



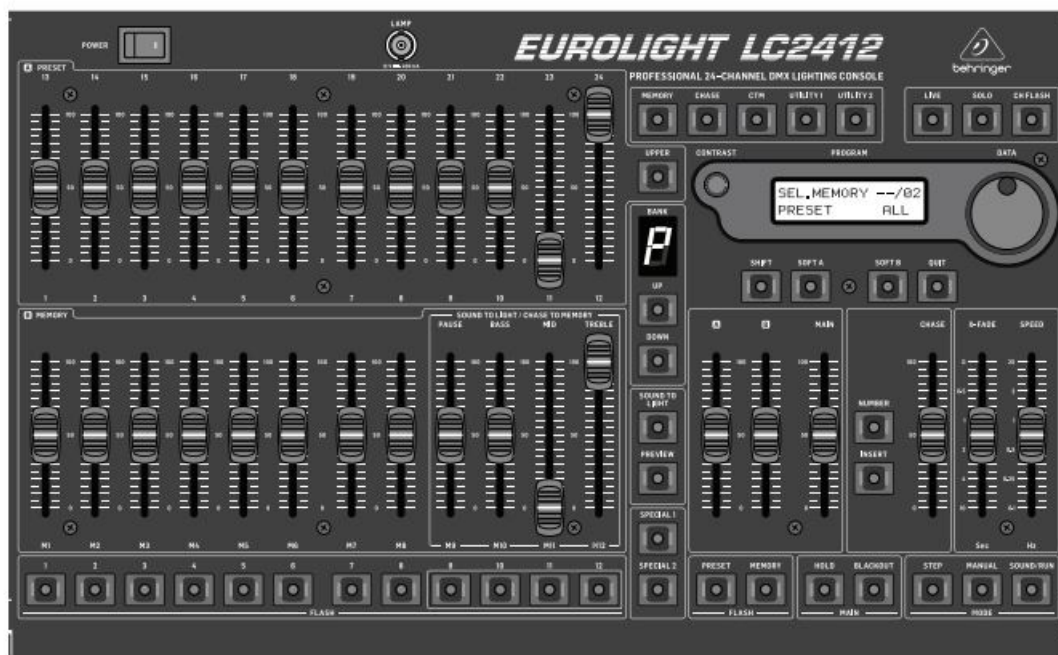
# EUROLIGHT Professional 24-Channel DMX Lighting Console User Guide

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*EUROLIGHT Professional 24-Channel DMX*

*Lighting Console User Guide*

# Quick Start Guide



## EUROLIGHT LC2412

Professional 24-Channel DMX Lighting Console



### Important Safety Instructions





Terminals marked with this symbol carry electrical current of sufficient magnitude to constitute risk of electric shock. Use only high-quality professional speaker cables with ¼" TS or twist-locking plugs pre-installed. All other installation or modification should be performed only by qualified personnel.



This symbol, wherever it appears, alerts you to the presence of uninsulated dangerous voltage inside the enclosure – voltage that may be sufficient to constitute a risk of shock.



This symbol, wherever it appears, alerts you to important operating and maintenance instructions in the accompanying literature. Please read the manual.



**Caution**

To reduce the risk of electric shock, do not remove the top cover (or the rear section). No user serviceable parts inside. Refer servicing to qualified personnel.



**Caution**

To reduce the risk of fire or electric shock, do not expose this appliance to rain and moisture. The apparatus shall not be exposed to dripping or splashing liquids and no objects filled with liquids, such as vases, shall be placed on the apparatus.



**Caution**

These service instructions are for use by qualified service personnel only. To reduce the risk of electric shock do not perform any servicing other than that contained in the operation instructions. Repairs have to be performed by qualified service personnel.

