

HOG 1000/500

Echelon



Technical Manual

JANDS

EMC COMPLIANCE



This product is approved for use in Europe and Australia/New Zealand and conforms to the following standards:

European Norms	Australian / New Zealand Standards
EN 55103-1	AS/NZS 4251.1
EN 55103-2	AS/NZS 4252.1
EN 60065	AS/NZS 3260

To ensure continued compliance with EMC Directive 89/336 and the Australian Radio communications Act 1992, use only high quality data cables with continuous shield, and connectors with conductive back shells. Examples of such cables are:

DMX, MIDI, Keyboard cables: Belden 8102 100% Aluminium foil screen, 65% Copper braid.

Video, Printer: Amtron FR2651 Flat round cable, woven shield.

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1.0 Introduction

This manual covers servicing of the Jands Echelon and HOG 1000/500 lighting control consoles. Both console types are physically and electrically similar. The Echelon 1k has moulded rubber end cheeks and armrest. References to HOG consoles may be assumed to apply to Echelon consoles as well.

The HOG 1000/500 lighting control console is designed for stage, theatre, corporate, and live music applications. It has been designed to control all equipment with a DMX-512 input, however the front panel controls have been optimised for use with moving light fixtures. New fixture types can be added by modifying the fixture library disk if they are not available on the existing release library.

The console has been designed with the capability for users to upgrade the software without removing the base. This is achieved by inserting a diskette with the new operating system, and selecting the appropriate options in the "boot menu". The boot menu also provides other functions, including console self tests and setups.

Note that static sensitive devices are used throughout the console, and normal handling precautions should be applied during service. Note also that connections should never be made with the power switched on.

Metric fasteners are used throughout the console.

The HOG 1000/500 Operating Manual should be consulted for a description of desk operation.

Jands recommends that all service procedures be performed by a Factory Authorised Service Centre, or that the product be returned to Jands Electronics Service Department.

2.0 Equipment Description

The HOG 1000/500 is constructed using a rolled steel chassis, covered with a reverse screened lexan. The wooden sides are made from plantation timber and the front armrest is covered with soft leather. The Echelon 1k has moulded rubber end cheeks and armrest. A pair of front to back struts reduce flex and ensure front to back spacing is consistent with the base.

A separate assembly is used to hold the PSU and CPU cards. This bracket is removable as a complete pre-wired unit. Backpanel vents adjacent to the CPU card are removable from the inside and will be used to add options when available.

2.0.1 Tools

With the exception of the base screws and D-connector mounting nuts, metric hardware is used throughout the console. The following tools are recommended:

- 7mm nut driver
- 5mm nut driver
- #3 Posidrive screwdriver
- #2 Posidrive screwdriver

2.0.2 Disassembly

Access to the console is through the base. To remove the base place the console face down onto soft padding. Using the #2 posidrive screwdriver remove all (and only) silver screws, leaving the four black screws. The base can then be lifted away.

To remove the PSU/CPU assembly, disconnect all cables to the CPU and PSU, and use the 7mm nut driver to undo:

- three nuts next to the power inlet socket,
- two nuts between the PSU and CPU,
- two nuts adjacent to the MIDI connectors,
- three nuts between the CPU card and the vent/option panel.

The assembly can then be removed by sliding it toward the front until it is clear of the studs, then lifting it out of the chassis.

Note that the CPU card can be removed from the console without removing the complete assembly. The CPU card is mounted on standoffs on the bracket assembly. To remove the CPU card from the assembly:

- Remove all connections to the card;
- Using the 5mm nut driver undo the D-connector nuts;
- Using the posidrive screwdriver, undo the nine screws holding the CPU card to the CPU bracket and lift the card off.

The remaining PCBs may be removed by undoing the relevant screws, however attention should be made to the following points:

- Faders should be pushed to their mid position before their knobs are removed;
- The position of the address jumpers on the menu and playback cards should be noted when they are removed so they can be correctly set during re-assembly.

2.0.3 Re-assembly

Attention should be paid to the following during reassembly:

- LCDs and their windows should be wiped on the inside with a lint-free cloth before assembly.
- Ensure the address jumper on menu and playback cards are set correctly. Note all cards should only ever have one (1) address jumper installed. Refer to section 3.2.1 for further information on the card select jumper settings.
- When fitting the CPU ensure all connectors are properly installed, including the DMX output connector.
- The CPU trim procedure should be followed if either the CPU or power supply have been changed, or if the trim has been inadvertently adjusted. Refer to section 3.1.2.
- Test the console fully before installing the base. This includes the disk drive, desk lamps, back lights, and DMX outputs.
- Double check all flatcable latch connectors are closed before the base is installed.
- Do not overtighten the base screws.

2.1 Precautions and Installation Notes

The HOG 1000/500 should be installed in a position which allows sufficient ventilation around the back panel vents – there should be at least 100mm clear space around the back panel.

The HOG 1000/500 has been manufactured to comply with all FCC/CE/C-Tick regulations, and uses plated panels to ensure minimal radiation emanates from the chassis. In order to maintain compliance:

- all panels and covers should be attached using every screw;
- all connections should be made using the recommended cable type;
- all back shells should be connected to the cable shield.

3.0 Circuit Notes

The HOG 1000/500 uses a main CPU to provide all processing functions. The CPU communicates with the front panel PCBs via the front panel card bus. The main LCD is connected directly to the CPU card.

3.1 Processor Card

The major functional blocks are as follows:

Function	IC Number
Core CPU	IC1-8, IC33, IC30, OSC1
Boot EPROM	IC25
FLASH ROM	IC11-13
RAM Bank 1	IC16-19
RAM Bank 2	IC20-23
FDD, RS232, Printer	IC48, IC44, IC47
DMX output	IC53, IC38, IC39, IC50, IC51
MIDI	IC48, IC35, IC52
VGA output	IC6, IC57-60, IC66
Graphics LCD output	IC67, IC61-64, IC55
Reset/power fail/RAM power	IC15
Real time clock	IC31
Front Panel Card bus	IC9, IC10
Expansion bus	IC24, IC26-29

3.1.1 Boot ROM, FLASH, and RAM

The CPU memory consists of a Boot EPROM (IC25), four FLASH ROMs (IC11, IC12, IC13, IC14), and eight static RAMs (IC16-23).

The CPU card has the capacity to be fitted with a maximum of 2MBytes program memory (four x 29F040 devices) and 4MBytes show memory (eight x 512Kbyte devices). However the initial release has 1MByte program (four x 28F020 devices) and 2MByte show memory (four x 512Kbyte devices). DIP switches #1 and #2 set how much SRAM has been fitted to the PCB. Refer to section 4.0.

Only 512Kbyte SRAMs can be used, and four at a time must be installed.

Only AMD brand 28F020 FLASH devices should be used with the present software version.

3.1.2 Trim procedure

The trimpot (T1) on the CPU card adjusts the point where the CPU is informed that power is failing. If a console is dropping its memory, T1 may be out of adjustment and should be adjusted as follows:

1. Save any necessary console information to diskette;
2. Turn T1 fully anticlockwise;
3. Place a shunt across J1;
4. Switch console on and wait until it has completely started up;
5. Slowly adjust T1 until L3 lights;
6. Switch off console;
7. Remove shunt across J1.

This procedure should be performed whenever either a new CPU or PSU is installed.

3.1.3 Battery

The lithium battery should last approximately 5 years **from the date the battery was made** - note that a 4 year life from date of product sale would not be unexpected when delivery and manufacturing times are allowed for. The battery should be considered flat if its terminal voltage measures below 2.9 volts.

CAUTION

Danger of explosion if battery is incorrectly replaced.

Replace only with the same or equivalent type recommended by the battery manufacturer. Dispose of used batteries according to the battery manufacturer's instructions.

3.1.4 Logic

The logic requirements for the board are contained in two logic devices, IC33 and IC55. These are in-circuit programmable, and are programmed by connecting an appropriate header to CONN3. If it becomes necessary to reprogram these devices in the field, follow the instructions supplied with the kit.

CAUTION

Damage to the main LCD may result if the logic is reprogrammed while the LCD is connected. Disconnect the flat cable from the CPU to the front panel PCBs and LCD before proceeding.

3.1.5 Desk Lamp Dimmer

The desk lamp dimmer circuit consists of a PWM switching circuit protected by a PTC polyswitch. The polyswitch will trip under overload conditions – when it does LED L6 will extinguish. Due to the nature of the polyswitch it is necessary to either disconnect all desk lamps or switch the console off for a minute in order for it to reset.

3.1.6 DMX Outputs

The DMX outputs are not opto-isolated, however a protection network decouples the driver ICs from high voltages which may be applied during external mains faults. After a fault has been removed these devices may take up to a minute to reset, and during this time the output cables should be disconnected or the console switched off.

3.1.7 Keyboard

The console is protected against excessive load current through the keyboard connector by a polyswitch. After a fault has been removed this device may take up to a minute to reset, and during this time the keyboard should be disconnected or the console switched off.

3.1.8 Expansion Bus

The expansion bus is provided to allow for options to be added in the future. The expansion bus is a buffered extension of the system CPU bus. It is **not** compatible with Jandshog, Event, or ESP2 type expansion bus option panels, and **they should not ever** be installed.

3.2 Front Panel Cards

All front panel cards follow a design similar to that of other Jands consoles. A multiplexed 8 bit data/address bus is used to exchange bytes of information between the CPU and the front panel cards. The pin connections however are not compatible and under no circumstances should any Event, ESP2, or Jandshog type front panel circuit boards ever be connected to a HOG 1000/500 CPU card. Damage may result.

Note that the Graphics LCD module on the Program card is connected directly to the main CPU card. Brightness and contrast for this display are controlled from DACs on the Program card.

3.2.1 Card Select Jumpers

A jumper on each menu and playback card selects the address of the card in the system. When replacing cards ensure that the replacement card has its jumper in the same position as the card it is replacing.

The correct jumper position for a menu or playback card is equal to its position from the left, eg. the left-most menu and playback cards have their jumpers set to 0, the next have it set to 1, etc. Program cards have no address jumper.

3.2.2 LCDs

The character LCD modules use a single backlight driver circuit to deliver the high voltage required for all of the electroluminescent (EL) backlights. This is the function of the EL driver board, mounted near the power supply. This board receives its power and an analogue control from the CPU card.

Note that intensity of the character LCD backlights reduces with age. This is normal and to minimise this reduction, the backlights are deactivated if the console hasn't been used

for a preset time. The backlights are immediately reactivated when any front panel button is pressed.

The graphics LCD should maintain its brightness throughout its lifetime. Note also that a faint tone may be audible from the displays when run at or near full brightness.

4.0 DIP Switch Settings for normal operation

NOTE: At present all DIP switches except 1 and 2 should be off for normal console operation.

DIP Switches 1 and 2 are always used to configure the RAM size as fitted to the console as shown below in Table 1:

IC16,17,18,19	IC20,21,22,23	Total RAM	SW2	SW1
Fitted	Not fitted	2M Byte	Off	On
Fitted	Fitted	4M Byte	On	On

Table 1: DIP switch settings for normal operation

Dip SW3 - no function

Dip SW4 - no function

Dip SW5 - no function

Dip SW6 - no function

Dip SW7 - no function

Dip SW8 - Test mode enable

When SW8 is set to ON, the console enters test mode at startup as defined in section 5.

5.0 Boot ROM in-built menu, self tests, setups, etc

The Boot ROM contains software that can be used to test, setup, and configure the console. Note that the software is subject to change depending on the boot software version.

5.1 Entering the Boot Menu

The boot menu is accessed by holding down the “Enter” button on the keypad while turning power on. Release the Enter button when the opening menu is displayed.

5.2 Menu Usage

Each menu offers a number of options. In all menus except the “Auxiliary Tests” menu, an option is selected by typing the number on the left of the text description. Pressing Enter returns to the level above. To activate an Auxiliary Test option, type the number and press enter, or press 0 and then Enter to return to the previous menu.

5.3 Boot Menu

The following menu options are available in the opening menu

- 1 Clean start;
- 2 Reload Software;
- 3 Setup and test.

5.3.1 Clean Start

Use this option to reset the show memory of the console when a new show is to be programmed from scratch. Note that use of this option clears the fixture libraries, and so a diskette with these libraries must be available to use the console.

5.3.2 Reload Software

Pressing “2” on the keypad at the Boot menu initiates the software reload sequence from diskette. Ensure you have a HOG 1000/500 software diskette with the file “JNT2.BIN in the drive and follow the instructions on the LCD. Note that this facility should be used with caution and it is not recommended that software be reloaded at a critical time, eg. just before the start of a show.

