

OPERATING INSTRUCTIONS FOR ANYTRONICS CROSSFADE 8

The CROSSFADE 8 is a channel selectable crossfade unit with a basic sequential chase and an external input facility having both analogue and DMX outputs. It is part of the modular lighting range of products from ANYTRONICS and can be mounted into the skeleton panel if required.

The front panel controls consist of the on/standby switch, the internal/external switch both with associated status LEDs, and the fade rate/speed control with rise time monitor LED.

Jumper plugs on the rear of the PCB are used to select the following;

- 1) The number of channels 2>8
- 2) The timing range x1,x2 x4 and x8
- 3) Normal or inverted output state (analogue outputs only)
- 4) Fast/audio range ,particularly suitable for a “soft” sound to light effect. (J1)

These jumpers are only read at switch on therefore the CROSSFADE 8 must be put into standby and then powered up again to action any changes made on these jumpers.

The CROSSFADE 8 needs a + and - 15v supply which is available from any of the dimming packs in the ANYTRONICS range. When operating on internal mode the sequential chase is controlled by both the jumper plug selection on the rear and by the fade rate/speed control. On the x1 setting the rotary control gives a range of 1 second to 1 minute. Fully anticlockwise gives the fastest speed or the quickest fade rate, fully clockwise gives the slowest speed or longest fade rate.

If a different sequence is required or if the individual channels need to be selected from an outside source then the external input must be used. In external mode the rise time monitor LED will continue to run indicating the fade time that will be applied to the incoming signal. If the signal presented to the external input is being clocked at a rate greater than 1 Hz, such as that coming from the output of a low voltage controller running sound to light then we recommend that the jumper marked “J1” is moved from the “A” position where the crossfade unit is operating as described above, to the “B” position which overrides the other timing jumpers.

On this setting the speed is increased to 8Hz but with a fade rate four times slower than the rise time. This allows a “soft” sound to light effect to be created. On internal mode this difference in rise and fall times gives a “comet tail” like effect on the chase.

Connections to the CROSSFADE 8 are all via screw terminals. The analogue outputs are marked from 1 to 8 with the 0v, +15v and -15v supply connections at one end. The D.M.X output is on a separate three way terminal marked +, - and 0v, and on the other side of the board are the terminals for the external inputs. As with the outputs these are labelled 1 to 8 and 0v. All the 0v points are connected.

MUTI-FUNCTION D.M.X OUTPUT TABLE

DMX channels			Potentiometer Controls
1>8	Analogue	Internal or external sequence	Fade rate
9>16	“	Repeat of above	“ “
17>24	“	Inverted version of above sequence	“ “
25>32	“	Repeat of above	“ “
33>40	Digital	Strobe pulse at the peak of selected channels	Speed
41>48	“	Repeat of above	“
49>56	“	Internal sequence (switching)	“
57>64	“	Repeat of above	“
65>72	“	External inputs (switching output)	No effect
73>80	“	Repeat of above	“ “