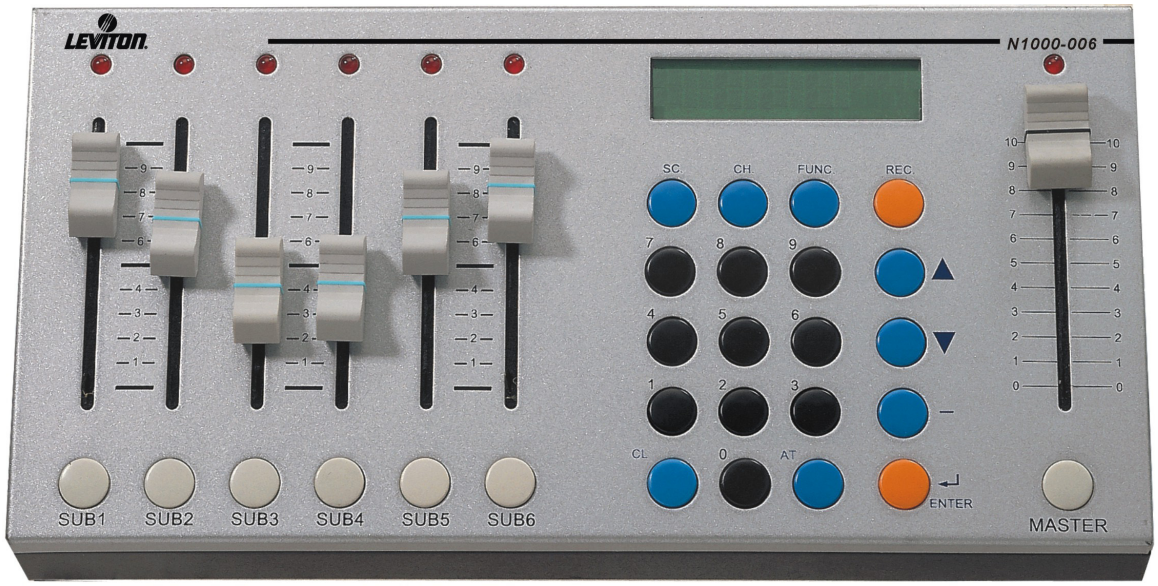
User Guide

N1000-006



Document Release Aug. 2006
Revision A

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 of replacement of defective equipment returned Freight Pre-Paid to Leviton Lighting Management Systems Division 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:

Leviton Lighting Management Systems Division
20497 SW Teton, Tualatin, OR 97062

Mailing Address:
PO Box 2210
Tualatin, OR 97062

Customer Service: (800)736-6682
Technical Support: (800)959-6004
Fax: (503)404-5601 |
Internet: www.lms.leviton.com

Table of Contents

Chapter 1 Introduction

This chapter is intended to orient you to the console and user guide.

The following sections are covered:

- About the Console
  - Features
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  - Console Controls
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- Using this Guide
  - Text Conventions
  - Terminology Definitions
- Contacting Technical Support

About the Console

Thank You for purchasing the Leviton N1000-006 lighting control console! The N1000-006 is a compact yet powerful console, perfectly designed for small size applications. To optimize the performance of this product, please read this user guide carefully to familiarize yourself with the basic operations of the unit.

Features

- Small and light
- DMX OUT: Controls up to 512 DMX channels
- DMX IN: Functions as an Emergency Backup console
- 46 Scene Memory
- Six dual-purpose channel faders / programmable scene submasters
- Six dual-purpose channel bump buttons / submaster bump buttons
- Programmable Chase Function

Specifications

- Power supply: DC 12V/ 1A
- Control signal: DMX512 / 1990
- DMX Connectors: XLR 5-pin Female, XLR 5-pin Male
- Weight: 3.0 Kg (6.6 Lbs)
- Dimensions: 262L x 132W x 45H mm (10.3L x 5.2W x 1.8H inches)

Warnings !

! Do not expose unit to rain or moisture, or damage may occur.

! There are no user serviceable parts inside. Do not attempt any repairs yourself, as doing so will void the warranty. Please contact Leviton Technical Support if the unit is not functioning properly.

! If the unit has been stored in a cold environment (below 40ºF), do not turn the power on until it warms up or else damage may occur. Avoid situations that could cause condensation to occur inside the unit.

