

ELIPSCAN

USER MANUAL / OPERATION INSTRUCTION

Thank you for purchasing this truly unique **ELIPSCAN MOVING MIRROR ATTACHMENT** from **METEOR Inc.**

It is a fixture that is steadily getting more and more recognition and gaining popularity in the Theatrical Lighting Industry as a “*must have unit*”. It was first introduced at the Orlando 2001 LDI show. The simplicity of the fixture is one of its truly unique qualities. The efficiency and accuracy are the other two main features. The **ELIPSCAN**, when added to the front of an ellipsoidal is capable of using a variety of different moves, depending on your specific needs, shapes and angles. It enables you to maximize the usage of an existing light that once was just a static beam effect by moving the beam from one spot to another.

Please read this Operation Instruction Manual completely, before attempting to use the ELIPSCAN.

DMX CHANNELS: 5

- Channel 1 – **PAN** (170 degree axis)
- Channel 2 – **TILT** (135 degree axis)
- Channel 3 – **MOTOR SPEED PAN**
- Channel 4 – **MOTOR SPEED TILT**
- Channel 5 – **RELAY**

TYPES of ELIPSCAN

There are 3 versions of the Elipsan. They are the **ELIPSCAN**, the **ELIPSCAN PRO** and the **ELIPSCAN PRO SOUND**. To tell the difference or to figure out exactly which one you need is quite simple. Commonly used on most standard Ellipsoidals, to create light movement in today’s industry

ELIPSCAN – This version would be used basically if it is being attached to the front end of an Ellipsoidal that already has the lamp circuit on a Dimming Channel in a pre-existing environment. In this application the Fifth channel will not be used. Although it is not being used, when it comes to set up next Base Address, you still have to take into account that the PC board is set up for 5 channels. This model needs DMX controller to operate or program.

ELIPSCAN P – The Elipsan Pro uses all 5 channels. The fifth Channel is an on/off 120v outlet. This you can use to actually plug an ellipsoidal into the outlet on the back of the ELIPSCAN to turn the Ellipsoidal on or if running power up to the fixture is a problem, you could actually plug the Power cord from Elipsan 2 into Elipsan 1. When you activate Channel 5 on Elipsan 1 – that will power up Elipsan 2 and so forth. Or most commonly used is when you activate channel 5 – the lamp will come on.

Note: The 5th Channel is ONLY ON/OFF (0-125 off / 126 to 255- off). It is not a dimming Channel

This unit does require a DMX controller to operate and to program.

ELIPSCAN PRO SOUND – If using a DMX controller, it will be along the same lines as and ELIPSCAN PRO. What sets this unit apart is that, via dip switch settings, this unit will automatically be sound activated and move randomly to the beat of the music in random pattern movement. This would not require a DMX Controller. If you do want to program the Elipsan to specific “cues” or spots, a controller is required.

DIP SWITCH SETTINGS: (refer to DMX Control Sheet)

There are two separate DIPSWITCHES on all the ELIPSCANS: A bank of **4** and a bank of **10**.

BANK of 4: These switches will be used to set the way you want the mirror to move (refer to diagram in Steps 3 and 4 on the **STAND-ALONE MODE** (used ONLY on the PRO SOUND VERSION only)

NOTE: with all the switches in the “ON” (all up) this will test out the Elipsan. It will randomly run patterns regardless.

This will enable you to verify your unit is working prior to installing – Highly recommended to test first.

BANK of 10: These are the setting switches you will use to set the **Base Address** of each individual Elipsan (ELIPSCAN and ELIPSCAN PRO) based on a Binary Configuration starting with Base Address 1 with all switches in the **OFF** (down) position.

NOTE: When you are figuring out Base address, remember that even if you do not have the 5th Channel relay VERSION, the PC board is STILL BASED on 5-channel use.

Ex: 4 Elipsan: Base address 1, 6, 11, 16, etc.