5.3.3 Settings and Test

The following menu options are available in the Settings and Test menu:

- 1 Reload Software
- 2 Configuration Display
- 3 Setup Menu
- 4 Native Menu
- 5 Auxiliary Tests
- 6 Full Stress Test
- 7 Toggle Cache
- 8 Restart

5.3.3.1 Reload Software

Use this option to reload the operating software in the same way as section 5.3.2

5.3.3.2 Configuration Display

When activated, this option displays the current configuration of the console as seen by the CPU. Use this option to verify that the console is setup as expected, eg. the front panel card jumpers are correct, etc.

5.3.3.3 Setup Menu

Use this option to access system soft setups, including the Real Time clock, individual LCD contrasts, LCD Backlights, and Desklamp intensity. The following menu options are available in the Setup menu:

- 1 Reset Clock
- 2 Set Contrast
- 3 Set Backlight and Desklamp
- 4 Reset Contrast and Brightness
- 5 Erase Flash

5.3.3.3.1 Reset Clock

The Real Time clock may require resetting when the battery has gone flat or has been disconnected. When reset, the console time will advance from 12:00.00 1 Jan 1997.

5.3.3.3.2 Set Contrast

The LCD modules may be individually configured with different contrast settings as necessary depending on the display characteristics. The up and down cursor keys are used in conjunction with the wheels to adjust the contrast of the displays. Follow the instructions on the main LCD.

5.3.3.3.3 Set Backlight and Desklamp

The desklamp intensity, the backlighting for the main display, and the backlighting for the character LCDs may be adjusted as required using the wheels. Follow the instructions on the main LCD.

5.3.3.3.4 Reset Contrast and Brightness

Use this function to reset all of the contrast and brightness levels to the factory defaults.

5.3.3.3.5 Erase FLASH

The FLASH devices may be erased to aid in console diagnosis.

5.3.3.4 Native Tests

The Native tests include high level tests that can be used to exercise sections of the console. In general the results of the exercise are shown on the main LCD. The following menu options are available in the Native Tests menu:

- 1 Keyboard Test
- 2 Floppy Test
- 3 MIDI & Mouse Test
- 4 Polled Printer Test
- 5 IRQ Printer Test
- 6 Clock Test

5.3.3.4.1 Keyboard Test

The data received from an external keyboard plugged into the keyboard input is displayed on the main LCD. Pressing and releasing the “ESC” button on the keyboard will result in the following display data:

KBD: dc

KBD: 1f dc

5.3.3.4.2 Floppy test

An attempt is made to read the disk label of the diskette in the floppy drive. If successful the main display shows the label.

5.3.3.4.3 MIDI & Mouse test

This test is in 2 parts. Initially the data is written to and read back from the MIDI and mouse control circuitry. Secondly the MIDI and Mouse interfaces are enabled and the data received is displayed on the main LCD. Pressing and releasing the left hand mouse button will result in the following display data:

Mouse: e0 80 80

Mouse: c0 80 80

Data received from the MIDI port is displayed on the main LCD. Note that the MIDI input should not be plugged into the MIDI output.

5.3.3.4.4 Polled Printer test

A predefined data stream is output from the printer port to a standard parallel printer. When run, the following data should appear on the printer paper:

“ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz1234567890”

5.3.3.4.5 IRQ Printer test

A predefined data stream is output from the printer port to a standard parallel printer. When run, the following data should repeatedly appear on the printer paper:

“Printer interrupt test – if you can read this then it is working!”

5.3.3.4.6 Clock test

Each second the number of accumulated timer interrupts is displayed. Each second the “Tick Time” should increase by 256 counts.

5.3.3.5 Auxiliary tests

The auxiliary tests are a further set of tests which are used to confirm fundamental operation of the circuitry, and are not available in consoles with serial numbers prior to G98XXX. Menu items are selected by typing the required test number followed by Enter. Each test may be run once or continuously – when run continuously they will halt when an error is detected, or when Enter is pressed. Note that Enter must be pressed and held until it is recognised to terminate correctly. The following menu options are available in the Auxiliary Test menu:

- 1) Bus Exercise
- 2) RAM Test
- 3) FLASH Test
- 4) Test VGA RAM
- 5) Test LCD RAM
- 6) Display Testbars
- 7) Test DMX1 Output
- 8) Test DMX2 Output
- 9) *
- 10) *
- 11) Scan Cards
- 12) Activate Front Panel Cards
- 13) Test Program Card Switches
- 14) *

15) *

16) Run Tests 2,3,5,7,8,9

17) DMX Receive

18) Display version

A summary of the tests is shown in Table 2.

Note that these tests may also be run by selecting the DIP switches as shown in Table 2. This is of use when the LCD or front panel card bus is not functional, or a program card is not available to select a test. When run from the DIP switches all tests are run continuously.

Test Number	DIP Switch (87654321)	Title	Time to execute (seconds)
1	100001XX	Bus Exercise	0
2	100010XX	RAM test	120
3	100011XX	FLASH test	50
4	100100XX	Test VGA RAM	17
5	100101XX	Test LCD RAM	17
6	100110XX	Display testbars	2
7	100111XX	Test DMX1 output	3
8	101000XX	Test DMX2 output	3
9	101001XX	Test MIDI output	3
10	101010XX	*	-
11	101011XX	*	-
12	101100XX	Scan Cards	0
13	101101XX	Activate Front Panel Cards	-
14	101110XX	Test Program Card switches	-
15	101111XX	*	-
16	110000XX	*	-
17	110001XX	Run tests 2,3,5,7,8,9	197
18	110010XX	DMX receive	-
19	110011XX	Display version	1

Table 2: Auxiliary Test summary

5.3.3.5.1 Bus Exercise

The Bus exercise is not a test as such, but is used to debug CPU cards that have fundamental faults, such as newly manufactured cards in production.

The CPU has been programmed to output sequences of events that can be seen on a CRO, synchronised to the falling edge of L5. The data can be used to verify the correct operation of the CPU control signals.

The sequence of operations performed during this routine are shown in table 3.

Event	Signals of interest	Comment
Set Green LED on	L5	CRO Synchronisation
Set Green LED off	L5	CRO Synchronisation
Move 01 to 40010004	IC16 pin 29	Write to RAM bank 0 byte 0
Move 02 to 40010005	IC17 pin 29	Write to RAM bank 0 byte 1
Move 04 to 40010006	IC18 pin 29	Write to RAM bank 0 byte 2
Move 08 to 40010007	IC19 pin 29	Write to RAM bank 0 byte 3
Move 40010004 to CPU	IC16-19 pin 24	Read from RAM bank 0
Move 10 to 40200000	IC20 pin 29	Write to RAM bank 1 byte 0
Move 20 to 40200001	IC21 pin 29	Write to RAM bank 1 byte 1
Move 40 to 40200002	IC22 pin 29	Write to RAM bank 1 byte 2
Move 80 to 40200003	IC23 pin 29	Write to RAM bank 1 byte 3
Move 40200004 to CPU	IC20-23 pin 24	Read from RAM bank 1
Set Red LED on	L4	CRO Synchronisation
Set Red LED off	L4	CRO Synchronisation
Move 10 to 20000000	IC13 pin 29	Write to FLASH byte 0
Move 20 to 20000001	IC14 pin 29	Write to FLASH byte 1
Move 40 to 20000002	IC12 pin 29	Write to FLASH byte 2
Move 80 to 20000003	IC11 pin 29	Write to FLASH byte 3
Move 20000004 to CPU	IC11-14 pin 24	Read from FLASH
Move AA to 606A0000	IC65 pin 13	PC Memory Write
Move 606A0000 to CPU	IC65 pin 14	PC Memory Read
Move 55 to 60000000	IC65 pin 50	PC IO Write
Move 60000000 to CPU	IC65 pin 49	PC IO Read

Table 3: Bus exercise event summary

Figure 1 shows the relationship between L5, IC16 WR, and the CPU DACK signals as measured while running this test.

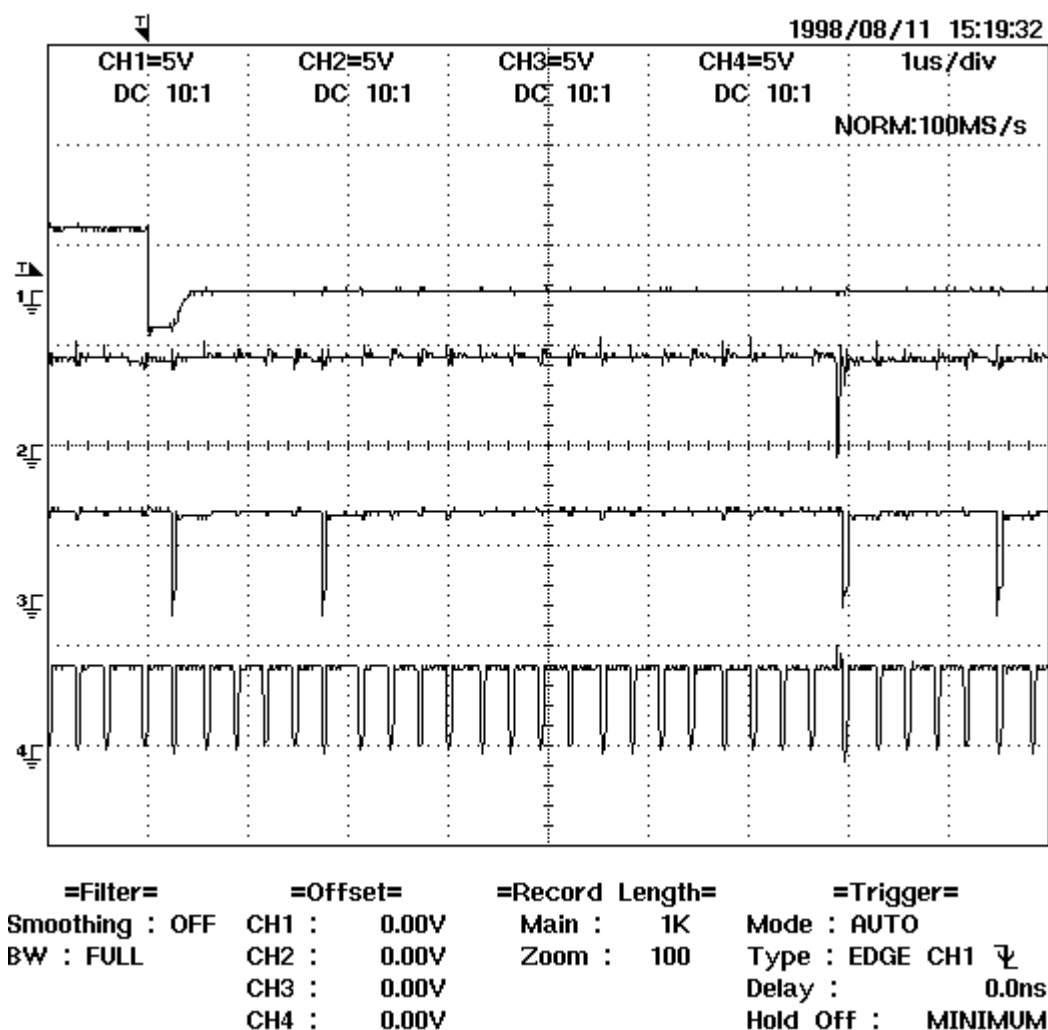


Figure 1: Sample waveform during Bus Exercise

Trace #1: L5
 Trace #2: IC16 Pin 29 (WR)
 Trace #3: IC1 pin 44 (DACK1)
 Trace #4: IC1 pin 43 (DACK0)

5.3.3.5.2 Test System RAM

The system RAM is checked for correct operation. This test requires approximately 2 minutes to execute when fitted with 2MBytes of RAM, ie. IC20-23 not fitted.

5.3.3.5.3 FLASH Test

The system FLASH is checked for correct operation. This test requires approximately 50 seconds to execute when fitted with 1MByte of FLASH, ie. IC11-14 fitted with 28F020 devices. Note that due to the limited number of write cycles available in FLASH devices, it is not recommended that this test be run continuously.

5.3.3.5.4 Test VGA RAM

The VGA controller is initialised and a memory test is performed on its RAM. This test takes approximately 17 seconds to execute and during execution a VGA monitor will show the memory test patterns.

