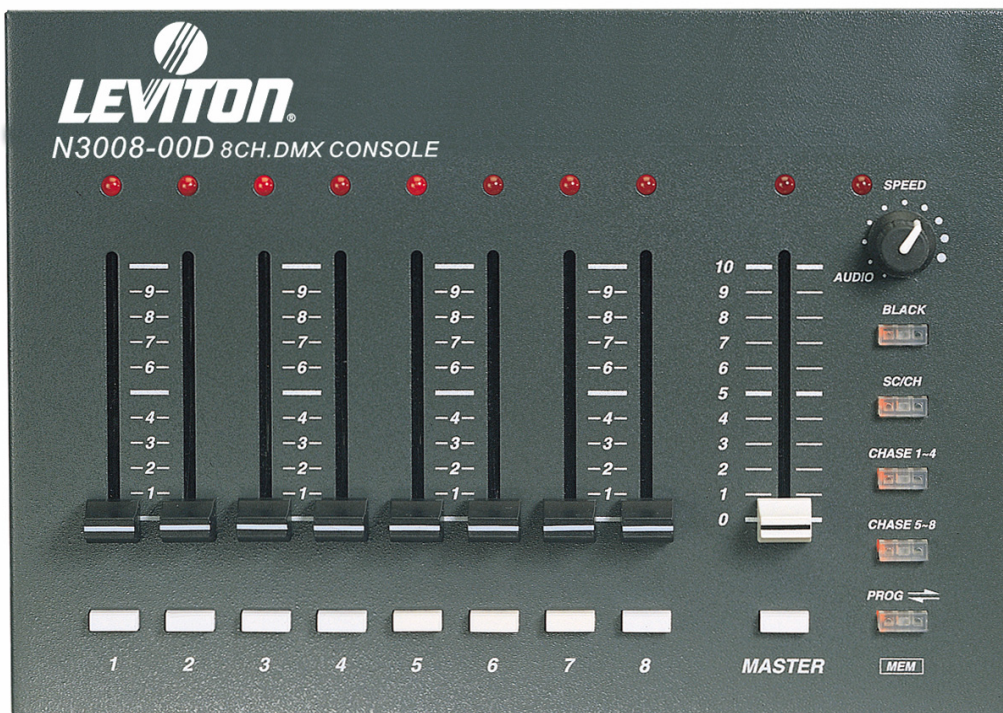




# User Guide

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## ***N3004-00D / N3008-00D***



*(N3008-00D model shown)*

## Warranty

Leviton Manufacturing Co Inc. warrants this control console to be free of material and workmanship defects for a period of two years after system acceptance or 26 months after shipment, whichever comes first. This Warranty is limited to repair or replacement of defective equipment returned Freight Pre-Paid to Leviton Lighting & Energy Solutions at PO Box 2210, Tualatin, Oregon 97062, USA. User shall call 1-800-959-6004 and request a return authorization number to mark on the outside of the returning carton, to assure that the returned material will be properly received at Leviton. All equipment shipped back to Leviton must be carefully and properly packed to avoid shipping damage. Replacements or repaired equipment will be returned to sender freight prepaid, F.O.B. factory. Leviton is not responsible for removing or replacing equipment on the job site, and will not honor charges for such work. Leviton will not be responsible for any loss of use time or subsequent damages should any of the equipment fail during the warranty period, but agrees only to repair or replace defective equipment returned to its plant in Tualatin, Oregon. This Warranty is void on any product that has been improperly installed, overloaded, short circuited, abused, or altered in any manner. Neither the seller nor Leviton shall be liable for any injury, loss or damage, direct or consequential arising out of the use of or inability to use the equipment. This Warranty does not cover lamps, ballasts, and other equipment which is supplied or warranted directly to the user by their manufacturer. Leviton makes no warranty as to the Fitness for Purpose or other implied Warranties.

## Notice

Although the information contained within this user guide is believed to be accurate at the time of printing, it is not guaranteed to be without fault and is subject to change without notice. Future software releases may change the features or operation of this product. For current information contact:

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# Chapter 1 Introduction

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This chapter is intended to orient you to the Console and User Guide.