INSTALLATION:

One the front of end of most Elipsoidal is guide rails that allow the Gel Holder to be placed in. This is where the ELIPSCAN will be mounted to Elipsoidal.

- Insert ELIPSCAN in this rail (track)
- Lock in place with front lock support usually supplied on front end of Elipsoidal. Different manufactures have different means of securing Gel Holder in place – safely.
- Secure safety cable (supplied on ELIPSCAN).
Note: DUE TO THE ADDED WEIGHT TO THE ELIPSOIDAL. THIS SECURITY/ SAFETY CABLE ALSO PREVENTS THE ELIPSOIDAL FROM SLIPPING DOWN OR MOVING DOWN, INSURING CORRECT CUES AND CORRECT POSITIONS. DO NOT ALLOW SAFETY CABLE TO OBSTRUCT MOVEMENT OF MIRROR.
- Insert 3-pin DMX cable to input.
- Apply power to ELIPSCAN (Elipscan will automatically go into a DMX reset Mode – this is normal)

MOTOR SPEED CHANNELS:

Channels **3** and **4** are your Speed Control Channels for Pan and Tilt on each Elipscan. The reason we gave individual motor speeds is that the Algorithms on Pan (170 deg.) and on Tilt (135 deg.) is different. We are also using RISC Processing (Reduced Information Signal Configuration).

We have also introduced **SST** (Speed Sensitivity Tracking) to ensure the smoothest mirror movement with no “jagged” up over, up over movement. SST insures smooth mirror positioning when used as a followspot or if you require to use the mirror to move so slowly that you can’t even

see

the mirror move (i.e.: say you needed a “Sunset Effect”). The spot moves from far left to far right. You don’t want to see it move – only that it does move. Set Pan (channel 3) for 5; and tilt (Channel 4) for 0.

The ELIPSCAN also processes its DMX signal in two different ways.

PAN (170 degrees) 0 – 249 – SLOWEST to FASTEST (249 being the fastest the mirror move)
250 – 255 – SMOOTHNESS (255 being Fast and Smooth –but not as fast as 249)

TILT: (135 degrees) 0 – 249 – SLOWEST to FASTEST (249 being the fastest the mirror move)
250 – 255 – SMOOTHNESS (255 being Fast and Smooth –but not as fast as 249)

OPERATION:

Once you have installed and set the correct Base Address for each individual ELIPSCAN and all the DMX Cables are correctly installed and power is on to each unit. Turn unit on.

- 1) Unit will go into a DMX reset. Will click and reset until it finds “home”.
- 2) Very first next step: YOU HAVE TO FIRST BRING UP CHANNELS **3** and **4** (Motor Speed Channels) to any value above zero *(90% most often asked question why the mirrors are not moving).
- 3) Move Channel **1** (Pan) to desired position.
- 4) Move Channel **2** (Tilt) to desired position.
- 5) Select next unit and proceed same.

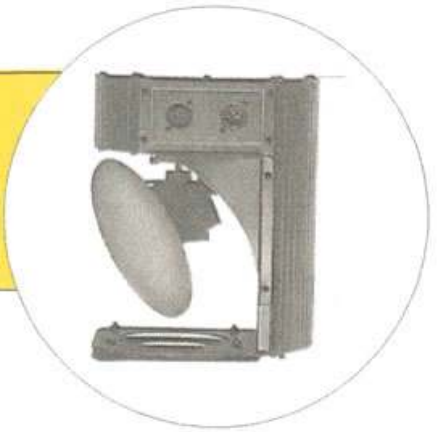
MLSC, Inc. P.O. Box 578, Madison, AL 35758

