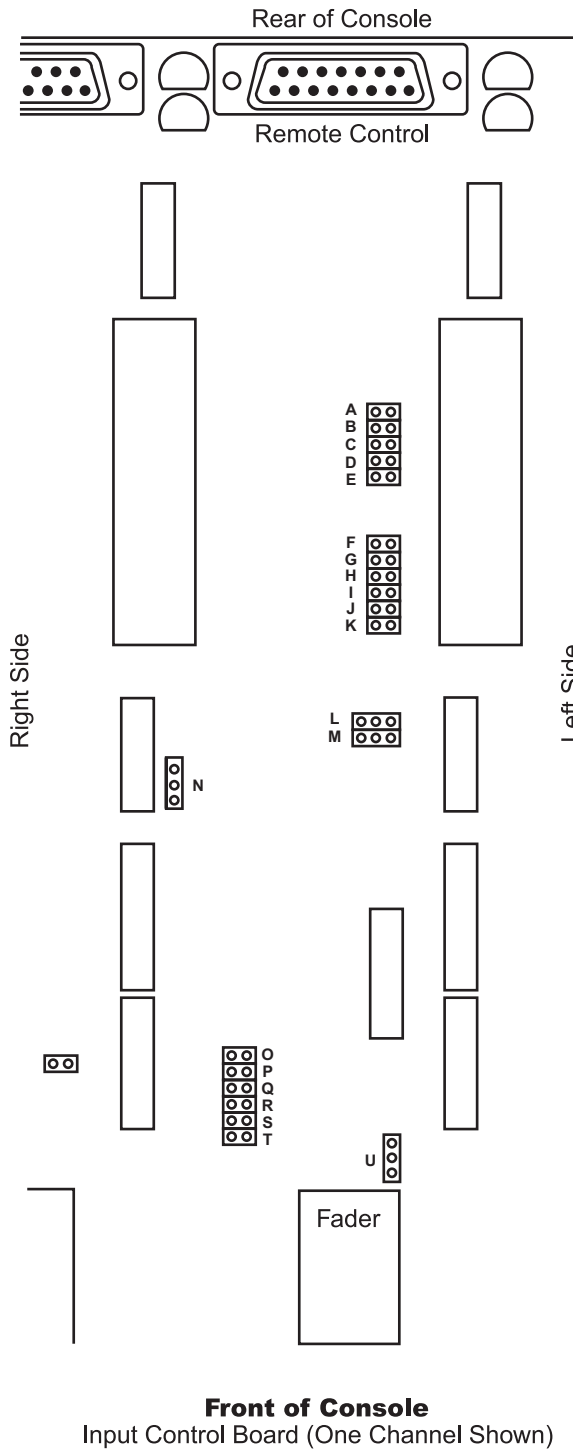


Illustration B-1

Six Channel Control Board Jumper Settings

For Millenium Digital Consoles



Board Location*	Channel Logic Jumpers
A	Install for fader start (special order fader required).
B	Install for remote B start and stop commands to control the remote outputs.
C	Install for input B to hold and remove for input B to pulse the remote pulse/hold outputs.
D	Install for remote A start and stop commands to control the remote pulse/hold outputs.
E	Do not install - future feature use.
F	Install to disengage cue when channel is turned on.
G	Install for input A to hold and remove for input A to pulse the remote pulse/hold outputs.
H ^Q	Install for cue to follow the on/off mode.
I ^Q	Install for cue on fader detent (special order fader required).
J ^Q	Install for no cue in input B (cue switch is now cough for input B).
K ^Q	Install for no cue in input A (cue switch is now cough for input A).
L	Input A stop lamp local/remote jumper. Jump left and middle pins for local console lamp control. (Jump right and middle pins for remote lamp control.)
M	Input B stop lamp local/remote jumper. Jump left and middle pins for local console lamp control. (Jump right and middle pins remote lamp control.)
N	Jumper must be installed between lower two pins for cue buss normal operation.
O	Install for input A mute 2.
P	Install for input B mute 2.
Q	Install for timer reset with input A.
R	Install for input A mute 1.
S	Install for timer reset with input B.
T	Install for input B mute 1.
U	Install jumper between upper two pins for digital console operation.

Notes:

Items in bold are factory default jumper settings.
See following page for remote control connector pin-outs. Consult section 2.2 for a detailed explanation of control programming and functions.

^QCue Options - Consult manual section 2.2.6 and 2.2.7 for various cue modes and operational descriptions.

* Board Location designations are not silk screened on the actual printed circuit boards due to the fact that jumper numbers (JU numbers) vary from channel to channel. Locate various channel jumpers via their physical board location only.