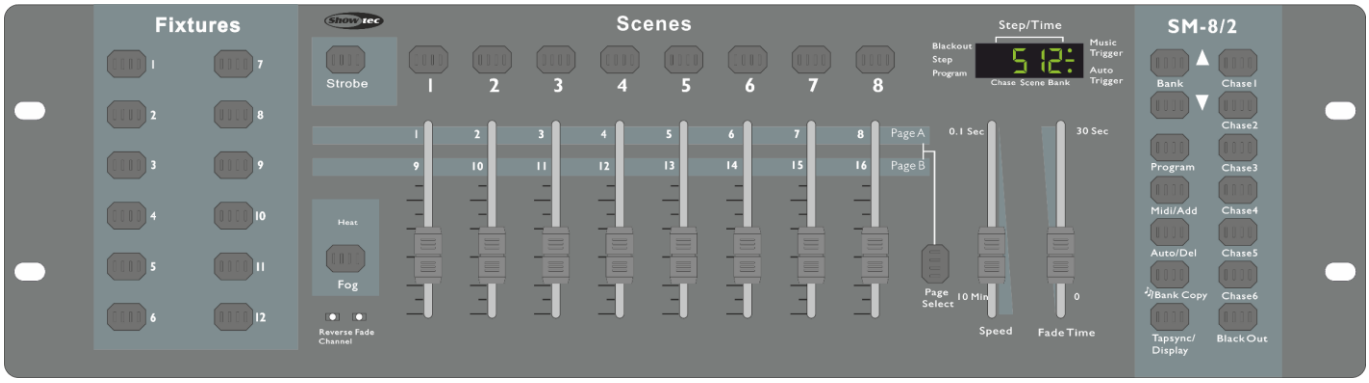
MANUAL



ENGLISH

SM-8/2 V2

Ordercode: 50700

Table of contents

Warning 2
Unpacking Instructions 2
Safety Instructions 2
Operating Determinations 3
Connection with the mains 4
Return Procedure 4
Claims 4

Description of the device 5
Frontside 5
Backside 7

Installation 8
Common Terms 8
Set Up and Operation 9
Resetting the System 9
Fixture Addressing 9
Physical Fader Assignment (optional setup) 9
Reverse Channel Output (optional setup) 10
Fade Time Assignment (optional setup) 10

Programming 10
Entering Program Mode 10
Create a Scene 10
Edit a Scene 11
Scene Copy 11
Delete Scene 11
Delete All Scenes 11
Bank Copy 11
Bank Delete 12
Chase Programming 12
Create a Chase 12
Copy Bank Into Chase 12
Adding a Step To a Chase 12
Delete a Scene/Step In a Chase 12
Delete a Chase 12
Delete All Chase Programs 13
Playback (Scenes) 13
Manual Run Scene 13
Running in Sound-Mode 13
Running in Auto-Mode 13
Blackout 13
Playback (Chases) 14
Manual Run Chases 14
Auto Run Chases 14
Music Run Chases 14
Running Sequential Chases 14
Midi Operation 15

Maintenance 16
Troubleshooting 16
Product Specifications 17
Notes 18

Warning

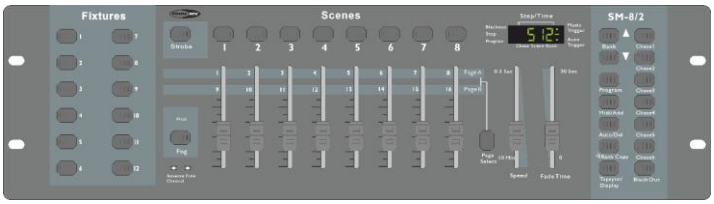
For your own safety, please read this user manual carefully before your initial start-up!

Unpacking Instructions

Immediately upon receiving this product, carefully unpack the carton and check the contents to ensure that all parts are present, and have been received in good condition. Notify the dealer immediately and retain packing material for inspection if any parts appear damaged from shipping or the carton itself shows signs of mishandling. Save the carton and all packing materials. In the event that a fixture must be returned to the factory, it is important that the fixture be returned in the original factory box and packing.

Your shipment includes:

- Showtec SM-8/2
- DC 9V, 300 mA power adapter (1,5 m)
- User manual



CAUTION!
Keep this device away from rain and moisture!
Unplug mains lead before opening the housing!

Safety Instructions

Every person involved with the installation, operation and maintenance of this device has to:

- be qualified
- follow the instructions of this manual

CAUTION! Be careful with your operations.
With a dangerous voltage you can suffer
a dangerous electric shock when touching the wires!

Before your initial start-up, please make sure that there is no damage caused by transportation. Should there be any, consult your dealer and do not use the device.

To maintain perfect condition and to ensure a safe operation, it is absolutely necessary for the user to follow the safety instructions and warning notes written in this manual.

Please consider that damages caused by manual modifications to the device are not subject to warranty.

This device contains no user-serviceable parts. Refer servicing to qualified technicians only.

IMPORTANT:

The manufacturer will not accept liability for any resulting damages caused by the non-observance of this manual or any unauthorized modification to the device.

