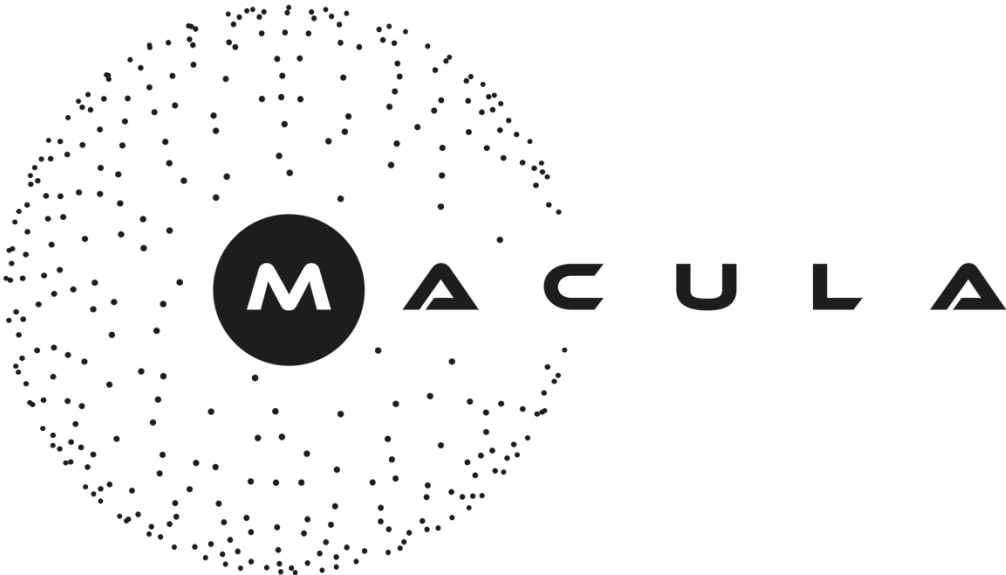


# Short Manual



## **Introduction**

We thank you for choosing our Macula system. The system can be used as a standalone system or set up with multiple lamps. The system allows an intuitive approach to a complex setup and creates synergy between the Follow Spot Operator and the Light Designer/Programmer.

## **Contents of the Macula System**

When you receive the Macula system, ensure that the following components are included:

- Tripod
- 1 x 17" touch screen
- 1 x Macula System Control Unit and Encoder Head
- 1 x 12V PSU Male True1 Neutric -> 4 pin XLR Neutric Female
- 1 x Left handle
- 1 x Right handle
- 1 x Camera box with 16mm spigot (superclamp/safety wire not included)
- Cable package: Combicable for Touchscreen, 2 x 7p XLR Neutric cables, 1 x Combicable for Camera.

## **Hardware Setup**

### *Tripod and Touchscreen:*

- Attach the touch screen to the tripod.
- Connect the combicable between the Control Unit and the Touchscreen. Power, HDMI, and USB.

### *Macula Control Unit:*

- Connect the Macula Control Unit and Encoder Head to the power supply (12V PSU).

### *Left and Right Handles:*

- Connect the left handle with a 7 pin XLR to the Macula Encoder Unit.
- Connect the right handle with a 7 pin XLR to the Macula Encoder Unit.

### *Camera:*

- Mount the camera on the desired lamp and connect it to the Cam Box via the 2m Camera combicable.
- Then connect an RJ45 Network cable between the Macula Control Unit and the Cam Box.
- Ensure this does not exceed 90 meters or the manufacturer's instructions. Also, check cable condition if the signal is poor.

### *DMX:*

- Connect the Macula Control Unit “sACN/Artnet” socket to the products you want via RJ45 Network cables.
- Ensure this does not exceed 90 meters or the manufacturer's instructions. Also, check cable condition if the signal is poor.