1. Read these instructions.
2. Keep these instructions.
3. Heed all warnings.
4. Follow all instructions.
5. Do not use this apparatus near water.
6. Clean only with dry cloth.
7. Do not block any ventilation openings. Install in accordance with the manufacturer's instructions.
8. Do not install near any heat sources such as radiators, heat registers, stoves, or other apparatus (including amplifiers) that produce heat.
9. Do not defeat the safety purpose of the polarized or grounding-type plug. A polarized plug has two blades with one wider than the other. A grounding-type plug has two blades and a third grounding prong. The wide blade or the third prong are provided for your safety. If the provided plug does not fit into your outlet, consult an electrician for replacement of the obsolete outlet.
10. Protect the power cord from being walked on or pinched particularly at plugs, convenience receptacles, and the point where they exit from the apparatus.
11. Use only attachments/accessories specified by the manufacturer. injury from tip-over.

12.



Use only with the cart, stand, tripod, bracket, or table specified by the manufacturer, or sold with the apparatus.

When a cart is used, use caution when moving the cart/apparatus combination to avoid

13. Unplug this apparatus during lightning storms or when unused for long periods of time.
14. Refer all servicing to qualified service personnel. Servicing is required when the apparatus has been damaged in any way, such as power supply cord or plug is damaged, liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped.
15. The apparatus shall be connected to a MAINS socket outlet with a protective earthing connection.
16. Where the MAINS plug or an appliance coupler is used as the disconnect device, the disconnect device shall remain readily operable.

17.



Correct disposal of this product: This symbol indicates that this product must not be disposed of with household waste, according to the WEEE Directive (2012/19/EU) and your national law. This product should be taken to a collection center licensed for the recycling of waste electrical and electronic equipment (EEE). The mishandling of this type of waste could have a possible negative impact on the environment and human health due to potentially hazardous substances that are generally associated with EEE. At the same time, your cooperation in the correct disposal of this product will contribute to the efficient use of natural resources. For more information about where you can take your waste equipment for recycling, please contact your local city office, or your household waste collection service.

18. Do not install in a confined space, such as a book case or similar unit.
19. Do not place naked flame sources, such as lighted candles, on the apparatus.
20. Please keep the environmental aspects of battery disposal in mind. Batteries must be disposed-of at a battery collection point.
21. Use this apparatus in tropical and/or moderate climates.

#### **LEGAL DISCLAIMER**

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#### **LIMITED WARRANTY**

For the applicable warranty terms and conditions and additional information regarding Music Tribe's Limited Warranty, please see complete details online at [musictribe.com/warranty](https://musictribe.com/warranty).

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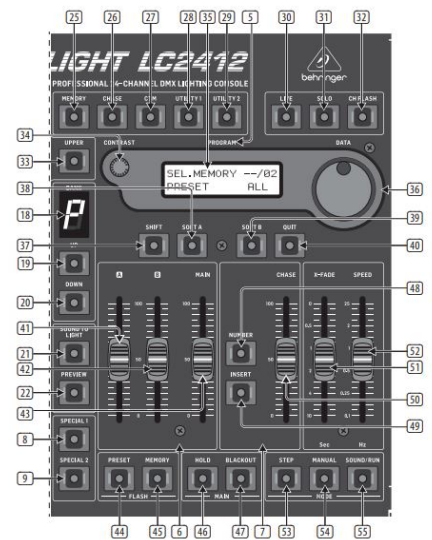
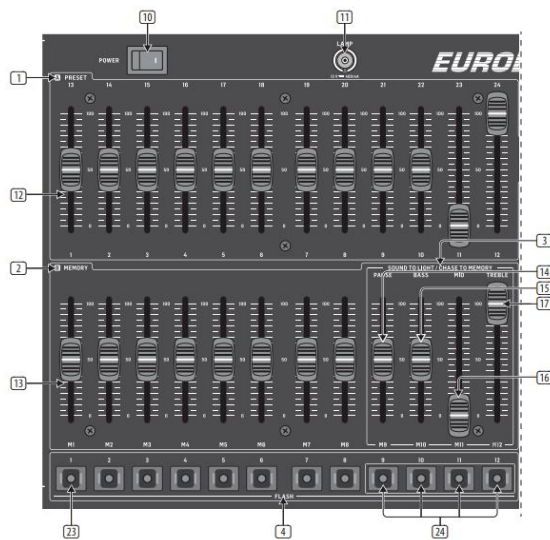
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## EUROLIGHT LC2412 Controls