- Never let the power cord come into contact with other cables! Handle the power cord and all connections with the mains with particular caution!
- Never remove warning or informative labels from the unit.
- Never use anything to cover the ground contact.
- Never leave any cables lying around.
- Do not insert objects into air vents.
- Do not open the device and do not modify the device.
- Do not connect this device to a dimmerpack.
- Do not switch the device on and off in short intervals, as this would reduce the device's life.
- Do not shake the device. Avoid brute force when installing or operating the device.
- Only use device indoor, avoid contact with water or other liquids.
- Only operate the fixture after having checked that the housing is firmly closed and all screws are tightly fastened.
- Only operate the device after having familiarized with its functions.
- Avoid flames and do not put close to flammable liquids or gases.
- Always keep case closed while operating.
- Always disconnect power from the mains, when device is not used or before cleaning! Only handle the power cord by the plug. Never pull out the plug by tugging the power cord.
- Make sure that the device is not exposed to extreme heat, moisture or dust.
- Make sure that the available voltage is not higher than stated on the rear panel.
- Make sure that the power cord is never crimped or damaged. Check the device and the power cord from time to time.
- If device is dropped or struck, disconnect mains power supply immediately. Have a qualified engineer inspect for safety before operating.
- If the device has been exposed to drastic temperature fluctuation (e.g. after transportation), do not switch it on immediately. The arising condensation water might damage your device. Leave the device switched off until it has reached room temperature.
- If your Showtec device fails to work properly, discontinue use immediately. Pack the unit securely (preferably in the original packing material), and return it to your Showtec dealer for service.
- For adult use only. Device must be installed out of the reach of children. Never leave the unit running unattended.
- The user is responsible for correct positioning and operating of the SM-8/2. The manufacturer will not accept liability for damages caused by the misuse or incorrect installation of this device.
- This device falls under protection class I. Therefore it is essential to connect the yellow/green conductor to earth.
- Repairs, servicing and electric connection must be carried out by a qualified technician.
- WARRANTY: Till one year after date of purchase.

Operating Determinations

- This device is not designed for permanent operation. Consistent operation breaks will ensure that the device will serve you for a long time without defects.
- The minimum distance between light-output and the illuminated surface must be more than 1 meter.
- The maximum ambient temperature ta = 40°C must never be exceeded.
- The relative humidity must not exceed 50 % with an ambient temperature of 40° C.
- If this device is operated in any other way, than the one described in this manual, the product may suffer damages and the warranty becomes void.
- Any other operation may lead to dangers like short-circuit, burns, electric shock, crash etc.

You endanger your own safety and the safety of others!

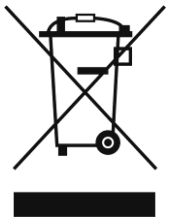
Connection with the mains

Connect the device to the mains with the power-plug.
Always pay attention, that the right color cable is connected to the right place.

International	EU Cable	UK Cable	US Cable	Pin
L	BROWN	RED	YELLOW/COPPER	PHASE
N	BLUE	BLACK	SILVER	NEUTRAL
⏚	YELLOW/GREEN	GREEN	GREEN	PROTECTIVE GROUND

Make sure that the device is always connected properly to the earth!

Improper installation can cause serious damage to people and property!



⚠ Return Procedure ⚠

Returned merchandise must be sent prepaid and in the original packing, call tags will not be issued. Package must be clearly labeled with a Return Authorization Number (RMA number). Products returned without an RMA number will be refused. Highlite will not accept the returned goods or any responsibility. Call Highlite 0031-455667723 or mail aftersales@highlite.com and request an RMA prior to shipping the fixture. Be prepared to provide the model number, serial number and a brief description of the cause for the return. Be sure to properly pack fixture, any shipping damage resulting from inadequate packaging is the customer's responsibility. Highlite reserves the right to use its own discretion to repair or replace product(s). As a suggestion, proper UPS packing or double-boxing is always a safe method to use.

Note: If you are given an RMA number, please include the following information on a piece of paper inside the box:

01) Your name.
02) Your address.
03) Your phone number.
04) A brief description of the symptoms.

Claims

The client has the obligation to check the delivered goods immediately upon delivery for any short-comings and/or visible defects, or perform this check after our announcement that the goods are at their disposal. Damage incurred in shipping is the responsibility of the shipper; therefore the damage must be reported to the carrier upon receipt of merchandise.
It is the customer's responsibility to notify and submit claims with the shipper in the event that a fixture is damaged due to shipping. Transportation damage has to be reported to us within one day after receipt of the delivery.
Any return shipment has to be made post-paid at all times. Return shipments must be accompanied with a letter defining the reason for return shipment. Non-prepaid return shipments will be refused, unless otherwise agreed in writing.
Complaints against us must be made known in writing or by fax within 10 working days after receipt of the invoice. After this period complaints will not be handled anymore.
Complaints will only then be considered if the client has so far complied with all parts of the agreement, regardless of the agreement of which the obligation is resulting.