5.3.3.5.5 Test LCD RAM

The Graphics LCD controller is initialised and a memory test is performed on its RAM. This test takes approximately 17 seconds to execute and during execution the graphics LCD will show the memory test patterns.

5.3.3.5.6 Display testbars

Test bars are displayed on the VGA and LCD screens for the purpose of checking colour (VGA) and grey scaling (LCD). Press Enter to return to the normal menu when the screen results have been viewed.

5.3.3.5.7 Test DMX 1 Output

The DMX1 output is connected to the MIDI input via the adaptor cable shown in Appendix D, or the combiner circuit shown in Appendix E. When the test is run the DMX1 output is exercised and the results read back into the MIDI input. The test takes about 3 seconds to complete.

5.3.3.5.8 Test DMX2 Output

The DMX2 output is connected to the MIDI input via the adaptor cable shown in Appendix D, or the combiner circuit shown in Appendix E. When the test is run the DMX2 output is exercised and the results read back into the MIDI input. The test takes about 3 seconds to complete.

5.3.3.5.9 Test MIDI output

The MIDI output is connected to the MIDI input via a standard MIDI link cable. When the test is run the MIDI output is exercised and the results read back into the MIDI input. The test takes about 3 seconds to complete.

5.3.3.5.10 *

This test not currently implemented.

5.3.3.5.11 *

This test not currently implemented.

5.3.3.5.12 Scan Cards

This test scans the front panel card bus and displays the cards found on the VDU. When run continuously this test will activate the front panel card bus and the signals can be used to repair faulty PCBs.

5.3.3.5.13 Activate front Panel Cards

When run continuously, this test activates the front panel card bus as shown in Table 4. It can be used to verify correct operation of the majority of the front panel controls. The program switches in general are not activated by this test, but can be verified using the separated “Test Program Card Switches” test 14 described in section 5.3.3.5.14.

In general a pressed switch is indicated by its associated LED or LCD, and fader values are displayed on the associated LCD. Note that any brightness and contrast changes that are made are not permanent and will be reset to their previous values when the console is re-started.

This test is terminated by pressing Enter.

Card	Type	Indication
Menu	Palette select	Associated LED
Menu	up arrow	“T” in associated LCD
Menu	Down arrow	“B” in associated LCD
Playback	“DBO”, “Choose”, go, pause, “Flash”	Associated LED
Playback	“Next Page”	“B” in associated LCD
Playback	Fader levels	Associated LCD
Playback	LCD contrast	Controlled by Fader #1
Program	“Try Cue”, “Highlight”, “Blind”, “Clear Restore”, “Group”, “Position”, “Colour”, “Beam”, “Effect”, “Monitor”, “Menus”, “Setup”, spare	Associated LED
Program	Left Wheel	Main LCD contrast
Program	Middle Wheel	Main LCD brightness
Program	Right Wheel	Desklamp brightness

Table 4: Front panel activation responses

5.3.3.5.14 Test Program Card Switches

This test is used to verify the correct operation of the program card switches. Once activated the user must press all switches on the program card (in any order) to terminate the test. The number of switch presses remaining is displayed on the VDU.

5.3.3.5.15 *

This test not currently implemented.

5.3.3.5.16 *

This test not currently implemented.

5.3.3.5.17 Run tests 2, 3, 5, 7, 8, 9

The test numbers as listed are run automatically, with the results being displayed on the VDU. Note that in order to test the DMX1, DMX2, and MIDI outputs a signal combiner circuit must be used as shown in Appendix E.

5.3.3.5.18 Receive DMX

DMX signal from an external source is connected to the MIDI input using the adaptor cable detailed in Appendix D. The DMX signal present is displayed on the VDU. Note that both DMX outputs transmit a test data pattern that can be used to feed into the input, however only one should be plugged into the MIDI input. Note also that the data pattern changes each time the test is run.

Press Enter to terminate the test.

5.3.3.5.19 Display version (?)

The software version of the test routines is output to L4 and L5 in flashes. The green LED (L5) flashes once at the start of the test. The version is then displayed in red LED (L4) flashes. The version is also displayed at the end of the title, ie.?, and for this reason this test is mainly for use when no program card is available.

5.3.3.6 Full Stress test

The console CPU is run with everything activated as a full test on the system. While this test is running the following occurs:

- Changing any fader setting, wheel setting, or pushing any button on the front panel results in an indication of the event in the main LCD;
- Moving the mouse (if connected), pressing a button on the external keyboard (if connected), or providing some MIDI input will result in the event being displayed on the main LCD;
- The LEDs on the front panel cards flash in sequence;
- The VDU scrolls through the 16 programmed colours;
- The system RAM is continuously tested.

Note that system is very busy during this test and can take some time to respond to inputs. To exit, press and hold Enter until the system responds.

5.3.3.7 Toggle Cache

The cache is toggled on or off.

5.3.3.8 Restart

The console is restarted. This is generally used when use of the self tests has been completed and it is desired to start the main operating software. Holding the Enter button down immediately after activating this option allows re-entry to the self tests and setups.

6.0 Fault Finding Table

Symptom	Possible Cause	Remedy
<i>Console won't run</i>	Show memory corrupt Program memory corrupt Mains fuse blown	Clean start Reload program Replace fuse in power inlet
<i>Front panel config error on start up</i>	Flat cable disconnected Faulty flatcable Circuit board not working	Check that all flat cable connectors are locked closed Replace flatcable Replace card
<i>Console crash with message "Sorry I've Croaked" etc</i>	Software Bug Insufficient memory	Write down message and forward to Jands, then try clean start or program reload Install more memory or delete some unnecessary data
<i>Console drops its memory</i>	Flat battery Power fail circuit out of adjustment	Replace battery Re-trim T1 as per section 3.1.2
<i>Console always shows error</i>	Software bug	Write down message and forward to Jands, then try clean start or program reload
<i>Console won't write or read diskette</i>	Disk not DOS format Diskette damaged Poor quality diskette Diskette drive damaged	Format on a PC compatible computer (DOS 3.0 and above) Replace diskette Use quality diskette Replace diskette drive
<i>Fixture not available for patching</i>	Fixture library in console not up to date or corrupted	Load new library from library diskette.
<i>No DMX output</i>	Incorrect patch Incorrect receiver address Faulty DMX cable No line termination Blown DMX driver	Check patch Check receiver Repair / replace cable Terminate DMX line Replace driver Patch to other DMX output
<i>Desk Lamp off</i>	Short circuit lamp Blown fuse Level turned down Blown bulb	Remove short circuit Replace fuse Adjust level Replace bulb
<i>Radio Interference</i>	Unearthed power cable Poor quality cables	Use earthed cable/outlet Use quality shielded cables
<i>No intensity control from console DMX</i>	Grand Master down Blind button active	Adjust Grand Master Press blind button
<i>VGA monitor not working</i>	Monitor not turned on Monitor not plugged into console Screen output not selected	Check power connection Press power switch Check VGA connection to console Select output in setup menu

7.0 Maintenance

If a console should start to misbehave or operate erratically, the problems encountered can usually be attributed to one of two causes:

- normal wear and tear, eg. switches failing and becoming intermittent;
- physical abuse, eg. transit damage, spilt drinks, shorted cables.

Parts most likely to wear out in time with normal use include the following:

- switches;
- faders;
- LCD backlights;
- digital encoders.

These are generally easy to spot and there is little that can prevent such wear from occurring, however careful use will maximise their life. Almost all parts of the console can be damaged by physical abuse, however there are a number of things that can be done to prevent this kind of damage:

- Cover the console when not in use, eg. before, after and between sets.
- ALWAYS insert a diskette into the floppy disk drive when the console is to be transported. This prevents damage to the drive mechanism.
- Do not use spare audio lines for DMX cable. If so, there is a danger that the connector will get plugged into the wrong signal.
- Do not smoke over the console.
- Do not obstruct the rear ventilation holes.
- When cleaning, do not use solvents and never allow the entry of liquids into the console. Use only a damp soft cloth for cleaning.

8.0 Technical Data and Specifications

HOG 1000/500 Specifications	
Mains Supply:	90-265VAC, 47-63Hz, 40 watts max.
Mains Fuse:	2A, M205 delay type
Temperature:	40°C maximum ambient
Outputs:	DMX Out 1 & 2, MIDI Thru, MIDI Out, Two Desk Lamps, Printer, VGA, RS232
Inputs:	Keyboard (AT type), MIDI In
Control channels:	1000
Data Protocol:	USITT DMX-512/1990, electrically conforms to RS485A.
Memory capacity:	2Mbytes standard, 4Mbytes maximum
Printer Port:	IBM compatible, parallel only
Disk Drive:	IBM format DOS 3.0 and above, 1.44MB high density
Mouse Port:	Microsoft compatible 9 pin "D" connector
Desk Lamps:	12 volt 5 watt x 2, maximum output 10W total
Construction:	All steel chassis with lexan/polycarbonate covered control surface
Dimensions:	L: 945mm W: 530mm H: 110mm L: 945mm W: 530mm H: 110mm
Weight:	19 kg net / 24.5 kg shipping 19 kg net / 24.5 kg shipping
Ingress protection:	IP20

9.0 Glossary of Terms

Abbreviation	Term	Explanation
BOOT	BOOT	System startup
CE	Chip enable	A select pin provided on a device to enable it to be used in conjunction with a CS line
CE	Compliance mark	Equipment marked as such complies with the European safety/EMC regulations
C-Tick	Compliance mark	Equipment marked as such complies with the Australian EMC regulations
CPU	Central Processing Unit	The heart of a microprocessor or computer
CS	Chip Select	A connection that goes true under certain circumstances to select a particular device
DIP	Dual In-line Package	A device package format with 2 parallel rows of pins
EL	Electroluminescent	A type of backlight that uses high voltage
EPROM	Erasable Programmable Read Only Memory	A type of memory that is not intended to be re-programmed in circuit
FLASH	Flash RAM	A type of memory very much like EPROM but which is designed to be re-programmed in-system enabling program updates
Jumper	Shunt, Link	A jumper is used to configure a system by shorting a pair of pins together
LED	Light Emitting Diode	A diode that is optimised to radiate light
LCD	Liquid Crystal Display	A type of display that uses a liquid to prevent the transmission of light
PSU	Power Supply Unit	The power supply converts incoming mains to voltages usable by the electronics
PWM	Pulse Width Modulation	A cyclic technique of digital power control where a load is switched fully on for a period of time dependant upon the required output power
RAM	Random Access Memory	Memory in which the data contained within can be accessed in any order. The term RAM generally refers to memory that can be read and written to by the system
ROM	Read Only Memory	Memory that cannot be changed by the system
SRAM	Static RAM	A form of RAM that uses static memory cells to store information.