SHIPPING: 8000 MADISON PIKE, MADISON ALA. 35758. PHONE: (256) 461-8000
www.meteor-global.com

www.meteor-usa.com

FAX: (256) 461-7708
e-mail: sales@meteor-usa.com

ElipScan



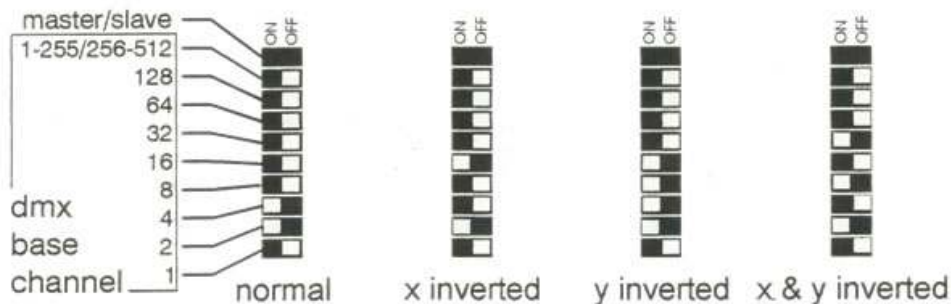
Step 1

First choose one ElipScan to be the MASTER unit
Make sure all other units are set to SLAVE



Step 2

Now choose how you want *each* ElipScan to move



Step 3

Next decide how you want *each* ElipScan to move to music

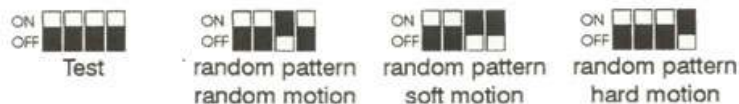


Step 4

Finally choose the response characteristics for *each* ElipScan



Other Modes



Stand Alone Operation

ElipScan Pro Sound models only!

DMX channel assignments:

Base channel = X axis position

Base ch. + 1 = Y axis position

Base ch. + 2 = X axis *speed

Base ch. + 3 = Y axis *speed

Base ch. + 4 = AC Socket (0-127 OFF, 128-255 ON), Pro & Pro Sound models only.

*Speed channel breakdown:

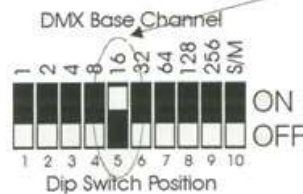
0 - 249 = slowest to fastest mirror movement

250 - 255 = speed sensitive tracking for followspot type control and continuously variable speed

Base Channel Dip switch settings:

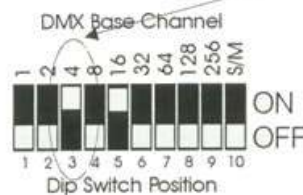
Example: Set unit to DMX base address 21

- 1) Start by subtracting 1 from the base address. $21 - 1 = 20$
- 2) Set the first dip switch that has a DMX base value = < 20 .
Dip switch position 5 has a value of 16. $16 = < 20$ so this switch gets set.

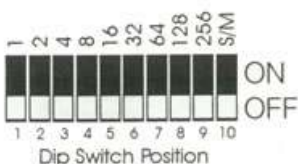


Note: 32 would not work because it is > 20 .
8 would not work because it can go into 20 more than once.

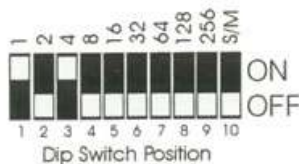
- 3) Next subtract the DMX base value that was just used from 20. $20 - 16 = 4$
- 4) Set the first dip switch that has a DMX base value = < 4 .
Dip switch position 3 has a value of 4. $4 = < 4$ so this switch gets set.



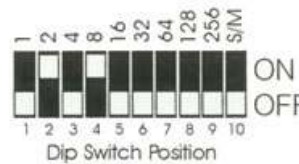
- 5) It is that simple! $16 + 4 = 20$ & do not forget to add 1.
 $16 + 4 + 1 = 21$, this is our base address.
- 6) The idea is to set dip switches while subtracting out their value from the starting base address until you reach zero. $21 - 1 - 16 - 4 = 0$



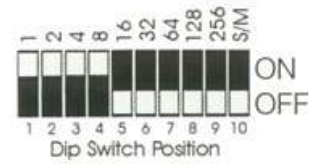
BASE 001



BASE 006



BASE 011



BASE 016