## Controls

The sections:

- (1) **A PRESET** section,
- (2) **B MEMORY** section + bank display,
- (3) sound to light,
- (4) **FLASH** keys,
- (5) programming section,
- (6) **MAIN** section,
- (7) **CHASE** section.
- (8) **SPECIAL 1** key. Used to activate a special channel, for example for turning a fog machine on/off.
- (9) **SPECIAL 2** key. The same function as **SPECIAL 1** key. Just like in the case of other channels, three **DMX** channels can be assigned to these two channels (i.e. to **SPECIAL 1/2**). Both special channels are then labeled as channels 25 and 26 on the console. **SPECIAL 1** and **SPECIAL 2** keys can be programmed as switches, keys or kill keys.

- (10) **POWER** switch. Used to power up the **EUROLIGHT LC2412**. The **POWER** switch should always be in the “Off” position when you connect the unit to the mains.
- (11) The **BNC** connector is used for connecting a gooseneck lamp (optional).
- (12) Faders 1-12. Used to set the intensity of light elements connected to the dimmer pack.
- (33) **UPPER** switch. When you press this switch, the **A PRESET** section is switched to the twelve additional channels. After that, you can set up the intensity of channels 13 – 24.
- (13) These faders control the illumination level of an entire group of channels in a ratio to one another that you previously determined by setting up the **A PRESET** faders and saving this setting as a memory.
- (14) - (17) These faders are also a part of this section, but they have a double function. When the LC2412 is in sound to light mode (party light function), they control the illumination level of individual memories assigned to particular frequency ranges.
- (18) The **BANK** display shows the storage bank to which the memories you recall belong. It also shows if the **LC2412** is currently in preset mode (“P” displayed). The display starts flashing when you switch into preset mode, and lights up constantly after three seconds. The preset mode is active only after the flashing has stopped. This prevents accidental activation of the preset mode as well as rough fades.
- (19) **UP/DOWN** keys. Use them to select a preset + bank (0 – 9) or switch into preset mode (P).
- (20) The control lights flash when you select a new bank while memories from the previous bank are still active (the fader(s) is(are) pulled up). Pull the fader(s) ((13), (14)-(17)) down to fade the memory out. When you pull the fader(s) up again, the memory of the new preset bank is visible on the stage.
- (21) **SOUND TO LIGHT** key.
- (22) **PREVIEW** key. It gives you the option to preview (or modify) stored memories one more time before implementing them on the stage.
- (23) **FLASH** keys. Pressing one of the **FLASH** keys sets the respective channel to the maximum illumination level set on the **MAIN** fader, independent from its own fader position. For this purpose, the CH **FLASH** key (32) has to be pressed. The channel flash function is automatically activated in preset mode.
- (24) Dual-function **FLASH** keys. Memories or chases can be stored to memory positions 9 – 12 (chase to memory). When a respective storage bank is selected, chases are indicated with yellow LEDs. Chases can also be recalled by using the Flash keys.
- (25) **MEMORY** key. By pressing the **MEMORY** key once, you initiate the procedure that saves a stage scene.
- (26) **CHASE** key. Used to initiate the programming procedure (intended for creating a chase).
- (27) The **CTM** key (stands for chase to memory) brings up the menu for storing chases. Basically, you can store completely programmed chases into memory. Each of the ten memory banks has four memory slots (9 – 12) available for this purpose.
- (28) **UTILITY 1**. This key takes you to the following programming menus: **DISABLE SOLO, SELECT CURVE and THEATRE MODE**.
- (29) **UTILITY 2**. This key takes you to the following programming menus: **DMX PATCH, SELECT MIDI and SELECT SPECIAL**.
- (30) **LIVE** key. By pressing this key, you can route chase or memory steps to the console’s output in order to see what it would all really look like on the stage.
- (31) **SOLO**. The solo function utilizes the flash keys. When the solo function is active, pressing the **FLASH** key for a single channel/memory completely dims all other lights.
- (32) **CH FLASH** key. Switches the channel flash function on and off. When the channel flash function is on, you can use the FLASH keys ((22) + (23)) to enable the highest illumination level on individual channels.

