

This symbol is intended to alert the user to the presence of uninsulated "dangerous voltage" within the product's enclosure that may be of sufficient magnitude to constitute a risk of electric shock to persons.

CAUTION

**RISK OF ELECTRIC SHOCK
DO NOT OPEN**

This symbol is intended to alert the user to the presence of important operating and maintenance (servicing) instructions in the literature accompanying the appliance.

IMPORTANT! FOR YOUR PROTECTION, PLEASE READ THE FOLLOWING:

WATER AND MOISTURE: Appliance should not be used near water (near a bathtub, washbowl, kitchen sink, laundry tub, in a wet basement, or near a swimming pool, etc). Care should be taken so that objects do not fall and liquids are not spilled into the enclosure through openings.

POWER SOURCES: The appliance should be connected to a power supply only of the type described in the operating instructions or as marked on the appliance.

GROUNDING OR POLARIZATION: Precautions should be taken so that the grounding or polarization means of an appliance is not defeated.

POWER CORD PROTECTION: Power supply cords should be routed so that they are not likely to be walked on or pinched by items placed upon or against them, paying particular attention to cords at plugs, convenience receptacles, and the point where they exit from the appliance.

SERVICING: The user should not attempt to service the appliance beyond that described in the operating instructions. All other servicing should be referred to qualified service personnel.

FUSING: If your unit is equipped with a fuse receptacle, replace only with the same type fuse. Refer to replacement text on the unit for correct fuse type.

SAFETY INSTRUCTIONS (EUROPEAN)

The conductors in the AC power cord are colored in accordance with the following code.
GREEN & YELLOW—Earth BLUE—Neutral BROWN—Live

U.K. MAIN PLUG WARNING: A molded main plug that has been cut off from the cord is unsafe. NEVER UNDER ANY CIRCUMSTANCES SHOULD YOU INSERT A DAMAGED OR CUT MAIN PLUG INTO A POWER SOCKET.



LIMITED WARRANTY

Your Carvin product is guaranteed against failure for 1 YEAR unless otherwise stated. Carvin will service and supply all parts at no charge to the customer providing the unit is under warranty. Shipping costs are the responsibility of the customer. CARVIN DOES NOT PAY FOR PARTS OR SERVICING OTHER THAN OUR OWN. A COPY OF THE ORIGINAL INVOICE IS REQUIRED TO VERIFY YOUR WARRANTY. Carvin assumes no responsibility for horn drivers or speakers damaged by this unit. This warranty does not cover, and no liability is assumed, for damage due to: natural disasters, accidents, abuse, loss of parts, lack of reasonable care, incorrect use, or failure to follow instructions. This warranty is in lieu of all other warranties, expressed or implied. No representative or person is authorized to represent or assume for Carvin any liability in connection with the sale or servicing of Carvin products. CARVIN SHALL NOT BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES.

When RETURNING merchandise to the factory, you may call for a return authorization number. Describe in writing each problem. If your unit is out of warranty, you will be charged the current FLAT RATE for parts and labor to bring your unit up to factory specifications.

MAINTAINING YOUR EQUIPMENT

Avoid spilling liquids or allowing any other foreign matter inside the unit. The panel of your unit can be wiped from time to time with a dry or slightly damp cloth in order to remove dust and bring back the new look. As with all pro gear, avoid prolonged use in caustic environments (salt air). When used in such an environment, be sure the mixer is adequately protected by a cover.

REFER SERVICING TO QUALIFIED SERVICE PERSONNEL!

MIDI IN SETTINGS

- 1.) Press and hold **RECORD**
- 2.) Press **1st FLASH KEY** 3 times, then release **RECORD**. When **CHI** appears on display you can select **MIDI IN** channels from the **1ST FLASH** to the **16TH FLASH**.
- 3.) After you press the desired **FLASH**, the appropriate channel LED is lit.
- 4.) Press **RECORD** and **EXIT** to withdraw **MIDI IN** settings.

A. MIDI OUT SETTINGS

- 1.) Press and hold **RECORD**
- 2.) Press **2nd FLASH KEY** 3 times, then release **RECORD**. When **CHO** appears on the display you can select **MIDI IN** channels from the **1ST FLASH** to the **16TH FLASH**.
- 3.) After you press the desired **FLASH**, the appropriate channel LED is lit.
- 4.) Press **RECORD** and **EXIT** to withdraw **MIDI OUT** settings.

