

# SweetPRO SP-MC18/3B

Best Nr.  
SWPSPMC183B

LED Studio PAR

## User manual



*SweetPRO*

## SweetPRO SP-MC18/3B LED Studio PAR | Best Nr. SWSPMC183B

With its compact dimensions and modern elegant design, Stage color is ideal for theatrical and live shows.

The new high power RGB full colour LED technology allows the creation of a wide range of colours, reduces considerably the consumption and removes maintenance and lamp changing (the medium life of the LED is of 100.000 hours, 10 years in nonstop use).

### IMPORTANT!

READ CAREFULLY THE INSTRUCTION LEAFLET IN ALL ITS PARAGRAPHS. THE KNOWLEDGE OF THE INFORMATION AND OF THE LIMITATION HELD IN IT, IS BASIC AND FUNDAMENTAL FOR A CORRECT AND SAFE USAGE OF THIS PRODUCT.

### IMPORTANT!

BEFORE ANY (MAINTENANCE, CLEANING ETC.) ACTION, SWITCH OFF THE POWER SUPPLY.

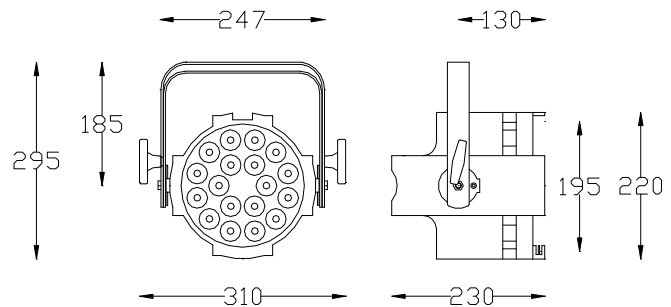
### IMPORTANT!

- This device is suitable for indoor use (room temperature cannot be higher than 25°C)
- This device is suitable for direct assembling on normally flammable surfaces.

### Technical specifications:

- Body made of die-cast aluminium + steel sheets
- Black epoxy powder coating
- Power supply: 100/240V 50/60Hz
- Current: 0,52 A (230v)
- Cos y: 0,85
- Power: 102 W
- Max power supply: 120VA
- Source: 18 x3 W Full colour LED P5II
- Average LED life: 100.000 h
- Colour changing: RGB e HSV system
- Functioning: DMX Signal and automatic mode
- Channels: 3/4/6/7/12 DMX 512
- Weight: 4,5 Kg

### Dimensions:



### Installation:

The projector can be fixed in any position. For floor installation, open the second stirrup and lock it like in picture. For suspending use, it is needed to install an appropriate clamp. It must be located in a well ventilated position, using an M10 screw, a nut and a washer. Make sure the structure You are fixing the product to can stand the product load.



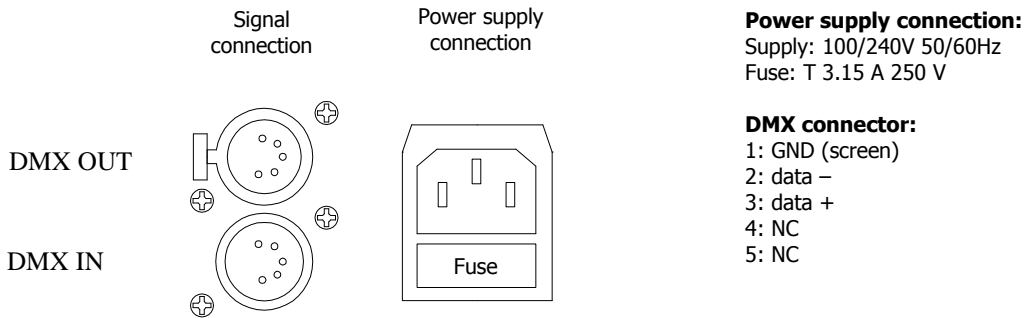
### Accessories:

- Kit complete with 18 medium flood lens
- Kit complete with 18 wide flood lens

**Connections:**

The projector is fitted with a VDE chassis male connector and two XLR 5 Poles connectors for DMX IN and OUT signal (Fig.1)

Fig. 1



Any modification to this luminaries, without authorization, is forbidden.

This lantern must be powered according to the voltage and frequency showed on its label (100/240V 50/0Hz). Connect the power cable to the socket. We suggest to connect each projector to its own switch so that they can be individually switched on with a remote control.

To remote control the projectors is required the use of a DMX512 control desk.

For the connection of signal use cable EIA rs-485 type: two core screened, 120Ω characteristic impedance, 22-24 AWG, low capacity, 1 XLR 5 poles MALE connector and 1 XLR 5 poles FEMALE connector.