! Make sure that the mains power outlet matches the required voltage for your unit.

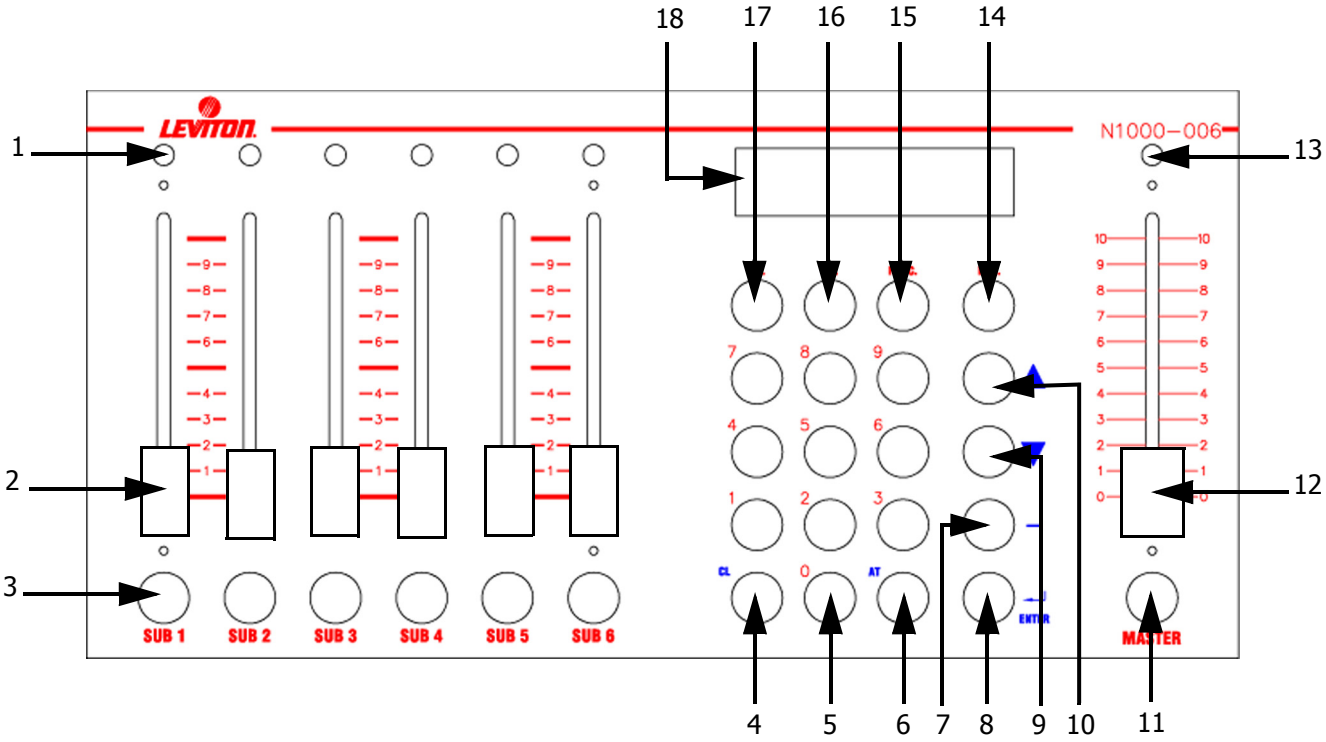
! Do not operate this unit if the power cord is frayed or broken.

! Do not remove the ground prong from the power cord. The ground prong is used to reduce the risk of electrical shock and fire in case of an internal short.

! Do not operate this unit if it becomes damaged in any way.

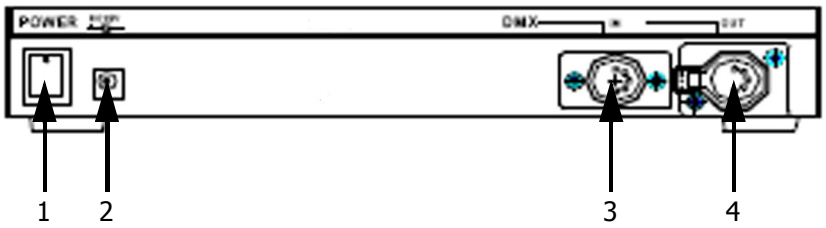
! Never operate this unit with its cover removed.