B. RECEIVE FILE DUMP

- 1.) Press and hold **RECORD**
- 2.) Press **3rd FLASH KEY** 3 times, then release **RECORD**. When **IN** appears on display it is ready to receive file dump.
- 3.) All other operation are void when receiving file dump. The **LC24** will automatically cease transfer when complete. A file dump will cease if an error occurs during transfer or if the power is interrupted.

C. SEND FILE DUMP

- 1.) Press and hold **RECORD**
- 2.) Press **4th FLASH KEY** 3 times, then release **RECORD**. When **OUT** appears on display it is ready to send file dump.
- 3.) All other operation are void when receiving file dump. The **LC24** will automatically cease transfer when complete. A file dump will cease if an error occurs during transfer or if the power is interrupted.

D. FILE DUMP CONNECTIONS

OPEN LOOP MODE



CLOSED LOOP MODE



NOTE:

When sending file dump with an **OPEN LOOP MODE**, you should set up the receiving device to **RECEIVING MODE** or receiving will be disabled.

1. If MIDI data is not received within 10 minutes, the channel and program set too MIDI will be cleared.
2. When sending or receiving a file dump, the device ID is 55H. All information is sent or received during a file dump. You can send SCENE programs to an external storage or to another unit. You can also receive SCENE programs from external storage or from another unit. This unit sends or receives NOTE information, relevant functions is as follows:

NOTE NUMBER	VELOCITY	FUNCTION
22-69	PROGRAM MASTER	ON-OFF PROGRAM 1-48
70-93	CHANNEL DIMMER	ON-OFF PROGRAM 1-24
94		FULL ON
95		DARK
96		HOLD
97		TURN ON /OFF AUDIO CHASE
98		CHASE SCENES
99		DOUBLE PRESET MODE
100		SINGLE PRESET MODE
101		STEP CHANGE
102		BLACK OUT

LC24 SPECIFICATIONS:

Power input:	DC12v-18V 500mA.
DMX output:	3pin XLR
MIDI output:	5 pin DIN
Audio Mic :	internal
Audio input:	RCA jack
Remote input:	stereo 1/4"
Internal fuse:	0.5A 250V 5x20mm
Dimensions:	19x10.4x3.4 inch.
AC adapter:	120VAC – 12VDC 500mA
Weight:	10.6 lbs

RECEIVING INSPECTION—read before getting started
INSPECT YOUR MIXER FOR ANY DAMAGE which may have occurred during shipping. If any damage is found, please notify the shipping company and CARVIN immediately.

SAVE THE CARTON & ALL PACKING MATERIALS. In the event you have to re-ship your unit, always use the original carton and packing material. This will provide the best possible protection during shipment. CARVIN and the shipping company are not liable for any damage caused by improper packing.

SAVE YOUR INVOICE. It will be required for warranty service if needed in the future.

SHIPMENT SHORTAGE. If you find items missing, they may have been shipped separately. Please allow several days for the rest of your order to arrive before inquiring.

RECORD THE SERIAL NUMBER on the enclosed warranty card or below on this manual for your records. Keep your portion of the card and return the portion with your name and comments to us.

For your records, you may wish to record the following information.

Serial No. _____ Invoice Date _____



Congratulations on your purchase of the LC24 lighting console. The LC24 is a DMX-512 and MIDI compatible microprocessor controlled lighting console. With 48 program locations and 4500 total steps the LC24 provides power control to any lighting system. We strongly recommend that you read this manual to fully understand the potential of the LC24 light console.

RECORDING MODE: FEATURES, HOW TO, AND EXAMPLES

A. TO ENTER RECORDING MODE:

Press and hold the **RECORD** button, now press—in sequence—the channel **FLASH** buttons 1, 5, 6, and 8 while still holding the **RECORD** button. Release the **RECORD** button and the **RECORD LIGHT** should be lit.

B. RECORDING A SCENE PROGRAM:

(A four step chase program saved into scene program location 28.)

