

# PILOT-8

# 1 - Safety information

## Important safety information



This unit is intended for indoor use only. Do not use it in a wet, or extremely cold/hot locations. Failure to follow these safety instructions could result in fire, electric shock, injury, or damage to this product or other property.



This product contains non-isolated electrical components. Do not undertake any maintenance operation when it is switched on as it may result in electric shock.



Any maintenance procedure must be performed by a CONTEST authorised technical service. Basic cleaning operations must thoroughly follow our safety instructions.



**CAUTION**  
RISK OF ELECTRIC SHOCK  
DO NOT OPEN



**WARNING** : This unit contains no user-serviceable parts. Do not open the housing or attempt any maintenance by yourself. In the unlikely even your unit may require service, please contact your nearest dealer. In order to avoid any electrical malfunction, please do not use any multi-socket, power cord extension or connecting system without making sure they are perfectly isolated and present no defect.



### Risk of electrocution

To prevent the hazard of electric shocks, do not use extension cords, multi-socket or any other connection system without making sure metal parts completely are out of reach.



### Recycling your device

- As HITMUSIC is really involved in the environmental cause, we only commercialise clean, ROHS compliant products.
- When this product reaches its end of life, take it to a collection point designated by local authorities. The separate collection and recycling of your product at the time of disposal will help conserve natural resources and ensure that it is recycled in a manner that protects human health and the environment.

## Symbols used



This symbol signals an important safety precaution.



The CAUTION symbol signals a risk of product deterioration.



The WARNING symbol signals a risk to the user's physical integrity. The product may also be damaged.



Note : The legislation requires that every device set up in a public space features a double fixation bracket. This security system must hold 10 times the weight of the device.

## Instructions and recommendations

### 1 - Please read carefully :

We strongly recommend to read carefully and understand the safety instructions before attempting to operate this unit.

### 2 - Please keep this manual :

We strongly recommend to keep this manual with the unit for future reference.

### 3 - Operate carefully this product :

We strongly recommend to take into consideration every safety instruction.

### 4 - Follow the instructions:

Please carefully follow each safety instruction to avoid any physical harm or property damage.

### 5 - Avoid water and wet locations :

Do not use this product in rain, or near washbasins or other wet locations.

### 6 - Installation :



We strongly encourage you to only use a fixation system or support recommended by the manufacturer or supplied with this product. Carefully follow the installation instructions and use the adequate tools.

Always ensure this unit is firmly fixed to avoid vibration and slipping while operating as it may result in physical injury.

### 7 - Ceiling or wall installation :

Please contact your local dealer before attempting any ceiling or wall installation.

### 8 - Ventilation :

The cooling vents ensure a safe use of this product, and avoid any overheating risk.

Do not obstruct or cover these vents as it may result in overheating and potential physical injury or product damage. This product should never be operated in a closed non-ventilated area such as a flight case or a rack, unless cooling vents are provided for the purpose .

### 9 - Heat exposure :

Sustained contact or proximity with warm surfaces may cause overheating and product damages. Please keep this product away from any heat source such as a heaters, amplifiers, hot plates, etc...

### 10 - Electric power supply :



This product can only be operated according to a very specific voltage. These information are specified on the label located at the rear of the product.

### 11 - Power cords protection:



Power-supply cords should be routed so that they are not likely to be walked on or pinched by items placed upon or against them, paying particular attention to cords at lugs, convenience receptacles and the point where they exit from the fixture.

### 12 - Cleaning precautions :



Unplug the product before attempting any cleaning operation. This product should be cleaned only with accessories recommended by the manufacturer. Use a damp cloth to clean the surface. Do not wash this product.

### 13 - Long periods of non use :



Disconnect the unit's main power during long periods of non use.

### 14 - Liquids or objects penetration :



Do not let any object penetrate this product as it may result in electric shock or fire.

Never spill any liquid on this product as it may infiltrate the electronic components and result in electric shock or fire.