### **Changing the IP Address on Macula**

- Remember to check that you are in the correct “Range.”
- Go to the *System* tab on the touch screen.
- Enter the IP address for the DMX network in the "NETWORK DMX" field, e.g., 192.168.10.1.
- Enter the IP address for the camera in the "NETWORK Camera" field, e.g., 192.168.100.100.
- Press *Configure* to save the changes.
- The Network DMX and Network Camera must not have the same IP.
- It is always a good idea to restart the system after an IP change.

### **Create a Universe and Input Universe**

- Go to the *System* tab.
- Enter the name of the universe, e.g., "Universe 1."
- Use the -/+ buttons to select the universe number, e.g., 1.
- Select either Artnet or sACN from the drop-down menu.
- Choose whether the DMX universe should be incoming (IN) or outgoing (OUT), e.g., OUT.
- Press *CREATE*.
- An OUT universe has now been created.

### **Merge in Macula “Input Universe”**

- Choose the DMX universe to be incoming (IN).
- Enter the name of the universe, e.g., "Universe 2."
- Use the -/+ buttons to select the universe number, e.g., 2.
- Press “Select Universe.”
- Then select the desired universe you want to merge into.
- Press *CREATE*.
- An IN universe is now created, and you are merging in Macula.
- You can see if there is data flow if the Input universe blinks or says "Connected." It should blink red.

## Patching a Lamp

- Go to the *Fixture* tab on the touch screen.
- Press *ADD FIXTURE*.
- Enter the identity name of the lamp, e.g., "Fix001."
- Select the lamp type from the library, e.g., "VL VLZ Profile 16B default."
- Select the universe from the list, e.g., Universe 1.
- Enter the DMX address for the lamp, e.g., 1.
- Assign the camera to the primary lamp if necessary.
- Press *Create and Patch* to complete the setup.
- Under channels, you can set the Dimmer in Mix and deactivate all channels you will not control in Macula if you are merging in Macula.
- Dimmer in Mix means if you output 80% from the light desk, you can never exceed that level in Macula.

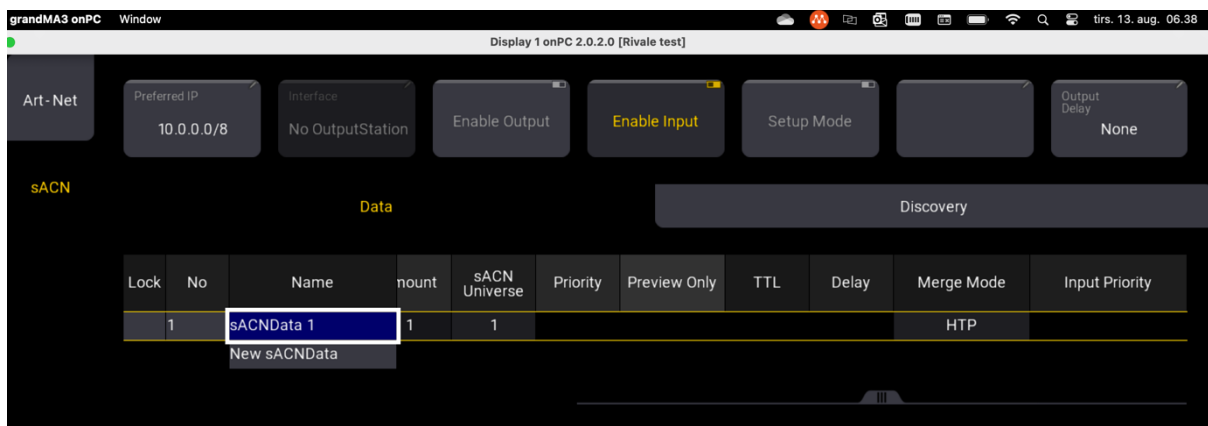
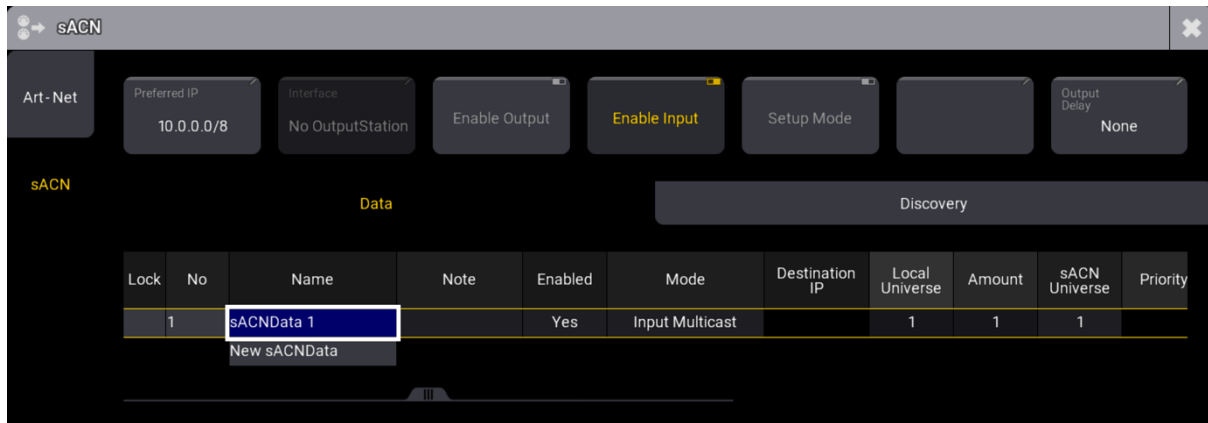
The system automatically creates a Bank with your primary spot, and you now have control over the lamp.