Description of the device

Features

The SM-8/2 is a light controller from Showtec and is equipped with the following features:

- 192 DMX channels; up to 12 intelligent fixtures with 16 channels each
- 30 banks of 8 scenes, a maximum of 240 scenes
- 6 sets of chases containing 240 scenes
- Fog & strobe control buttons
- Patch mode: each fixture has free assignable channels
- Programmable speed and fade time
- Reversible faders
- Sequential chase linking
- Re-assignable channels
- Sound-controlled, tap-sync and auto run
- Polarity selector
- Output connector: 3-pin/5-pin XLR female
- MIDI compatible
- 9V, 300 mA DC power adapter
- Dimensions: 535 x 195 x 100 mm (LxWxH)
  3HE (3U) 19" rack mount
- Weight: 2,9 kg

Frontside

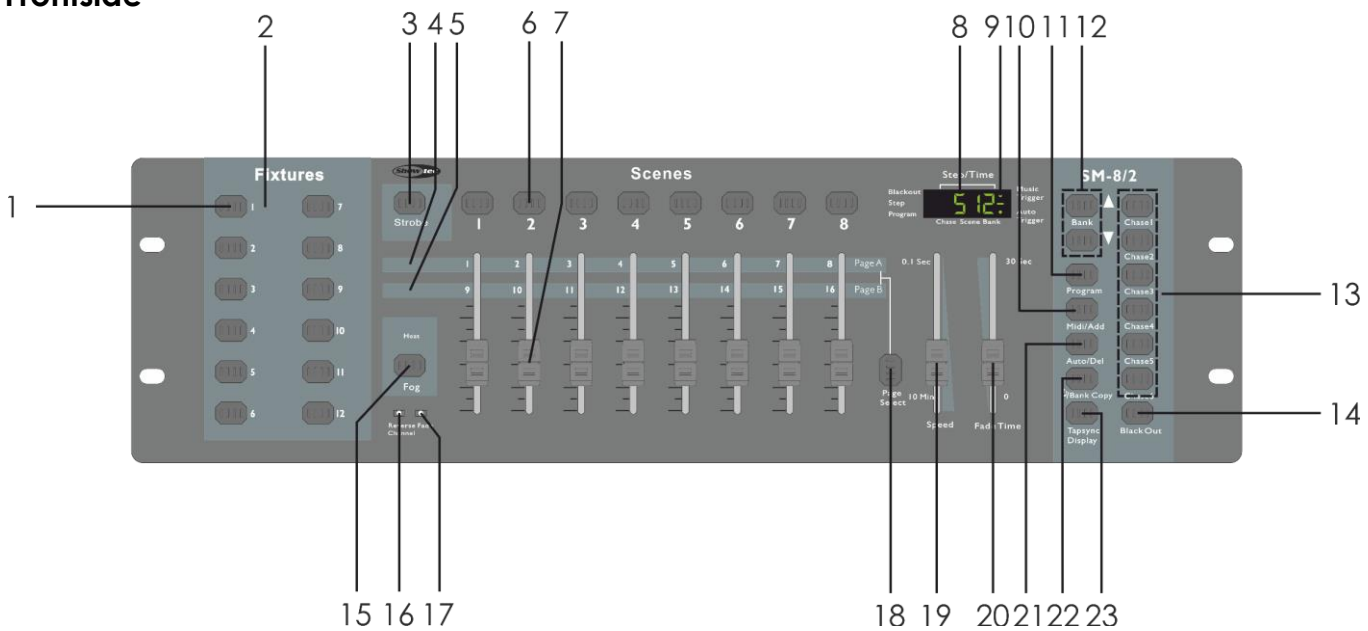


Fig. 01

01) Fixture buttons
Press the buttons to select scanners for setting, programming or recording.
02) Fixture indicator
The LEDs indicate the currently selected fixture.
03) Strobe button + LED
Press the button to control Showtec strobes.
04) Page A Indicator
The LED indicates CH1~8 range.
05) Page B Indicator
The LED indicates CH9~16 range.
06) Scene select buttons
Press the universal bump buttons to indicate scene location for storage and selection.
07) Channel faders
For adjusting DMX values, CH1~8 can be adjusted immediately, after pressing the respective scanner select button. CH9~16 - after pressing the Page select button **(18)**.
08) LCD display
09) Mode Indicator
The LEDs provide operating mode status, (manual, music or auto).
10) Midi/Add button
Press the button to activate MIDI external control or to confirm the record/save process.
11) Program button
Press the button to activate program mode.
12) Bank Up/Down button
Press the button to select one out of the 30 available banks.
13) Chase buttons
Chase memory 1~6; Press these buttons to activate the chase of programmed scenes.
14) Blackout button
Press this button to enable or disable the relevant DMX output. When its LED is lit, it means that the relevant DMX output is disabled. If you press this button again, the LED will be OFF and the DMX output is reactivated.
15) Fog button + Heat Ready LED
Press the button to control the fog machine. The relevant LED will show you the working state (READY).
16) Reverse Channel LED
The LED indicates reverse channel programming mode.
17) Fade LED
The LED indicates fade programming mode.
18) Page select button
Press the button to select page, between Page A (1-8) and Page B (9-16).
19) Speed fader
Move the fader to adjust the hold time of a scene or a step within a chase (range from 0.1 second to 10 minutes).
20) Fade Time fader
Move the fader to adjust the fade time. Fade time is the amount of time it takes for a scanner (or scanners) to move from one position to another, for the dimmer to fade in or fade out.
21) Auto/Del button
Press the button to activate music mode or to delete scenes or chases during programming.
22) Music/Bank Copy button
Press the button to activate music mode or to copy command, while programming.
23) Tapsync/Display button
Press the button to create a standard beat or to change the value mode between % and 0-255.