### 15 - This product should be serviced when :



Please contact the qualified service personnel if :

- The power cord or the plug has been damaged.
- Objects have fallen or liquid has been spilled into the appliance.
- The appliance has been exposed to rain or water.
- The product does not appear to operate normally.
- The product has been damaged.

### 16 - Inspection/maintenance :

Please do not attempt any inspection or maintenance by yourself. Refer all servicing to qualified personnel.

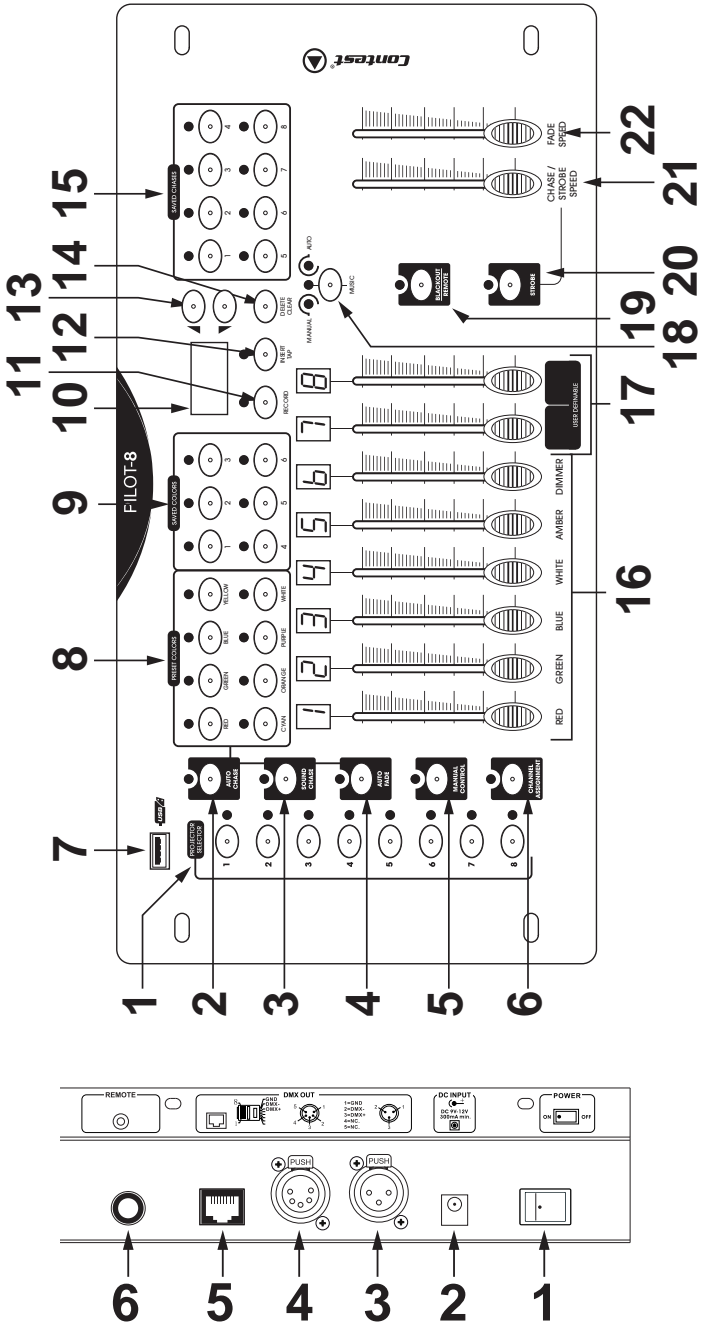
### 17 - Operating environment :



Ambient temperature and humidity: +5 - +35°C, relative humidity must be less than 85% (when cooling vents are not obstructed).

Do not operate this product in a non-ventilated, very humid or warm place..

