

Note about fader functions: Because the LM-850 is designed to play back complex lighting cues from its internal memory and from MIDI commands as well, all faders except the CROSSFADE and MASTER faders operate in an "edit" mode such that when a preset is recalled, the parameter which each fader adjusts will be set as it was when the preset was recorded. The fader will have no effect until it is moved through this preset value, at which point it smoothly takes control of the function, thus editing the preset. Any such edits or adjustments of parameters will affect the current output only, and not the preset stored in memory, unless the edited preset is then stored after the edits are made.

CHANNEL SECTION

Channel LEDs indicate channel levels (with an 8-step resolution) independently of the MASTER fader. A channel's LED flashes while it is bumped. Faders take control of channel levels when moved through the current preset values (see Note above). BUMP Buttons bump channel levels to the preset Bump Brightness Level.

BANK Buttons select which of the three banks of 18 channels is under the active control of the channel faders and BUMP buttons. Bank Indicators show which of these three banks of channels is currently selected.

MASTER SECTION

BLACKOUT Button fades outputs to black at a preset rate if tapped, or instantaneously if held down. Fade rate and momentary/latch mode are selected in Console mode.

BUMP ALL Button brings all channels to Bump Brightness Level.

CROSSFADE Slider fades between Current and Next Scene, and can take over an automatic timed crossfade.

Crossfade LED shows that a manual or timed crossfade is in progress.

MASTER Fader controls the overall channel output. Its effect is NOT indicated by the Channel LEDs.

SUBMASTER Faders control whichever channels are assigned to them (in Scene mode) and can then adjust those channels as a group within the scene.

BUMP SECTION

LATCH/MOM Switch sets BUMP buttons to Latching or Momentary mode. When latched, a bump will remain active until the bump button is pressed a second time. When in momentary mode, a bump will only be active while the button is actually held down.

SOLO/ADD Switch either adds bumped channels to the channels currently up in the scene, or solos them, turning the scene channels off while the bump is active. Note that this and the LATCH/MOM modes are storable as part of each scene.

CLEAR Button releases all latched bumps.

CHASER SECTION

LEVEL Slider adjusts the brightness of the chase.

RATE Slider adjusts the rate of the chase in either Internal, MIDI, or Audio clock modes.

SENSE Slider adjusts the sensitivity of the Audio input level for triggering.

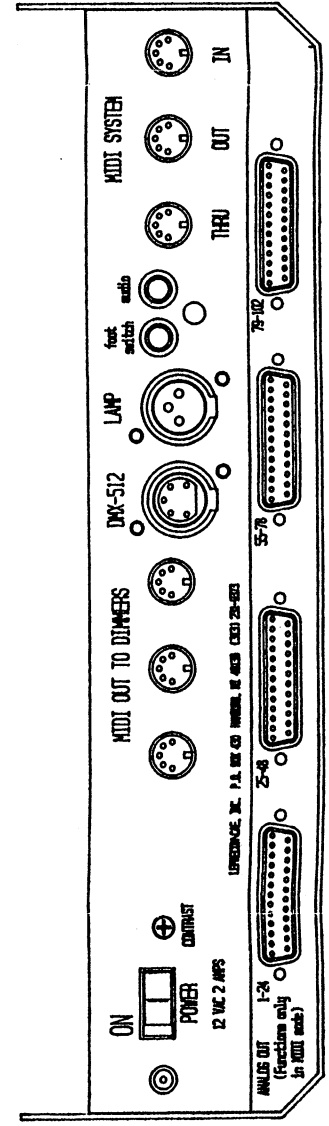
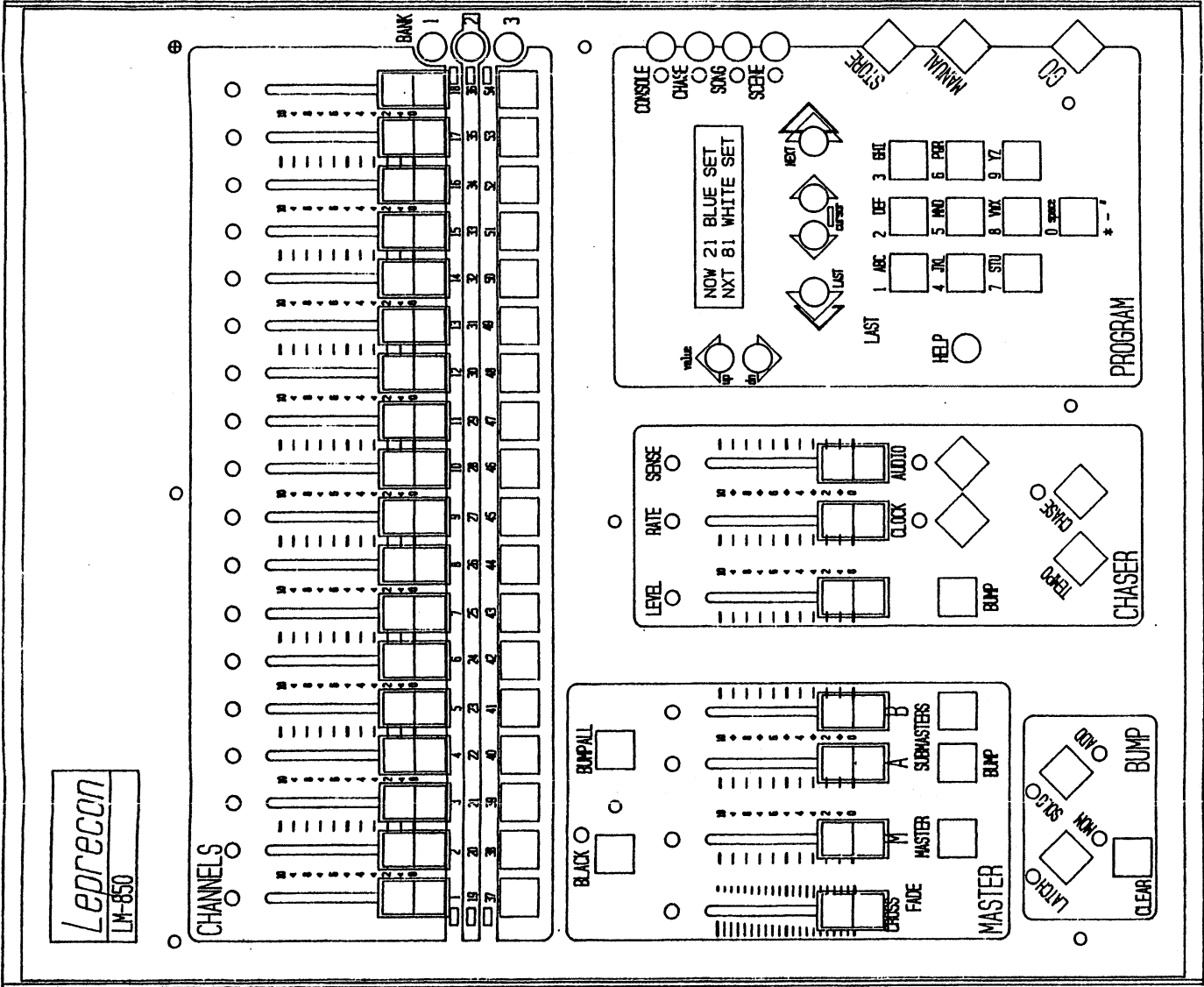
BUMP Button bumps chases to maximum level, and operates in Latch or Momentary, Solo or Add modes.