Backside

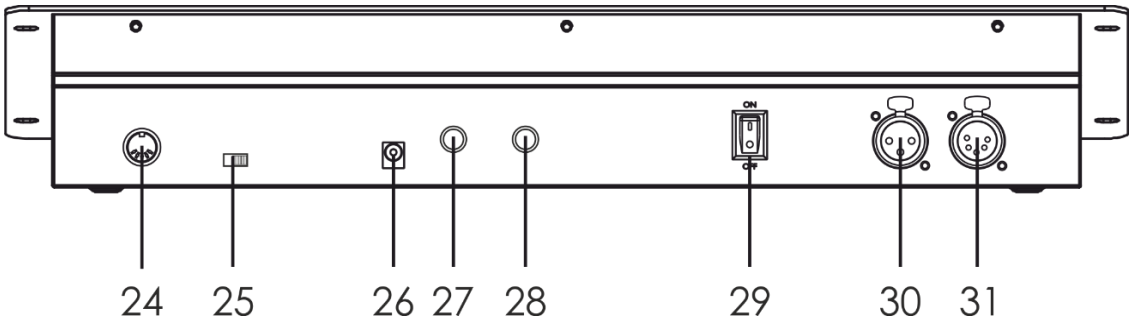


Fig. 02

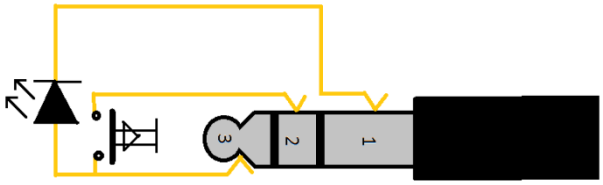
24) MIDI input port
Connect this input for external triggering of banks, scenes, chases, and blackout using a MIDI device.

25) DMX polarity switch
Press the switch to change signal polarity.

26) DC input 9V, 300 mA
Power supply.

27) Strobe connector
Showtec Mono Strobe ¼" connector for the built-in strobe controller.

28) Fog connector
Showtec fog controller. ¼" jack.



29) Power switch ON/OFF
Press the switch to turn the device on or off.

30) 3-pin DMX output connector

31) 5-pin DMX output connector

Installation

Remove all packing materials from the SM-8/2. Check if all foam and plastic padding is removed. Connect all cables.
Do not supply power before the whole system is set up and connected properly.
Always disconnect from electric mains power supply before cleaning or servicing.
Damages caused by non-observance are not subject to warranty.

Common Terms

The following are common terms used in intelligent light programming.

Blackout is a state where all lighting fixtures' light outputs are set to 0 or off, usually on a temporary basis.

DMX-512 is an industry standard digital communication protocol used in entertainment lighting equipment. For more information, read sections "DMX Primer" and "DMX Control Mode" in the Appendix.

Fixture refers to your lighting instrument or other device such as a fogger or dimmer which you can control.

Programs are a number of scenes arranged one after another. It can be programmed as either a single scene or multiple scenes in sequence.

Scenes are static lighting states.

Sliders are also known as faders.

Chases can also be called programs. A chase consists of a number of scenes arranged one after another.

Scanner refers to a lighting instrument with a pan and tilt mirror; however DMX controllers can use this term to control any DMX-512 compatible device as a generic fixture.

MIDI is a standard for representing musical information in a digital format. A MIDI input would provide external triggering of scenes using midi devices such as a MIDI keyboard.

Stand Alone refers to a fixture's ability to function independently of an external controller and usually in sync to music, due to a built in microphone.

Fade slider is used to adjust the fade time between scenes within a chase.

Speed slider affects the amount of time a scene will hold its state. It is also considered a wait time.

Shutter is a mechanical device in the lighting fixture that allows you to block the light's path. It is often used to decrease the intensity of the light output and to strobe.

Patching refers to the process of assigning faders to a DMX channel within a fixture.

Playbacks can be either scenes or chases that are directly called to execution by the user. A playback can also be considered a program memory that can be recalled during a show.

Set Up and Operation

Follow the directions below, as they pertain to your preferred operation mode.
Before plugging the unit in, always make sure that the power supply matches the product specification voltage. Do not attempt to operate a 120V specification product on 230V power, or vice versa.
Connect the device to the main power supply. The device can be sound-controlled as it is equipped with a built-in microphone.

Resetting the System

Warning: this will reset the controller to its factory defaults. This will erase all programs and settings.

01) Turn off the unit.
02) Press and hold down the **BANK UP** and **AUTO/DEL** buttons.
03) Switch the unit on (while still holding down the **BANK UP** and **AUTO/DEL** buttons).
04) All LEDs will blink to indicate a successful reset. This process may take up to 30 seconds.

Warning: This will reset the controller to its factory defaults.
This will erase all programs and settings.

Fixture Addressing

The SM-8/2 is programmed to control 16 DMX channels per fixture. Therefore, the fixtures you wish to control with the corresponding **FIXTURE** buttons on the unit must be spaced 16 channels apart from each other (check the respective fixture's manual for how to enter the information into the fixture).
Note: failure to use these DMX assignments may cause a lack of control of the fixtures.