## 2 - Description



## 2.1 - Description of the front panel

- 1 PROJECTOR SELECTOR**  
Allows you to select the projectors to control.
- 2 AUTO CHASE**  
Allows you to launch programs in step mode.
- 3 SOUND CHASE**  
Allows you to launch programs in music-sensitive mode.
- 4 AUTO FADE**  
Allows you to launch programs in auto fade mode.
- 5 MANUAL CONTROL**  
Allows you to switch to manual mode.
- 6 CHANNEL ASSIGNMENT**  
Assigns a DMX channel to each fader.
- 7 USB Port**  
Allows you to connect a small USB lamp (supplied)
- 8 PRESET COLORS**  
Group of 8 non-editable preset colours.
- 9 SAVED COLORS**  
Group of 6 buttons allowing you to save 24 colours. User colours are saved across 4 banks of 6 colours.
- 10 Display**  
Indicates information about the console status. The different displays and their meaning are available further in this guide.
- 11 RECORD**  
Allows you to access the record mode for colours and sequences.
- 12 INSERT/TAP**  
Allows you to insert step into sequences or define the speed of sequences.
- 13 UP/DOWN Buttons**  
Allows you to select a bank, manually browse through sequences, configure the sound sensitivity and adjust the AUTO CHASE mode speed.
- 14 DELETE/CLEAR**  
Allows you to delete user colours or sequences and clear the DMX output.
- 15 SAVED CHASES**  
Group of 8 user sequences.
- 16 Faders 1 to 6**  
Allows you to adjust the levels of channels 1 to 6.
- 17 Faders 7 to 8**  
Programmable faders allowing the user to assign functions of its choice.
- 18 MANUAL/MUSIC/AUTO**  
Allows you to switch from manual, to music-sensitive or automatic mode.
- 19 BLACK-OUT/REMOTE**  
Allows you to switch to black-out mode or use the console via an optional remote control.
- 20 STROBOSCOPE**  
Allows you to activate the strobe function. The projectors will start flashing white.
- 21 CHASE/STROBE SPEED**  
Allows you to adjust the sequences or strobe speed.
- 22 FADE SPEED**  
Allows you to adjust the fade speed, this speed is determined by a percentage of the duration of each step (configured with the CHASE SPEED button).

## 2.2 - Description of the rear panel

- 1 Power switch**
- 2 Power input socket**  
DC9V-12V - 300mA minimum.
- 3 DMX output 1**  
3-pin female XLR socket:  
1 = ground / 2 = negative signal / 3 = positive signal
- 4 DMX output 2**  
5-pin XLR socket:  
1 = ground / 2 = negative signal / 3 = positive signal / 4 = not connected / 5 = not connected.
- 5 DMX output 3**  
RJ45 socket.  
1 = not connected / 2 = not connected / 3 = not connected / 4 = not connected / 5 = not connected / 6 = positive signal / 7 = negative signal / 8 = ground
- 6 Socket for optional EASY-2 remote control**  
Stereo Jack 6.35 socket.  
Caution: this socket is for the optional EASY-2 remote control only. Any other kind of signal might damage the internal circuitry.

## 2.3 - The various display status

	Displays user colour banks. 4 banks containing 6 colours each, 24 colours total.
	Displays user colours. The number preceding the dot indicates the bank number, whereas the number right after the dot refers to the colour number. The display will indicate <b>nuLL</b> if no colour has been assigned to a button.
	Displays sequences (chaser) 1 to 8. The display will indicate <b>nuLL</b> if the sequence assigned to a button is empty.
	Displays the steps contained by sequences. 32 steps total.
	Displays the DMX values of channels.
 	Displays the duration of each step. When a single number appears after the dot, the number before the dot represents seconds while the number after the dot refers to tenths of a second. When two numbers appear after the dot, the number preceding the dot represents minutes while the number following the dot refers to seconds.
	Displays the fade time value. This value represents a percentage of the duration of a step.
	Displays the sound sensitivity. The device will not react to sound if the value is set to M000.
	Displays the number of loops per sequence once launched.
	Indicates empty colours or sequences.
	Program mode locking. In order to prevent unwanted modifications of the programming, you must enter a password before activating the programming mode.
	Displays the channels assignment mode.
	Indicates the «full power» mode has been activated via the optional remote control (EASY-2).