The following sections are covered:

- About the Console
  - Features
  - Specifications
  - Warnings
  - Console Controls
  - Rear Panel
  - Audio Sensitivity Control
- Using this Guide
  - Text Conventions
  - Terminology Definitions
- Contacting Technical Support

## About the Console

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The N3000 series of lighting control consoles are designed to be both simple and intuitive to operate, just plug it in and go!

### Features

Features available depend on the model you purchased:

<u>Model</u>	<u>N3004</u>	<u>N3008</u>
Channel Faders:	04	08
Scenes:	04	08
Bump Buttons:	04	08
Chases:	02	02

#### Chaser Functions

Chaser functions on all models include the ability to chase either factory programmed individual channel patterns or user programmed scenes. See *Chase* section for more information.

### Specifications

- Power supply: DC 12V/ 1A
- Control signal: DMX512 / 1990
- Control channels: 4 or 8, depending on model
- Connectors: XLR 3-pin(x1), XLR 5-pin(x1)
- Audio input: Max. input -10 db 100mV
- Weight: N3004 1.1Kg (2.4Lbs), N3008 1.2Kg (2.4Lbs)
- N3004 Dimensions: 200L x 170W x 51H mm (7.87L x 6.69W x 2.00H inches)
- N3008 Dimensions: 237L x 170W x 51H mm (9.33L x 6.69W x 2.00H inches)

### Warnings

- **To avoid fire, shock or death**, do not remove the ground prong from the power cord.
- **To avoid fire, shock or death**, do not expose the unit to rain, moisture or other contaminants.
- **To avoid shock**, never operate this unit with its cover removed.

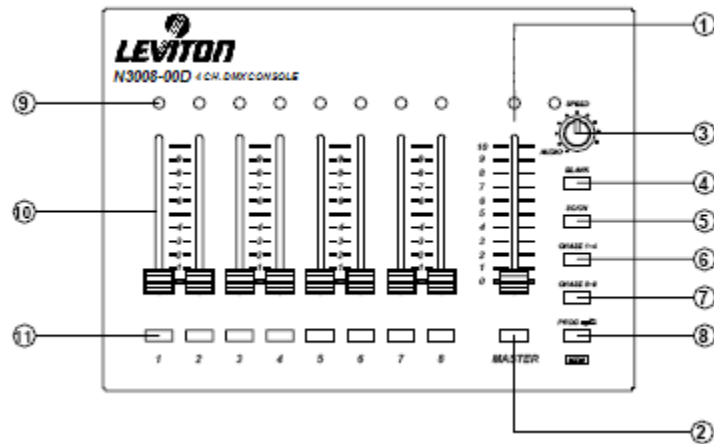
### Cautions

- Do not operate this unit if it becomes damaged in any way.
- Do not operate this unit if power cord is frayed or broken.
- If the unit has been stored in a cold environment (below 40°F), do not turn the power on until it warms up or else damage may occur.
- Make sure that the main's power outlet matches the required voltage for your unit.

#### **NOTE**

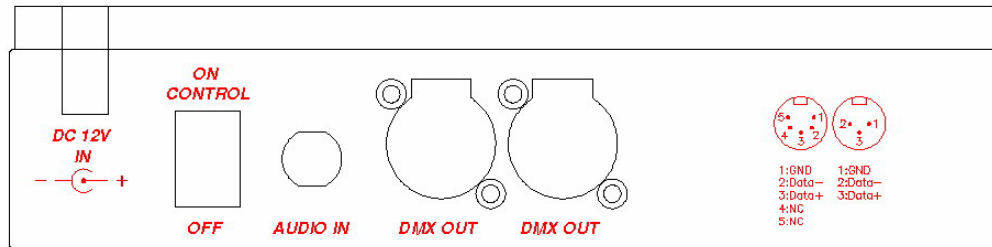
In order to eliminate possible erratic behavior while controlling DMX devices, always use a DMX terminator, especially when long runs of control cable are used. A terminator is a 90-120 ohm 1/4 watt resistor that is connected between pins 2 (DATA -) and 3 (DATA+) of a male XLR connector.