Appendix A History of Modifications

ECHELON 1k

Serial Number	Modification
D98591	First consoles made with: Operating software V2.3(30) Boot ROM version 1.15 Menu card version MLCMENU1 Playback card version ECHPBAK1 Program card version ECHPROG2 CPU card version COLDCPU2 Backlight driver card version BAKLITE3
F98141	Change menu card to ECHMENU2, change desk lamp dimmer frequency to 15KHz, change program card LCD backlight dimmer transistor Q3 to higher power MJE350.
G98540 onwards	Boot ROM updated to V1.17, operating software updated to V2.3(32).
H98XXX onwards	Add 1M resistor to power fail circuit to eliminate startup problems Add Auxiliary tests to boot ROM
I98XXX onwards	Operating software updated to V2.3(34), Boot ROM updated to V1.17-2
J98XXX onwards	Change program card to ECHPROG3 Change playback card to ECHPBAK2
K98XXX onwards	Operating software updated to V3.1, Q3 changed to BCP53
K98571 onwards	Boot ROM V1.18
F99XXX onwards	CPU card changed to COLDCPU4, Boot ROM V1.18-3
H99XXX onwards	Operating software V3.2(122)B

HOG 1000

I99553 onwards	HOG 1000 Lexan starts
K99591 onwards	Change program card to ECHPROG4
K99601 onwards	Operating software V3.2(130)
B00565 onwards	CPU card changed to COLDCPU6, Playback card ECHPBAK1
C00155 onwards	33MHz CPU, Operating software V3.2(133), Boot ROM V1.20-4

ECHELON 500

Serial Number	Modification
F99130	First consoles made with: Operating software V3.2(122)B Boot ROM version 1.20-3 Playback card version ECHPBAK2 Program card version ECHPROG3 CPU card version COLDCPU4 Backlight driver card version BKLTSMML2

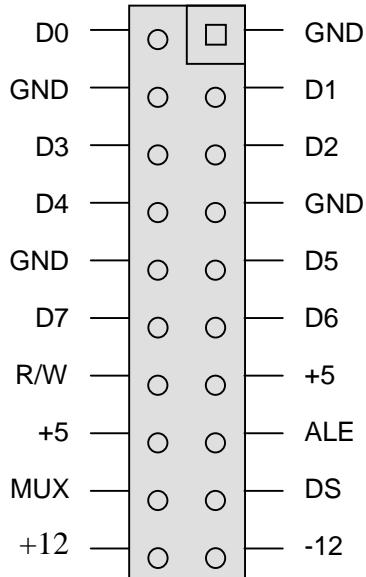
HOG 500

K99555 onwards	Operating software V3.2(130), Program card version ECHPROG4
B00539 onwards	CPU card version COLDCPU6, Playback card ECHPBAK1
C00145 onwards	33MHz CPU, Operating software V3.2(133), Boot ROM V1.20-4

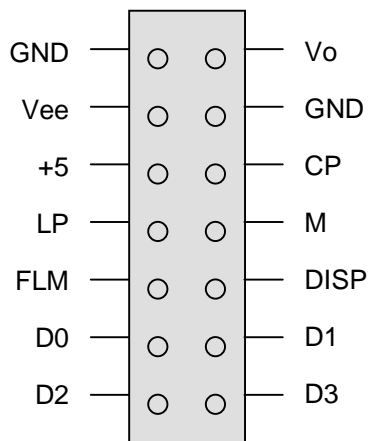
Appendix B Connector Pinouts

Front Panel Card Bus Connector (View from component side)

Menu, Playback, Program Cards

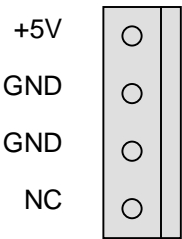


Graphics LCD Connector (View from component side at CPU Card)

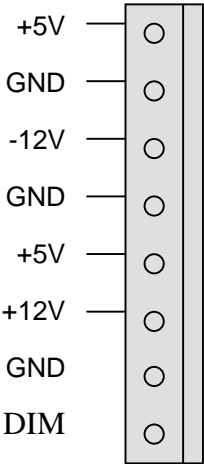


(View from component side)

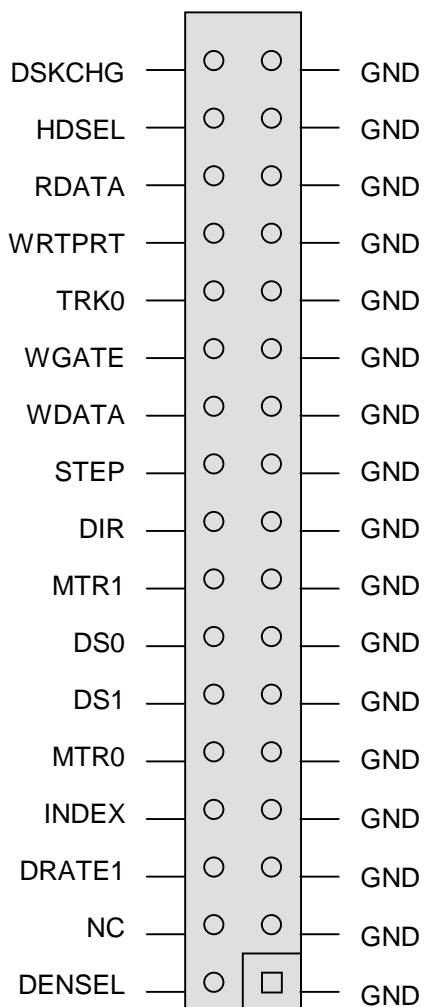
FDD Power Connector



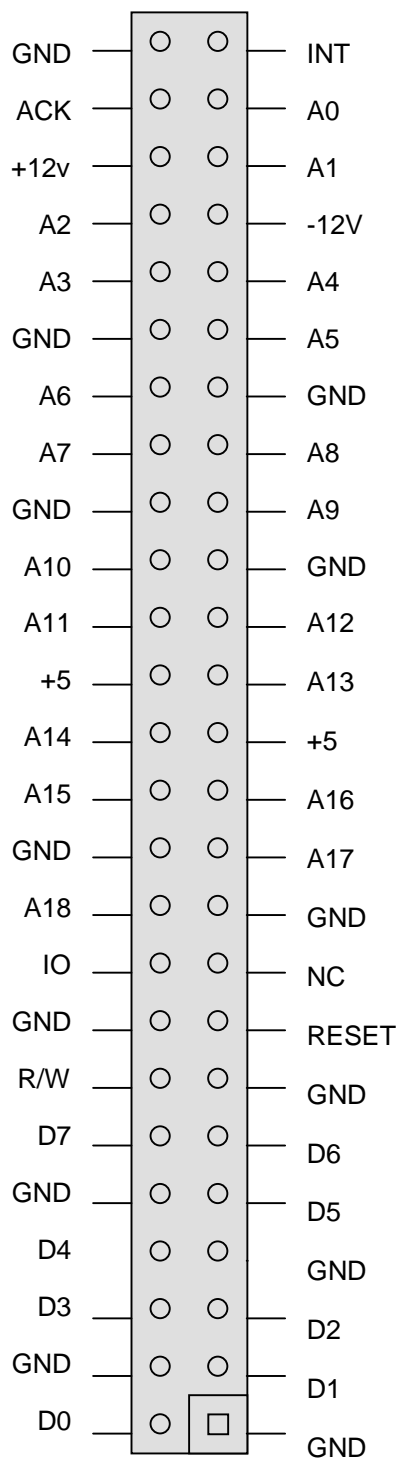
Main Power Connector (CONN8)



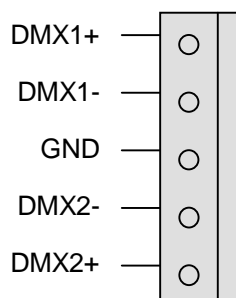
FDD Connector (CONN6)

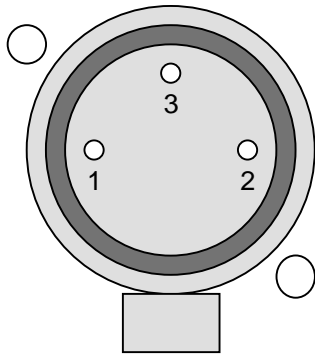


Expansion bus Connector (CONN2)



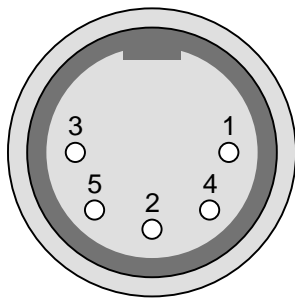
DMX CONNECTOR (Conn19)





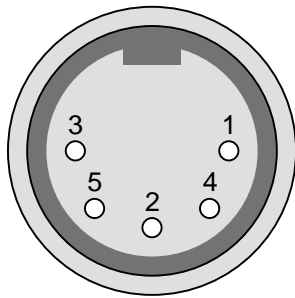
DESK LAMP CONNECTOR

DESK LAMP CONNECTIONS	
PIN No.	FUNCTION
1	NC
2	GND
3	V+



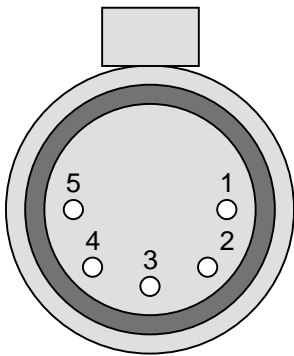
MIDI CONNECTOR

MIDI CONNECTIONS			
PIN No.	FUNCTION		
	IN	OUT	THRU
1	NC	NC	NC
2	NC	SHIELD	SHIELD
3	NC	NC	NC
4	IN+	OUT+	OUT+
5	IN-	OUT-	OUT-



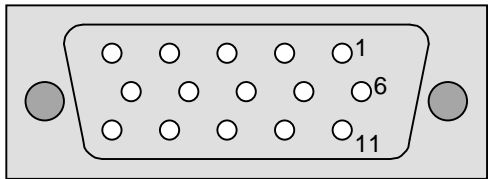
KEYBOARD CONNECTOR

KEYBOARD CONNECTIONS	
PIN No.	FUNCTION
1	KCLK
2	KDATA
3	NC
4	GND
5	+5V



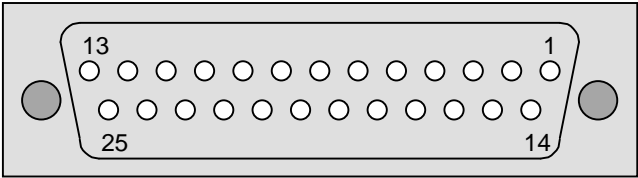
DMX CONNECTOR

DMX CONNECTIONS	
PIN No.	FUNCTION
1	SHIELD
2	SIGNAL-
3	SIGNAL+
4	NC
5	NC



VGA CONNECTOR

VGA CONNECTIONS	
PIN No.	FUNCTION
1	RED
2	GREEN
3	BLUE
4	NC
5	NC
6	RED RETURN
7	GREEN RETURN
8	BLUE RETURN
9	NC
10	GND
11	NC
12	NC
13	HSYNC
14	VSYNC
15	NC



PRINTER CONNECTOR

PRINTER CONNECTIONS			
PIN No.	FUNCTION	PIN No.	FUNCTION
1	STROBE	13	SELECT
2	D0	14	AUTOFEED
3	D1	15	ERROR
4	D2	16	INIT
5	D3	17	SELECT IN
6	D4	18	GND
7	D5	19	GND
8	D6	20	GND
9	D7	21	GND
10	ACK	22	GND
11	BUSY	23	GND
12	PAPER	24	GND
	END	25	GND

Appendix C Spare Parts

The following spare parts for HOG 1000/500 consoles are available from the JANDS Service Department:

ITEM	PART No.
Switching power supply NFS40-7608	ZSX020
Fuse M205 2 amp fast blow (mains)	ZEF215
3.5" Disk drive	ZZA144
Desklamp socket AXR-3-31PB	ZPG038
DMX out socket AXR-5-21PB	ZPG210
Fader 10K 60mm (Alps)	ZRS010
Fader knob black/white line	ZZK035
Encoder HRPG	ZRP045
Encoder knob	ZZK121
Switch (Schadow) SERU	ZSW045
Switchcap SRKL (Schadow)	ZSC005
Switch (Cherry) MX1A-A1NW	ZSW150
Switchcap (Cherry) no LED window	ZSC050
Switchcap (Cherry) with LED window	ZSC055
Lithium Battery 6126 CR (CPU)	ZDC010
75176 / DS3695 (DMX driver)	ZIC101
IC H11N1	ZIC017
Backlite driver card complete	YPC326
Menu card complete	YPC320
Playback card complete	YPC324
Program card complete	YPC322
CPU card complete	YPC330