To form a DMX chain, connect the DMX control desk to the first projector’s DMX IN, then from its DMX OUT to the DMX IN of the second projector and so on.

For a correct functioning of the DMX signal, it is necessari to put a terminal into the DMX OUT of the last projector. This terminal is made of 1 XLR MALE connector with a 120Ω resistance welded between PIN 2 and PIN 3.

**Addressing of the projector**

To control many projectorsr individually, it is necessary to assign to each one a different DMX address , setting the starting channel taking into consideration that one Stage Color books 7 channels (3 or 4 or 6 or 7 or 12 channels depending on the functioning mode set).

For example, if we have 6 projectors, it will be necessary to set them on the channels 1, 8, 15, 22, 29, 36.

To set the DMX channel use buttons 'UP' or 'DOWN' until you can see 'Address' on the display , then press 'ENTER'. Change the DMX address using the 'UP' 'DOWN' keys and then press 'ENTER' to confirm.



- Connect the SP-MC18 to the DMX IN of the projector (or of the DMX chain).
- Switch the device on, pushing the button "POWER ON", high-placed on the right.
- Enter the "DeviceList" menu, pushing ENTER.
- Enter the "Stage 18C" item, pushing ENTER.
- Select the projector You want to control, between SP-MC18 1, SP-MC18 2, ... SP-MC18 N (the projector selected will flash) then push ENTER.
- Select "RemoteCtrl" item and push ENTER.
- Push ENTER again to change the DMX starting channel, using the indicators ◀▶ to select the figure and the indicators ▲▼ to change the value. Push ENTER to confirm or BACK to cancel.
- Push BACK until You get to the main menu.

## Functioning options

Using the digital display, it is possible to change the functioning options, drive the projector in automatic mode with presets or programs and with Master/Slave functions, Change or create programs, display projector information and reset settings to default.

## Description of the main menu

To scroll the items of this menu use 'UP' and 'DOWN' keys.

Visualization	Option	Description
<b>Address</b>	DMX channel addressing	Press 'ENTER' to display the current DMX address. Use 'UP' and 'DOWN' keys to change value and press 'ENTER' to confirm.
<b>In DMX</b>	DMX IN tester	Press 'ENTER' to display the DMX IN data coming from the console. You can change the channel to test using 'LEFT' and 'RIGHT' for advancing 1 by 1 and 'UP' and 'DOWN' for advancing 64 by 64. Press 'ENTER' to esc.
<b>Out DMX</b>	Manual control of the DMX channels for the local projector	Press 'ENTER' to display, on the left, the channel to control, on the right the DMX value to modify. Press 'LEFT' or 'RIGHT' to change the channel and 'UP' and 'DOWN' to change its value. Press 'ENTER' to esc. N.B. There is no signal from DMX OUT.
<b>Ext DMX0</b>	Manual control of the DMX channels for the local projector and for the projectors connected to DMX OUT	Press 'ENTER' to display, on the left, the channel to control, on the right the DMX value to modify. Press 'LEFT' or 'RIGHT' to change the channel and 'UP' and 'DOWN' to change its value. Press 'ENTER' to esc. N.B. There is signal from DMX OUT to control other projectors connected.
<b>Presets</b>	Play 1 of the 8 presets stored in memory, for the local projector	Press 'ENTER' to play the current Preset. Press 'UP' or 'DOWN' to change the preset. Press 'LEFT' and 'RIGHT' contemporaneously to esc. N.B. There is no signal from DMX OUT. (see Presets table at page 6)
<b>ExtPres</b>	Play 1 of the 8 presets stored in memory, for the local projector and for the projectors connected to DMX OUT	Press 'ENTER' to play the current Preset. Press 'UP' or 'DOWN' to change the preset. Press 'LEFT' and 'RIGHT' contemporaneously to esc. N.B. There is signal from DMX OUT to control other projectors connected. (see Presets table at page 6).
<b>Program</b>	Play 1 of the 4 programs stored in memory, for the local projector	Press 'ENTER' to play the current Program. Press 'UP' or 'DOWN' to change the program. While playing the program, use 'RIGHT' key to PLAY/PAUSE and 'LEFT' key for STOP. Press 'LEFT' and 'RIGHT' contemporaneously to esc. N.B. There is no signal from DMX OUT. (see Programs table at page 6).
<b>ExtProg</b>	Play 1 of the 4 programs stored in memory, for the local projector and for the projectors connected to DMX OUT	Press 'ENTER' to play the current Program. Press 'UP' or 'DOWN' to change the program. While playing the program, use 'RIGHT' key to PLAY/PAUSE and 'LEFT' key for STOP. Press 'LEFT' and 'RIGHT' contemporaneously to esc. N.B. There is signal from DMX OUT to control other projectors connected. (see Programs table at page 6).
<b>Service</b>	Sub menu for the setting of the projector	Through this sub menu, it is possible to configure the projector for your needs. The description for this menu is at page 5. Press 'LEFT' and 'RIGHT' contemporaneously to come back to the main menu.
<b>Version</b>	Display the software version of the display board.	
<b>Exit</b>	Turns off the display and exit the menu	This function turns off the display and exit from the menu. Press any key to turn on the display.
<b>ResetPr</b>	Resets Presets and Programs	This function resets to default all Presets and Programs. Press 'ENTER' , then select NO or YES using 'UP' or 'DOWN' keys. Press 'ENTER' to confirm. (see Presets and Programs tables at page 6).