Remember to Save As your show file; there is no auto-save, so press save when changes are made in Macula.

## Merge in MA2 or MA3 – *See example underneath*

- Patch the same lamp on the light desk. "VL VLZ Profile 16B default" Address: 1 / Universe 1.
- Press "Menu" followed by "DMX Protocols."
- Press "sACN."
- Press Enable "INPUT."
- The interface must be the same IP range as your "Macula Network DMX."
- Create an "InputMulticast" sACN Universe on the desk that corresponds with the universe you are outputting from Macula, Universe 1.
- Enabled should be "YES."
- Localuniverse/Localstation should match your local patch.
- Select merge mode to "HTP Merge." LTP can also be chosen.
- Then the Input universe should turn Orange – This means signal.
- Next, select the lamp on the desk and set Pan/tilt to MIN DMX value and save this down to a fader or key. This is with "HTP MERGE."
- You can now deactivate all the channels you want to control on the light desk on Macula itself. This is under fixture and the given lamp's channels.

*Note this is almost the same procedure with Artnet.*



## Output/Merge in sACN / Artnet Node

- If you want to convert sACN / Artnet protocol to 3/5 Pin DMX, this can be done via a Node.
- Follow the manufacturer's instructions.

## Troubleshooting

- Does the system have power?
- Does the camera have power?
- Are RJ45 cables for sACN and Camera correct?
- Do the Camera and Macula have the correct IP addresses?
- Network DMX and Network Camera must not have the same IP.
- Have an sACN Viewer ready to see if Macula outputs data. It could be a bad switch.
- If you have no control over the lamp and camera, double-check all Third-party equipment. Otherwise, direct connection (RJ45) to the lamp, separate cable, and a separate cable to the Camera.
- Ensure that the cable (RJ45 – CAT5 MIN) to the camera is 1000mbit/s.

## Support

For further support, contact:

- Email: [support@macula.sendboard.com](mailto:support@macula.sendboard.com)
- Mobile: +45 22 31 75 65
- YouTube channel for quick tutorials: [www.youtube.com](http://www.youtube.com) – Search for "Macula Systems"

This manual covers basic setup and configuration of the Macula System. For more detailed information and advanced setups, see the full user manual.

We do not take responsibility for Third-party equipment used with Macula.