Console Controls



1	Channel / Sub Level LED	2	Channel / Sub Fader
3	Channel / Sub Bump Button	4	Clear Key
5	Alpha-Numeric Keypad	6	At Key
7	Thru Key	8	Enter Key
9	Down Select Key	10	Up Select Key
11	Master Black Out Button	12	Master Fader
13	Master Level LED	14	Record Key
15	Function Key	16	Channel Key
17	Scene Key	18	LCD Display

Rear Panel



1	Power Switch
2	Power Supply: DC 12V / 1A
3	DMX IN Connector: 5 Pin XLR
4	DMX OUT Connector: 5 Pin XLR

Using this Guide

Text Conventions

Fader and Key control names are shown in **Bolded Letters** and appear inside brackets **[ ]**.

For example:

Fader 1 appears as: Fader **[1]**

The Enter key appears as: **[Enter]**

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 submaster faders or pressing a submaster 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 dimmers.

Contacting Technical Support

If you cannot find answers in the user guide, please contact Technical Support at www.lms.leviton.com 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 available when you call.

Contact Information

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Chapter 2 Operation

The following sections are covered in this chapter:

Console Setup

Power On

1. Plug the 12V DC adapter into a 110V AC mains outlet.

2. Plug the DC power connector into the DC power jack located on the rear of the console.

3. Plug the DMX signal cable attached to you dimmers into the DMX OUT connector on the rear of the console.

4. Move the Power Switch on the rear of the console to the On position.

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.

Internal Battery Operation

The console comes equipped with an internal battery that will allow for up to three hours usage without being connected to the DC adapter. Make sure to leave the console plugged in for at least five hours in order to fully charge the internal battery.

NOTE

When running on the internal battery, the LCD screen will enter a power saving mode and dim if not used within eight seconds. Pressing any key or pushing a fader will revert the LCD back to its lit state.

Auto Memory

All programming data will be saved automatically when the console is turned off. Please note that the data will be lost if the unit is not powered up within seven days.

Console Reset

1. Press and Hold the **[CL] and [ENTER]** keys while turning Power Switch On. The LCD displays:

2. Press **[1] [ENTER]** to reset console or Press **[2]** to abort.

WARNING! ALL RECORDED DATA WILL BE ERASED!

Master Fader and Bump Button

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.

A Master Bump Button is located directly below the Master Fader. When pressed, it will bring all levels being output to zero.

Setting Channel Levels

Setting Channel Levels using Faders

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

NOTE

The six faders correspond sequentially to whatever range of channels that are selected and shown in the LCD. For example, faders one through six will control channels 1 thru 6 or 7 thru 12 or 13 thru 18, etc.

In the following example, we will use a fader to set channel seven to 80%:

Procedure:

1. Raise the Master Fader to 100% (full)
2. Press the **[FUNC]** key. The LCD displays:

```
>CH  SETTING
 SUB  MASTER
```

3. Press the **[ENTER]** key:

```
CH.SET  1---  6
CH  1 -----= 0%
```

4. Press the **[▲]** or **[▼]** keys to select CH 7:

```
CH.SET  1---  6
CH  7 -----= 0%
```

5. Raise Fader **[1]** to 80%:

```
CH.SET  1---  6
CH  7 -----= 80%
```

6. Lower the Master to 50%.

```
CH.SET  1---  6
CH  7 -----= 40%
```

Notes:

Make sure the console is turned On.

Channel levels are proportionally lowered to 40% (50% of 80 = 40)

Setting Channel Levels using the Keypad

Individual channel levels can be also be set using the keypad. See the example below to set channel 7 to 80%:

Procedure:

1. Raise the Master Fader to 100% (full)
2. Press the **[FUNC]** key. The LCD displays:

```
>CH  SETTING
 SUB  MASTER
```

3. Press the **[ENTER]** key:

```
CH.SET  1---  6
CH  1 -----=  0%
```

4. Press **[CH] [7] [AT] [8][0]**.

```
CH.SET  7---  12
CH  7 -----= 80%
```

5. Press **[ENTER]**:

```
CH.SET  8---  13
CH  8 -----=  0%
```

Notes:

Make sure the console is turned On.

Another method is to use the **[▲]** key to select CH 7.