**Description for 'Service' menu**

To exit from 'Service' menu, press and hold 'ENTER' key for more than 5 seconds or press 'LEFT' and 'RIGHT' contemporaneously. The functions settings will be enabled when exit this menu.

Display	Option	Description
<b>DmxAddr</b>	Sets DMX address	Press 'ENTER' to display the current DMX address. Change value using 'LEFT' and 'RIGHT' keys to select the digit and 'UP' and 'DOWN' keys to change value. Press 'ENTER' to confirm.
<b>Temp</b>	Projector temperature	Press 'ENTER' to display the current projector temperature. Press 'ENTER' to exit.
<b>Max Temp</b>	Max Projector temperature	Press 'ENTER' to display the maximum projector temperature from the last time it was turned on. Press 'ENTER' to exit.
<b>DmxSetup</b>	Setting of the DMX mode	Press 'ENTER', the display will show the current DMX mode. Using 'UP' and 'DOWN' keys, change the DMX mode and then press 'ENTER' to confirm. To see all possible settings, see the 'DMX description' on page 6.
<b>Defaults</b>	Reset to default settings	Press 'ENTER'. Set the value to 1 to reset the settings to default. Press 'ENTER' to confirm.
<b>Sw Vers</b>	Software version	Press 'ENTER' to display the firmware version of the projector. Press 'ENTER' to esc.
<b>SerNum</b>	Projector's serial number	Press 'ENTER' to display the serial number of the projector. Press 'ENTER' to esc.
<b>FanSetup</b>	Fan mode setup	Press 'ENTER' to display the current fan setting. Change the value using 'UP' or 'DOWN' keys and press 'ENTER' to confirm. The possible settings are: <b>0:</b> Fan works <b>automatically</b> (after 50°) and <b>intensity is always at the maximum level.</b> <b>1:</b> Fan is <b>always on</b> and <b>intensity is always at the maximum level.</b> <b>2: (default),</b> Fan works <b>automatically</b> (over 50°) and <b>intensity decrease</b> if the temperature is too high (over 70°). <b>3:</b> Fan is always off and <b>intensity decrease</b> if the temperature is too high (over 70°).
<b>CalibRed</b>	calibration of Red	Sets the maximum level for Red
<b>CalibGrn</b>	calibration of Green	Sets the maximum level for Green
<b>CalibBlu</b>	Calibration of Blue	Sets the maximum level for Blue
<b>SmoothDn</b>	Dimming mode	Press 'ENTER' to display the current dimming mode. Change the value using the 'UP' or 'DOWN' keys then press 'ENTER' to confirm. If the value is 0, the dimming will be quick and nervous. If the value is 1, the dimming will be soft.

**Description of the DMX channels:**

**DmxSetup=1: HSV, 4 channels**

CH 1	CH 2	CH 3	CH 4
Hue	Saturation	Intensity Master Dimmer	Strobe effect at adjustable speed

**DmxSetup=2: RGB, 6 channels**

CH 1	CH 2	CH 3	CH 4	CH 5	CH 6
Red dimmer 0-100%	Green dimmer 0-100%	Blue dimmer 0-100%	Strobe effect at adjustable speed	Rainbow effect at adjustable speed	Master Dimmer 0-100%

**DmxSetup=3: RGB, 12 channels**

CH 1	CH 2	CH 3	CH 4	CH 5	CH 6	CH 7	CH 8	CH 9	CH 10	CH 11	CH 12
Red1 dimmer 0-100%	Green1 dimmer 0-100%	Blue1 dimmer 0-100%	Red2 dimmer 0-100%	Green2 dimmer 0-100%	Blue2 dimmer 0-100%	Red3 dimmer 0-100%	Green3 dimmer 0-100%	Blue3 dimmer 0-100%	Strobe effect at adjustable speed	Rainbow effect at adjustable speed	Master Dimmer 0-100%

**DmxSetup=4: HSV + white, 4 channels**

CH 1	CH 2	CH 3	CH 4
Hue + white from 251 and 255	Saturation	Intensity Master Dimmer	Strobe effect at adjustable speed