Physical Fader Assignment (optional setup)

Use this feature to combine or unify fixture control attributes for different fixtures. For example; if you were controlling 4 moving mirrors and 4 moving yokes - the color, gobo and dimmer channels may not line up ideally on the physical faders. Use this function to re-assign the dimmer, color and gobo channels to faders 1, 2 and 3. From now on you will be able to control the same attributes on all fixtures using the same fader location.

01) Press and hold down the **PROGRAM** & **TAPSYNC** buttons to access the channel assignment mode.
02) Press the **SCANNER** button that represents the fixture whose faders you would like to re-assign.
03) Move the **SPEED** fader until you arrive at controller channel (number).
04) Move the **FADE TIME** fader to select the DMX channel.
05) Press the **MIDI/ADD** button to confirm your setting.
06) Repeat steps 3-5 as often as necessary. If you wish to copy a scanner's physical assignments to another scanner, follow steps 7-13. If you do not wish to do this, press and hold down the **PROGRAM** & **TAPSYNC** buttons twice, to exit mode.

Example: Copying Scanner 1 to Scanner 2

07) Press and hold down **FIXTURE** button # 1.
08) While holding down button # 1, press **FIXTURE** button # 2.
09) While holding **FIXTURE** buttons # 1 and # 2, press and hold down the **MIDI/ADD** button.
10) Release **FIXTURE** button # 1 first before releasing **FIXTURE** button # 2.
11) Release the **MIDI/ADD** button.
12) All **FIXTURE** LED indicators will flash to confirm successful copy.
13) Press and hold down the **PROGRAM** & **TAPSYNC** buttons twice, to exit mode.

Reverse Channel Output (optional setup)

01) Press and hold down the **PROGRAM** & **TAPSYNC** buttons together twice, to access the channel assignment mode, then press the **FIXTURE** button.
02) Move the **SPEED** fader until you arrive at the controller channel, which you wish to alter.
03) Move the **FADE TIME** fader all the way up until N changes to Y. If you wish to copy a scanner's reverse channel assignments to another scanner, continue by following steps 4-10. If you do not wish to do this, press and hold down the **PROGRAM** & **TAPSYNC** buttons twice, to exit mode.

Example: Copying Scanner 1 into Scanner 2

04) Press and hold down **FIXTURE** button # 1.
05) While holding button # 1, press **FIXTURE** button # 2.
06) While holding **FIXTURE** buttons # 1 and # 2, press and hold down the **MIDI/ADD** button.
07) Release **FIXTURE** button # 1 first, before releasing **FIXTURE** button # 2.
08) Release the **MIDI/ADD** button.
09) All fixture LED indicators will flash to confirm successful copy.
10) Press and hold down the **PROGRAM** & **TAPSYNC** buttons twice, to exit mode.

Fade Time Assignment (optional setup)

You can choose whether the board's fade time (during scene execution) is implemented broadly to all output channels or only to the Pan and Tilt movement channels. This is relevant because you will often want gobos and colors to change quickly, while not affecting the movement of the light.

01) Turn OFF the controller.
02) Press and hold down the **BLACKOUT** and **TAPSYNC** buttons.
03) Turn ON the controller.
04) Press the **TAPSYNC** button to toggle between the two modes: all channels (A) or select channel Pan & Tilt only (P)
05) Press the **BLACKOUT** and **TAPSYNC buttons** to save your settings. All LEDs will blink to confirm.

Programming

A program (bank) is a sequence of different scenes (or steps) that will be called up one after another. The SM-8/2 allows you to create up to 30 programs, each consisting of 8 scenes.

Entering Program Mode

Press and hold down the **PROGRAM** button for 3 seconds until the LED indicator (labelled **Program**) next to the display blinks. This indicates that the user is in programming mode.

Create a Scene

A scene is a static lighting state. Scenes are stored in banks. There are 30 bank memories on the controller and each bank can hold 8 scene memories. The SM-8/2 can save 240 scenes in total.

01) Press and hold down the **PROGRAM** button for 3 seconds.
02) Select a fixture to program.
03) Move the **FADERS** to adjust the devices' settings, such as colors and gobos. Press the **PAGE SELECT** button to access Channels 9~16 on the faders.
04) Press the **FIXTURE** button to program another fixture which you have just finished programming. Press another **FIXTURE** button to program.
05) Repeat steps 2~4 until you have reached a satisfying result.
06) Tap the **MIDI/ADD** button.
07) Choose one bank (01~30). Press the **Up** and **Down** arrow bank buttons to change if necessary.
08) Select the desired **SCENE** button to store. All LEDs will blink 3 times. The display will now display the bank and the scene number that is stored.
09) Repeat steps 2-8 to record more scenes (read the important notes on the next page).
10) To exit program mode, press and hold down the **PROGRAM** button for 3 seconds. The controller will return to blackout, when exiting the program mode.

Notes:

- Deselect **BLACKOUT** if LED is lit.
- A **FIXTURE** button represents one lighting fixture.
- You can access channels 9~16 by pressing the **PAGE SELECT** button. This is necessary for fixtures that use more than 8 control channels. When switching pages, it will be necessary to move previously moved faders up and down to activate.
- Pressing the same **FIXTURE** button again will hold the parameters changed for that fixture in the program scene.
- There are 8 scenes available in each bank.