Ch 7's level is output and the LCD will advance to the next channel to be set.

Setting a Range of Channels

A range of channels can be set at the same time. For example, to set channels 1 through 6 to 100%, follow the procedure below:

Procedure:

1. Raise the Master Fader to 100% (full)
2. Press the **[FUNC]** key. The LCD displays:

```
>CH  SETTING
 SUB  MASTER
```

3. Press the **[ENTER]** key:

```
CH.SET  1---  6
CH  1 -----=  0%
```

4. Press **[CH] [1] [-] [6] [AT] [100]**

```
CH.SET  1---  6
CH  1 - 6-= 100%
```

5. Press **[ENTER]**:

```
CH.SET  7---  12
CH  7 -----=  0%
```

Notes:

The levels are output and the LCD will advance to the next channel to be set.

Channel Bump Buttons

Pressing the bump buttons located below each fader allows individual channels to change quickly to full intensity (100%) while in CH. SET mode.

Clearing Channel Levels

There are two ways to clear the levels of all channels while in CH. SET mode :

Procedure: **Notes:**

1. Press the **[CL]** and **[CH]** keys at the same time

- OR -

1. Lower the Master Fader to 0%, then Press the **[MASTER]** key.

Scenes

As mentioned earlier, a scene is a recorded lighting look that is comprised of individual channel levels. With this console, up to 46 scenes may be recorded for future playback.

There are two methods of recording and recalling scenes. The first way is by recording a scene to one of the six submasters. The scene can then be recalled by either raising a sub fader or pressing a sub bump button. The second method is by recording a scene to the 40 scene memory bank. The memory scene is then recalled by using the scene **[SC]** key.

Recording Scenes to Submasters

In this example, we will set levels on channels one through six and record them into submaster one.

Procedure: **Notes:**

1. Raise the Master Fader to 100% (full)
2. Press the **[FUNC]** key. The LCD displays:

```
>CH  SETTING
 SUB  MASTER
```

3. Press the **[ENTER]** key:

```
CH.SET  1---  6
CH  1 -----= 0%
```

4. Press **[CH] [1] [-] [6] [AT] [100] [ENTER]**

```
CH.SET  1---  6
CH  1 - 6-= 100%
```

5. Press the **[REC]** key.

```
RECORD TO SC  _
KEYIN SC   1…40
```

6. Press the **[SUB1]** key:

```
 SAVE  TO  SUB1
ENT=SURE ANY=NO
```

7. Press **[ENTER]**

Sub is recorded. Pressing any other key besides **[ENTER]** will cancel the recording.

NOTE

Any previously recorded memory scene (see next section, *Recording Scenes to Scene Memory*) can be re-recorded into a sub fader for quick access. First, recall the scene as noted in the *Recalling Memory Scenes* section further below, then follow Step 5 above.

Recording Scenes to Scene Memory

In this example, we will set levels on channels one through six and record them into scene one.

Procedure:

1. Raise the Master Fader to 100% (full)
2. Press the **[FUNC]** key. The LCD displays:

```
>CH  SETTING
 SUB  MASTER
```

3. Press the **[ENTER]** key:

```
CH.SET  1---  6
CH  1 -----= 0%
```

4. Press **[CH] [1] [-] [6] [AT] [100] [ENTER]**:

```
CH.SET  1---  6
CH  1 - 6-= 100%
```

5. Press **[REC] [1]**:

```
RECORD TO SC  _
KEYIN SC   1…40
```

6. Press **[ENTER]**:

```
OVERWRITE DATA?
 1:YES  .  2:NO
```

7. Enter a name using the keypad:

```
Name: ABC
KEYIN ENGLISH
```

8. Press **[ENTER]**

Notes:

If a scene has been previously recorded, a warning will appear. Press **[1]** to continue.

Keypad numbers 0 - 9 represent the alphabet. See Alpha-Numeric chart below.

Scene is recorded.

1	A	B	C	**6**	P	Q	R
2	D	E	F	**7**	S	T	U
3	G	H	I	**8**	V	W	X
4	J	K	L	**9**	Y	Z	-
5	M	N	O	**0**	Sp		

Alpha-Numeric chart

Recalling Submaster Scenes

To playback submasters, see the procedure below. In this example, we are recalling a submaster that was previously recorded as submaster 1.