- Enter Record mode: See A. above.
- Creating the four steps.
- * Lower all channel **FADERS**.
- * Set the mode LED's to 1x24 (or 2x12 depending on the light system used)

Programming steps:

- Raise the **CHANNEL 1 FADER** to max.
- Press the **RECORD** button once. The display should read 01 for step one.
- Lower the **CHANNEL 1 FADER** to min.
- Now raise the **CHANNEL 2 fader** to max
- Press the **RECORD** button once. The display should read 02 for step two.
- Lower the **CHANNEL 2 FADER** to min
- Repeat for **CHANNEL 3** and **CHANNEL 4 FADERS**. The display should increment each time the record button is pressed corresponding to the current step recorded.

Starting over on current program.

• To start over in a program, Press and hold the **RECORD** button and press the **REC CLEAR** button. Now the memory is cleared and the next step recorded will be step one of the new program.

Storing the program

- Press the **PAGE** button until the page LED over the "3" is lit. This means we are selecting scene programs between 25-36.
- Now press and hold the **RECORD** button and then press **SCENE** channel 28's Flash button. Upon releasing these buttons the program is stored in the scene program location 28.
- Exit record mode

Exit record mode by pressing and holding the **RECORD** button and then pressing the **REC EXIT** button. The record LED should be off now.

C. PLAYING A SCENE PROGRAM WITH A CHASE SPEED:

(Running the new recorded program above with a chase speed.)

- Set the mode to Scenes by pushing the **MODE SET** button until the LED for the Scenes mode is lit.
- Turn OFF the Audio chase (if it is on) by pressing the **AUDIO** button. The audio LED should be off.
- Press the **PAGE** button until the page LED over the "3" is lit. This means we are selecting scene programs between 25-36.
- Raise the **SCENES CHANNEL 28** fader to max. This selects the scene program to run. The light intensity, of the program, is controlled by this fader. The scene LED (YELLOW) should be lit.
- Starting the chase speed

The chase can be started by tapping the **TAP SYNC** button more than twice at the rate of

the desired chase speed. The **SPEED FADER** will over ride a Tap Sync setting as soon as it is moved. The case speed is off when the Speed fader in the minimum position called Show Mode this can be over written with the Tap Sync button, simply move the speed fader up and back down to stop again. In this position the Step button can be used to go through the programs steps one step at a time.

- The program should now be chasing to the desired speed set in 5.).

D. PLAYING A SCENE PROGRAM WITH AN AUDIO CHASE:

(Running the new recorded program above with an audio input chase or by simple tapping the top panel for the internal microphone.)

- Set the mode to Scenes by pushing the **MODE SET** button until the LED for the Scenes mode is lit.
- Turn ON the Audio chase (if it is off) by pressing the **AUDIO** button. The audio LED should be lit.
- Press the **PAGE** button until the page LED over the "3" is lit. This means we are selecting scene programs between 25-36.
- Raise the **SCENES CHANNEL 28 FADER** to max. This selects the scene program to run. The light intensity of the program is controlled by this fader.

Starting the audio chase with the internal Microphone

The chase can be started by raising the **AUDIO FADER** to full and tapping the front panel each time it is tapped the program should move one step. If music is playing loud enough or other sounds are loud enough they will trigger the program to chase. By lowering the **AUDIO FADER** the internal microphone will become less sensitive.

Starting the audio chase using the Audio input jack

First, turn down the **AUDIO FADER**. Then plug into the Audio **INPUT JACK** a music source like a tape deck or CD player. With the music playing, bring up the **AUDIO FADER**. The audio input can be over driven and not chasing properly. So move the Audio fader up slowly to find the point where the scene program is chasing the audio evenly. The first setting should be good for changes of music on the same source, but an adjustment maybe needed for bigger changes in the music source.

E. EDITING AN EXISTING SCENE PROGRAM :

(Editing the above Scene Program 28)

- Enter Record mode:
See A. above.
- Enter scene program EDIT MODE
- Set the mode to Scenes by pushing the **MODE SET** button until the LED for the Scenes mode is lit.
- Press the **PAGE** button until the page LED over the "3" is lit. This means we are selecting scene programs between 25-36.
- Press and Hold the **EDIT** button. Then press the **SCENES** channel 28 **FLASH** button. The Scene 28 yellow LED should light. Scene program 28 is ready to edit.

Deleting a step

Using the **STEP** button, step to the 3rd step. This should light the channel 3's LED. Now press the **DELETE** button the original step 3 has been deleted and the original step 4 has now shifted down to step 3. The program only has 3 steps now.

Inserting a step

- First, record the steps to be add: raise the **CHANNEL 8 FADER** and press record the display should read a 01 for one step recorded.
- Now press the step button to step in the program to the place the new step(s) is to be inserted and press the **INSERT** button.

