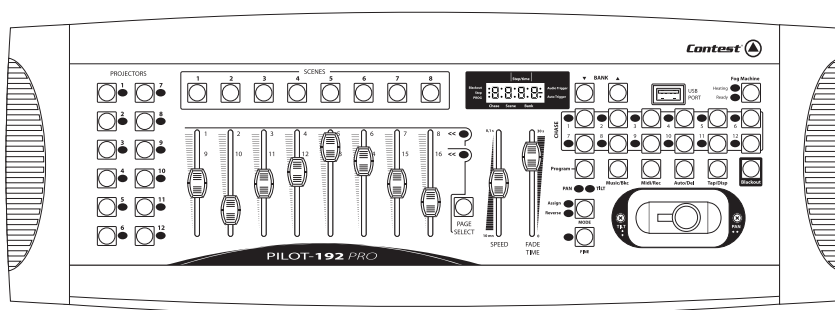


192-CHANNEL DMX CONTROLLER WITH JOYSTICK AND USB PORT



PILOT - 192PRO

USER GUIDE
9073 - July 2008 Version 2.0

1 - Safety information

Important safety information



This unit is intended for indoor use only. Do not use it in a wet, or extremely cold/hot locations. Failure to follow these safety instructions could result in fire, electric shock, injury, or damage to this product or other property.



Any maintenance procedure must be performed by a CONTEST authorised technical service. Basic cleaning operations must thoroughly follow our safety instructions.



This product contains non-isolated electrical components. Do not undertake any maintenance operation when it is switched on as it may result in electric shock.

Symbols used



This symbol signals an important safety precaution.



The WARNING symbol signals a risk to the user's physical integrity. The product may also be damaged.



The CAUTION symbol signals a risk of product deterioration.

Instructions and recommendations

1 - Please read carefully :

We strongly recommend to read carefully and understand the safety instructions before attempting to operate this unit.

2 - Please keep this manual :

We strongly recommend to keep this manual with the unit for future reference.

3 - Operate carefully this product :

We strongly recommend to take into consideration every safety instruction.

4 - Follow the instructions:

Please carefully follow each safety instruction to avoid any physical harm or property damage.

5 - Avoid water and wet locations :

Do not use this product in rain, or near washbasins or other wet locations.

6 - Installation :

We strongly encourage you to only use a fixation system or support recommended by the manufacturer or supplied with this product. Carefully follow the installation instructions and use the adequate tools.

Always ensure this unit is firmly fixed to avoid vibration and slipping while operating as it may result in physical injury.

7 - Ceiling or wall installation :

Please contact your local dealer before attempting any ceiling or wall installation.

8 - Ventilation :

The cooling vents ensure a safe use of this product, and avoid any overheating risk. Do not obstruct or cover these vents as it may result in overheating and potential physical injury or product damage. This product should never be operated in a closed non-ventilated area such as a flight case or a rack, unless cooling vents are provided for the purpose.



CAUTION
RISK OF ELECTRIC SHOCK
DO NOT OPEN



WARNING : This unit contains no user-serviceable parts. Do not open the housing or attempt any maintenance by yourself. In the unlikely even your unit may require service, please contact your nearest dealer. In order to avoid any electrical malfunction, please do not use any multi-socket, power cord extension or connecting system without making sure they are perfectly isolated and present no defect.

Recycling your device



- As HITMUSIC is really involved in the environmental cause, we only commercialise clean, ROHS compliant products.
- When this product reaches its end of life, take it to a collection point designated by local authorities. The separate collection and recycling of your product at the time of disposal will help conserve natural resources and ensure that it is recycled in a manner that protects human health and the environment.

9 - Heat exposure :

Sustained contact or proximity with warm surfaces may cause overheating and product damages. Please keep this product away from any heat source such as a heaters, amplifiers, hot plates, etc...

10 - Electric power supply :

This product can only be operated according to a very specific voltage. These information are specified on the label located at the rear of the product.

11 - Power cords 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 lugs, convenience receptacles and the point where they exit from the fixture.

12 - Cleaning precautions :

Unplug the product before attempting any cleaning operation. This product should be cleaned only with accessories recommended by the manufacturer. Use a damp cloth to clean the surface. Do not wash this product.

13 - Long periods of non use :

Disconnect the unit's main power during long periods of non use.

14 - Liquids or objects penetration :

Do not let any object penetrate this product as it may result in electric shock or fire. Never spill any liquid on this product as it may infiltrate the electronic components and result in electric shock or fire.

15 - This product should be serviced when :

- Please contact the qualified service personnel if :
 - The power cord or the plug has been damaged.
 - Objects have fallen or liquid has been spilled into the appliance.
 - The appliance has been exposed to rain or water.
 - The product does not appear to operate normally.
 - The product has been damaged.