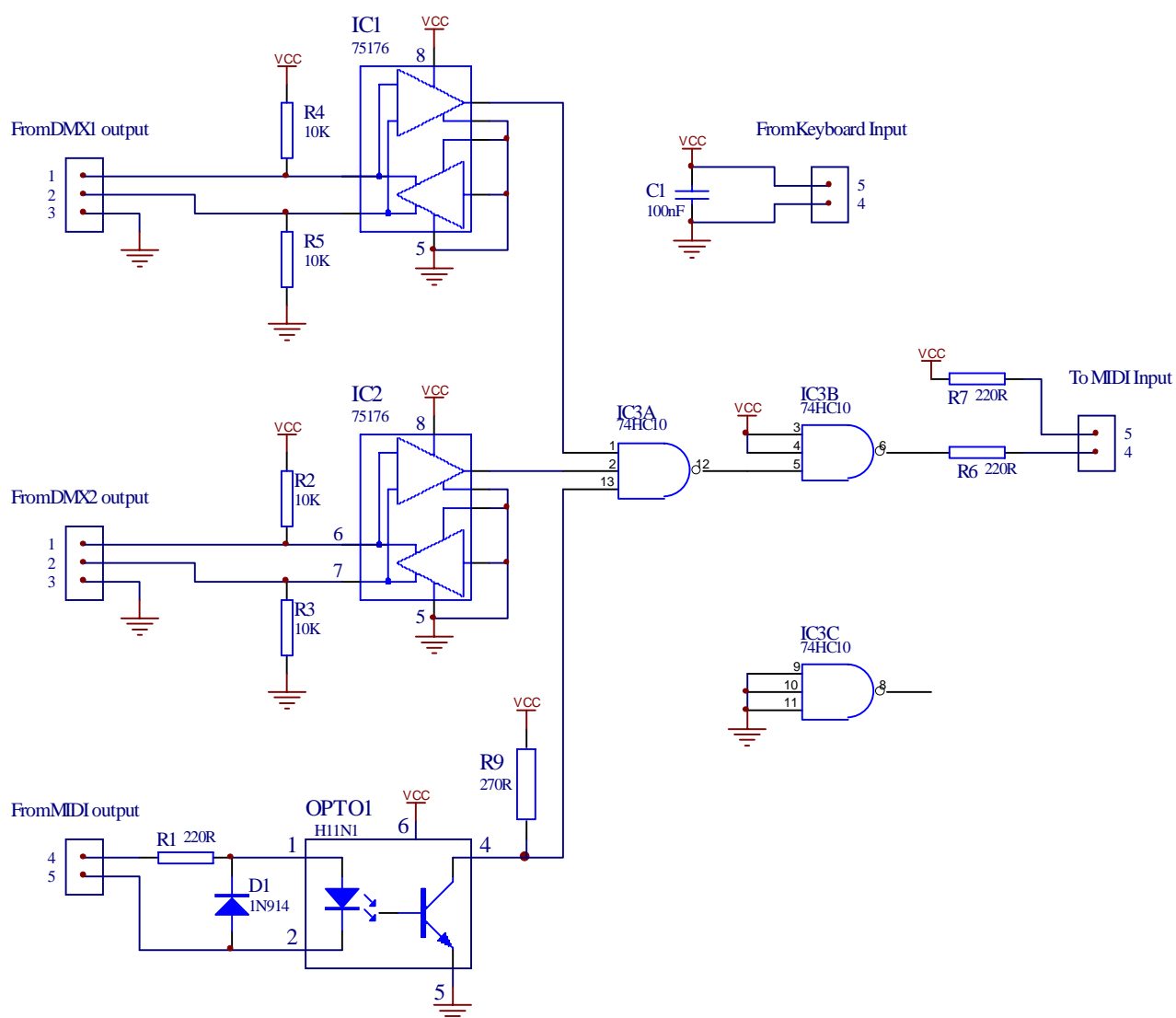
Appendix D DMX to MIDI adaptor

A DMX to MIDI adaptor cable is required to run some of the Auxiliary tests contained in the Boot ROM. The adaptor should be wired as shown:

DMX pin	MIDI pin	Detail
3	5	connect with 220R 0.25W 5% resistor
2	4	direct connection
1	2	direct connection

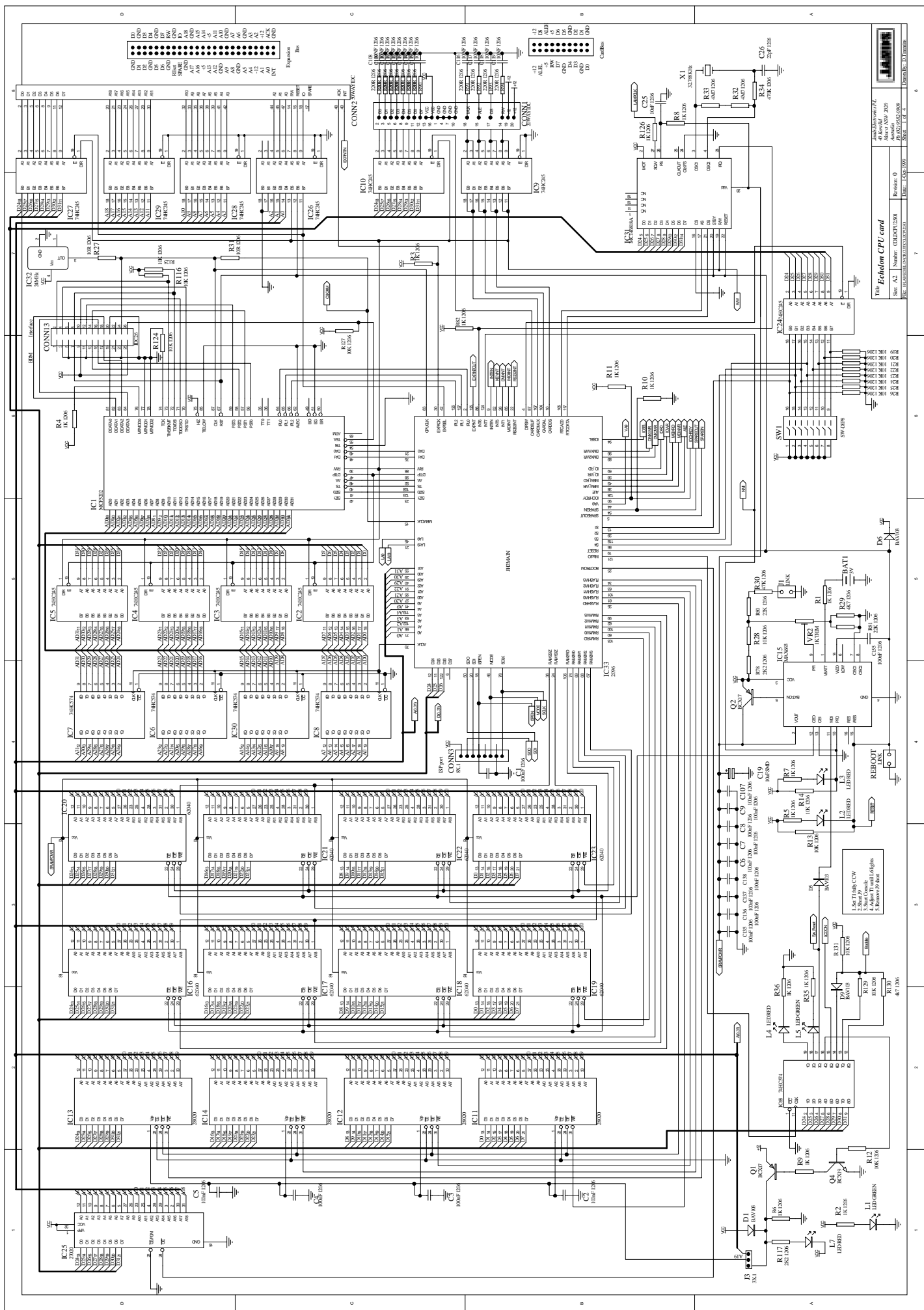
2 x DMX, MIDI signal combiner

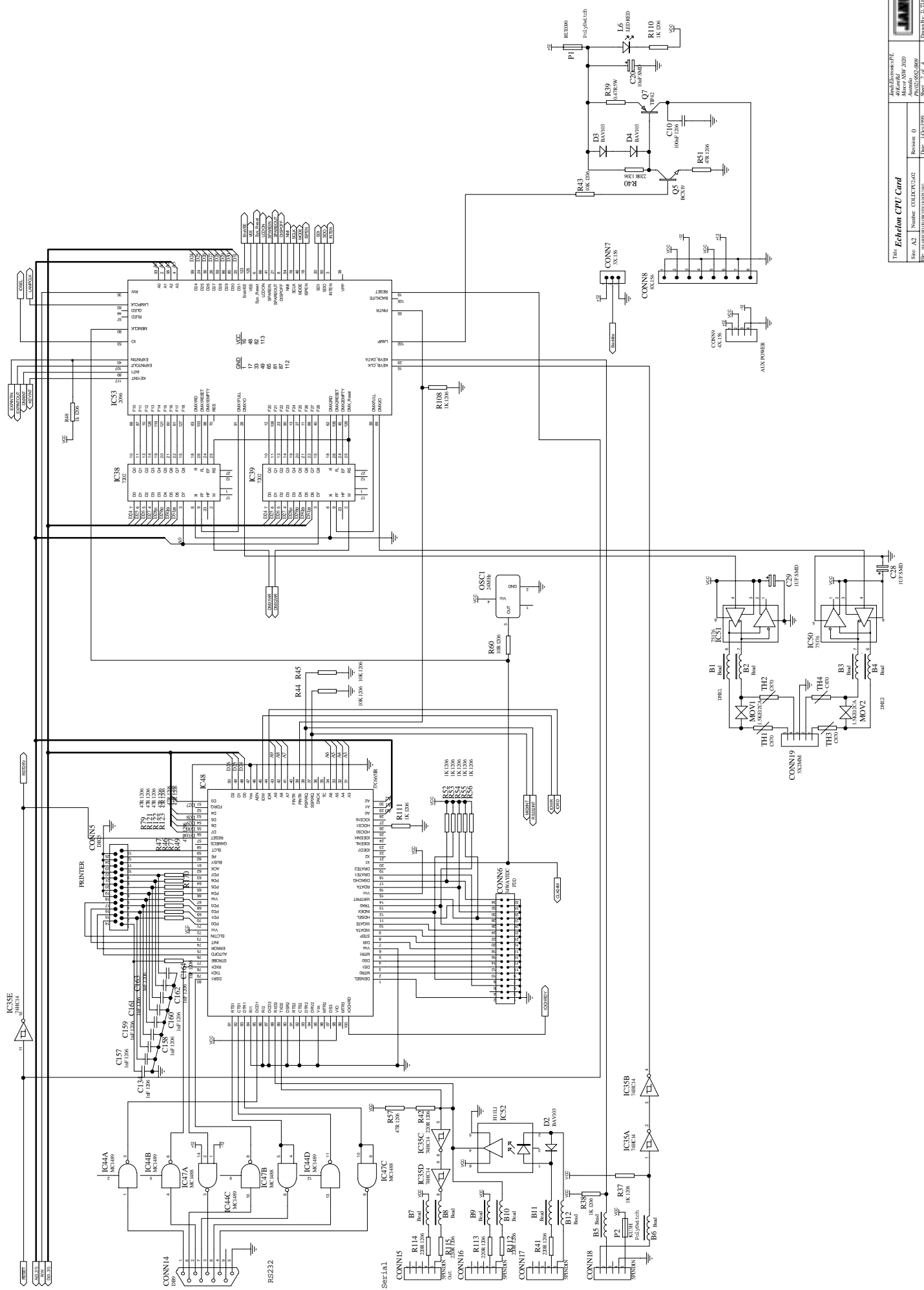
A DMX /MIDI combiner circuit is required to run some of the Auxiliary tests contained in the Boot ROM. Refer to sections 5.3.3.5.7, 5.3.3.5.8, 5.3.3.5.17.