Modify a step

- Use the **STEP** button to step to the desired step in the program to be modified.
- Press and hold either the **UP** or **Down** button. While holding, press the **FLASH** button to modify the intensity of this step. The display will show the changing intensity level for this step. The **FLASH** button can be held down for fast changes or pressed and released for incremental changes.

Exit Edit Mode

To exit the edit mode press and hold the **RECORD** button and press the **REC EXIT** button. Now the console is out of Edit mode and still in Record mode. The LED for the Scene will turn off.

CARVIN

12340 World Trade Drive, San Diego, CA 92128
800.854.2235 www.carvin.com

LC24 24CH LIGHTING CONSOLE

F. DELETING PROGRAMS:

Delete all programs– "clear memory"

Press and hold the **RECORD** button, now press in sequence the channel **FLASH BUTTONS** 1, 3, 2, and 3 while still holding the record button. Release the record button, now all programs are erased.

Delete a single program

- Enter record mode.
- Set the mode to Scenes by pushing the **MODE SET** button until the LED for the Scenes mode is lit.
- Press the **PAGE** button until the page LED until the desired program range is lit.
- Press and hold the **RECORD** button. Then press the **FLASH** button TWICE of the desired program to be deleted.

FRONT PANEL CONTROLS:

1.) CHANNEL A'S 1-12 LED'S

These LED's show the channel **FADER** or **FLASH** button has been used. The LED's brightness shows the relative level the fader is set at. Also, this LED indicates when the channel is turned on and when a program is running.

2.) CHANNEL A'S 1-12 FADERS

These are the faders used to control the intensity of the light on that channel. The intensity is in either 0-100% or from 0-255 steps.

3.) CHANNEL 1-12 FLASH BUTTONS

When pressed the channel will output the maximum intensity.

4.) CHANNEL B'S 1-12 OR A'S 13-24 LED'S

These LED's show the **CHANNEL FADER** or **FLASH** button has been used. The LED's brightness shows the relative level the fader is set at. Also this LED indicates when the channel is turned on and when a program is running. The A and B number are part of the mode setup.

5.) SCENES 1-12 LED'S

When in the scenes mode (along with the Page button) these LED's indicate which Scene or Scenes are running.

6.) CHANNEL B'S 1-12 AND A'S 13-24 FADERS

These are the faders used to control the intensity of the light on that channel. The intensity is in either 0-100% or from 0-255 steps. In the Scene Mode these faders control the intensity of the scenes.

7.) CHANNEL B'S 1-12 AND A'S 13-24 FLASH BUTTONS

When pressed the channel will output the maximum intensity. Also these flash buttons are also used in storing programs in the recording mode.

8.) MASTER A FADER

This **FADER** will adjust the over all intensity of the channels A1-12 in the 2x12 mode, A1-24 (all channels) in the 1x24 mode, and all user controlled channels (A1-12 and **BLIND BUTTON** activated A13-24 channels) in the Scenes mode.

9.) BLIND BUTTON

In the Scenes mode this button, when activated, returns control of the **SCENE FADERS** and **FLASH BUTTONS** to the user and leaves the current Scene program running with the intensity left in place. To work the button press and hold the blind button and then press the desired channels flash button. The channel is returned to scenes control with the Home button.

10.) MASTER B FADER

This Fader will adjust the over all intensity of the channels **B1-12** in the 2x12 mode, used as preset master with **MASTER B FULL** button in the 1x24 mode, and controls the over all intensity of running scenes in the Scene mode.

11.) HOME BUTTON

In the Scenes mode this button, when activated, returns the **SCENE FADERS** and **FLASH BUTTONS** to controlling the Scene programs. See Blind button.

12.) FADE FADER

This fader adjusts the time a controlled light takes to go from the off to maximum intensity and the same time is used for going from maximum to off. This is called the fade time.

13.) TAP SYNC BUTTON

This button is used as an alternate way to define the chase speed in Scenes mode. When tapping this button the time between the last two taps is the new chase speed. This button over rides the Speed fader until the fader is used again.