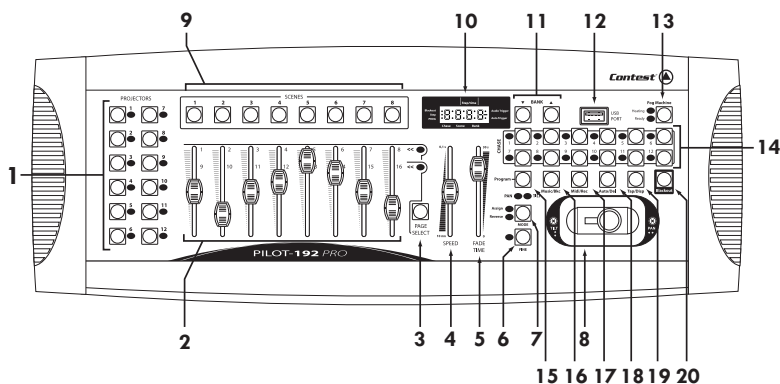
16 - Inspection/maintenance :

Please do not attempt any inspection or maintenance by yourself. Refer all servicing to qualified personnel.

17 - Operating environment :

Ambient temperature and humidity: +5 - +35°C, relative humidity must be less than 85% (when cooling vents are not obstructed).
Do not operate this product in a non-ventilated, very humid or warm place.

2 - Front panel description



1 - Projectors (1 to 12)

Allow you to select which projectors will be affected by the DMX settings.

2 - Faders (1 to 8)

Allow you to adjust the DMX settings.

3 - Page Select

Allows you to switch from Page A to Page B and vice versa (and (from channels 1 to 8 to channels 9 to 16).

4 - Speed

Allows you to adjust the speed of a sequence. From 0.1 second to 10 minutes

5 - Fade Time

Allows you to configure the transitions duration. From 0 (instant) to 30 seconds.

6 - Fine

Used with the joystick. Use the Fine button to activate a very precise PAN and TILT movements calibration with the joystick.

7 - Mode

Allows you to activate the joystick configuration, or activate the Reverse mode for PAN and TILT movements.

8- Joystick

Allows you to control PAN and TILT movements. Please refer to the chapter "Configuring the joystick" for more information.

9 - Scenes (1 to 8)

Allows you to launch or memorise scenes. This function can be used to save scenes with a USB key or cable.

10 - LCD display

Displays information about the projector current status.

11 - BANK (▼ or ▲)

Allows you to choose banks of scenes or sequences, and play file from a USB key.

12 - USB input

Allows you to save datas (sequences, banks) on a USB key, or via a USB cable connected to a computer. Also allows you to connect a USB lamp.

13 - Fog Machine

Allows you to activate a fog machine.

14 - Chase (1 to 12)

Allows you to choose sequences to be launched or configured.

15 - Program

Press the Program button for 2 seconds to enter/leave this mode.

16 - Music / Bkc

a - Allows you to activate the music-sensitive mode.

b - Allows you to copy banks of scenes when the Program mode is activated.

17 - Midi rec

a - Allows you to configure the MIDI channels

b - Allows you to record scenes or sequences when the Program mode is activated.

18 - Auto/Del

a - Allows you to activate the Auto mode to launch an automatic banks of scenes sequence.

b - Allows you to delete scenes and sequences when the Program mode is activated.

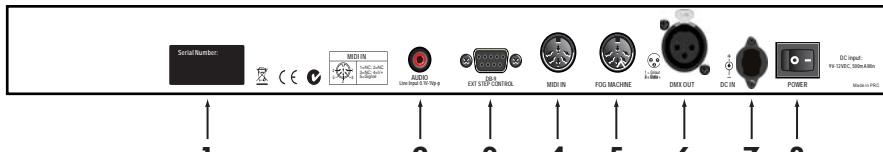
19 - TAP / Display

a - Allows you to set the duration between two scenes: the duration will be equal to the interval between the two last pressure on the TAP / DISPLAY button.

b - Allows you to display real DMX values or their percentages when the Program mode is activated.

20 - BLACK-OUT

Allows you to deactivates all DMX outputs without altering the current state of the projector.

**3 -Rear panel description****1 - LABEL**

Name of the product, serial number and date of manufacture.

2 - AUDIO

RCA socket allowing you to receive a line-level sound signal for a music-sensitive sequencing.

3 - DB9

Allows you to connect an external controller (such as foot controllers).

4 - MIDI IN

5-pin DIN socket: allows you to receive MIDI information.

5 - FOG CONTROL OUT

Use this socket to remote control a smoke machine.

6 - DMX OUT

3-pin XLR socket: DMX signal output.

7 - DC INPUT

+ 9~15V DC, 500mA minimum. We strongly recommend to only use the power supply unit supplied with the PILOT-192PRO.

8 - POWER

Power switch.

9 - MIDI interface

MIDI signal output via USB port when the controller is used as a MIDI interface.

10 - USB indicator light

Displays the current status of the USB port.

11 - MIDI or DMX mode selection

Allows you to choose an operating mode. The controller must be restarted.

12 - MIDI OUT

5-pin DIN socket: allows you to send MIDI information.