## 2.4 - Assigning PROJECTOR SELECTOR buttons to DMX channels

Each PROJECTOR SELECTOR button affects 8 DMX channels. When addressing the projectors, you must consider the button to which you want to link your projector.

The table below indicates the DMX channels affected by each button.

Button	Channels affected	Button	Channels affected
1	1 to 8	5	33 to 40
2	9 to 16	6	41 to 48
3	17 to 24	7	49 to 56
4	25 to 32	8	57 to 64

## 3 - Setting up your device

First of all, connect the voltage transformer to an electrical outlet, then to your console via the power input socket. Use the power switch to turn the console on.

The first part of this guide will describe how to operate the console when there is no remote control connected. More information about the remote control will be found at the end of this guide.

### 3.1 - Assigning channels

Assigning channels is an important feature of your console. Its goal is to match the colours written on the console to the channels of your projectors.

It also allows you to position the function of your choice onto the two last channels (7 and 8).

You can, for instance, position the Flash function of your projectors onto channel 8.



RECORD

CHANNEL  
ASSIGNMENT

- 1 - Press the **RECORD** button to switch to program mode. The display indicates **LOCK**.
- 2 - To unlock the program mode, press 6 times the **PROJECTOR SELECTOR** button no. 6.
- 3 - The RECORD LED and LEDs for which colours and sequences have already been preset will flash.
- 4 - Use one of the **PROJECTOR SELECTOR** buttons to select one or several projectors you want to assign.
- 5 - Press the **CHANNEL ASSIGNMENT** button for more than 3 seconds until the LED lights up.
- 6 - Use the fader corresponding to the colour of your projector until the channel number matches the channel of your projector.  
*For instance:* if the blue colour is assigned to the channel 1 of your projector, use the **BLUE** fader until the display indicates 1. Repeat the same process for each channel.
- 7 - Press the **RECORD** button, all the LEDs will flash to confirm your choice.
- 8 - Press the **CHANNEL ASSIGNMENT** button or the **RECORD** button for 3 seconds to leave the channel assignation mode.

### 3.2 - Saving user colours

SAVED  
COLORS

- 1 - Switch to program mode by pressing for 3 seconds the **RECORD** button. The display indicates **LOCK**. To unlock the program mode, press 6 times the **PROJECTOR SELECTOR** button no. 6.
- 2 - Use the **PROJECTOR SELECTOR** button or buttons to select the projector or projector to which you want to assign a colour.
- 3 - Adjust the level of channels with the faders corresponding to the desired colours.
- 4 - Press the **RECORD** button.
- 5 - Choose one of the 4 banks with the **UP** and **DOWN** buttons. Bank 1 is the default bank.
- 6 - Press one of the **SAVED COLORS** button to assign your colour to it. If the button was already assigned to a colour, this colour will be erased. The buttons already assigned to a colour flash. All the LEDs will flash to confirm your choice.
- 7 - Repeat steps 2 to 6 to save more colours.
- 8 - Press the **RECORD** button for more than 3 seconds to leave the programming mode.



### 3.3 - Erasing user colours



- 1 - Press the **RECORD** button to switch to program mode. The display indicates **LOCK**. To unlock the program mode, press 6 times the **PROJECTOR SELECTOR** button no. 6.
- 2 - Choose one of the 4 banks containing the colour you want to erase with the **UP** and **DOWN** buttons.
- 3 - Simultaneously press the **DELETE/CLEAR** and the button referring to the colour you want to erase.
- 4 - All the LEDs will flash to confirm your choice and the LED of the colour you erase will light off.
- 5 - Repeat steps 2 to 4 to erase more colours.
- 6 - Press the **RECORD** button for more than 3 seconds to leave the programming mode.

