channel with key *[1/17]*. A window will open that holds all functions of the strobe channel. Function 14 is the 'LAMP ON' function.
- Select key *[14]* from *the [1...70] key-matrix*. The command 'lamp on' will be sent to the fixtures (if the master fader is opened at full level).
- Leave direct access mode with *[ESC]*

The LAMP ON function works only properly when the MASTER FADER is opened.

7.3.5 Programming CUE 1

The first program that we will make will put all fixtures in their default positions and will close their dimmers:

1. Select CUE 1
2. All fixtures in their defaults (this is white open, no gobo, no color and Pan/Tilt at half)
3. Dimmers are closed
4. Save in CUE 1

Actions to be taken:

1. **Press [CUE]** to go to cue-mode and **press [1 (1...70)]** to select cue 1.
2. Go back to fixture mode **through [FIXT. PgUp]. Select [ALL]** to select all fixtures **and press [DEFAULT] [DEFAULT]** (2 x fast).
3. **Select [2/18]** to select the dimmer channel (channel 2). Use now the trackerball to adjust this channel. **Close the dimmers by moving the trackerball downwards.** Since we've selected the [ALL] key, all fixtures will dim.
4. **Press [TO] [RET] [RET] [enter name 'BLACKOUT'] [RET]**

The first cue is now programmed. We ignore the timing-screen that was opened after the first [RET].

We can summarize the sequence of programming a cue:

1. **Select a CUE in cue mode**
2. **Adjust channel-value(s) of fixture(s) in fixture-mode.**
3. **Save this: [TO] [RET] [RET] [enter name] [RET]**

7.3.6 Programming CUE 2

Cue 2:

1. The dimmers of the MAC300s are opened.
2. Save this to cue 2

Actions to be taken:

1. **Press [CUE]** to go to cue-mode and select **[2 (1...70)]** to select cue 2. Go back to fixture-mode **[FIXT. PgUp] and press [CLR (fixtures/cues/presets)]** to deselect all fixtures. **Press [1 (1...70)] and [2 (1...70)]** to select both MAC300s. **Press [2/18]** to select the dimmer channel and **move the trackerball upwards.**
2. **Press [TO] [RET] [RET] [enter name 'MAC300 open'] [RET]**

If we want to see our program yet, then we have to go to cue-mode and we have to select the programmed cues:

- **Press [CUE]**
- Select cue 1: **press [1 (1...70)]**
 - o All dimmers will close.
- Select cue 2: **press [2 (1...70)]**
 - o The dimmers of the MAC300s will open.

7.3.7 Programming CUE 3

Cue 3:

1. The dimmers of the MAC250s will be opened
2. Save this in cue 3

Steps:

1. **[CUE] [3 (1...70)] [FIXT. PgUp] [CLR (fixtures/cues/presets)] [3 (1...70)] [4 (1...70)] [2/18] [move trackerball upwards]**
2. **[TO] [RET] [RET] [enter name 'MAC250 open'] [RET]**

7.3.8 Programming CUE 4

Cue 4:

1. A color is selected on the MAC300s
2. Save this in cue 4

Steps:

1. **[CUE] [4 (1...70)] [FIXT. PgUp] [3 (1...70)] [4 (1...70)].** Fixtures 3 and 4 (the MAC250s) are deselected. Of course, we can also use the **[CLR]** key. **[1 (1...70)] [2 (1...70)]** to select the MAC300s. Open channel 3 (cyan) at full level: **[3/19] [move trackerball upwards]**
2. **[TO] [RET] [RET] [enter name 'MAC300 cyan channel'] [RET]**

7.3.9 Programming CUE 5

Cue 5:

1. The Pan/Tilt of the MAC 250s is changed.
2. Save in cue 5

We should follow the same actions as we did before. But also here, we have several possibilities to adjust the Pan/Tilt. Or we select the channels Pan, Pan Fine, Tilt, Tilt fine, one by one, or we select key **[P&T (control channels)]** to put all 4 channels, at the same time, on the trackerball. By moving the trackerball in all directions, we can adjust the Pan/Tilt.