4 - Configuring the joystick

A - ASSIGNING THE JOYSTICK

1 - Press the **PROGRAM** button for 2 seconds until the **prog** indicator on the display flashes. The flashes indicate the Program mode is activated and the button can be released.

2 - Press and hold the **MODE** button, then press the **FINE** button. The **Assign** and **Pan** LEDs will turn on.

3 - Press the **PROJECTOR** (1 to 12) button to choose a projector and its LED will turn on.

4 - Press the **TAP/DISP** button to select the **PH** or **PL** button displayed on the screen.

PH refers to the 8-bit PAN movement.

PL refers to the 16-bit PAN movement.

Select the "**PH.XX**", long press the **MODE** button and short press the scene button corresponding to the number of the PAN channel of your projector.

***For instance:** if the PAN channel of your projector is channel 1, you will press the SCENE #1 button. Please refer to the list of DMX values of your projector before using this function.*

Press the **TAP/DISP** if your projector has a 16-bit PAN mode, and then display will indicate **PL.XX**. Long press the **MODE** button and short press the button corresponding to the TILT channel of your projector.

5 - Press one of the **BANK** buttons to select the **TH** or **TL** displayed on the screen.

TH refers to the 8-bit PAN movement.

TL refers to the 16-bit PAN movement.

Select the "**TH.XX**", long press the **MODE** button and short press the scene button corresponding to the number of the PAN channel of your projector.

Press the **TAP/DISP** if your projector has a 16-bit TILT mode, and then display will indicate **TL.XX**. Long press the **MODE** button and short press the button corresponding to the TILT channel of your projector.

6 - Press and hold the **PROGRAM** button for at least 2 seconds until the **prog** indicator stops flashing. The **Black-out** screen indicator will start flashing to indicate you are no longer in Program mode.

B - ASSIGNING THE JOYSTICK BY REVERSING PAN AND TILT

1 - Press the **PROGRAM** button for 2 seconds until the **prog** indicator on the display flashes. The flashes indicate the Program mode is activated and the button can be released.

2 - Long press the **MODE** button and short press the **FINE** button. The "**Assign**" and "**PAN**" LEDs will start flashing.

3 - Repeat step 2. The "**reverse**" LED will turn on.

4 - Select the desired projector by pressing the corresponding **PROJECTORS** button. The LED of the projector will turn on.

5 - Press the **TAP/DISP** button to select the **PH** (8 bits) or **PL** (16 bits).

Select the "**PH.XX**", long press the **MODE** button and short press the scene button corresponding to the PAN channel of your projector.

Press the **TAP/DISP** if your projector has a 16-bit PAN mode, and then display will indicate **PL.XX**. Long press the **MODE** button and short press the button corresponding to the PAN channel of your projector.

6 - Press one of the **BANK** buttons to choose the **TH** (8 bits) or **TL** (16 bits) displayed on the screen.

Select the "**TH.XX**", long press the **MODE** button and short press the scene button corresponding to the number of the PAN channel of your projector.

Press the **TAP/DISP** if your projector has a 16-bit TILT mode, and then display will indicate **PL.XX**. Long press the **MODE** button and short press the button corresponding to the TILT channel of your projector.

7 - Press the **PROGRAM** button for 2 seconds until the **prog** indicator on the display flashes. The flashes indicate the Program mode is activated and the button can be released.

5 - Deleting the PAN and TILT assignation of the joystick

A - DELETING THE JOYSTICK ASSIGNATION FOR SOME OF YOUR PROJECTORS

1 - Press the **PROGRAM** button for 2 seconds until the **prog** indicator on the display flashes. The flashes indicate the Program mode is activated and the button can be released.

2 - Long press the **MODE** button and short press the **FINE** button. The "**Assign**" and "**PAN**" LEDs will start flashing.

3 - Select the desired projector by pressing the corresponding **PROJECTORS** button. The LED of the projector will turn on.

4 - Long press the **MODE** button and short press the **AUTO/DEL** button to erase the parameters of the selected projector. All the LEDs of the PILOT-192PRO will flash 3 times to confirm the suppression.

5 - Press the **PROGRAM** for two seconds until the **Prog** indicator stops flashing. The **Black-out** will then flash, indicating the PAN and TILT parameters have been deleted.

B - DELETING THE PAN/TILT PARAMETERS OF THE JOYSTICK FOR ALL YOUR PROJECTORS

1 - Use the power switch of the rear panel to turn off the PILOT-192PRO.

2 - Simultaneously press the **AUTO/DEL** and **MODE** button, then turn on the PILOT-192PRO with the power switch. All the LEDs will flash 3 times to confirm the suppression.

6 - Manual control

The default program is the manual/black-out mode. All outputs are in black-out mode. The console is in manual mode if the black-out light indicator of the display is not flashing. Press the **BLACK-OUT** button to switch from black-out mode to manual mode, then select a projector by pressing the corresponding **PROJECTORS** button and use the 8 faders, the joystick and the **PAGE SELECT** button to control your projectors.