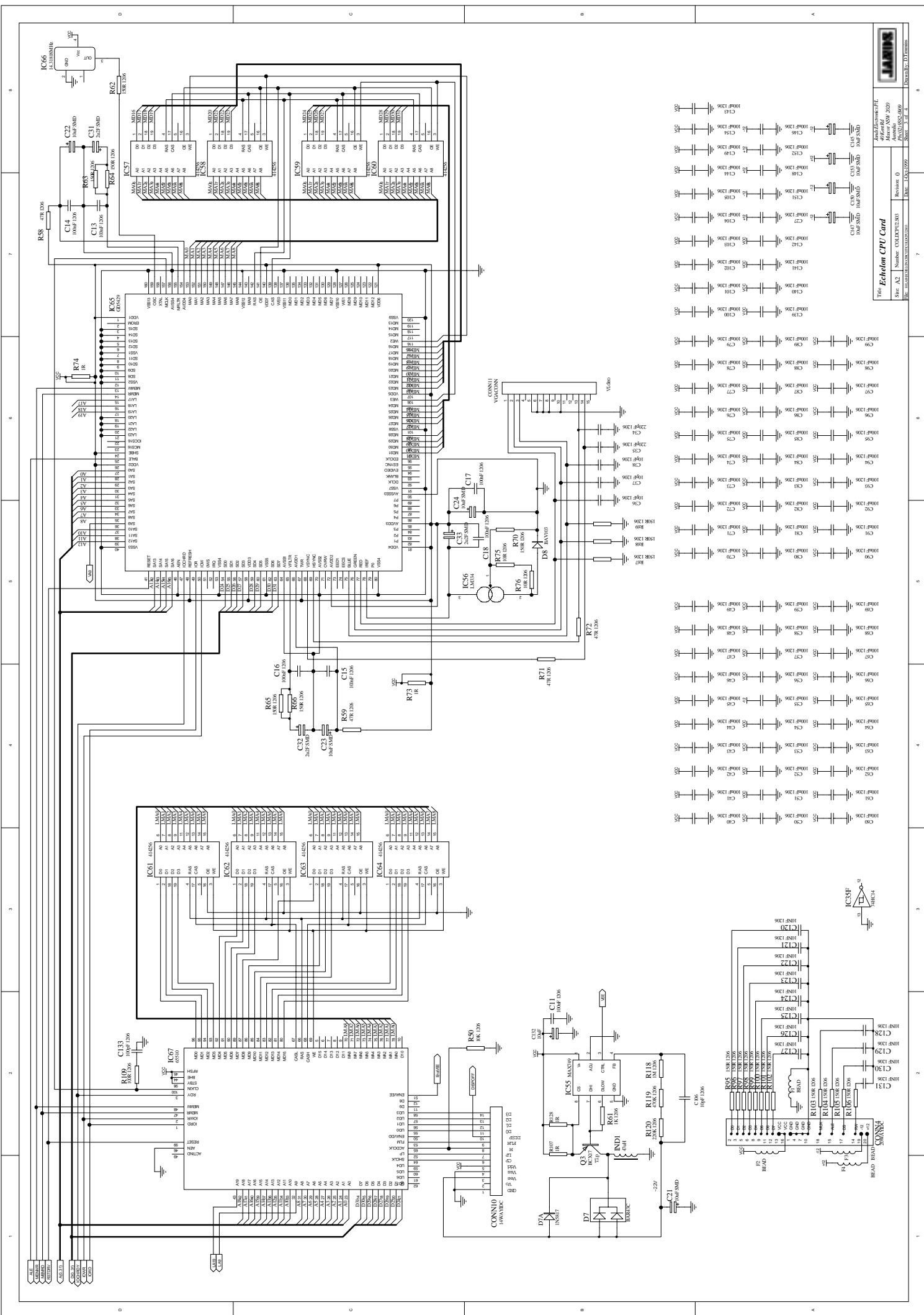


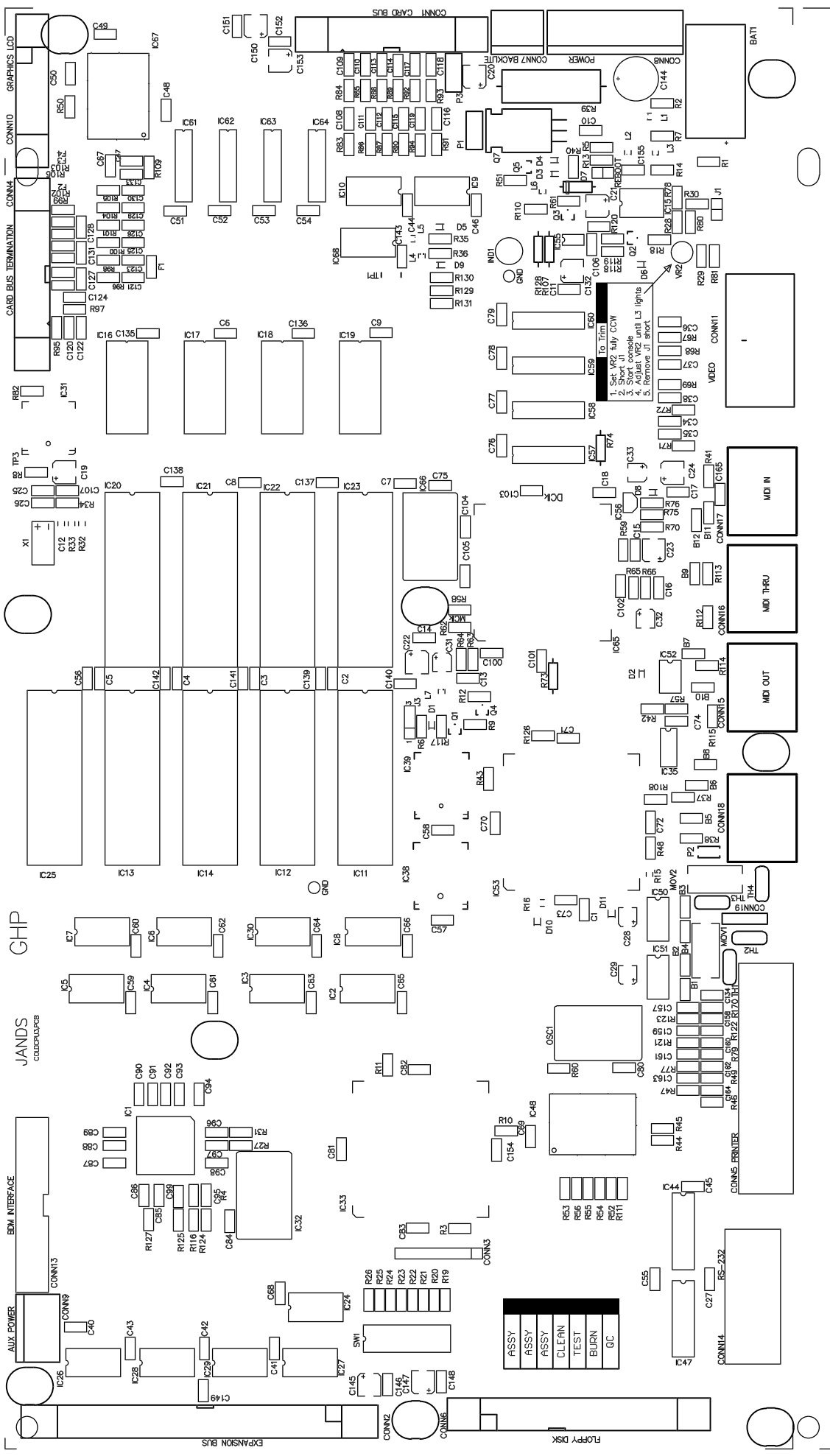
Appendix E Circuit diagrams and overlays