### 3.4 - Saving sequences (chases)



- 1 - Press the **RECORD** button to switch to program mode. The display indicates **LOCK**. To unlock the program mode, press 6 times the **PROJECTOR SELECTOR** button no. 6.
- 2 - use one of **SAVED CHASES** the buttons to select a sequence (chaser). Buttons for which a sequence as already been saved will flash. The LED corresponding the sequence you are about to modify will light up.
- 3 - Use the **PROJECTOR SELECTOR** buttons to select the projector for which you want to save your sequence.
- 4 - Create a colour via the faders or use one of the user colours.  
*Note : You cannot insert a preset colour into your sequence.*
- 5 - Press the **RECORD** button, all the LEDs will flash to indicate that the step has been added to your sequence.  
*Note : The display will indicate nuLL and no step will be added to the sequence if no user colour has been used and all faders are set on 0.*
- 6 - Repeat steps 3 to 5 to add more steps to your sequence. You can add up to 32 steps per sequence. The display will indicate FuLL when a sequence has reached its maximum number of steps.
- 7 - You can then select another sequence and add more steps.
- 8 - Press the **RECORD** button for more than 3 seconds to leave the programming mode.

### 3.5 - Inserting steps into your sequence (chaser)



- 1 - Switch to program mode by pressing for 3 seconds the **RECORD** button. The display indicates **LOCK**. To unlock the program mode, press 6 times the **PROJECTOR SELECTOR** button no. 6.
- 2 - Use the **SAVED CHASES** buttons to choose the sequence you want to modify.
- 3 - Press the **INSERT/TAP** button, the LED will light up.
- 4 - Use the **UP** and **DOWN** buttons to select the step before which you want to insert a new step.
- 5 - Select the projector for which you want to modify the sequence with the **PROJECTOR SELECTOR** buttons.
- 6 - Use the faders to create a colour or use one of the user colour.
- 7 - Press the **RECORD** button, all LEDs will flash to confirm your choice.
- 8 - Repeat step 4 to 7 to add more steps to your sequence. You can add up to 32 steps per sequence. The display will indicate FuLL when a sequence has reached its maximum number of steps.
- 9 - You can then select another sequence and add more steps.
- 10 - Press the **RECORD** button for more than 3 seconds to leave the programming mode.

### 3.6 - Deleting steps from a sequence



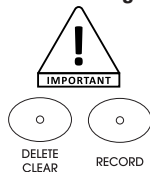
- 1 - Switch to program mode by pressing for 3 seconds the **RECORD** button. The display indicates **LOCK**. To unlock the program mode, press 6 times the **PROJECTOR SELECTOR** button no. 6.
- 2 - Use the **SAVED CHASES** buttons to choose the sequence you want to modify.
- 3 - Press the **INSERT/TAP** button, the LED will light up.
- 4 - Use the **UP** and **DOWN** buttons to select the step you want to erase.
- 5 - Press the **DELETE/CLEAR** button, all LEDs will flash to confirm the suppression.
- 6 - Repeat steps 4 to 5 to delete more steps from your sequence. The display will indicate nuLL if there is no step left.
- 7 - You can then select another sequence and delete more steps.
- 8 - Press the **RECORD** button for more than 3 seconds to leave the programming mode.

### 3.7 - Deleting a sequence



- 1 - Switch to program mode by pressing for 3 seconds the **RECORD** button. The display indicates **LOCK**. To unlock the program mode, press 6 times the **PROJECTOR SELECTOR** button no. 6.
- 2 - Use the **SAVED CHASES** buttons to choose the sequence you want to erase.
- 3 - Simultaneously press the **DELETE/CLEAR** button and the sequence button you want to erase.
- 4 - Repeat steps 2 to 3 to delete more sequences.
- 5 - Press the **RECORD** button for more than 3 seconds to leave the programming mode.