# Console Controls

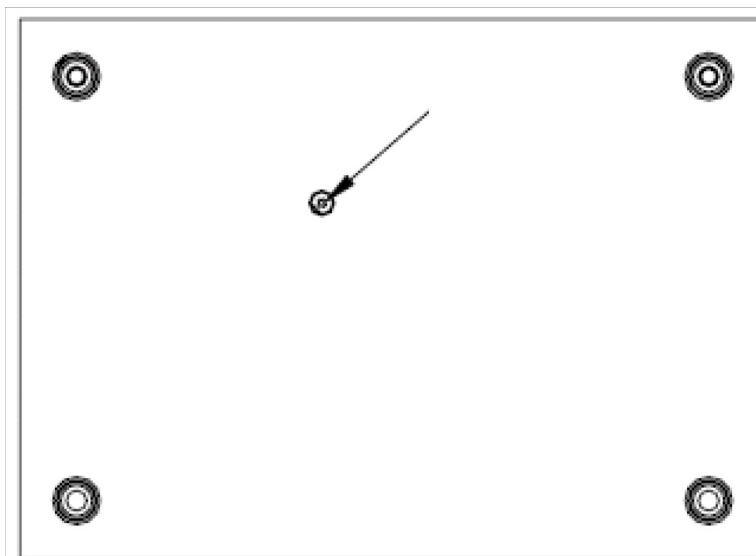


1	Master Fader
2	Master Bump Button
3	Chase / Audio Speed Control
4	Black Out Button
5	Scene / Channel Mode Button
6	Chase 1 Button
7	Chase 2 Button
8	Memory Program / Chase Direction Button
9	Channel / Scene Level LED
10	Channel / Scene Faders
11	Channel / Scene Bump Buttons

## Rear Panel



## Audio Sensitivity Control



# Using this Guide

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## Text Conventions

Fader and Button control names are shown in **bolded letters** and appear inside brackets [ ] .

For example:

Fader 1 appears as: Fader [1]

The Chase 2 button appears as: [Chase 2]

## Terminology Definitions

**Channels:** Channels are the most basic unit of control and are used for setting lights to various intensity levels. A channel is represented by a single fader or bump button on a control console.

**Scene:** A Scene is a recorded lighting look that is comprised of individual channel levels. It is recalled by raising one of the faders or pressing a bump button.

**Chase:** A Chase is a series of individual channel levels or pre-programmed scenes which is played back in a continuous loop.

**Master Fader:** The master fader is used to proportionally control the output of all the console channels.

**Dimmer Protocol:** There are different types of dimmer control signals, also known *as dimmer protocols*. The current standard for dimmer protocols is known as DMX 512. The amount of dimmers available for control depends on your model. For example, with the N3008 model, you can control up to eight DMX dimmers.

# Contacting Technical Support

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If you cannot find answers in the user guide, please contact Technical Support at [www.leviton.com/les](http://www.leviton.com/les) and we will be glad to answer your questions. You may also call us during regular business hours at 1-800-959-6004. Please have the console model number and serial number as found on the back panel of the console available when you call.

### Contact Information

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# Chapter 2 Operation

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The following sections are covered in this chapter:

- Setting Channel Levels
  - Master Fader
  - Master Bump Button
  - Channel Faders
  - Channel Bump Buttons
- Scenes
  - Recording Scenes
  - Recalling Scenes
  - Scene Bump Buttons
- Chases
  - Channel Chase
  - Scenes Chase
  - Audio Chase

## Setting Channel Levels

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### Master Fader

The Master Fader is used to proportionally control the output of all the console channels. For example, if the level of channel 1 is at 80% and the master is set at 50%, the actual output of channel 1 will be 40%. A Master Fader LED is located directly above the fader to give the user intensity feedback.

### Master Bump Button

When pressed, the Master Bump button, located directly below the Master Fader, will bring all fader levels being output to full intensity.

### Channel Faders

Individual channel levels are adjusted directly with the channel faders. To give the user channel intensity feedback, channel intensity LED's are provided above the faders.

See the following example to use channel faders to set levels:

**Procedure:**

1. Press **[SC/CH]** until LED is Off
2. Raise the Master Fader to 100% (full)
3. Raise Faders **[1]** thru **[4]** to 100% (full)
4. Lower the Master to 50%.