Edit a Scene

01) Press and hold down the **PROGRAM** button for 3 seconds.
02) Locate the scene in the program **BANK**. Press the **BANK UP/DOWN** button to navigate through the program banks.
03) Select the **SCENE** in the program **BANK** to edit.
04) Move **FADERS** to adjust the effects.
05) Press the **MIDI/ADD** button. Press the previously selected **SCENE** button again.
06) To exit program mode, press and hold down the **PROGRAM** button for 3 seconds. The controller will default to a **BLACKOUT,** when exiting program mode.

Scene Copy

01) Press and hold down the **PROGRAM** button for 3 seconds.
02) Locate the scene in the program **BANK**. Press the **BANK UP/DOWN** button to navigate through the program banks.
03) Select the **SCENE** in the program **BANK** to copy.
04) Locate the destination scene in the program **BANK**. Press the **BANK UP/DOWN** button to navigate through the program banks.
05) Press the **MIDI/ADD** button, then press the new **SCENE** button to copy to.
06) To exit program mode, press and hold down the **PROGRAM** button for 3 seconds. The controller will default to a **BLACKOUT,** when exiting program mode.

Delete Scene

01) Press and hold down the **PROGRAM** button for 3 seconds.
02) Locate the scene in the program bank. Press the **BANK UP/DOWN** buttons to navigate through program banks.
03) Press and hold down the **AUTO/DEL** button and press the **SCENE** button, corresponding with the scene which you want to delete.
04) To exit program mode, press and hold down the **PROGRAM** button for 3 seconds. The controller will default to a **BLACKOUT,** when exiting program mode.

Note: The action of deleting a scene is actually a value reset to 0 on all DMX channels available to the scene memory. The physical location of the scene memory remains.

Delete All Scenes

01) Press and hold down the **PROGRAM** and the **BANK** buttons, while you turn the controller Off.

Note: All scenes will be erased while resetting the controller.

Bank Copy

01) Press and hold down the **PROGRAM** button for 3 seconds.
02) Locate the program **BANK**. Press the **BANK UP/DOWN** button to navigate through the program banks.
03) Press and release the **MIDI/ADD** button.
04) Locate the destination program **BANK**. Use **BANK UP/DOWN** button to navigate through the program banks.
05) Press the **MUSIC/BANK-COPY** button to complete copying.

Bank Delete

01) Press and hold down the **PROGRAM** button for 3 seconds.
02) Locate the bank which you want to delete. Press the **AUTO/DEL** and **MUSIC/BANK-COPY** buttons at the same time to delete the bank.

Note: All LEDs will flash to indicate a successful deletion.

Chase Programming

A chase is created by using previously created scenes. Scenes become steps in a chase and can be arranged in any order you choose. It is highly recommended that prior to programming chases for the first time; you delete all chases from memory. See "Delete All Chases" for information (see page 13).

Create a Chase

A Chase can contain 240 scenes as steps. The terms "steps" and "scenes" are used interchangeably.

01) Press and hold down the **PROGRAM** button for 3 seconds.
02) Press the **CHASE** button (1~6) which you wish to program.
03) Change the **BANK**, if necessary to locate a scene.
04) Select the **SCENE** which you want to insert.
05) Tap the **MIDI/ADD** button to store your setting. All LEDs will flash 3 times.
06) Repeat steps 3-5 to add additional steps in the chase. You can record up to 240 steps.
07) Press and hold down the **PROGRAM** button for 3 seconds to save the chase.

Copy Bank Into Chase

01) Press and hold down the **PROGRAM** button for 3 seconds to enter programming mode.
02) Select the bank to be copied by pressing the **BANK UP/DOWN** buttons.
03) Press and hold down the **MUSIC/BANK COPY** and the **MIDI/ADD** buttons to copy.
04) Press and hold down the **PROGRAM** button for 3 seconds to exit programming mode.

Adding a Step To a Chase

01) Press and hold down the **PROGRAM** button for 3 seconds to enter programming mode.
02) Press the desired **CHASE** (1~6) button.
03) Press the **TAPSYNC/Display** button and the display will show the scene and bank number. This will be the scene, which you will be adding (**STEP** LED must be on),
04) Press the **BANK UP/DOWN** buttons to scroll through the chase and arrive at the step number, which you would like to add or append a scene/step to.
05) Press the **MIDI/ADD** button and one step number will be added to the previously displayed step number.
06) Press the **SCENE** button that corresponds to the scene to be copied.
07) Press the **MIDI/ADD** button again to add a new step.
08) Press and hold down the **PROGRAM** button for 3 seconds to exit programming mode.

Delete a Scene/Step In a Chase

01) Press and hold down the **PROGRAM** button for 3 seconds to enter programming mode.
02) Press the desired **CHASE** (1~6) button that contains the scene to be deleted.
03) Press the **TAPSYNC/DISPLAY** button to switch the LED display to steps.
04) Select the scene/step to be deleted by pressing the **BANK UP/DOWN** buttons.
05) Press the **AUTO/DEL** button to delete the step/scene.
06) Press and hold down the **PROGRAM** button for 3 seconds to exit.