14.) SPEED FADER, 5MIN LED, & 10MIN LED

This fader adjusts the chase speed in the Scene mode. Slowest speed is define in the two LED's above the fader 5min or 10min. To change the lowest speed to 5 minutes press and hold the **RECORD** button. While holding the **RECORD** button down, press channel 5's **FLASH** button three times. After releasing the **RECORD** button, the **5MIN LED** should light. To change the lowest speed to 10 minutes press and hold the **RECORD** button. While holding the **RECORD** button down, press channel 10's **FLASH** button three times. After releasing the **RECORD** button, the **10MIN LED** should light.

15.) FULL ON button

When pressed all channels with output at full intensity over ride black out mode while pressed. The button works like a flash button and only works while pressed.

16.) AUDIO FADER

This fader controls the sensitivity of the internal microphone and audio input jack.

17.) BLACK OUT BUTTON & LED

The **BLACK OUT** button turns off all lights. One press of the button turns on the **BLACK OUT LED** and the unit stays on black out until the button is pressed again. The channel Flash buttons and the Full On flash button over ride the Black Out button as long as they are held down.

18.) STEP BUTTON

In the Scenes mode, if the chase speed has not been set (the chase speed LED is not flashing) then this button can be used to step a program through one step pre button press. If the chase LED is showing a chase speed, lower the speed fader to its bottom "Show Mode" position now the step button can be used.

19.) AUDIO BUTTON & AUDIO LED

In Scene mode, the **AUDIO** button, when pressed, lights the **AUDIO LED** and puts the console into **AUDIO CHASE MODE**. If there is nothing inserted into the **AUDIO IN RCA JACK** the audio input is the internal microphone. If the **RCA JACK** is used the microphone is disabled. The audio chase mode is exited by pressing the **AUDIO** button again.

20.) HOLD BUTTON & LED

When the **HOLD** button is pressed and held, the console current output for all channels is held. This allows all or any

fader change with out showing on the output until this button is released. If a Scene is chasing the output at the moment the **HOLD** button is pressed is held. The chase will continue upon the release of the **HOLD** button. The channel **FLASH**, The **FULL ON**, **BLACK OUT**, and **DARK** Buttons will work during the hold button feature.

21.) MASTER A FULL, MASTER B FULL BUTTONS, & SCENE CHASE MODE LED'S

In All three modes the **MASTER A FULL** button works like a flash button for the **MASTER A FADER**. **MASTER B FULL** button selects the Scene Chase Mode in the Scenes mode, it works as a **MASTER B FADER FLASH** button in the 2x12 mode, and works as a single scene store button, with **MASTER B** fader, in the 1x24 mode. The single scene store feature stores a snap shot of the channel faders at the time the **MASTER B FULL** button is pressed, this can be cleared by lowering all the channel faders to 0 and pressing the **MASTER B FULL** button. In Scenes mode, the Sequential scene chase mode runs multiple scene programs sequentially, and the Mix mode runs multiple scene programs simultaneously.

22.) KILL / REC EXIT BUTTON & YELLOW ADD LED

Pressing the **KILL** button turns on the **ADD LED** and puts the console in kill mode. Kill mode works when any or multiple channel Flash buttons are press. The pressed flash buttons light their channels and turn off all other channels for as long as one channel flash button is still held down. In record mode by pressing the **RECORD/SHIFT** button holding it and then the **KILL / REC EXIT** button upon the release of both buttons Record mode will be exited. See the Record Mode section.

23.) RECORD / SHIFT BUTTON & RED LED

The **RECORD** button is used to enter the record mode by pressing and holding the record button, then sequentially pressing **FLASH 1**, **FLASH 5**, **FLASH 6**, and **FLASH 8**. When the **RECORD** button is released the red **RECORD LED** will light and the console is in record mode. In record mode the **RECORD** button is used to record each step of a program. The **SHIFT** function activates the alternate functions on the under side of the % or 0-255 button and the **REC CLEAR** and **REC EXIT** buttons, that only work in Record mode. To activate an alternate button function press and hold the **RECORD/SHIFT** button and then press the desired alternate button. When both buttons are released the alternate function will be implemented.

24.) PAGE BUTTON / REC CLEAR BUTTON & GREEN 1-4 LED'S

In Scene mode the **PAGE** button selects which scene programs the channel B 1-2 fader control. The 4 pages times the 12 channel B faders equals the 48 possible scene programs. In the Record mode the **PAGE** button along with a channel **B FLASH** button select where a program is stored. Also in Record mode the alternate (see Record/Shift button) **REC CLEAR** function clears the current program.