CLOCK Button selects the Internal chase clock, and displays its current rate setting.

AUDIO Button selects the Audio sync clock, and displays the current setting or chase steps per audio pulse.

TEMPO Button adjusts the internal clock to the rate that is physically tapped in with the button.

CHASE Button turns chases on and off.



PROGRAM SECTION

LCD Display Screen shows the various parameters of the LM-850 and their values.

VALUE UP/DOWN Buttons are used to adjust the parameter currently selected on the screen (indicated by the blinking cursor), incrementing or decrementing it by one step.

CONSOLE, CHASE, SONG, and SCENE Buttons are used to enter each of these modes of console operation. Each mode has its own set of "pages" that are displayed on the screen.

LAST and NEXT Buttons are used to move between the various "pages" of the display screen.

CURSOR Left and Right Buttons are used to position the screen cursor underneath the desired parameter, thereby selecting it for possible changes via the UP/DOWN Buttons or the keypad.

HELP Button displays a "help" message related to the current display page.

Keypads is used to enter numeric values for parameters, or alphabets and punctuation for scene, song, and chase names.

STORE Button, when pressed once, displays what will be stored, and where. When pressed a second time, the store is completed.

MANUAL Button selects "Manual" as the Next Scene.

GO Button starts a programmed crossfade between scenes if tapped, or completes the scene transition instantaneously if held down.

REAR PANEL

POWER must be 12 volts AC only, 2 amps, supplied by plug-in wall transformer.

CONTRAST adjusts the liquid crystal display for best viewing.

MIDI OUT TO DIMMERS allows console to control dimmers which have MIDI inputs, such as the Leprecon LD-360M or LD-360M-HP.

DIM-512 OUTPUT outputs a digital signal to control dimmers with DIM-512 inputs or analog dimmers via a Leprecon DIMX-Analog Decoder.

LAMP JACK is for plugging in a goose-neck lamp for overhead console illumination.

FOOTSWITCH Jack allows a Leprecon FCP footswitch to remotely duplicate the functions of the GO, BLACKOUT, BUMP ALL, Chase BUMP, CHASE On/Off, or TEMPO buttons.

AUDIO Jack accepts a line-level audio input for syncing the chase to audio pulses.

MIDI SYSTEM IN, OUT, and THRU Jacks are used to interface the lighting system with a sequencer, computer, or other MIDI-equipped device.