Delete a Chase

01) Press and hold down the **PROGRAM** button for 3 seconds to enter programming mode.
02) Press the **CHASE** button (1~6) to be deleted.
03) Press and hold down the **AUTO DEL** button and the respective **CHASE** button, then release to delete the chase. All LEDs will blink 3 times.

Note: Scenes will remain programmed on the controller. Only the chase is affected.

Delete All Chase Programs

CAUTION! This procedure will result in irrevocable loss of chase step memory. The individual scenes and program banks will be preserved.

01) Press and hold down the **BANK DOWN** button and the **AUTO DEL** button while turning OFF the controller.

Playback (Scenes)

Manual Run Scene

When power is first turned ON, the controller will be in manual scene mode.

01) Make sure that neither the **MUSIC TRIGGER** nor **AUTO TRIGGER** LEDs on the display are on.
02) Select the program **BANK** that stores the scene you want to run manually, by pressing the **BANK UP/DOWN** button.
03) Press the **SCENE** button to run.

Note: If you are in programming mode, you can also press and hold down the **PROGRAM** button until the display shows MANUAL again. Manual mode will override running programmes/chases.

Running in Sound-Mode

01) Press the **MUSIC/BANK-COPY** button, until the **MUSIC TRIGGER** LED turns on.
02) Change **BANK** programs by pressing the **BANK UP/DOWN** buttons, if necessary.
03) Press the **MUSIC/BANK-COPY** button to exit.

Note: In sound-mode, programs will be triggered by sound using the unit's built-in microphone. All scenes in a bank will chase.

Running in Auto-Mode

01) Press and hold down the **AUTO DEL** button until the **AUTO TRIGGER** LED turns on.
02) Change bank programs by pressing the **BANK UP/DOWN** button, if necessary.
03) You can adjust the time between steps by moving the **SPEED** fader. . You can also change the duration of the step – by moving the **FADE TIME** fader.
04) While in operation you can also change banks by pressing the **BANK UP/DOWN** buttons.
05) Programs will be playbacked, as stored in the controller's memory.
06) If you want to manually override a fixture channel value, select the fixture and change the value by moving the sliders. Release the override by pressing and holding down the **AUTO DEL** button and pressing the corresponding **FIXTURE** button.

Notes:

- In auto-mode, programs will be triggered by the controller's fade and speed time, set on the faders. All scenes in a bank will chase.
- **Caution!** The fade setting should never be slower than the speed setting or the scene will never complete execution.
- To revert the programmed speed and fade time, tap the program button.

Blackout

01) The **BLACKOUT** button brings all lighting output to 0 or off (also called the home position of the unit).

Playback (Chases)

Manual Run Chases

This function allows the user to manually step through each individual step in a chase.

01) Press and hold down the **PROGRAM** button for 3 seconds to enter programming mode.
02) Start a chase by pressing any of the **CHASE** buttons (1~6).
03) Press the **TAPSYNC/DISPLAY** button to manually step through the chase.
04) Press the **BANK** buttons to scroll through the chases.
05) Press and hold down the **PROGRAM** button for 3 seconds to exit programming mode.

Auto Run Chases

01) Press any of the **CHASE** buttons (1~6).
02) Press and release the **AUTO DEL** button. The corresponding LED will blink.
03) Adjust the **SPEED** and **FADE TIME** faders until you reach satisfying results.
04) You can override the speed and fade time by tapping the **TAPSYNC/DISPLAY** button 3 times. The chase will now run on the interval time of the taps.

Caution! The fade setting should never be slower than the speed setting or the scene will never complete execution.

Music Run Chases

01) Press any of the **CHASE** buttons (1~6).
02) Press and release the **MUSIC/BANK COPY** buttons. The corresponding LED will blink on the display.
03) Your chase will now be triggered by sound.

Running Sequential Chases

01) Press either the **AUTO DEL** or the **MUSIC BANK COPY** button to select the trigger mode.
02) Press the **CHASE** button for each chase you wish to playback.
03) Adjust the chase speed by moving the **SPEED** fader.

Midi Operation

The controller will only respond to MIDI commands on the MIDI channel when it is set to full stop.
All MIDI control is performed by using note on commands. All other MIDI instructions are ignored. In order to stop a chase, send the blackout on note.

01) Press and hold down the **MIDI/ADD** button until the third and fourth digits on the display blink.
02) Select the MIDI control channel (1-16) via the **BANK UP/DOWN** buttons to set.
03) Press and hold down the **MIDI/ADD** button to store midi setup settings.

MIDI NOTE	FUNCTION (TURN ON/OFF)
00 to 07 Scenes	1~8 in BANK 1
08 to 15 Scenes	1~8 in BANK 2
16 to 23 Scenes	1~8 in BANK 3
24 to 31 Scenes	1~8 in BANK 4
32 to 39 Scenes	1~8 in BANK 5
40 to 47 Scenes	1~8 in BANK 6
48 to 55 Scenes	1~8 in BANK 7
56 to 63 Scenes	1~8 in BANK 8
64 to 71 Scenes	1~8 in BANK 9
72 to 79 Scenes	1~8 in BANK 10
80 to 87 Scenes	1~8 in BANK 11
88 to 95 Scenes	1~8 in BANK 12
96 to 103 Scenes	1~8 in BANK 13
104 to 111 Scenes	1~8 in BANK 14
112 to 119 Scenes	1~8 in BANK 15
120 Chase 1	
121 Chase 2	
122 Chase 3	
123 Chase 4	
124 Chase 5	
125 Chase 6	
126 BLACKOUT	

Maintenance

The operator has to make sure that safety-related and machine-technical installations are to be inspected by an expert after every year in the course of an acceptance test.
The operator has to make sure that safety-related and machine-technical installations are to be inspected by a skilled person once a year.

