# JLCooper Addendum

Jimy Arndt 2.17.05 Revision 1



**Minimum Requirements** MCS-3000 (ethernet board supplied in Slot #1) MCS-Spectrum 4-port 10 Base-T Hub w/ Cat-5 Ethernet Cables

#### Connection

Ethernet Connection for MCS-3000, MCS-SPectrum is bridged to the MCS-3000 with Expander Cable

### Initialise Before Startup

Since the MCS-3000 acts as a normal PC Server, you must initialise your server settings from the unit.

- 1) Turn on the MCS-3000 and wait for the unit to be powered up.
- 2) Hold down the SHIFT and ASSIGN/UTILITY buttons simultaneously

a) The current IP Address settings will be shown in the display.
b) The current IP Address using the numerical pad, then press ENTER to accept and continue. Example 192.168.001.010
c) Type in the Gateway using the numerical pad, then press ENTER to accept and continue. (Not Necessary)
c) Type in the Mask using the numerical pad, then press ENTER to accept and continue. Example 255.255.205.000

7) Type in the Port number using the numerical pad, then press ENTER to accept and continue. Example 10001(make sure its not a common port

that is useable by another protocol)

8) Power down the unit, then power up the MCS-Spectrum, then the MCS-3000

## **Control Surface Startup**

When you run FinalTouch for the first time you will be presented with the Control Surface Startup dialog, if not you can go to the Preferences Tab in the Setup Room to re-enable this dialog.

Control Surface Startup Would you like to start up the chosen Control Suface? Make sure the Control Surface is connected first	
Control Surface: JLCooper - MCS3000,	/Spectrum 🌐
Control Surface: JLCooper - MCS3000, IP Address 192.168.1.213	/Spectrum ‡

Select the JLCooper - MCS3000/Spectrum from the Control Surface popup menu options. Type in the IP Address for the MCS-3000 and the Port number. Select yes, and you will now attempt to connect to the MCS-3000. Upon success, you should now have usage of the MCS-3000 and MCS-Spectrum.

MCS-3000 Controls

Page 1-8 - Selects the room

F1 - Remove Key Frame F2 - Add Key Frame F3 - Change Key Frame Interpolation Rewind - Jump to beginning of Shot or next Shot Forward - Jump to end of Shot or next Shot Stop - Stop playback Play - Start playback

- MCS-Spectrum Controls R1 Reset encoder Master Lift B1 Reset encoder Shadows Joyball R2 Reset encoder Master Gamma B2 Reset encoder Midtones Joyball B2 Reset encoder Master Cein
- R3 Reset encoder Master Gain B3 Reset encoder Highlights Joyball