Supply. Make sure that the plug on any power supply not supplied through Leviton is controlled dimmers or if the microphone cable length exceeds 100 feet, the external packs through a single microphone cable and the returned phantom power eliminates the effects to the simplicity of a familiar two-scene console.

Throughout this manual, specifications are listed for the N7008 followed by specifications for the Leviton N7000 Series Lighting Console easy and convenient.

The Leviton N7000 Series Lighting Console represents our continuing commitment of need for AC power cords on Leviton controllers. This makes the remote placement of the Leviton N7000 Series Lighting Console an easy and convenient.

The Leviton N7000 Series Lighting consoles feature an advanced microprocessor based microplex to the simplicity of a familiar two-scene console. The N7000 Series Lighting Console has three operating modes: 1. Microplex Outputs: These 2 outputs provide Leviton's microphone dimmer connection via a 3-pin XLR type connector. Either connector may be used (1-Male, 1-Female). This optional output is used to provide dimmer control info to multiple dimmers using this protocol: its 5 pin Female XLR connector conforms to the USITT standard.

The N7000 Series Lighting Console has two manual scenes mastered by two split/ drop controls. Each of the two crossfaders allows for a master control and a blackout button. The console is designed to allow tailoring to your needs. These modes of operation vary the function of the Bump button. The Bump button has mode control, Blackouts, Bump to Flash Scenes, and Scene Y from channels 1 - 8 (1 x 16) [1 x 24] channels 9 - 16 (1 x 16) [1 x 24] and Scene Y Crossfader.

Three modes are selected with the Mode button. The 4 pin Male connector is the standard option 3 conductor audio cable (standard microphone cable equipped with a 3-pin XLR type connector) to either of the jacks marked MICROPLEX on the rear apron of the console. It doesn't matter which jack is used, two jacks are provided for convenience. Connect the other end of the cable to the Leviton dimming equipment.

Connecting the N7000 Series Lighting Console to Leviton dimming equipment is very simple. You need only connect a single 3 conductor audio cable (standard microphone cable equipped with a 3-pin XLR type connector) to either of the jacks marked MICROPLEX on the rear apron of the console. It doesn't matter which jack is used; two jacks are provided for convenience. Connect the other end of the cable to the Leviton dimming equipment.

The N7000 Series Lighting Console requires a source of 12-15 volts DC (at least 200 MA) to provide power to the N7000 Series Console.

If the console is equipped with the DMX512 option, connection to the dimming equipment is provided through the 5-pin XLR type connector located on the rear apron of the console. This connector adheres to the USITT standard on DMX512 and will support up to 32 (16) dimmer channels with one wire each. When remote power is not provided on this connector, the power supply included with the DMX512 option must be used.

The Blackout LED is lit. This button toggles Chase 1 on and off, indicated by the LED. This button toggles Chase 2 on and off, indicated by the LED.

The Bump buttons are also used in programming Flash Scenes and Scene Masters. These modes allow automated sequencing of lights at varying rates. To give the user channel intensity feedback, channel intensity LED’s are provided above each of the Scene X slide controls. These LED’s show relative intensity from all console functions and are not affected by the Master control or the Blackout button, except single-scene mode.

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Three modes of operation vary the function of the Bump buttons from individual Channel operation. 4. DMX512: These 8 (16) [24] buttons are used to bring an individual or group of channels, depending upon console mode, to full intensity.

The Bump buttons are also used in programming Flash Scenes and Scene Masters. These LED’s show relative intensity from all console functions and are not affected by the Master control or the Blackout button, except single-scene mode.

Three modes are selected with the Mode button. The 4 pin Male connector is the standard option 3 conductor audio cable (standard microphone cable equipped with a 3-pin XLR type connector) to either of the jacks marked MICROPLEX on the rear apron of the console. It doesn’t matter which jack is used, two jacks are provided for convenience. Connect the other end of the cable to the Leviton dimming equipment.

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These modes allow automated sequencing of lights at varying rates. To give the user channel intensity feedback, channel intensity LED’s are provided above each of the Scene X slide controls. These LED’s show relative intensity from all console functions and are not affected by the Master control or the Blackout button, except single-scene mode.

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Chases

Two Chase effects are provided on the N7025 Series Lighting Console. Each can be activated at any time by simply pressing its associated button. A Chase is active whenever the LED above its Chase button is lit. Each Chase has a minimum of 32 steps and each step can have any combination of channels. When programming in the 8 x 8 (16 x 16) [24 x 24] and the 8 x 16 (16 x 24) [24 x 48] modes each step has 8 (16) [24] channels of control, when in the 1 x 16 (1 x 32) [1 x 48] mode each step has 16 (32) [48] channels of control. Once a Chase is programmed, it will remain with the same number of channels it was programmed in, regardless of modes during playback. This can be expanded channel capabilities to the two modes. For example, a 7016 chase could be programmed in the 1 x 32 mode to control only channel 17, 32 for special effects, and then the console could be run in the 16 x 16 mode to make memory scenes available, and the Bump buttons could be used to create areas and special lighting on channels 1 - 16. The Chase Rate is set by repeatedly tapping the Tap Sync button at the rate desired. The Chase will continually run to the end of all the steps until another set of taps is seen. This allows easy synchronization with music or other timed events.

Master

The Master slide control provides proportional level control over all console functions to stage with the exception of the Bump buttons. For example, whenever the Master slide control is at minimum all stage outputs will be at zero except for any resulting from a Bump button, if the Master is at 50% all stage outputs will be at only 50% of their current console settings except for any resulting from a Bump button and if the Master is at full all stage outputs will follow the console settings.