**DmxSetup=5: RGB, 3 channels**

CH 1	CH 2	CH 3
Red dimmer 0-100%	Green dimmer 0-100%	Blue dimmer 0-100%

**DmxSetup=6: RGB, 7 channels (Default)**

CH 1	CH 2	CH 3	CH 4	CH 5	CH 6	CH 7
Red dimmer 0-100%	Green dimmer 0-100%	Blue dimmer 0-100%	Strobe effect at adjustable speed	Rainbow effect at adjustable speed	Master Dimmer 0-100%	Colour temperature

**default Presets and Programs**

Presets	Colours
<b>Preset 1</b>	White
<b>Preset 2</b>	Red
<b>Preset 3</b>	Green
<b>Preset 4</b>	Blue
<b>Preset 5</b>	Yellow
<b>Preset 6</b>	Magenta
<b>Preset 7</b>	Cyan
<b>Preset 8</b>	Orange

**In programs, the sequence is: blue, orange, green, magenta, azure, red, white, light green**

Programs	Programmed times
<b>Program 1</b>	Pause time: 5 seconds / Fade time: 5 seconds
<b>Program 2</b>	Pause time: 30 seconds / Fade time: 10 seconds
<b>Program 3</b>	Pause time: 10 seconds / Fade time: 5 seconds
<b>Program 4</b>	Pause time: 30 seconds / Fade time: 0,5 seconds

## **Programming**

The Presets and the programs stored in Stage color's memory are changeable and programmable through the main menu.

### **Programming the presets**

From the main menu go to 'Preset' and press 'ENTER'.

Select the preset to modify and press 'ENTER' to go in the programming menu. The items in this menu are:

**PresNum, ScnSet, Back, Exit.**

**PresNum:** It permits to select the Preset to modify. Press 'ENTER', change the Preset number using the 'UP' and 'DOWN' keys, then press 'ENTER' to confirm.

**ScnSet:** Entering this function it is possible to change the DMX values to get the desired colour. Press 'ENTER' and the display will show, on the left the channel to modify and on the right its value.

Press 'LEFT' or 'RIGHT' to select the channel to modify. Press 'UP' or 'DOWN' to modify the DMX value.

Press 'ENTER' to confirm. At this point the Preset is stored.

**Back:** Press 'ENTER' to come back to the Preset selection.

**Exit:** Press 'ENTER' to come back to the Main menu.

To reset the default Preset and Programs select 'ResetPr' from main menu.

### **Programming the programs**

From the main menu go to 'Program' and press 'ENTER'.

Select the program to modify and press 'ENTER' to go in the programming menu. The items in this menu are:

**ProgNum, PausTim, FadTim, ScnNum, ScnSet, Back, Exit.**

**ProgNum:** It permits to select the Program to modify. Press 'ENTER', change the Program number using the 'UP' and 'DOWN' keys, then press 'ENTER' to confirm.

**PausTim:** It permits to modify the pause time for all the scenes of the selected program. Press 'ENTER' and use 'UP' or 'DOWN' to change the pause time. Available times are:

1 dec (0,1 seconds), 2 dec, 5 dec, 1 sec, 2 sec, 5 sec, 10 sec, 30 sec, 1 min, 2 min, 5 min, 10 min, 20 min, 30 min, 1 h.

Press 'ENTER' to confirm.

**FadTim:** It permits to modify the fade time between two scenes for all the scenes of the selected program. Press 'ENTER' and use 'UP' or 'DOWN' to change the pause time. Available times are:

1 dec (0,1 seconds), 2 dec, 5 dec, 1 sec, 2 sec, 5 sec, 10 sec, 30 sec, 1 min, 2 min, 5 min, 10 min, 20 min, 30 min, 1 h.

Press 'ENTER' to confirm.

**ScnNum:** It permits to set the number of scenes for the selected program (a maximum of 16). Press 'ENTER' and use 'UP' or 'DOWN' to modify this number. Press 'ENTER' to confirm.

**ScnSet:** It permits to modify the scenes for the selected program. Press 'ENTER'. In this display are shown the scenes on the left and the dmx channels on the right. Select the desired scene using the 'UP' and 'DOWN' keys. Select the channel of the selected scene using the 'LEFT' and 'RIGHT' keys. To modify the selected scene, press 'ENTER', select the channel to modify using 'LEFT' and 'RIGHT' keys and change the DMX value using the 'UP' and 'DOWN' keys. Press 'ENTER' to confirm.

Press 'LEFT' and 'RIGHT' contemporaneously to exit from the scene selection.

**Back:** Press 'ENTER' to come back to the Program selection.

**Exit:** Press 'ENTER' to come back to the Main menu.

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