COLDCPU2 Circuit diagrams and overlay









AUX POWER

EDM INTERFACE

CONN13

CONN9

EXPANSION BUS

FLOPPY DISK

CONN2

CONN3

CONN4

CONN5

CONN6

CONN7

CONN8

CONN9

CONN10

CONN11

CONN12

CONN13

CONN14

CONN15

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CONN154

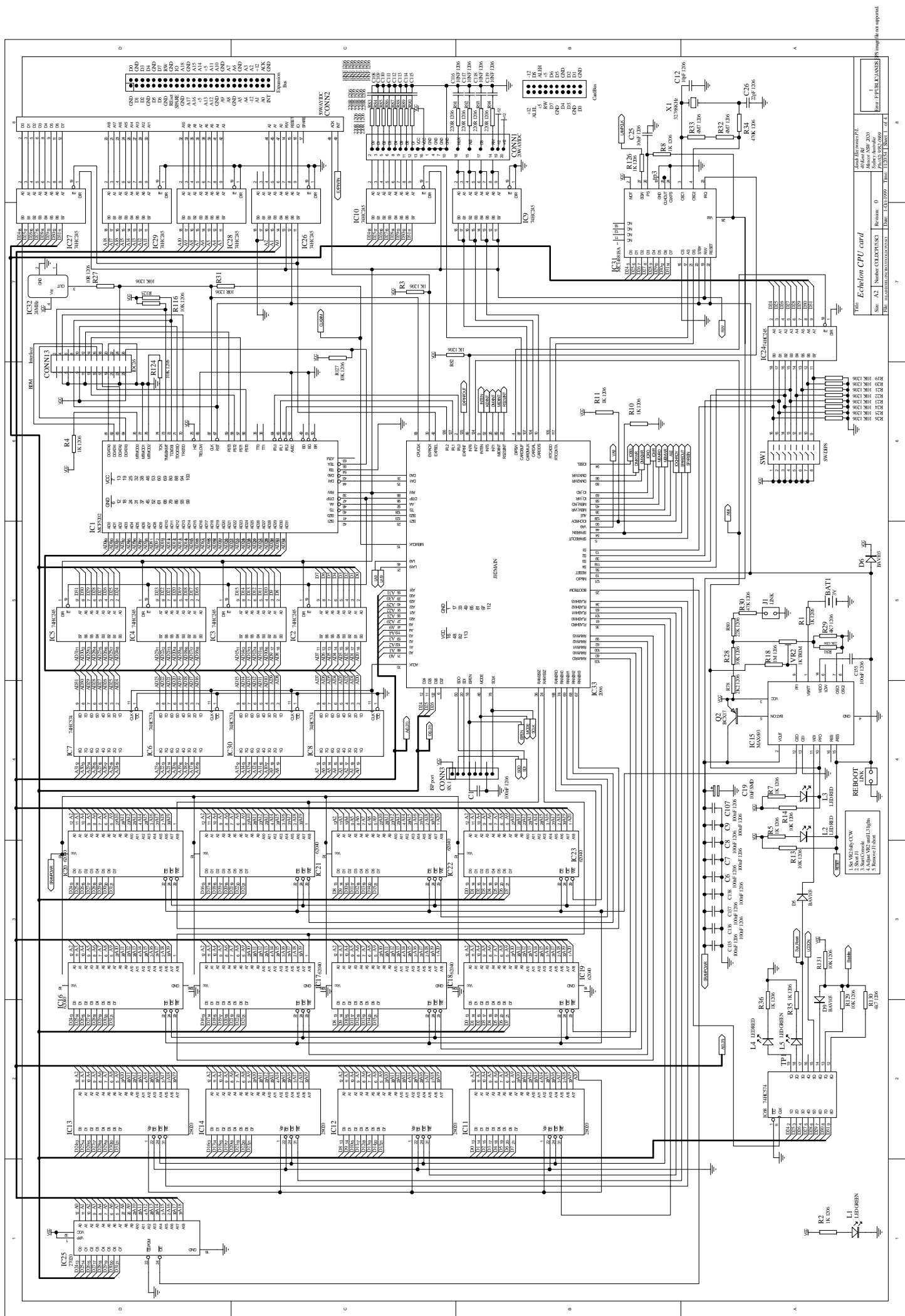
CONN155

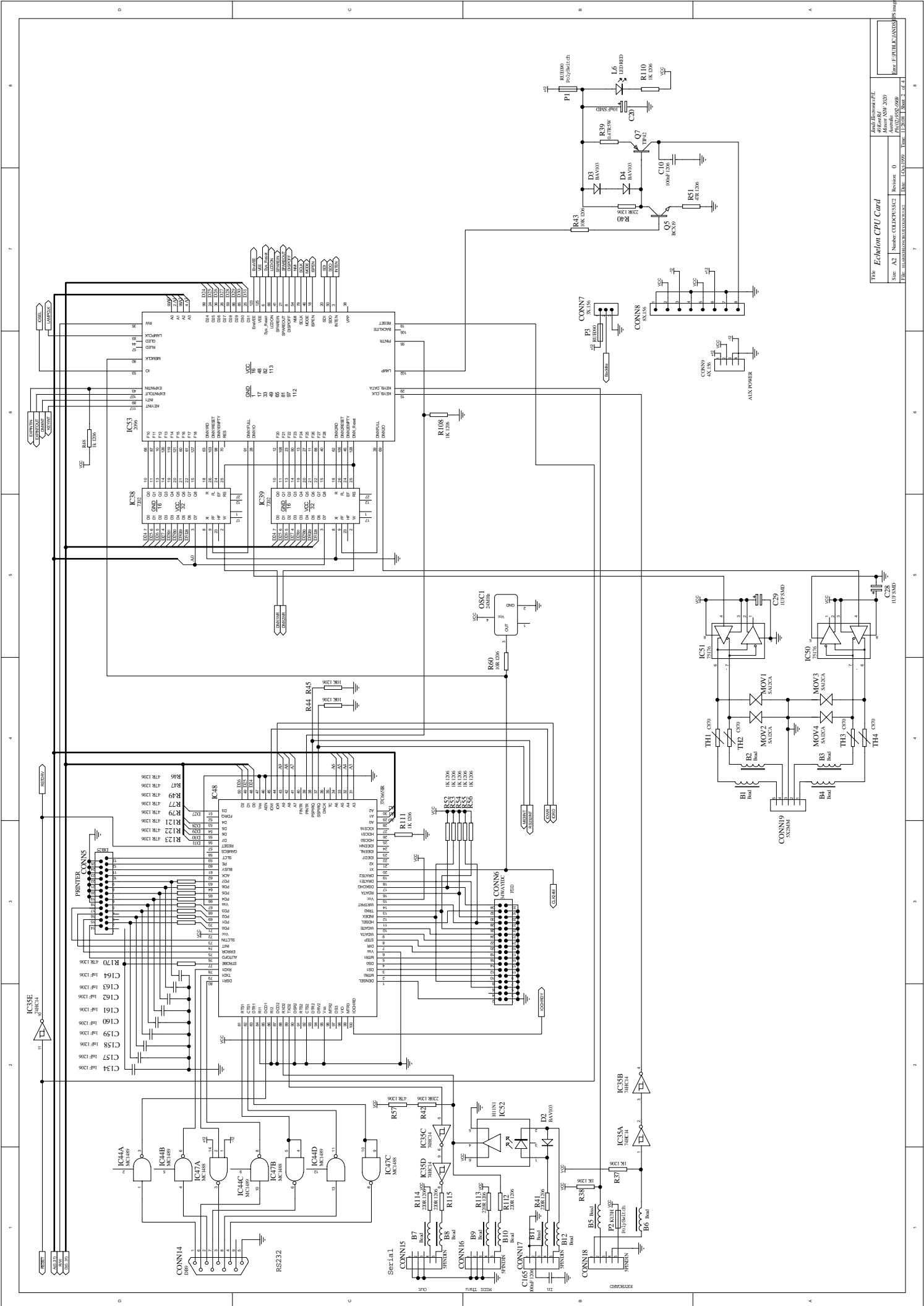
CONN156

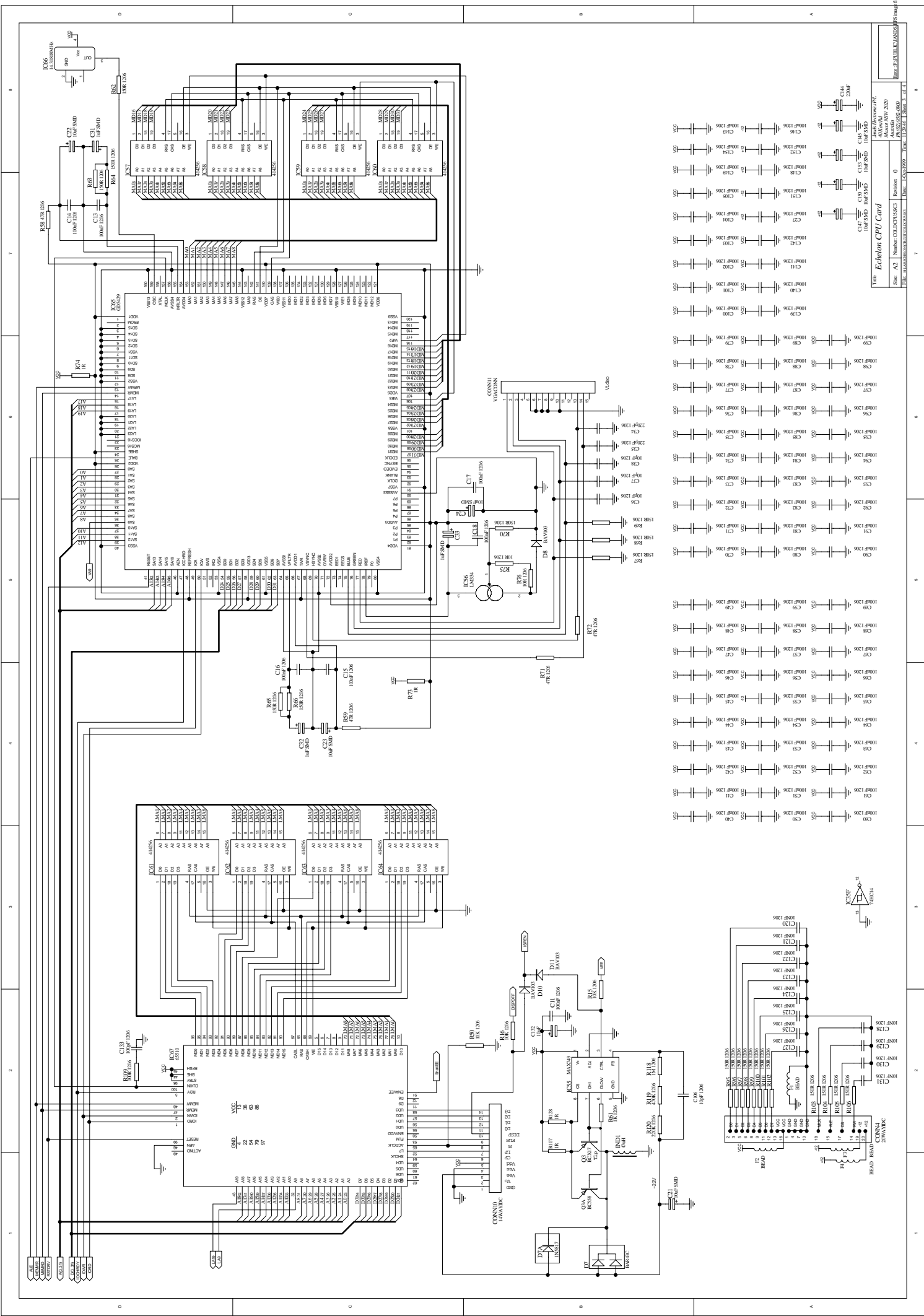
CONN157

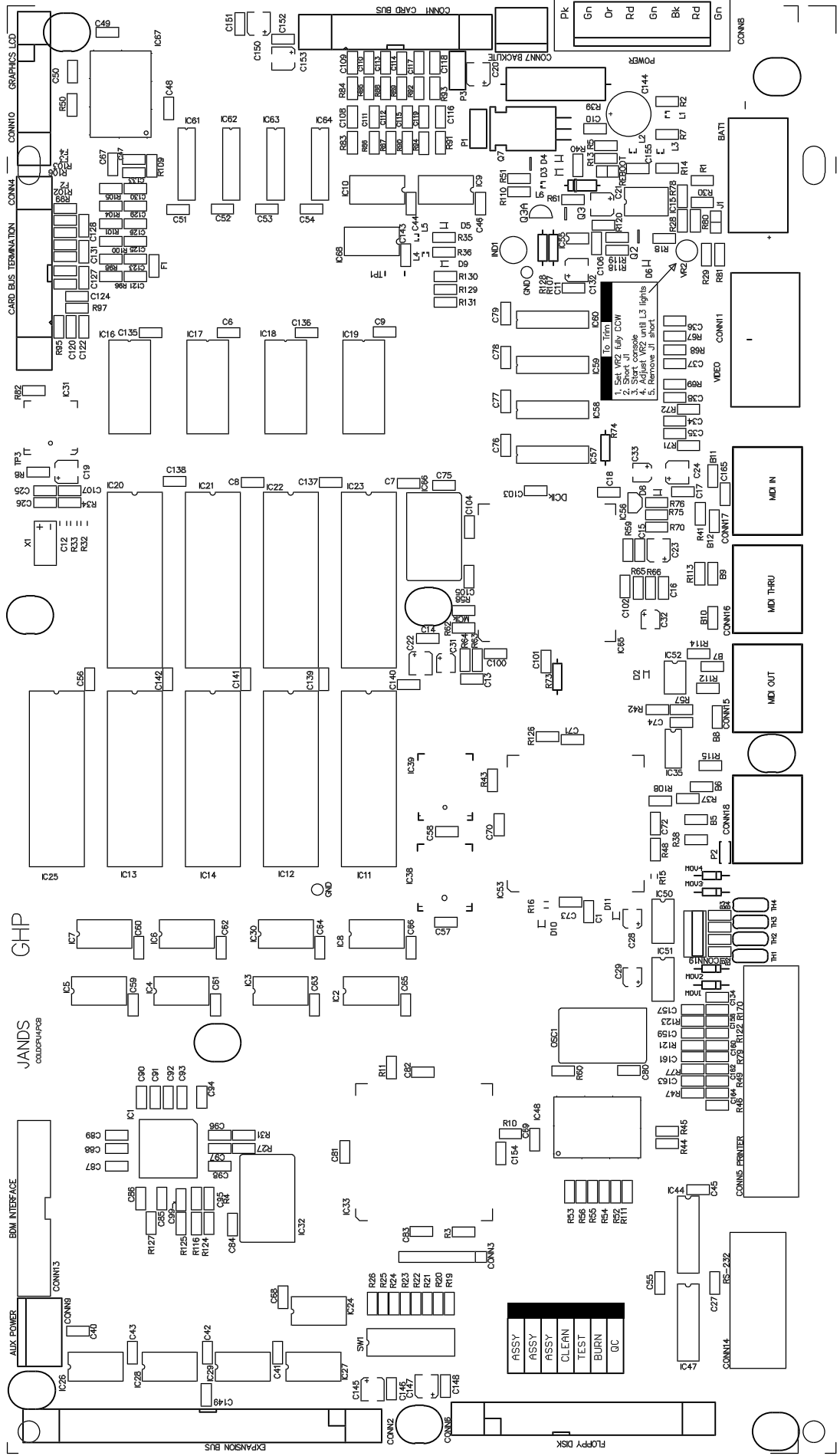
CONN158

COLDCPU4 Circuit diagrams and overlay

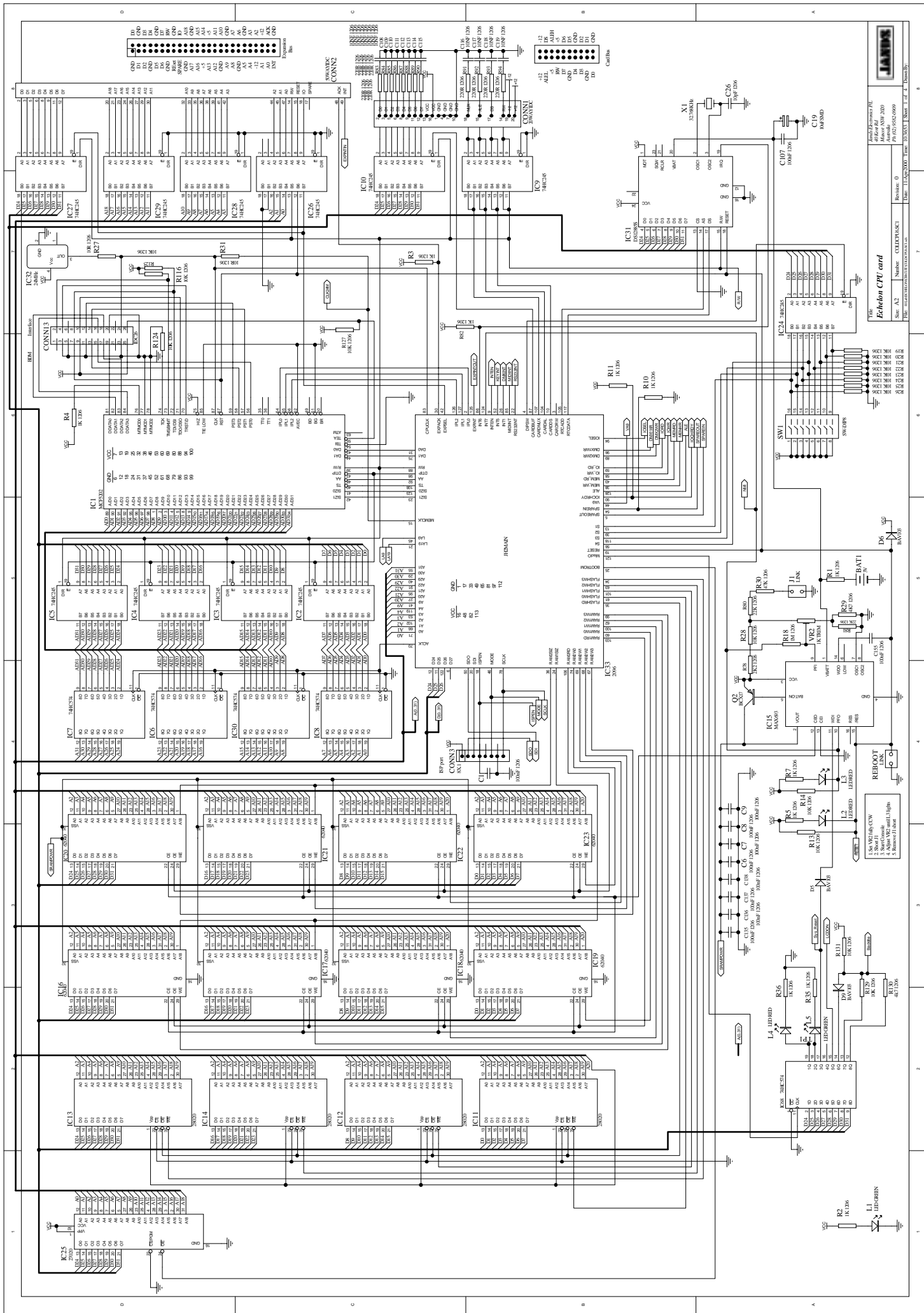




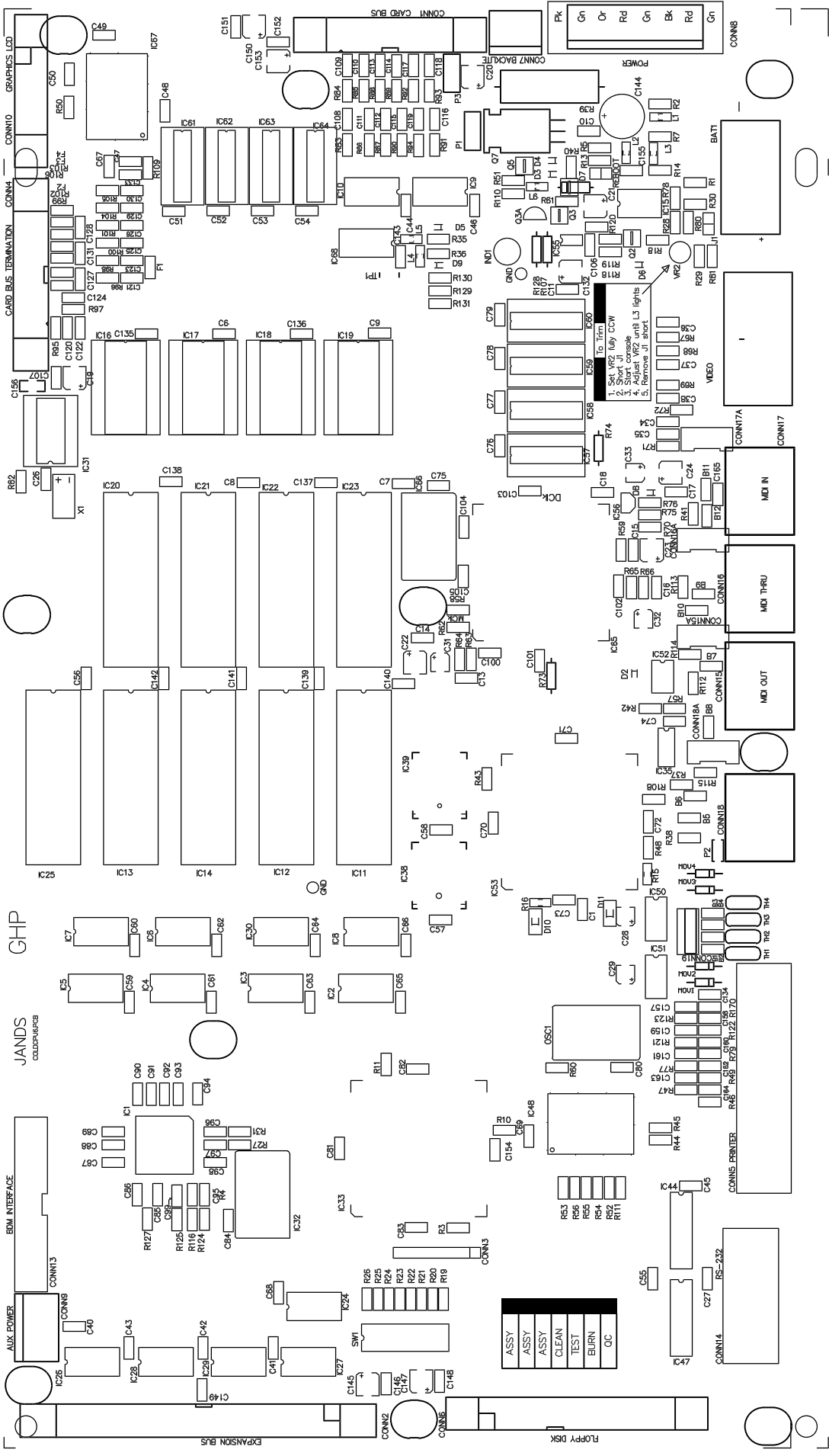