Procedure: **Notes:**

1. Press the **[FUNC]** key. The LCD displays: Make sure the Master is at 100%.

```
>CH  SETTING
 SUB  MASTER
```

2. Press the **[▼]** key to select the sub function:

```
 CH  SETTING
>SUB  MASTER
```

3. Press **[ENTER]** to select sub:

```
SUB MASTER 1--6
LEVITON CORP.
```

4. Press and Hold **[SUB1]** key: Sub level is output at 100%.

```
LOAD SUBSCENE 1
```

-OR-

5. Raise Fader **[1]**: Sub level is output at given level.

```
SUB MASTER 1--6
 SUB1 = 100%
```

Submaster Bump Buttons

As shown in Step 4 above, pressing the bump buttons located below each fader allows individual submasters to change quickly to full intensity (100%) while in SUB MASTER mode.

Recalling Memory Scenes

Follow the steps below to playback a scene that was recorded to memory. In this example, we are recalling a scene that was previously recorded as scene 1.

Procedure: **Notes:**

1. Press the **[FUNC]** key. The LCD displays: Make sure the Master is at 100%.

```
>CH  SETTING
 SUB  MASTER
```

2. Press the **[▼]** key to select the sub function:

```
 CH  SETTING
>SUB  MASTER
```

(Continued on next page)

Recalling Memory Scenes (Con't)

Procedure: **Notes:**

3. Press **[ENTER]** to select scene:

```
SUB MASTER 1--6
LEVITON CORP.
```

4. Press the **[SC]** key:

```
LOAD SCENE  _
KEYIN SC   1…40
```

5. Press **[1]**:

```
LOAD SCENE  1
ABC
```

6. Press **[ENTER]**: Scene is output at recorded levels.

```
SUB MASTER 1--6
LEVITON CORP.
```

Modifying Submaster Memory

After you have recorded channel levels into a submaster, you can modify the channel levels. Follow the example below.

Procedure: **Notes:**

1. Press the **[FUNC] [▼]**. The LCD displays:

```
  CH  SETTING
 >SUB  MASTER
```

2. Press **[ENTER]**:

```
SUB MASTER 1--6
LEVITON CORP.
```

3. Raise the submaster fader you wish to modify:

```
SUB MASTER 1--6
  SUB1  =  100%
```

4. Press the **[CH]** key:

```
CHANNEL MODIFY
CH 1-----= 100%
```

5. Press **[1] [AT] [50]** You can also select a range of channels. For example, **[1] [-] [6] [AT] [50]**.

```
CHANNEL MODIFY
CH 1-----=  50%
```

(Continued on next page)

Modifying Submaster Memory (Con't)

6. Press **[ENTER]** to complete the operation:

```
SUB MASTER 1--6
LEVITON CORP.
```

Modifying Scene Memory

After you have recorded channel levels into a scene, you can modify the channel levels. See the following example.

Procedure: **Notes:**

1. Press the **[FUNC] [▼]**. The LCD displays:

```
  CH  SETTING
 >SUB  MASTER
```

2. Press **[ENTER]**:

```
SUB MASTER 1--6
LEVITON CORP.
```

3. Press the **[SC]** key:

```
LOAD  SCENE   _
KEYIN SC   1…40
```

4. Press **[1]** or the scene # you wish to modify:

```
LOAD  SCENE   1
ABC
```

5. Press **[ENTER]**:

```
SUB MASTER 1--6
LEVITON CORP.
```

6. Press the **[CH]** key:

```
CHANNEL MODIFY
CH 1-----= 100%
```

7. Press **[1] [AT] [50]** to modify:

You can also select a range of channels. For example, **[1] [-] [6] [AT] [50]**.

```
CHANNEL MODIFY
CH 1-----=  50%
```

8. Press **[ENTER]** to complete the operation:

```
SUB MASTER 1--6
LEVITON CORP.
```

Clearing Scene Levels

There are two ways to clear the levels of a scene while in SUB MASTER mode:

Procedure: **Notes:**

1. Press the **[CL]** and **[SC]** keys at the same time

- OR -

1. Lower the Master Fader to 0%, then Press the **[MASTER]** key.

NOTE

After clearing the levels, you must re-record the scene in order for the new levels to be saved.