Blackout

The Blackout button is used to disable all outputs to stage with the exception of those resulting from a Bump button. This provides for quick dousing of stage or creating solo effects when combined with the Bump buttons. Blackout is active whenever the Blackout LED is lit.

PROGRAMMING CONTROL FUNCTIONS

General

The functions that can be programmed on the N7025 Series Lighting Console are the two Chases, the Scene Masters, the Chase Masters in the 8 x 8 (16 x 16) [24 x 24] mode and the Flash scenes in the 1 x 16 (20 x 32) [1 x 48] mode. To initiate programming, first tap the Tap Sync button. This will light the Program LED indicating that the program mode is active. Then tap the program button to be programmed. All programming is stored in non-volatile memory, which retains information for at least 10 years, even when power is removed.

Flash Scenes

Since there are only 8 (16) [24] Bump buttons, channels 9 - 16 (25 - 32) [25 - 48] cannot be accessed for bumping in the 1 x 16 (1 x 32) [1 x 48] mode. For this reason the Bump buttons can be programmed as Flash Scenes to access the upper channels whenever in this mode. Flash Scenes are programs consisting of any combination of all the channels. Flash Scenes are programmed with both Scene X and Scene Y slide controls. Simply raise those sliders that are desired on to maximum and those desired off to minimum. Next, tap the program button to run on the program function. Finally, tap the Bump button to be programmed.

EXAMPLE: Program Bump button 8 to flash channel 3, 15, 23 and 24 on a Cat. No. 7016.

1. Lower all Scene X and Scene Y slide controls to minimum.
2. Raise Scene X slide control 7/23 to maximum.
3. Raise Scene Y slide control 15 to maximum.
4. Tap the Program button. The Program LED should now be lit.
5. Tap Bump button 8.

PROGRAMMING CONTROL FUNCTIONS

Chases

Each of the two Chases can be programmed to include any channel in any step up to a maximum of 32 steps per Chase. To initiate Chase programming, first tap the Program button as that is the Program LED. Then tap the Chase program button of the Chase to be programmed and the LED under the chase button should start flashing. The console is now in the program mode to program the next step of the chase. Use the Scene X slide controls to indicate which channels should be on or off by either raising them to full or lowering them to minimum. Once set, the tap the Program button again to store the step. The console is now ready to program the second step of the chase. Continue programming steps, up to 32, until the Chase is complete. To initiate a Chase, tapping the Blackout button initiates the chase programmed. Programming will be automatically exited if more than 32 steps are attempted.

Scene Masters

When in the 8 x 8 (16 x 16) [24 x 24] mode, the Scene Masters can be programmed for both Scene X and Scene Y slide controls. Simply raise those sliders that are desired on to maximum and those desired off to minimum. Next, tap the program button to run on the program function. Finally, tap the Bump button to be programmed.

EXAMPLE: Program Bump button 8 to flash channel 3, 15, 23 and 24 on a Cat. No. 7016.

1. Lower all Scene X and Scene Y slide controls to minimum.
2. Raise Scene X slide control 7/23 to maximum.
3. Raise Scene Y slide control 15 to maximum.
4. Tap the Program button. The Program LED should now be lit.
5. Tap Bump button 8.

EXAMPLE: Program a 4 step chase consisting of channels 1 - 4 into Chase 1.

1. Tap the Program button. The Program LED should now be lit.
2. Tap Chase button 2. Chase 2 LED should now be flashing.
3. Move Scene X slide control to maximum.
4. Raise Scene X slide control 1/2 to 1 maximum.
5. Tap Program button.
6. Lower Scene X slide 1 to minimum and raise 2 to 1/2 maximum.
7. Tap Program button.
8. Lower Scene X slide 2 to minimum and raise 3 to 1/2 maximum.
9. Tap Program button.
10. Lower Scene X slide 3 to minimum and raise 4 to 1/2 maximum.
11. Tap Program button.
12. Tap the Blackout button.

EXCEPTIONS

If the Chase is active when programming is initiated, the Chase will halt during programming and upon completion of the new programming when completed. If the Chase was not active, it will not be running when programming is complete.

Optional DMX512 INSTALLATION

Instructions

Following are the instructions for field installation of the DMX512 option (OPT-7512-21).

1. Remove screws from bottom of console and remove bottom cover.
2. Remove 2 screws and remove DMX512 option cover plate.
3. Insert DMX512 connector into opening and install hardware provided.
4. Connect cable from DMX512 connector to 5-pin connection as shown.
5. Install 3605 IC into 8-pin socket as shown, be sure to observe the location of the notch or dimple. Be sure to go in straight and not bent.
6. Replace bottom cover of unit.

NOTE: DMX512 will activate automatically. Microplex and DMX512 are transmitted concurrently and both may be used at the same time.

TROUBLESHOOTING

For details visit www.leviton.com or call 1-800-624-3005. This warranty excludes and there is no obligation by Leviton to inspect or repair an installation. This warranty is void if the product is installed improperly or in an improper environment, overloaded, misused, abused, or altered in any manner, or is not used under normal operating conditions or normal service. The remedies provided herein are the exclusive remedies under this warranty, whether based on contract, breach of warranty or otherwise. Leviton is not liable for incidental, indirect, special, or consequential damages, including without limitation, damage to, or loss of use of, any equipment, lost sales or profits or delay to perform this warranty obligation. The remedies provided herein are the exclusive remedies under this warranty, whether based on contract, breach of warranty or otherwise.

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