NB : You will need, in most cases, to assign the joystick to be able to control your projectors (please refer to page 5 for more information about this).

7 - Programming a scene

1 - Press and hold the **PROGRAM** button for 2 seconds, until the **Prog** indicator flashes to indicate the Prog mode has been activated.

2 - Use the **PROJECTORS** buttons to indicate which projectors will be used for this scene. The LEDs of the selected projectors will light on.

3 - Use the **faders**, **joystick** and **PAGE SELECT** button to create your scene. The **PAGE SELECT** button must be used to navigate between channels 1 to 8 and 9 to 16.

4 - Use the **BANK** ▼ or ▲ buttons and select a bank of scenes. There are 30 banks available, each of them is designated by two digits on the display (at the right).

6 - Press the **MIDI/REC** button and the scene button corresponding to the scene you want to save. All the LEDs will flash 3 times to confirm your choice.

Each bank has 8 **SCENES** buttons, please make sure to save each scene via a different button in order not to erase scenes you want to preserve.

7 - Repeat steps 1 to 6 to program more scenes.

8 - Once all your scenes have been programmed, press the **PROGRAM** button for 2 seconds to leave the Program mode. The **Black-out** indicator will flash to confirm you have left the Program mode.

8 - Modifying a scene

- 1 - Press and hold the **PROGRAM** button for 2 seconds, until the **Prog** indicator flashes to indicate the Prog mode has been activated.
- 2 - Use the **BANK** ▼ or ▲ buttons and select a bank of scenes (designated by two digits on the display).
- 3 - Press the **SCENES** button corresponding to the scene you want to save.
- 4 - Select the projector for which the scene will be modified by pressing one of the **PROJECTORS** button. The LED of the projector will light on.
- 5 - Make changes with the faders and the joystick.
- 6 - Press the **MIDI/REC** button and the scene button corresponding to the scene you want to save. All the LEDs will flash 3 times to confirm your choice.
- 7 - Press the **PROGRAM** button for 2 seconds to leave the Program mode. The **Black-out** indicator will flash to confirm you have left the Program mode.

9 - Copying a scene

- 1 - Press and hold the **PROGRAM** button for 2 seconds, until the **Prog** indicator flashes to indicate the Prog mode has been activated.
- 2 - Use the **BANK** ▼ or ▲ buttons to select the bank containing the scene to be copied.
- 3 - Press the **SCENES** button corresponding to the scene you want to copy.
- 4 - Use the **BANK** ▼ or ▲ buttons to change of bank if need be.
- 5 - Press the **MIDI/REC** button, then press the **SCENES** button corresponding to the scene you want to copy. All the LEDs will flash 3 times to confirm your choice.
- 6 - Press the **PROGRAM** button for 2 seconds to leave the Program mode. The **Black-out** indicator will flash to confirm you have left the Program mode.

10 - Deleting a scene

- 1 - Press and hold the **PROGRAM** button for 2 seconds, until the **Prog** indicator flashes to indicate the Prog mode has been activated.
- 2 - Use the **BANK** ▼ or ▲ buttons to select the bank containing the scene to be deleted.
- 3 - Simultaneously press the **AUTO/DEL** and **SCENES** buttons corresponding to this scene. All the LEDs will flash 3 times to confirm your choice.
- 4 - Repeat steps 1 to 3 to delete more scenes.
- 5 - Press the **PROGRAM** button for 2 seconds to leave the Program mode. The **Black-out** indicator will flash to confirm you have left the Program mode.

11 - Delete all scenes

- 1 - Use the power switch of the rear panel to turn off the PILOT-192PRO.
- 2 - Simultaneously press the **AUTO/DEL** and **BANK ▼** buttons, then turn on the PILOT-192PRO with the power switch. All the LEDs will flash 3 times to confirm the suppression.

12 - Playing a scene

A - MANUAL TRIGGER

- 1 - The default program is the manual/black-out mode. All outputs are in black-out mode. The console is in manual mode if the black-out light indicator of the display is not flashing. Press the **BLACK-OUT** button to switch from black-out mode to manual mode.
- 2 - Use the **BANK ▼** or **▲** buttons to select the bank containing the scene to be played.
- 3 - Use the **SCENES** button corresponding to the scene you want to play. The scene will start. Press the **SCENES** button corresponding to the scene currently being played to put it on hold, or press the **BLACK-OUT** button to put all outputs in black-out mode.
- 4 - Repeat steps 2 and 3 to play more scenes manually.

B - AUTO TRIGGER

- 1 - Press the **AUTO/DEL** button, the **Auto Trigger** light indicator will then light on to confirm you are in Auto Trigger mode.
- 2 - Use the **BANK ▼** or **▲** buttons to select a bank. The 8 scenes contained by this bank will be sequenced.
- 3 - You can adjust the speed and fade of the current scenes at any time (via the two **SPEED** and **FADE TIME** faders). Press the **TAP/DISP** button several times to create your own tempo. Press the **AUTO/DEL** button to leave the automatic mode.