**Notes:**

Channel levels are proportionally lowered to 50 (50% of 100 = 50)

**NOTE**

The **[SC/CH]** button LED must be Off to adjust individual channels.

### Channel Bump Buttons

When the **[SC/CH]** LED is Off, the bump buttons located below each fader allow individual channels to change instantly to full intensity.

# Scenes

---

Depending on the model, up to 8 scenes may be recorded for playback. Once channel levels are recorded, the scene can be recalled by either raising the scene's fader or pressing the corresponding bump button.

## Recording Scenes

The following example shows how to record channels into a simple scene:

### Procedure:

1. Press **[SC/CH]** until LED is Off
2. Raise Master Fader to 100% (full)
3. Raise Faders **[1]** thru **[4]** to 100% (full)
4. Press and Hold **[PROG]**
5. Press Bump Button **[1]**
6. Release **[PROG]** and Bump Button **[1]**

### Notes:

**[PROG]** LED turns On

**[PROG]** LED turns Off, Scene 1 is recorded

### NOTE

Make sure to Press and Hold the **[PROG]** button while recording scenes.

## Recalling Scenes

To recall the recorded scene in the example above, see the following:

### Procedure:

1. Press **[SC/CH]** until LED is On
2. Raise Master Fader to 100% (full)
3. Raise Fader **[1]** to 100% (full)
4. Lower Fader **[1]** to 0%
5. Press Bump Button **[1]**

### Notes:

LED's of Channels recorded in Scene 1 light

LED's of Channels recorded in Scene 1 light

### NOTE

The **[SC/CH]** button LED must be On to recall scenes.

## Scene Bump Buttons

When the **[SC/CH]** LED is On, the bump buttons located below each fader allow the recorded scene to change quickly to full intensity.

## Chases

As mentioned earlier, a Chase is a series of factory programmed individual channel patterns or user recorded scenes that can be played back in a continuous loop. The **[SPEED]** control adjusts the step rate of the chase which is indicated by an LED that will flash whenever the chase is activated. The direction of the chase can be reversed by pressing the **[PROG]** button. To black out the chase sequence, press the **[BLACK]** button. The chase rate can also be triggered by an audio input as explained further below in the *Audio Chase* section.

### Channel Chase

Channel Chase 1 is factory programmed to activate channels 1-4 as indicated in the figure below:

CH.	1	2	3	4	5	6	7	8
STEP 1	●	○	○	○	○	○	○	○
STEP 2	○	●	○	○	○	○	○	○
STEP 3	○	○	●	○	○	○	○	○
STEP 4	○	○	○	●	○	○	○	○

Channel Chase 2 is factory programmed to activate channels 5-8 as indicated in the figure below:

CH.	1	2	3	4	5	6	7	8
STEP 1	○	○	○	○	●	○	○	○
STEP 2	○	○	○	○	○	●	○	○
STEP 3	○	○	○	○	○	○	●	○
STEP 4	○	○	○	○	○	○	○	●

To initiate a channel chase, follow the example below:

**Procedure:**

1. Press **[SC/CH]** until LED is Off
2. Raise Master Fader to 100% (full)
3. Press **[CHASE 1]**
4. Adjust **[SPEED]** control to set rate
5. Press **[PROG]** to reverse direction

**Notes:**

LED's 1-4 flash

## Scene Chase

To initiate a scene chase, record scenes 1-4 as shown in the above *Recording Scenes* section, then follow the example below:

### Procedure:

1. Press [**SC/CH**] until LED is On
2. Raise Master Fader to 100% (full)
3. Raise Faders 1-4 to 100% (full)
4. Press [**CHASE 1**]
5. Adjust [**SPEED**] control to set rate
6. Press [**PROG**] to reverse direction

### Notes:

Scene 1-4 LED's flash

### NOTE

Chase 1 will activate Scenes 1-4, Chase 2 will activate scenes 5-8.

## Audio Chase

A channel or scene chase can also be triggered by an audio input (Max. input -10 db 100mV). Adjustment of the audio signal is via the Audio Sensitivity control located on the underside of the console.







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Document Release June 2014 Rev. B

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PK-93377-10-00-5B