

The whole keyboard stretches about 30'. It consists of 4 sections, each containing 7 keys that light up. You need a total of 28 dimmers SEPARATE from your lighting system. Each key has 4 Q150CL/DC lamps for a total of 600 watts per key.

We will supply a midi module that you will hook up to the midi output of the actual keyboard that is being played in the pit. This module sends a DMX signal to the dimmers to light up each key as it is played in the pit.

You will also need FOUR 6 circuit multi cables to go from your dimmers to the keyboard on stage. You will need male pin connector break-outs on one side and the female side plugs directly into the sockpex connectors on the keyboard sections. We supply the adaptors to make the 6 male pin connectors on each section control 7 different keys. They plug in as follows:

6 = 1
5 = 2 and 3 (Use the backward 2-fer here)
4 = 4
3 = 5
2 = 6
1 = 7

Big Keyboard stuff - Midi emulator

Connect the LAN box to your dimmers. It has a 3 pin DMX connector on it. It is wired based on the martin protocol. You may need an adaptor to switch the polarity of the data pins.

Connect a serial mac cable from the serial port on the LAN box to the Mac port on the mac-to-midi-converter. Do not use the printer port. Printer switch should be out (not engaged.)

Power up the LAN box AFTER all connections are made so the LAN box properly configures itself.

Connect the midi in on the mac-to-midi-converter to the midi out on your keyboard. The LAN box is set to receive on midi channel 15. Set your keyboard to transmit on channel 15.

If you need to program the midi-lite emulator (you should not have to) follow the instructions below.

Connect mac (I used a powerbook 190cs) to LAN box with standard phone cord. Connects to network port on LAN box, and modem port on mac (the one with the most pins.) Use special adaptor to convert modem port to RJ11 connector. Open the DMX patcher software, and load the big data. When the device is connected to the mac, the changes you make to the patch on the mac are directly sent to the device. You do not upload to the device. If you change the patch, you can save it to the mac. Next time you open the patch with the device connected, then new patch data is sent to the device.

When the program opens, it reads from the Lanbox, and displays the current patch. Then if you want to change it, you can either manually change the patch, or go to the menu and load a patch. When this patch loads and displays, it also uploads to the Lanbox.

You should not need to do any programming to the device, but I am sending software and the data cable just in case

Here is the patch numbering scheme to make the proper keys in the pit activate the keys on stage.

Midi	DMX		Midi	DMX		Midi	DMX
48	1		65	11		83	21
50	2		67	12		84	22
52	3		69	13		86	23
53	4		71	14		88	24
55	5		72	15		89	25
57	6		74	16		91	26
59	7		76	17		93	27
60	8		77	18		95	28
62	9		79	19			
64	10		81	20			