C - AUDIO TRIGGER

- 1 - Press the **MUSIC/REC** button, the **Audio Trigger** indicator will light on to confirm the music-sensitive mode has been activated.
- 2 - Use the **BANK ▼** or **▲** buttons or one of the **CHASE** buttons to select the desired bank of scenes or sequence. The sequence or bank of scene will switch to music-sensitive mode thanks to the built-in microphone or the Audio Line input. Press the **MUSIC/REC** button again to leave the music-sensitive mode.

13 - Programming a sequence

The PILOT-192PRO features 12 sequences (chases). Each one of them can contain up to 240 scenes. Here are the steps to follow to program one of these sequences:

- 1 - Press and hold the **PROGRAM** button for 2 seconds, until the **Prog** indicator flashes to indicate the Prog mode has been activated.
- 2 - Use the **CHASE** buttons to select the sequence (chase) to be modified. The LED of the **CHASE** button will light on.
- 3 - Use the **BANK** ▼ ou ▲ buttons to select the bank containing the scene you want to add to your sequence. The current bank of scene is indicated by two digits in the right corner of the display.
- 4 - Press the **MIDI/REC** button. All the LEDs will flash 3 times to confirm your choice.
- 5 - Repeat steps 3 and 4 to program more steps.
- 6 - Press the **PROGRAM** button for 2 seconds to leave the Program mode once all your steps have been programmed. The **Black-out** indicator will flash to confirm you have left the Program mode.

Integrating an entire bank of scenes into a sequence

- 1 - Press and hold the **PROGRAM** button for 2 seconds, until the **Prog** indicator flashes to indicate the Prog mode has been activated.
- 2 - Use the **CHASE** buttons to select the sequence (chase) to be modified. The LED of the **CHASE** button will light on.
- 3 - Use the **BANK** ▼ ou ▲ buttons to select the bank you want to add to your sequence. The current bank of scene is indicated by two digits in the right corner of the display.
- 4 - Simultaneously press the **MUSIC/BKC** and the **MIDI/REC** buttons to incorporate the full bank. TAll the LEDs will flash 3 times to confirm your choice. The scenes will be saved in the exact order of the bank.
- 5 - Repeat steps 3 and 4 to add more bank of scenes in your sequence.
- 6 - Press the **PROGRAM** button for 2 seconds to leave the Program mode once all your steps have been programmed. The **Black-out** indicator will flash to confirm you have left the Program mode.

14 - Editing a sequence

A - ADDING A STEP TO A SEQUENCE

- 1 - Press and hold the **PROGRAM** button for 2 seconds, until the **Prog** indicator flashes to indicate the Prog mode has been activated.
- 2 - Use the **CHASE** button (1 to 12) to select the sequence you want. The LED of this sequence will light on.
- 3 - Press **TAP/DISP**, the Step light indicator will light on.
- 4 - Use the **BANK** ▼ or ▲ buttons to browse through the steps included in your sequence in order to spot the step before which you want to integrate another step.
- 5 - Press **TAP/DISP** to leave. The Step light indicator will no longer be lit on.
- 6 - Use the **BANK** ▼ or ▲ buttons to select the bank containing the scene you want to add to your sequence. The current bank of scene is indicated by two digits in the right corner of the display.
- 7 - Press the **MIDI/REC** button to add the chosen step to your sequence. All the LEDs will flash 3 times to confirm your choice.
- 8 - Repeat steps 3 to 7 to add more steps to your sequence.
- 9 - Press the **PROGRAM** button for 2 seconds to leave the Program mode once all your steps have been programmed. The **Black-out** indicator will flash to confirm you have left the Program mode.

B - DELETING A STEP FROM A SEQUENCE

- 1 - Press and hold the **PROGRAM** button for 2 seconds, until the **Prog** indicator flashes to indicate the Prog mode has been activated.
- 2 - Use the **CHASE** button (1 to 12) to select the sequence you want. The LED of this sequence will light on.
- 3 - Press **TAP/DISP**, the Step light indicator will light on.
- 4 - Use the **BANK** ▼ or ▲ buttons to browse through the steps included in your sequence in order to spot the step you want to delete.
- 5 - Press the **AUTO/DEL** button to delete the step from your sequence. All the LEDs will flash 3 times to confirm your choice.
- 6 - Repeat steps 4 and 5 to delete more steps.
- 7 - Press the **PROGRAM** button for 2 seconds to leave the Program mode once all your steps have been programmed. The **Black-out** indicator will flash to confirm you have left the Program mode.