The name of this cue: 'MAC250 PT'

7.3.10 Programming CUE 6

Cue 6:

1. We will program a dimmer-wave over all fixtures. Therefore we will use a macro function of the built-in effects generator.
2. Save in cue 6

Steps:

1. Select cue 6 and open the effect macros. Select an effect.
 - o Select Cue 6
 - o Go to fixture-mode and *press [ALL]* to select all fixtures.
 - o *Press [SHIFT] + [EFF]*. This will open the effect macros. A window with 70 different pre-programmed effects will open. **The effect can be selected through the trackerball or with keys [1...70]. Select effect 31 [31(1...70)].** At this moment, all dimmers will open and close at the same time, but we want to spread the effect over all (4) fixtures. If we *press the [NEXT]* key, we can select a ‘**wave per x**’ fixtures. In this case (4 fixtures), we select *[4 (1...70)] or we select the ‘wave per 4’ through the trackerball.*
2. Before we can save this, we have to leave the macro functions. We select the *[ESC]* key. Save the cue: *[TO] [RET] [RET] [enter name ‘DIMMER WAVE’] [RET]*

7.3.11 Testing the program

We’ve programmed 6 cues. To call them, we have to go to **cue-mode (key [CUE])**.

- Press *[1 (1...70)]*. All dimmers will close.
- Press *[2 (1...70)]*. The dimmers of the MAC300s open.
- Press *[3 (1...70)]*. The dimmers of the MAC250s open.
- Press *[4 (1...70)]*. The color of the MAC300s changes.
- Press *[5 (1...70)]*. Pan/Tilt of the MAC250s changes.
- Press *[6 (1...70)]*. A dimmer-wave will run.

We have to select the cues 1, 2, 3...6 in this sequence. When we go back, after having selected cue 6, to cues 2, 3, 4 or 5, we will see that nothing happens. Why this happens, this would bring us too far in this ‘Quick start’ manual. We can only say that this happens because we’ve stored only changes to previous cues, in the cues.

Now, let’s see what happens when we enable the cue-fading. You have probably noticed a timing screen appearing when saving cues. When the cue-fading is disabled (as we recommended in the start of this programming paragraph), then the timings will be ignored. If we enable the cue-fading

[CUE] + [ON] (until the martin logo disappears), the timings will be active. **Reselect, beginning from cue 1, all cues again.**

To view the channel-values, we have to open another screen. There are 2 possibilities: or we can see the values we've stored in the cues, or we can see the values sent to the output of the controller.

- **Press [VALUES] until the screen 'Digital Memory-Values' appears. Select all cues.** We can see what is programmed in the cues.
- **Press [VALUES] until the screen 'Digital Output-Values' appears. Select all cues.** We can see the values sent to the output of the controller.

With the key [STAGE], we can select between the 'stage layout' or we get an overview of the 'playbacks' (see next paragraph).

With the key [TEXT], we will have in CUE-MODE an overview of all programmed cues.

7.3.12 Programming Playback 10

A playback is a light scene, which can be faded in with a fader. On a Pro1 or Pro2 controller, there are 10 playback faders. On Pro1+, Pro2+ or when an playback wing is connected, there are 42 playbacks.

We will program the same light scene as we've programmed in cue 2, in playback 10.

Playback 10:

1. This playback is programmed in cue 1. All channels of all fixtures have to be erased, because we only want the dimmer channel.
2. Open the dimmers of the MAC300s.
3. Save in playback 10

Steps:

1. Select cue 1. In cue-mode [CUE], press [1 (1...70)]
2. Select the MAC300s and open their dimmers: Go back to fixture mode [FIXT. PgUp] **and press [CLR (fixtures/cues/presets)] to deselect all fixtures. Press [1 (1...70)] and [2 (1...70)] to select both MAC300s. Open the 'Digital Memory-Values' screen [VALUES].** We see the contents of cue 1. **Double-click [CLR (control channels)].** All values in the memory-table will be erased. **Press [2/18]** to select the dimmers and move the trackerball upwards.
3. [TO] [10(playbacks)] to store this in playback 10. [enter a name (example 'dimmer MAC300')] [RET]

7.3.13 Programming Playback 9

Try the same thing for playback 9. In playback 9, the dimmers of the MAC250s have to be programmed.

We can program other things in the playbacks than just dimmers. For example, color changes. Try to program the cyan channel in playback 8, the magenta channel in playback 7 and the yellow channel in playback 6. Program them in Cue 2.