- (33) **UPPER** switch. Used to switch over to channels 13 – 24.
- (34) **CONTRAST** control. Turning this pot lets you adjust the display contrast.
- (35) **PROGRAM** display.
- (36) **DATA** wheel. Used to change/select programming parameters.
- (37) **SHIFT** key. Opens additional programming menus.
- (38) **SOFT A** key. Needed for selecting items while in a programming menu.
- (39) **SOFT B** key. Has the same function as the **SOFT A** key.
- (40) **QUIT** key. Used for closing a programming procedure and going back to the main menu.
- (41) A fader. This fader is the master fader for the **A PRESET** section; it determines the maximum illumination level of the entire section. The **FLASH** keys ((22) / (23) as well as (44) / (45)) can still be utilized, even when the fader is at its zero position.
- (42) B fader. This fader is the master control for the **B MEMORY** section; it determines the maximum illumination level of all memories. Just like in the case of the A fader, the **FLASH** keys can be utilized even when the fader is at its zero position.
- (43) **MAIN** fader. It determines the maximum illumination level of all commands at the console's output.
- (44) **PRESET FLASH** key. You can execute the entire **A PRESET** section with this flash key, that is, activate the **A PRESET** section on the stage, even if the the A fader (41) is fully down. As soon as you let go of the key, the lights fade again.
- (45) **MEMORY FLASH** key. Has the same function for the B memory section.
- (46) **HOLD** key. Freezes the current settings, while you select a new preset, recall a different memory or implement an entirely different configuration.
- (47) **BLACKOUT** switch. Completely dims all lighting elements.
- (48) **NUMBER** key. Selects a chase, enabling you to show individual chases on the control **LEDs** (automatic preview).
- (49) **INSERT** key. Activating this key while a chase is running lets you alternate between the current step and the one preceding it by pressing the **STEP** key (53). This function can also be executed utilizing the X-FADE control (**MANUAL MODE** key (54) activated).
- (50) **CHASE** fader. Controls the illumination level of a complete chase setup. Separate ratios of a memory incorporating this chase remain intact.
- (51) **X-FADE** control. Used to manually dissolve between individual chase steps. Can also be used to dissolve between memories.
- (52) **SPEED** fader. Controls chase speed.
- (53) **STEP** key. Manually triggers chase steps.
- (54) **MANUAL MODE** key. Assigned to the **X-FADE** control. When the **MANUAL MODE** key is activated, turning the **X-FADE** control back and forth either fades back and forth between two chase steps (**INSERT** key activated) or fade chase steps in after one another (**INSERT** key deactivated).
- (55) **SOUND/RUN MODE** key. Selectively activates chase control by means of bass rhythm (**SOUND**) or by means of the internal speed control (**RUN**).
- (56) **DMX512 OUT** connector. The digital output of the LC2412 is provided by means of a 5-pole XLR connector. You can connect a dimmer pack. It can be used to process digital control commands according to the DMX512 control protocol.
- (57) **ANALOG OUT** connector. The analog output is meant for controlling via the analog standard (0 to +10 V DC) and is implemented as a Sub D connector.