C - DELETING A SEQUENCE

- 1 - Press and hold the **PROGRAM** button for 2 seconds, until the **Prog** indicator flashes to indicate the Prog mode has been activated.
- 2 - Use the **CHASE** button (1 to 12) to select the sequence you want to erase.
- 3 - Simultaneously press the **AUTO/DEL** button and the **CHASE** button corresponding to the sequenced selected during step 2. All the LEDs will flash 3 times to confirm your choice.
- 4 - Repeat steps 2 and 3 to delete more sequences.
- 5 - Press the **PROGRAM** button for 2 seconds to leave the Program mode once all your steps have been programmed. The **Black-out** indicator will flash to confirm you have left the Program mode.

D - DELETE ALL SEQUENCES

- 1 - Use the power switch of the rear panel to turn off the PILOT-192PRO.
- 2 - Simultaneously press the **AUTO/DEL** and **BANK ▼** buttons, then turn on the PILOT-192PRO with the power switch. All the LEDs will flash 3 times to confirm the suppression.

15 - Playing a sequence

A - MANUAL TRIGGER

- 1 - The default program is the manual/black-out mode. All outputs are in black-out mode. The console is in manual mode if the black-out light indicator of the display is not flashing. Press the **BLACK-OUT** button to switch from black-out mode to manual mode.
- 2 - Use the **CHASE** button (1 to 12) to select the sequence you want. The LED of this sequence will light on.
- 3 - Use the **BANK ▼ or ▲** buttons to browse through the steps included in your sequence. You can also use the fade time to integrate crossfade transitions between your steps.
- 4 - Repeat steps 2 and 3 to play more sequences manually.

B - AUTO TRIGGER

- 1 - Press the **AUTO/DEL** button, the **Auto Trigger** light indicator will then light on to confirm you are in Auto Trigger mode.
- 2 - Use the **CHASE** button (1 to 12) to select the sequence you want. The LED of this sequence will light on. You can select several sequences.
- 3 - You can adjust the speed and fade of the current scenes at any time (via the two **SPEED** and **FADE TIME** faders). Press the **TAP/DISP** button several times to create your own tempo. Press the **AUTO/DEL** button to leave the automatic mode.

C - AUDIO TRIGGER

- 1 - Press the **MUSIC/REC** button, the **Audio Trigger** indicator will light on to confirm the music-sensitive mode has been activated.
- 2 - Use the **CHASE** button to select the sequence you want. The sequence will switch to music-sensitive mode thanks to the built-in microphone or the Audio Line input. Press the **MUSIC/REC** button again to leave the music-sensitive mode.

16 - Copying banks or a projector

A - COPYING A BANK

- 1 - Activate the programming mode.
- 2 - Use the **BANK** ▼ or ▲ buttons to select the bank you want to copy.
- 3 - Short press **MIDI/REC** and use the **BANK** ▼ or ▲ buttons to select which bank will receive the copy.
- 4 - Short press the **MUSIC/BKC** button. All LEDs will flash 3 times to confirm your choice.

B - COPYING

- 1 - Activate the programming mode.
- 2 - Press the **PROJECTORS** button corresponding to the projector you want to copy.
- 3 - Use the **faders** and **joystick** to program your projector.
- 4 - Long press the same **PROJECTORS** button, then short press the **PROJECTORS** corresponding to the projector which will receive the copy.

17 - Fade time

- 1 - Press the **MODE** button, and simultaneously short press the **TAP/DISP** button. The display will indicate **Only** or **All**. **Only** means that only the PAN and TILT channels will be affected by the **FADE TIME** fader. **All** means every channel will be affected by the **FADE TIME** fader.
- 2 - Press several time the **TAP/DISP** button while pressing **MODE** to switch from **Only** to **All** at any time.

18 - MIDI

A - PROGRAMMING A MIDI CHANNEL

- 1 - Press the **MIDI** button for 2 seconds until the display indicates "In : xx", referring to the channel being programmed.
- 2 - Use the **BANK** ▼ or ▲ buttons to select the desired MIDI channel (from 01 to 16).
- 3 - Press the **MIDI** button for 2 seconds, until all LEDs flash 3 times to confirm your choice.

B- MIDI INTERFACE :

NoteMIDI	Fonction
0-11	Chaser 1-12 on/off
12-19	Scene1-8 on/off
20-49	Banque 1-30
50	Mode Audio on/off
51	Mode Auto on/off
52	Blackout on/off

Enter MIDI OUT MODE via the switch at the rear of the console.

Use the **Projector** 1 to 12, **Scene** 1 to 12, **Chase** 1 to 12 and **Joystick** to use the PILOT-192PRO as MIDI controller.