The following points have to be considered during the inspection:
01) All screws used for installing the device or parts of the device have to be tightly connected and must not be corroded.
02) There may not be any deformations on housings, fixations and installation spots.
03) The electric power supply cables must not show any damages or material fatigue.

The Showtec SM-8/2 requires almost no maintenance. However, you should keep the unit clean. Disconnect the mains power supply, and then wipe the cover with a damp cloth. Do not immerse in liquid. Do not use alcohol or solvents.
Keep connections clean. Disconnect electric power, and then wipe the DMX and audio connections with a damp cloth. Make sure that the connections are thoroughly dry before linking equipment or supplying electric power.

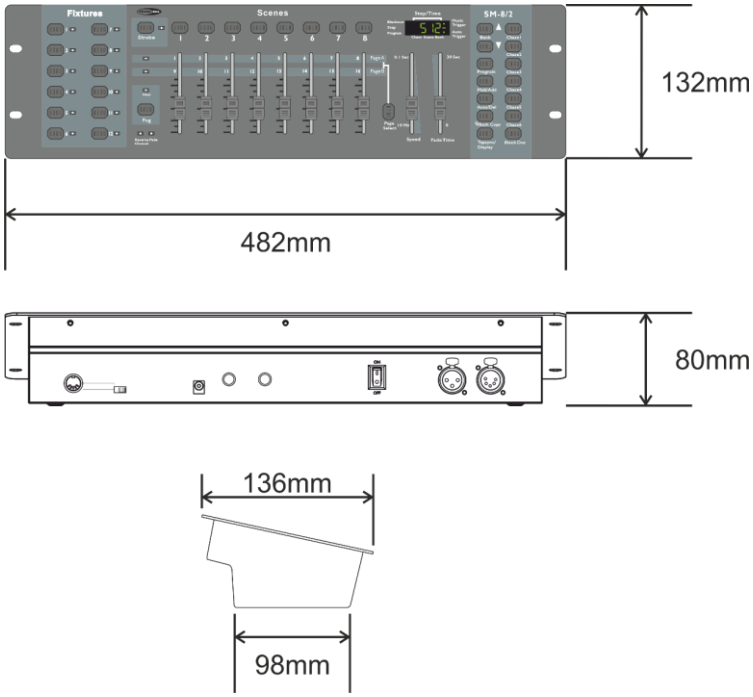
Troubleshooting

This troubleshooting guide is meant to help solve simple problems.
If a problem occurs, carry out the steps below in sequence until a solution is found. Once the unit operates properly, do not carry out following steps.

Showtec SM-8/2
This troubleshooting guide is meant to help solve simple problems. If a problem occurs, carry out the steps below in sequence until a solution is found. Once the unit operates properly, do not carry out following steps.
01) Fixture does not respond to controller: Check the DMX-address of the fixture and the controller. Make sure they match. Make sure the connections are correct. Check if blackout is off.
02) Interference between chases; If the same channel has been assigned to different running chases, the one with the highest channel value will be put out.
03) Note: when in programming mode, as long as the LED indicator is lit, the value will be stored, even if the value is zero.
04) Except for the channels assigned to the jog wheels and the channels set with slope, slope is not assigned to the other channels.
05) For the master controlled channels, the master sliders are only valid when the dimmer buttons are activated (LED indicator is on). If some channels cannot be controlled, please check if they are assigned to the master control.
06) If the device does not operate properly, unplug the device.
07) Check power from the wall, all cables, the fuse, the settings (return to default), etc.
08) If all of the above appears to be O.K., plug the unit in again.
09) If nothing happens after 30 seconds, unplug the device.
10) Return the device to your Showtec dealer.

Product Specifications

Model:	SM-8/2
Input Voltage:	DC 9V, 300mA (power adapter is included)
Dimensions:	535 x 195 x 100 mm (LxWxH) 3HE (3U) 19" rack mount
Weight:	2,9 kg
Features:	
192 DMX channels; up to 12 intelligent lights with 16 channels each	
30 banks of 8 scenes, a maximum of 240 scenes	
6 sets of chases, containing 240 scenes	
Fog & strobe control buttons	
Patch mode: Each fixture has free assignable channels	
Programmable speed and fade time	
Reversible faders	
Sequential linking of chases	
Re-assignable channels	
Sound-controlled, tap-sync and auto run	
Polarity selector	
Output connector: 3-pin/5-pin XLR female	
MIDI compatible	
Housing:	Grey Metal & Flame-retardant plastic
Connections:	Power adapter & Data connector
Max. ambient temperature t_a:	40°C
Minimum distance:	
Minimum distance to lighted object:	1 m



Design and product specifications are subject to change without prior notice.

CE

Website: www.Showtec.info
Email: service@highlite.com

Notes

©2020 Showtec