The steps (in short):

1. *[deselect the MAC300s and select the MAC250s] – double-click [CLR (control channels)] – [2/18] – [move trackerball upwards] – [TO] [9 (playbacks)] – [name ‘Dimmer MAC250’] [RET]*
2. *[Go to cue-mode and select cue 2] [go back to fixture mode] [deselect the MAC250s and select the MAC300s] – double-click [CLR (control channels)] – [3/19] – [move trackerball upwards] – [TO] [8 (playbacks)] – [name ‘MAC300 cyan’] [RET]*
3. *double-click [CLR (control channels)] – [4/20] – [move trackerball upwards] – [TO] [7 (playbacks)] – [name ‘MAC300 magenta’] [RET]*
4. *double-click [CLR (control channels)] – [5/21] – [move trackerball upwards] – [TO] [6 (playbacks)] – [name ‘MAC300 yellow’] [RET]*

7.3.14 Working with the playbacks

Suppose, we *select cue 1*. Remember, in cue 1 we’ve programmed all dimmers closed.

Open playback fader 10. The dimmers of the MAC300s will open. We see now the defaults of the MAC300s on stage.

Open playback fader 9. The dimmers of the MAC250s will open also.

Close both playback faders and play with the flash-keys of faders 9 and 10. When the flash-master fader is open (this is the fader next to the grand-master), then we can flash the dimmers of both fixture-types.

Skip cue 2 and 3, and go to cue 4. Open the faders. We can still play with the dimmers on both playbacks. If we had selected cue 2 and 3, the dimmers would be opened and we can’t close them with the playback-faders. Only cue 1 will close the dimmers again. So we can play with faders 9 and 10 with all cues where we didn’t program the dimmers.

Select cue 2 and play with playbacks 6, 7 and 8. Since we have programmed in cue 2 the dimmers of the MAC300s, we can mix the colors with those playbacks. *Select cue 1, open playback 10 and play with playbacks 6, 7 and 8*. This is the same thing, but here we open the dimmers of the MAC300s with playback 10.

7.3.15 Programming a sequence or chaser

A sequence is a succession of light scenes in a loop.

Suppose, we want to make a color chaser with the MAC300s in sequence D of cue 2.

Sequence D:

1. We start from cue 2 because it will open the dimmers.
2. Since we want to see what we program, we open the 'Digital Memory-Values' screen.
3. Since we don't want any dimmer information, but only color information in the sequence, we have to erase all channel information.
4. We program a color
5. This is added to the sequence
6. We repeat steps 4 and 5, but with other color-values, until we have a sequence of 6 steps.

Steps:

1. Press [**2** (1...70)] to select and activate cue 2
2. Activate the 'Digital Memory values' screen. Press [**VALUES**] until the screen '**Digital Memory-values**' appears.
3. Select the MAC300s: Go back to fixture-mode [**FIXT. PgUp**] and press [**CLR** (fixtures/cues/presets)] to deselect all fixtures. Press [**1** (1...70)] and [**2** (1...70)] to select both MAC300s. To erase all channel values, double-click [**CLR**(control channels)].
4. Adjust with the trackerball CMY channels 3, 4 and 5: [**3/19**], *adjust with trackerball*, [**4/20**]....., [**5/21**]..... The values will appear on the monitor.
5. Press [**TO**] [**D**], to add this scene to the sequence.
6. Repeat steps 4 and 5, and do this 6 times, but with other color values.

7.3.16 Working with the sequence

To start the sequence, we select [**D**] and the key [**ON**]. We have a color chaser now.

To change the speed of the chaser, we press [**FADE FIG**] and we adjust the speed with the trackerball. To store this speed, we select [**STORE**].

When now cue 1 is selected (in cue-mode), the sequence will stop, because it is programmed in cue 2. Also in other cues than cue 2, the chaser will stop. To change this, we refer to the manual.

Start from cue 1, and press (in cue-mode), the [**NEXT**] key. This will call the next cue.

7.4 The end

We hope that this ‘quick start’ manual has given a brief overview of the way to program the controller. This is only a small part of the possibilities of the controller. We refer to the manual to discover the other capabilities of the controller. Beginners can skip in the manual the parts and chapters marked with **{EXP}** (experienced users).

The MartinCase team.