Chases

As mentioned earlier in this guide, a chase is a series (sequence of steps) of individual channel levels or pre-recorded scenes that can be played back in a continuous loop. With this console, you can run two different types of chases; a channel chase or a submaster chase. Both can be run at 21 various speeds ranging from 0.1 seconds to 1 minute. Additionally, the chase sequence can either bump or fade between steps (see *Chase Fade* section further below). A chase can also be run while a scene is active in the background please see the *Channel Chase + Scene* further below).

Channel Chase

To initiate a channel chase, follow the steps below.

Procedure: **Notes:**

1. Press the **[FUNC]** key:

```
>CH  SETTING
 SUB  MASTER
```

2. Press **[▼]** twice to select the channel chase function:

```
 SUB  MASTER
>CHANNEL CHASE
```

3. Press **[ENTER]** to select start channel:

To change the start channel of the chase, press the **[▼] [▲]** keys or use the keypad.

```
CH CHASE  1-- 6
MAS.=100%  0.5sec
```

4. Press **[ENTER]** to select chase speed:

To change the chase speed, use the **[▼] [▲]** keys .

```
CH CHASE  1-- 6
MAS.=100%  0.5sec
```

5. Raise faders 1 - 6 to desired levels:

"VR1 =100%" in the LCD signifies fader 1 at 100%.

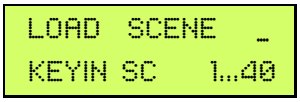
```
CH CHASE  1-- 6
VR1 =100%  0.5sec
```

6. To stop the chase, press **[FUNC] [ENTER]**.

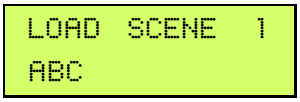
Channel Chase + Scene

A channel chase can be executed while a scene is active in the background. Please follow below.

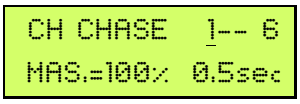
1. Press the **[SC]** key while the chase is running:



2. Enter **[1]** or whatever scene # desired:



3. Press **[ENTER]** to confirm:



To change the start channel of the chase, press the **[▼] [▲]** keys or use the keypad.

NOTE

If a channel level of a scene is higher then the same channel of the chase, the scene's channel level will be output (and vice versa). This is because the console operates in an HTP (Highest Takes Precedence) mode.

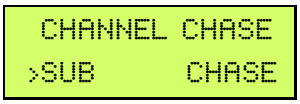
Sub Chase

There are two submaster chases available; one will chase through subs 1 - 6, the other will chase through subs 3 - 6.

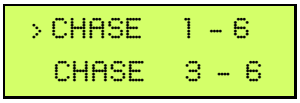
Procedure:

1. Press the **[FUNC]** key:

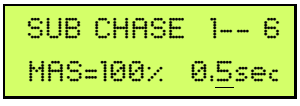
2. Press the **[▼]** key three times:



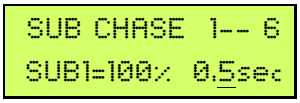
3. Press **[ENTER]**:



4. Press **[ENTER]**:



5. Raise faders to desired levels:



6. To stop the chase, press **[FUNC] [ENTER]**.

Notes:

Use the **[▼] [▲]** keys to select sub chase.

To change the chase speed, use the **[▼] [▲]** keys .

Chase Fade

A channel or sub chase sequence can either instantaneously bump (Fade Off) or gently fade (Fade On) between steps. Follow the channel chase example below to change the fade type. The same method applies for a sub chase.

Procedure: **Notes:**

1. Press the **[FUNC]** key:

```
>CH  SETTING
 SUB  MASTER
```

2. Press **[▼]** five times to select the chase fade function:

```
 AUTO   FADE
>CHASE  FADE
```

3. Press **[ENTER]**:

```
>FADE   OFF
 FADE   ON
```

4. Press the **[▼] [▲]** keys to select fade type:

```
 FADE   OFF
>FADE   ON
```

5. Press **[ENTER]** to confirm.

NOTE

The fade type can also be changed while a chase is running. First start the chase, then follow the above procedure.

Auto Fade

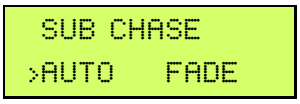
The auto fade function allows a single channel or range of channels to automatically fade from 0 to 100% and back in a continuous fashion. 21 speeds are available, ranging from 0.1 seconds to 1 minute.