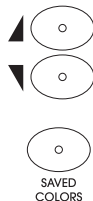
### 3.8 - Resetting to factory settings



#### CAUTION: ALL SETTINGS AND PROGRAMS WILL BE ERASED

- 1 - Turn off the console.
- 2 - Simultaneously press the **RECORD** and **DELETE/CLEAR** buttons.
- 3 - Without releasing these buttons, turn on the console.
- 4 - All LEDs will flash to confirm the reset.

### 3.9 - Displaying a user colour



- 1 - Make sure the **BLACKOUT** LED is off.
- 2 - Use the **UP** and **DOWN** buttons to select a bank.
- 3 - Press one of the **SAVED COLOR** buttons to display a colour.

*Note: The display will indicate null if no colour is assigned to the button you press.*

### 3.10 - Launching one or several sequences (chases)

First of all, make sure at least one sequence has been saved.

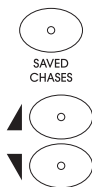
Launching sequences can be done via the **SAVED CHASES** buttons.

Several sequences can be launched at the same time.

The number of loops for each sequence can be set via the **LOOP** function.

The LED corresponding to the current sequence will remain lit whereas other LEDs flash at a 1 Hz frequency.

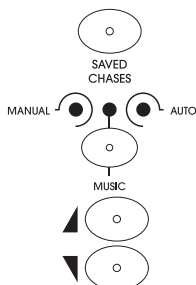
#### 3.10.1 - Retrieving sequences



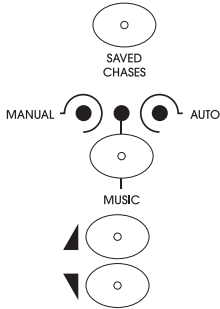
- 1 - Use the **SAVED CHASES** buttons to retrieve sequences. The corresponding LED will light up.
- 2 - Once selected, use the **UP** and **DOWN** buttons to configure the number of loops. The display will then indicate L001, L002, L003, ... etc. The number of loops goes from 1 to 200.
- 3 - You can now move on to the next sequence.

#### 3.10.2 - The various sequences playback mode

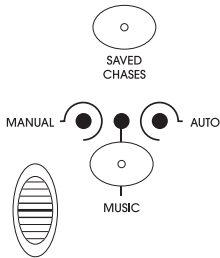
##### A - Manual mode



- 1 - Make sure the **BLACKOUT** LED is off.
- 2 - Select one or several sequences.
- 3 - Switch to manual mode via the **MANUAL/MUSIC/AUTO** button.
- 4 - Browse through the steps of your sequence via the **UP** and **DOWN** buttons.

B - Music-sensitive mode

- 1 - Make sure the BLACKOUT LED is off.
- 2 - Select one or several sequences.
- 3 - Switch to music-sensitive mode via the **MANUAL/MUSIC/AUTO** button.
- 4 - Adjust the microphone sensitivity via the **UP** and **DOWN** buttons.

C - Automatic mode

- 1 - Make sure the BLACKOUT LED is off.
- 2 - Select one or several sequences.
- 3 - Switch to automatic mode via the **MANUAL/MUSIC/AUTO** button.
- 4 - Adjust the sequence speed via the **CHASE SPEED** fader.
- 5 - You can also adjust the speed via the **INSERT/TAP** button. To do so, press it twice in succession, the speed being determined by the time lapse between the two pressures.

**3.11 - Sequencing preset colours**

Before browsing through preset colours, please make sure the channels assignment process has been done properly, otherwise the console colours will not match your projector colours.

The colours located in the PRESET COLORS area will be sequenced in a loop.

There are 3 modes: Automatic (AUTO CHASE), Music-sensitive (SOUND CHASE) and AUTO FADE.

A - Automatic mode

- 1 - Make sure the BLACKOUT LED is off.
- 2 - Select a projector via the **PROJECTOR SELECTOR** buttons.
- 3 - Press the **AUTO CHASE** button, the corresponding LED will light up.
- 4 - Use the **CHASE SPEED** fader to adjust the sequencing speed.