25.) MODE SET / REC SPEED BUTTON & 3 MODE LED'S

The Mode Set button toggles through the three operating modes and LED's. In Scene mode the alternate Rec Speed function assigns a chase speed to any scene program. First, select the desired chase speed, via the speed fader or the tap sync button, then press and hold the **REC SPEED** button and the desired Scene's **FLASH** button. When both buttons are



released the scene program is locked so that chase speed and other programs can be set to new chase speeds. To return a Scene program's chase speed control to the speed fader, place the Speed fader in the bottom **SHOW MODE** position. Press and hold the **REC SPEED** button along with the Scene programs **FLASH** button upon release of both buttons the control is restored.

26.) DARK BUTTON

The **DARK** button is like a momentary version of the **BLACKOUT** button. Except the **DARK** button cannot be overridden by any other button while still pressed.

27.) ALL REV BUTTON / EDIT

The **ALL REV** button works in the Scenes mode. It reverses the direction of the chase for all scene programs running whether or not a chase speed was set using the Rec Speed button. In record Mode and in Scene mode the alternate Edit function pressed in conjunction with a scene flash button puts the console in the edit mode of that scene program. See Record Mode.

28.) % OR 0-255 / INSERT BUTTON

The **% OR 0-255** button is used to change the dimmer read-out on the LED display from **0-100%** to **0-255** steps. This is only a display reading preference. The function toggles every time the **RECORD** and **"% OR 0-255"** buttons are pressed and the same time. The alternate Insert function works in the record Edit mode. It is used to insert a new step into an existing program.

29.) REV ONE / DELETE BUTTON

The **REV ONE** button reverses the scene program who's **FLASH** button is pressed at the same time. The alternate Delete function works in the record Edit mode. It is used to delete a new step into an existing program.

30.) CHASE REV / UP BUTTON

The **CHASE REV** button works in the Scene mode and

reverses the chase direction of the any programs running to a chase speed it will not rev scene programs that have their chase speed set by using the **REC SPEED** button. The **UP** function works in the record Edit mode. It is used to change the dimmer intensity in an existing program. In the record Edit mode, a steps dimmer intensity value is changed by pressing and holding the **UP** button, then as the **FLASH** button under the channel to be modified is pressed the intensity is increased. The alternate Chase Rev function works in the Scene mode and reverses the chase direction of the any programs running to a chase speed it will not rev scene programs that have their chase speed set by using the **REC SPEED** button.

31.) BEAT REV / DOWN BUTTON

The **BEAT REV** button works in the Scene mode with scene programs that have their chase speed set by the **REC SPEED** button and are now running with other programs with audio chase activated. The Set Speed chase programs will reverse on the next beat (may have to hold the button for two beats) after the button is released.

The alternate Down function works in the record Edit mode. It is used to change the dimmer intensity value of a step in an existing program. In the record Edit mode, a step's dimmer intensity value is change by pressing and holding the Down button, then as the Flash button under the channel to be modified is pressed the intensity is decreased.

REAR PANEL CONTROLS:

32.) POWER INPUT JACK

Use supplied AC wall adapter.

33.) MIDI THRU

Use for serial connections of more MIDI devices connected after the LC24. Has same MIDI information as going into the MIDI in jack.

34.) MIDI OUT

Use for send out MIDI information from the LC24.

35.) MIDI IN

Used for receiving MIDI information into the LC24.

36.) DMX OUTPUT

Used for send information to Dimmer packs etc.. in the DMX-512 format.

37.) DMX POLARITY SELECT

Reverses the polarity of the balanced DMX lines. Used if Dimmer packs etc.. used with the LC24 only conform to a certain polarity. See Dimmer pack and other peripherals for correct polarity. The polarity will not damage peripherals, but they may not function properly with an incorrect setting.

38.) THE AUDIO INPUT

The audio input jack when used turns off the internal microphone. I can handle from 100mV to 1V pp and is controlled by the audio fader. This jack is used to control the chase rate of a scene program with an audio source.

39.) REMOTE CONTROL INPUT:

The stereo (TRS) 1/4" jack is used to remotely control the Full On and Black Out features of the console. The tip is the Full On control. It works in either momentary hold or push

on push off. The Ring is the Black Out control and works as push on / push off. This is the same are these switches work on the front console.

LC24 REAR CONNECTIONS