- (58) **MIDI OUT** connector. MIDI data can be forwarded from the MIDI OUT connector to a second LC2412 or another MIDI sequencer/PC by using a corresponding cable (connect it to the MIDI IN connector on the receiving unit).
- (59) **MIDI IN** connector. Used to feed in MIDI data (e.g. from a MIDI sequencer or another LC2412) to control the LC2412.
- (60) **ANALOG IN** connector. Connect an output of your mixing console, your CD player or another analog signal source to this ¼" TS mono jack connector. This lets you use the sound-to-light function and musical control of chases.
- (61) **FOOTSWITCH** connector. Connect a footswitch here to remotely control the STEP key.
- (62) **SERIAL NUMBER**.
- (63) **FUSE COMPARTMENT / VOLTAGE SELECTION**.

## Specifications

CHANNELS	26 (24 + 2 special switchable channels)
DMX	78 out of 512 DMX channels (max. 3 DMX channels per console-channel)
MEMORIES	max. 120
CHASES	max. 99
Steps	max. 650, up to 99 per chase
<b>Inputs</b>	
Analog In	¼" TS mono jack connector, unbalanced
Level	Line level
Footswitch	¼" TS mono jack connector
MIDI In	DIN 5-pole connector
<b>Outputs</b>	
DMX512 out	XLR 5-pole connector, conforms to the DMX512/1990 standard
MIDI out	DIN 5-pole connector
Analog out	Sub D connector, 15-pole
Level	0/+10 V DC
Min. load impedance	600 Ω
<b>Power Supply</b>	
<b>Voltage</b>	
USA/Canada	120 V~, 60 Hz
Europe/U.K./Australia	230 V~, 50 Hz
Japan	100 V~, 50 - 60 Hz
General export model	120/230 V~, 50 - 60 Hz
Power consumption	37 W
Fuses	100 - 120 V~: T 1 A H 250 V 220 - 240 V~: T 500 mA H 250 V
Mains connection	Standard IEC receptacle
<b>Dimensions/Weights</b>	
Dimensions (H x W x D)	approx. 4 ¾ x 17 ½ x 11" approx. 106 x 442 x 278 mm
Weight (net)	approx. 8.38 lbs / 4.3 kg

## Important information

1. **Register online.** Please register your new Music Tribe equipment right after you purchase it by visiting [behringer.com](http://behringer.com). Registering your purchase using our simple online form helps us to process your repair claims



more quickly and efficiently. Also, read the terms and conditions of our warranty, if applicable.

2. **Malfunction.** Should your Music Tribe Authorized Reseller not be located in your vicinity, you may contact the Music Tribe Authorized Fulfiller for your country listed under “Support” at behringer.com. Should your country not be listed, please check if your problem can be dealt with by our “Online Support” which may also be found under “Support” at behringer.com. Alternatively, please submit an online warranty claim at behringer.com BEFORE returning the product.
3. **Power Connections.** Before plugging the unit into a power socket, please make sure you are using the correct mains voltage for your particular model. Faulty fuses must be replaced with fuses of the same type and rating without exception.

## FEDERAL COMMUNICATIONS COMMISSION COMPLIANCE INFORMATION



Responsible Party Name: **Music Tribe Commercial NV Inc.**

Address: **Music Tribe Commercial NV Inc. 5270 Procyon Street Las Vegas, NV 89118 USA**

Phone Number: **+1 702 800 8290**

### EUROLIGHT LC2412

complies with the FCC rules as mentioned in the following paragraph:

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna
- Increase the separation between the equipment and receiver
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected
- Consult the dealer or an experienced radio/TV technician for help

This device complies with Part 15 of the FCC rules. Operation is subject to the following two conditions:

(1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

### Important information:

Changes or modifications to the equipment not expressly approved by Music Tribe can void the user's authority to use the equipment.

### We Hear You



Documents / Resources

	<p><a href="#">EUROLIGHT Professional 24-Channel DMX Lighting Console</a> [pdf] User Guide Professional 24-Channel DMX Lighting Console, LC2412</p>
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References

-  [Behringer | Home](#)