B - Music-sensitive mode

- 1 - Make sure the BLACKOUT LED is off.
- 2 - Select a projector via the **PROJECTOR SELECTOR** buttons.
- 3 - Press the **SOUND CHASE** button, the corresponding LED will light up.
- 4 - Adjust the microphone sensitivity via the **UP** and **DOWN** buttons.

C - Auto fade

- 1 - Make sure the BLACKOUT LED is off.
- 2 - Select a projector via the **PROJECTOR SELECTOR** buttons.
- 3 - Press the **AUTO FADE** button, the corresponding LED will light up.
- 4 - Use the **FADE** fader to adjust the sequencing speed.

### 3.12 - Overloading the output

You can modify colours via channels faders when using preset colours or sequences.



- 1 - Make sure the **BLACKOUT LED** is off.
- 2 - Launch user colours or preset colours sequence.
- 3 - Select projectors via the **PROJECTOR SELECTOR** buttons.
- 4 - Use the channels faders to adjust colours.
- 5 - Press **DELETE/CLEAR** to go back to normal.

### 3.13 - Stroboscope

You can use the strobe function at any time, without necessarily selecting projectors.



- 1 - Press the **STROBE** button.
- 2 - Without releasing this button, adjust the strobe speed via the **CHASE/STROBE SPEED** fader.

#### **Important notes:**

The strobe function only allows your projectors to flash white. In order to combine colours to the strobe, you will be required to assign one of the available channels to the strobe function of your projectors.

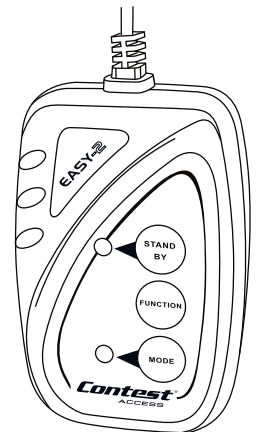
The sequencing speed will be saved during the strobe speed configuration. However, if you stop the strobe function and modify its settings, the most recent value will be saved.

### 3.14 - Using the BLACKOUT / REMOTE button



The **BLACKOUT / REMOTE** button has two functions:

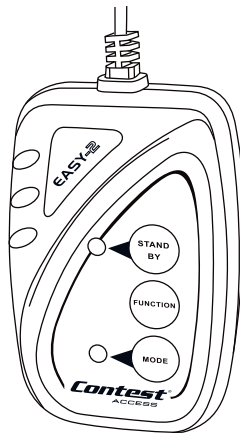
- 1 - It allows you to zero out all of the console DMX outputs. The **BLACKOUT LED** remains lit when the console is in blackout mode.
- 2 - Pressing this button for more than 3 seconds allows you to activate the console remote pilot via the optional **EASY-2** remote control. This mode deactivates all functions except for channels faders.



### 3.15 - Using the optional EASY-2 remote control



- 1 - Press the **BLACKOUT/REMOTE** button for 3 seconds or the **STANDBY** button of your remote control for 2 seconds to activate the remote control function. The **MODE LED** of your remote control will light up while the **BLACKOUT/REMOTE** button of your console will flash.
- 2 - The **FUNCTION** button allows you to select sequences when the **MODE LED** is light up (not flashing).
- 3 - Pressing the **MODE** button until the corresponding LED flashes will give you access to step mode. The **FUNCTION** button allows you to browse manually through the selected sequence steps.
- 4 - Press the **MODE** button until the corresponding LED lights off will allow the **FUNCTION** button to activate the full power mode. The console display will then indicate **On**.
- 5 - In order to activate the music-sensitive mode, press the **MODE** button until the **MUSIC LED** lights up. The selected sequence will then be music-sensitive.
- 6 - The main dimmer will be the only active function of the console while the remote control is activated.





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