The functions are available via 10 pages as follows:

Page	Chase 1-12	Scene 1-12	Fixture 1-12	Slider 1-8	Slider 9-16
1	Note 0-11	Note 12-19	Note 20-31	Cc 0-7	Cc 8-15
2	Note 0-11	Note 12-19	Note 32-43	Cc 16-23	Cc 24-31
3	Note 0-11	Note 12-19	Note 44-55	Cc 32-39	Cc 40-47
4	Note 56-67	Note 68-75	Note 76-87	Cc 48-55	Cc 56-63
5	Note 88-99	Note 100-107	Note 108-119	Cc 64-71	Cc 72-79
6	Note 88-99	Note 120-127	Note 108-119	Cc 80-87	Cc 88-95
7	Note 08-19	Note 0-7	Note 20-31	Cc 96-103	Cc 104-111
8	Note 40-51	Note 32-39	Note 52-63	Cc 112-119	Cc 120-127
9	Note 64-75	Note 76-83	Note 84-95	Cc 0-7	Cc 8-15
10	Note 96-107	Note 108-115	Note 116-127	Cc 0-7	Cc 8-15

19 - Data backup options: PILOT-STICK or PILOT-LINK

Usave software:

The USAVE software allows you to use the optional USB key or cable.

Go on www.contest-lighting.com/en, and look for the PILOT-192PRO to download the Usave software. Follow the instructions to install the software.

Once your computer has restarted, open Usave by clicking on the Start menu, then All programs, and Usave. Once the software has launched, you simply need to:

Select USTICK in the upper left corner (if you are using the USB key) or ULINK in the upper right corner (if you are using the USB cable). You can also select one of them by clicking on Option in the upper left corner.

PILOT-STICK :

The USB key options will be displayed on the left side of the screen:

Click on "Directory" to display the contents of your USB key.

Click on "Read" to copy the contents of your USB key to your computer. A "Send file" dialogue box will appear to select the files you want to archive.

Clicking on "Write" allows you to load already archived datas from your computer to your USB key.

A "Send file" dialogue box will appear to select the files you want to load.

Clicking on "DEL" will erase a preselected file from your USB key.

Clicking on "Format" will erase all files from your USB key.

PILOT-LINK :

The USB cable options will be displayed on the right side of the screen:

Use the "Baud Rate" to select the data transmission speed. There are 8 speeds available.

Clicking on "Receive file" will allow you to copy data saved in your console to your computer.

Click on "Cancel Receive" to cancel the current transfer.

Click on "Send File" to transfer datas from your computer to your console. A "Send file" dialogue box will appear to select the files you want to load.

Click on "Cancel Send" to cancel the current transfer.

20 - USB cable: Transferring data from your console to your computer

These instructions will allow you to transfer data from your PILOT-192PRO console to your computer vers un PC.

You will be required to install the software and pilots supplied with your USB cable.

1 - Connect the USB plug (beside the green LED) to the USB socket of your computer, and the other end to your PILOT-192PRO.

2 - Turn your console off via the power switch at the rear.

3 - Simultaneously press the **PROJECTORS 2**, **PROJECTORS 3**, and **SCENES 1** buttons and turn your console ON. "Read" (ready) will flash on the console display to indicate the device is ready to send data.

4 - Open Usave by clicking on the Start menu of your computer, then All programs, and Usave.

5 - Click on Select Ulink in the upper right corner of the Usave software interface.

6 - Click on "receive file". A dialogue window will open, allowing you to indicate the destination folder. Enter the name of the folder you want to create (A message will then appear on your computer, indicating "waiting receive data").

7 - Simultaneously press the **SCENES 7** and **SCENES 8** buttons of your PILOT-192PRO. The data transfer will start immediately. The display will indicate "Out" during the data transfer. "101" will be displayed at the end of the transfer to indicate it was successful. (Press SCENES 1 during the transfer to restart the transfer.)

21 - USB cable: Transferring data from your computer to your console

These instructions will allow you to transfer data from your computer console to your PILOT-192PRO. You will be required to install the software and pilots supplied with your USB cable.

1 - Connect the USB plug (beside the green LED) to the USB socket of your computer, and the other end to your PILOT-192PRO.

2 - Turn your console off via the power switch at the rear.

3 - Simultaneously press the **PROJECTORS 2**, **PROJECTORS 3**, and **SCENES 2** buttons and turn your console ON.

4 - Open Usave by clicking on the Start menu of your computer, then All programs, and Usave.

5 - Click on Select Ulink in the upper right corner of the Usave software interface.

6 - Click on "Send File". A dialogue window will open, allowing you to indicate the file you want to transfer to your console. The transfer will start immediately after you have selected a file. During the transfer, the display will indicate "reCe" (receiving). "101" will be displayed at the end of the transfer to indicate it was successful.

22 - USB key : Transferring data from your console to your USB key

These instructions will allow you to transfer data from your PILOT-192PRO to your USB key. There are 8 folders available, for a maximum of 128 mb. You will be required to install the software and pilots supplied with your USB cable.

1 - Connect the USB key to the USB socket of your console.

2 - Turn your console off via the power switch at the rear.

3 - Simultaneously press the **PROJECTORS 8**, **PROJECTORS 9**, **SCENES 1** and turn your console ON. Your USB key has not been installed properly if "Fail" appears on your console screen.

NB : The "noP" message indicates the USB key does not contain any file, the 8 folders are thus available to store data.

The "fio x " message indicates the folders containing datas, x being the 1 - 8 folders. You can use the **BANK** ▼ or ▲ buttons to access more folders on the USB key.