Auto Fade a Single Channel

Procedure: **Notes:**

1. Press the **[FUNC]** key:

2. Press **[▼]** four times to select the auto fade function:



3. Press **[ENTER]** to start the auto fade:

Press the **[▼] [▲]** keys to select CH or use the keypad.

4. Press **[ENTER]** to select the speed:

To change the speed, use the **[▼] [▲]** keys .

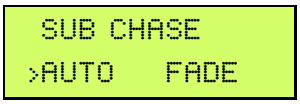
5. To stop the auto fade, press **[FUNC] [ENTER]**.

Auto Fade a Range of Channels

Procedure: **Notes:**

1. Press the **[FUNC]** key:

2. Press **[▼]** four times to select the auto fade function:



3. Press **[ENTER]** to start the auto fade:

(Continued on next page)

Auto Fade a Range of Channels (Con't)

Procedure: **Notes:**

4. Press **[CH] [1] [-] [6]**:

5. Press **[ENTER]** to select the speed:

To change the speed, use the **[▼] [▲]** keys .

6. To stop the auto fade, press **[FUNC] [ENTER]**.

DMX IN

Backup Console

The DMX IN feature allows the N1000 to function as a backup console for other DMX consoles.

If the other console fails and its DMX signal becomes lost. the N1000 will automatically output a pre-recorded emergency backup scene (see procedure below on how to record a emergency backup scene).

The N1000 can also capture snapshots of DMX levels being sent from another console for further recording of backup scenes (see procedure on next page on how to record a snapshot scene).

To take full control with the N1000 console after the DMX IN signal becomes lost:

Procedure: **Notes:**

1. Raise Fader **[1]** to 100%, then lower to 0%.

To return to DMX IN control:

Procedure: **Notes:**

1. Re-establish the DMX IN signal.
2. Raise Fader **[1]** to 100%, then lower to 0%.

Recording a Emergency Backup Scene

Follow the example below.

Procedure: **Notes:**

1. Press the **[FUNC]** key. The LCD displays:

(Continued on next page)

Recording a Emergency Backup Scene (Con't)

2. Press the **[ENTER]** key:

```
CH.SET  1---  6
CH  1 -----= 0%
```

3. Press **[CH] [1] [-] [6] [AT] [100] [ENTER]**: Or use Keypad to set levels.

```
CH.SET  1---  6
CH  1 - 6-= 100%
```

4. Press **[▼]** six times to select the backup scene function:

```
Backup DMX Scene
 1:YES . 2:NO
```

5. Press **[1]** to save scene or Press **[2]** to abort.

Emergency Backup Scene Fade Time

Follow the example below to record a emergency backup scene fade time.

Procedure: **Notes:**

1. Press the **[FUNC]** key. The LCD displays:

```
>CH  SETTING
 SUB  MASTER
```

2. Press **[▼]** seven times to select backup scene fade time function:

```
 Backup DMX Fade
 Time  =  2.0sec
```

3. Press the **[▼] [▲]** keys to adjust fade time.
4. Press **[ENTER]** to save.

Recording a Snapshot Scene

Follow the example below to use DMX IN to capture levels from another console and record them into a scene.

Procedure: **Notes:**

1. Connect other console's DMX OUT cable to the N1000 DMX IN connector.
2. Press **[REC] [1]**:

```
RECORD TO SC  _
KEYIN SC   1...40
```

3. Press **[ENTER]**:

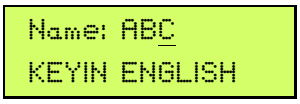
If a scene has been previously recorded, a warning will appear. Press **[1]** to continue.

```
OVERWRITE DATA?
 1:YES . 2:NO
```

(Continued on next page)

Recording a Snapshot Scene (Con't)

4. Enter a name using the keypad:



Keypad numbers 0 - 9 represent the alphabet. See Alpha-Numeric chart below.

5. Press **[ENTER]**

Scene is recorded.

1	A	B	C	**6**	P	Q	R
2	D	E	F	**7**	S	T	U
3	G	H	I	**8**	V	W	X
4	J	K	L	**9**	Y	Z	-
5	M	N	O	**0**	Sp		

Alpha-Numeric chart

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