

MIDI/SMPTE INTERFACE CARD INSTALLATION & SETUP

Overview

The Light Palette MIDI/SMPTE Interface Card (part no. 64428) is designed for installation in the rear panel of a Light Palette Control Console. The card supports MIDI Show Control, MIDI Notes and SMPTE in and out for synchronizing cue lists and external devices.

Note: MIDI and SMPTE devices are not provided or sold by Strand Lighting.

BEFORE INSTALLING - PLEASE READ: The MIDI/SMPTE Interface Card requires PALETTE OS Version 3.2 or later to operate. If your Light Palette Console does not have v3.2 or later, please visit the Strand Lighting website (www.strandlighting.com). After downloading and installing the new software, you can proceed with installation of the MIDI/SMPTE Interface Card.

Installing MIDI/SMPTE Interface Card

Install the MIDI/SMPTE Interface Card in the Light Palette console rear panel as follows:

Step 1. At MIDI/SMPTE Interface Card, check address setting on 4-position DIP Switch (**Figure 1**). Make sure an address is set on the card before final installation. (A maximum of two cards may be installed.)

- All switches ON = Address 1.
- Switch 1 OFF and switches 2-4 ON = Address 2.

When using *one* MIDI/SMPTE Interface Card, set the card address to 1 (factory default setting).

When using *two* MIDI/SMPTE Interface Cards, one must be set to Address 1 and the other must be set to Address 2 (in order to communicate with them independently). It does not matter which card is in which slot.

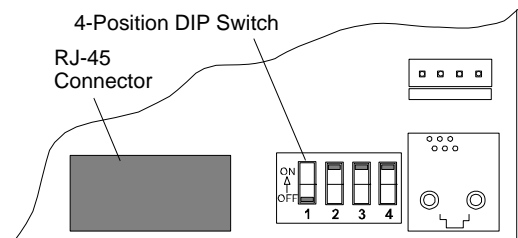



Figure 1: Interface Card (Top/Rear)

 Step 2. Remove power from Light Palette console. (Failure to do so, may result in damage to the PCB cards!)

Step 3. At console rear panel, remove blank panel from expansion slot by removing two Phillips screws (**Figure 2**).

Step 4. Open console by pushing the two buttons on each side of console and simultaneously lifting the console lid.

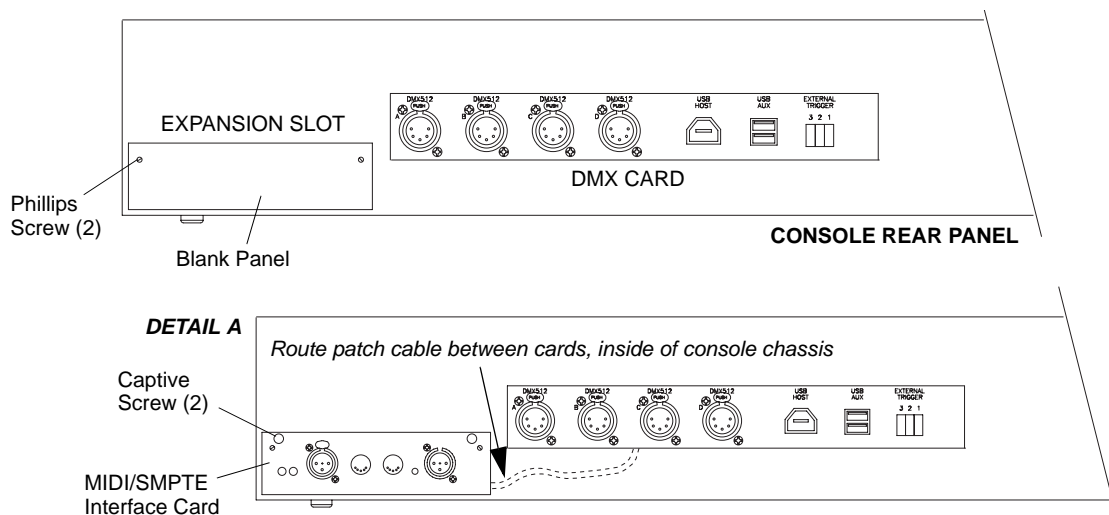


Figure 2: Installing MIDI/SMPTE Interface Card

Step 5. Connect RJ-45 Patch Cable (included) to any open RJ-45 connector at rear of DMX Card (not on the front of the card).

Note: On Light Palette VL and Light Palette Live consoles, all open connectors on the DMX card may be in use. If you are installing this card in one of these consoles, please use any open connector on a submaster or button module panel.

Step 6. Feed Patch Cable inside console chassis and route toward expansion slot as shown in **Figure 2**. Slide DMX Card back into its slot and secure by hand-tightening two captive screws.

Step 7. Insert MIDI/SMPTE Interface Card into slot and secure by hand-tightening two captive screws.

Step 8. Connect remaining end of Patch Cable to either RJ-45 connector at rear of card.

Step 9. Close console lid.

Connecting MIDI and SMPTE Devices

The hardware will support up to two external SMPTE interface devices and the software additionally supports four internal SMPTE clocks and the Media Player Time Code.

- MIDI devices connect using the industry standard MIDI connector (DIN 5).
- SMPTE connects using a balanced line level signal through standard XLR connectors.
- A potentiometer is provided to adjust the level of the SMPTE output signal.

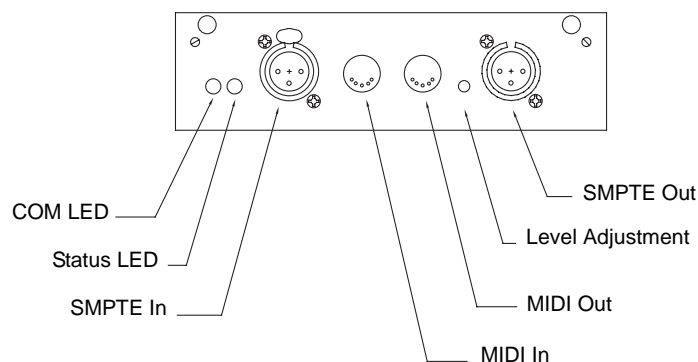


Figure 3: Connecting MIDI/SMPTE Devices

LED Operation

During console operation, the MIDI/SMPTE Interface Card LEDs will indicate the following conditions:

COM LED

- Green Flash = No MIDI/SMPTE
- Red Flash = Transmit SMPTE
- Green/Red = Receive SMPTE

Status LED

- No LED = No power
- Solid Green = Power, CPU not running
- Amber/Green Slow Flash = No communication to console
- Amber/Green Fast Flash = Connected to console

Refer to the Light Palette **Help** file for more information regarding MIDI or SMPTE operation.

Customer Support

Contact Strand Lighting Customer Service at: 1-800-4STRAND (U.S.) or 1-214-647-7880 (international).

For a complete list of support and field service contacts, go to www.strandlighting.com, select the Support tab and then the "Support/Field Service Contacts" link.