ANALOG OUT (optional) 25-pin D-type subminiature connectors are for controlling 0-10 volt DC analog dimmers (pins 1-24 = dimmer channels, pin 25 = common). Note that the analog outputs work only when Dimmer Output mode is set to MIDI. A dip switch for each group of 48 channels assigns the MIDI channel (or Onn) that the analog interface will respond to; this should be set to the same channel as the MIDI Dimmer Out, and/or Onn, for normal operation. Two trim pots for each 48-channel group adjust the minimum (pre-heat) and maximum lamp brightnesses.

>SCENE MODE

page sc1>> SCN XX scenename NXT YY nextscenename HELP	page sc2>> CHASE XX CHASENAME HELP	page sc3>> FADE TIME XX.X S NAME: scenename HELP	page sc4>> SUB MASTER A CONTROLS LIT CH HELP	page sc5>> SUB MASTER B CONTROLS LIT CH HELP	page sc6>> BUMP BRIGHTNESS LEVEL 100% HELP	SCREEN MESSAGE
Select chase to and 60 or fade	Select chase to run w/ crnt scene	Enter name with keypad, v, cursor	Select channels w/ bump switches	Select channels w/ bump switches	Brightness Range 0-off 100%-max	HELP MESSAGE
press STORE>> SCN XX -EDITED- NXT YY NEXT-SON HELP	press STORE>> STORE CURRENT SCENE 00 AT 00 HELP	press STORE>> STORE TO CONFIRM OTHER TO CANCEL HELP	press STORE>> STORE COMPLETE HELP	press STORE>> STORE COMPLETE HELP	press MANUAL>> SCN XX scenename NXT MANUAL HELP	NOTES
If any parameters are adjusted, "EDITED" will flash alternatively with current scene name:	In store scene, press STORE>> again. Display will show:	If memory is locked: CANNOT STORE !!! Memory Protected.	When "MANUAL" is selected as the next scene, the chase, faders set levels with the console will fade to NEXT. NEXT TO NEXT set current levels, and the channel LEDs indicate next, NXT current levels!!!	When "MANUAL" is selected as the next scene, the chase, faders set levels with the console will fade to NEXT. NEXT TO NEXT set current levels, and the channel LEDs indicate next, NXT current levels!!!	When "MANUAL" is selected as the next scene, the chase, faders set levels with the console will fade to NEXT. NEXT TO NEXT set current levels, and the channel LEDs indicate next, NXT current levels!!!	

>CHASE

page ch2>> CHS XX abcdefghi STEP 01 SCENE	page ch3>> CHASE STYLE: 50 00-SOFT 99-HRD	page ch4>> CHASE CLOCK: INT 0.50 Seconds	page ch5>> DELETE STEP 01 CONFIRM WITH 60	page ch6>> ADD A STEP AT STEP 01 60-6K	page ch7>>STORE>> STORE CURRENT SCENE XX AT XX	STORE>> STORE COMPLETE
CLEAR crnt step. 60 to next step.	Number of loops 1..99 99-INF	Sort = overlap Hrd = gap	Remove selected step	Note: step 32 will be lost.	STORE to confirm Other to cancel.	STORE COMPLETE Memory Protected (Numerary message)

>SONG

page sq1>> SNG 01 abcdefghi 01 SCN 00 NXT 01	page sq3>> DELETE STEP 01 CONFIRM WITH 60	page sq4>> ADD SCENE 01 AT STEP 01 60-6K	page sq5>>STORE>> STORE CURRENT SONG XX AT XX	page sq6>> STORE TO CONFIRM OTHER TO CANCEL	page sq7>>STORE>> STORE COMPLETE
Select song #. 60/fade to step	Remove selected step	Note: step 50 will be lost	STORE to confirm Other to cancel	If memory is locked: CANNOT STORE !!! Memory Protected (Numerary message)	STORE COMPLETE Memory Protected (Numerary message)

>CONSOLE

page cn10>> DIMMER MIDI OUT ON CHANNEL 01	page cn11>> DUMP ALL Data TO MIDI 60-START	page cn12>> RECEIVE MIDI DMP DISABLE enable	page cn13>> DIMMER OUTPUT MIDI ch512	page cn14>> MIDI DIMMER OUT: CONT net:	page cn15>> MIDI TRIGGER MASK = 0.10 S	page cn16>> MEMORY PROTECT: OPEN lock
Key-in midi chan for dimmer outs.	Select detatage with up/down sv.	Use the up/down arrows to select	Up/down to pick. Int. analog-MIDI	Press any key on keypad to switch	Set minimum time between triggers	LOCKout changes to stored data.

These screens appear on the display in the various modes.
<PAGE and PAGE> move the display window between each screens.
Various parameters can be changed within each screen.
The active parameter is underlined with a flashing cursor, which
can be moved between parameters with the <CURSOR> buttons.
The active parameter can be adjusted with up & vdown buttons,
the keypad, or, in some cases, the associated fader or the Bump buttons.