If the folder number (x) is below 8 and you cannot create more folders, it means the USB key is full and cannot receive any extra files.

You must erase one of the folders if you already have created 8 folders. Please make sure to keep a copy on

your computer of the folder you want to erase.

4 - Simultaneously press the **PROGRAM** button and the **SCENES** button corresponding to the folder number you want to store in your USB key.

For instance, if you want to store folder #4, you will press **PROGRAM** and **SCENES #4** simultaneously.

(The **SCENES** 1 to 8 buttons represent the 1 - 8 folders).

The console display will indicate "dAtA" (flashing) during the transfer. 101" will be displayed at the end of the transfer to indicate it was successful.

23 - USB key : Transferring datas from your USB key to your console

These instructions will allow you to transfer data from your USB key to your PILOT-192PRO.

You will be required to install the software and pilots supplied with your USB cable.

1 - Connect the USB key to the USB socket of your console.

2 - Turn your console off via the power switch at the rear.

3 - Simultaneously press the **PROJECTORS 8, PROJECTORS 9, SCENES 2** and turn your console ON.

Your USB key has not been installed properly if **"Fail"** appears on your console screen.

Repeat steps 1 and 2 to try again.

NB : The **"noP"** message indicates the USB key does not contain any file, the 8 folders are thus available to store data. You can create files on your USB key by using the Usave software.

The **"fioX"** message indicates the folders containing datas, x being the 1 - 8 folders. You can use the **BANK** ▼ or ▲ buttons to access more folders on the USB key.

Select the file you want to add to the console.

4 - Simultaneously press the **PROGRAM** button and the **SCENES** button representing the folder number you want to store in your console. The console display will indicate "dAtA" (flashing) during the transfer. 101" will be displayed at the end of the transfer to indicate it was successful.

24 - USB key: Storing data from your USB key in your computer

These instructions will allow you to transfer data from your USB key to your PILOT-192PRO.

You will be required to install the software and pilots supplied with your USB cable.

1 - Connect the USB key to one of the USB sockets of your computer.

2 - Open Usave by clicking on the Start menu, then All programs, and Usave.

3 - Click on Select Ustick in the upper left corner.

- 4 - Click on **"Directory"**. The folder tree of your USB key will appear in the options of the Ustick.
- 5 - Click on the folder you want to store on your computer.
- 6 - Click on "Read". A **"send file"** dialogue window will appear and will name automatically the folder. Do NOT rename this folder as it will result in critical problems to transfer it to your console.
- 7 - Choose your folder destination (e.g. "Desktop") and click on "Open". The transfer will start immediately. You will be brought back to the Usave main menu once the transfer has been completed. Repeat steps 5 to 7 to store more folders on your computer.

25 - USB key:Deleting files and formatting your USB key

These instructions will allow you to delete files from your USB key and to format it (meaning erasing all its files at once). You will be required to install the software and pilots supplied with your USB cable.

- 1 - Connect the USB key to one of the USB sockets of your computer.
- 2 - Open Usave by clicking on the Start menu, then All programs, and Usave.
- 3 - Click on **Select Ustick** in the upper left corner.
- 4 - Click on **"Directory"**. The folder tree of your USB key will appear in the options of the Ustick.

Caution: clicking on "Format" will erase all files immediately.

If you want to delete files one by one, please proceed as follows:

- 5 - Select the file you want to erase by clicking on it once.
- 6 - Click on **"DEL"**. The file will be deleted immediately. Repeat steps 5 and 6 to delete more files.

26 - USB key: Uploading archives from your computer on your USB key

These instructions will allow you to upload archives from your computer on your USB key. You will be required to install the software and pilots supplied with your USB cable.

- 1 - Connect the USB key to one of the USB sockets of your computer.
- 2 - Open Usave by clicking on the Start menu, then All programs, and Usave.
- 3 - Click on Select Ustick in the upper left corner.
- 4 - Click on **"Writ"**. A **"send file"** dialogue window will appear.
- 5 - Choose the destination folder and click on the archive you want to upload on your USB key. The file will be named "FL01" (up to "FL08").
- 6 - Repeat steps 4 and 5 to upload more archives.

27 - Technical specifications

- 8 faders for an optimal manual control
- 192 DMX channels
- 1 speed-dedicated fader, and 1 for the fade time
- 30 banks of scenes, and 8 customisable scenes per bank
- 12 customisable sequences, 240 scenes per sequence
- Audio line input and integrated microphone for the music-sensitive functions
- MIDI Compatible
- 16-channel MIDI interface
- USB socket to connect a lamp or transfer data
- 8 or 16-bit assignable joystick
- Power supply: 9 -15 V, DC 500mA
- Fuse: 500mA 250V
- MIDI in: 5-pin DIN socket
- DMX out: 3-pin XLR plug
- Audio: RCA
- Dimension: 483 x 135 x 82 mm
- Weight: 2.2 kg

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