COLDCPU6 Circuit diagrams and overlay



Model: Echelon CPU card
Size: A2
Number: 0000000001
Revision: 0
Date: 11/01/2000
Time: 10:00:00
Sheet: 1 of 1
Thermal: 0



JANDS
000CP68P2B

BOM INTERFACE

AUX POWER

EXPANSION BUS

FLOPPY DISK

HDD

CONN13

CONN14

CONN15

CONN16

CONN17

CONN18

CONN19

CONN20

CONN21

CONN22

CONN23

CONN24

CONN25

CONN26

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CONN314

CONN315

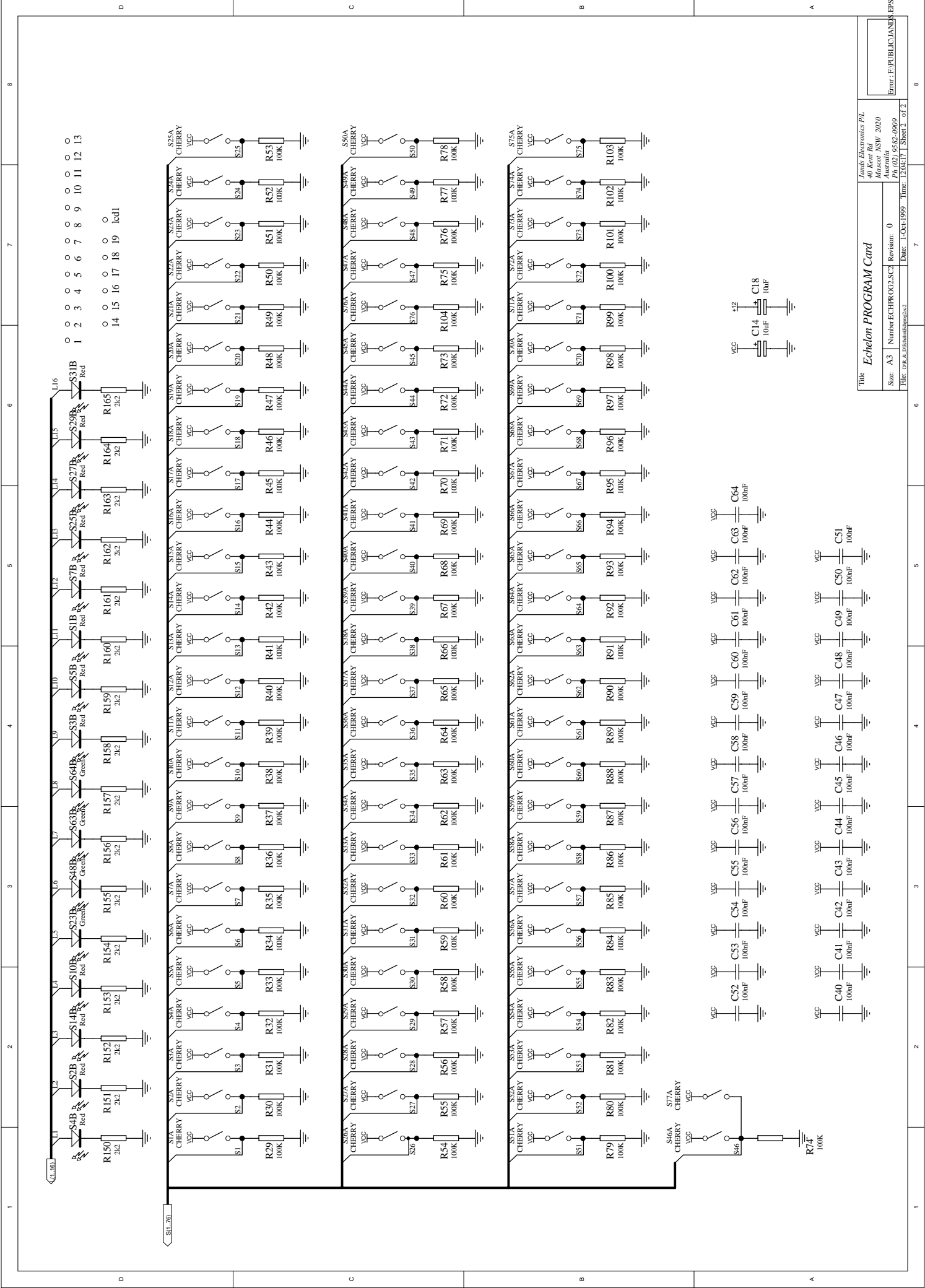
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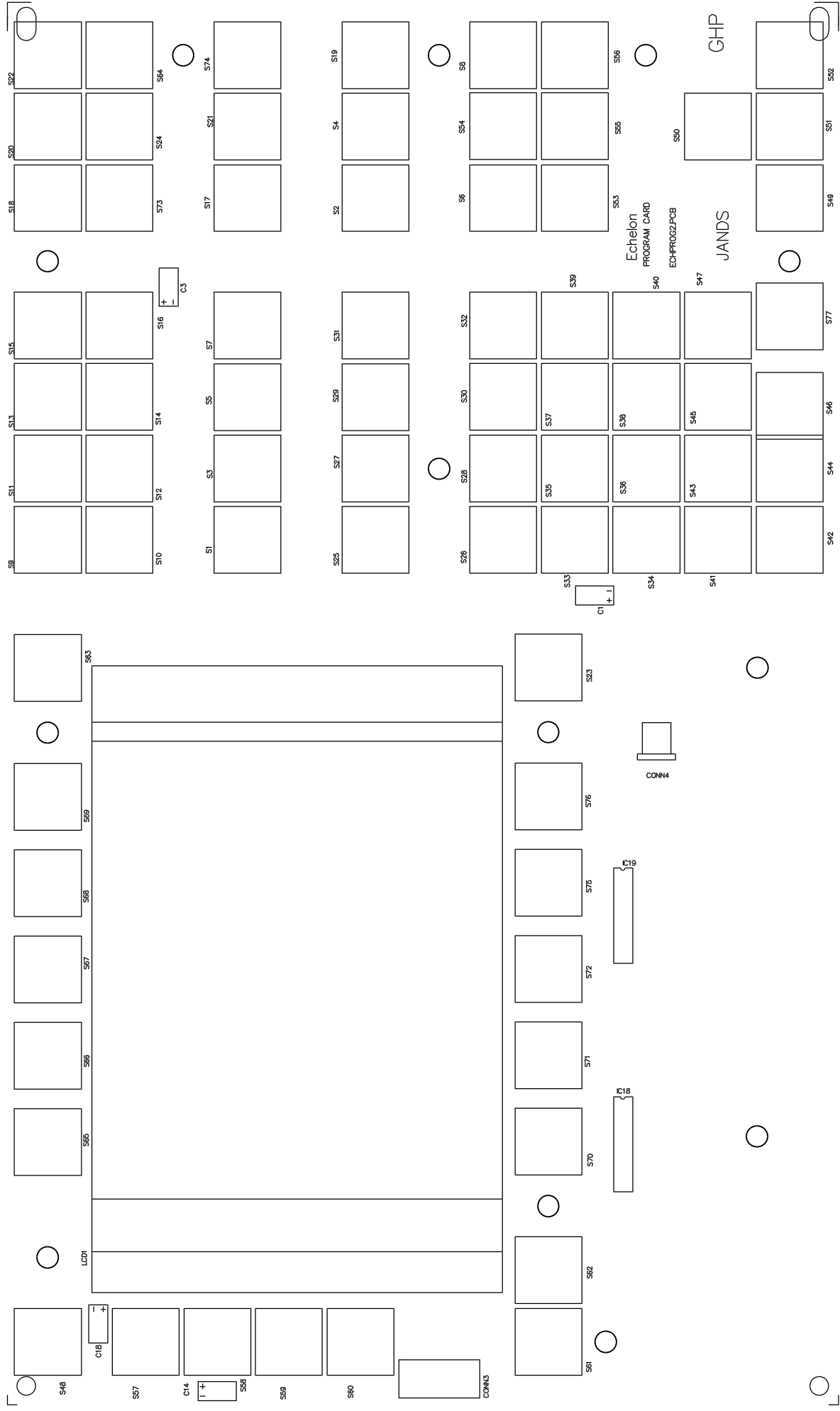
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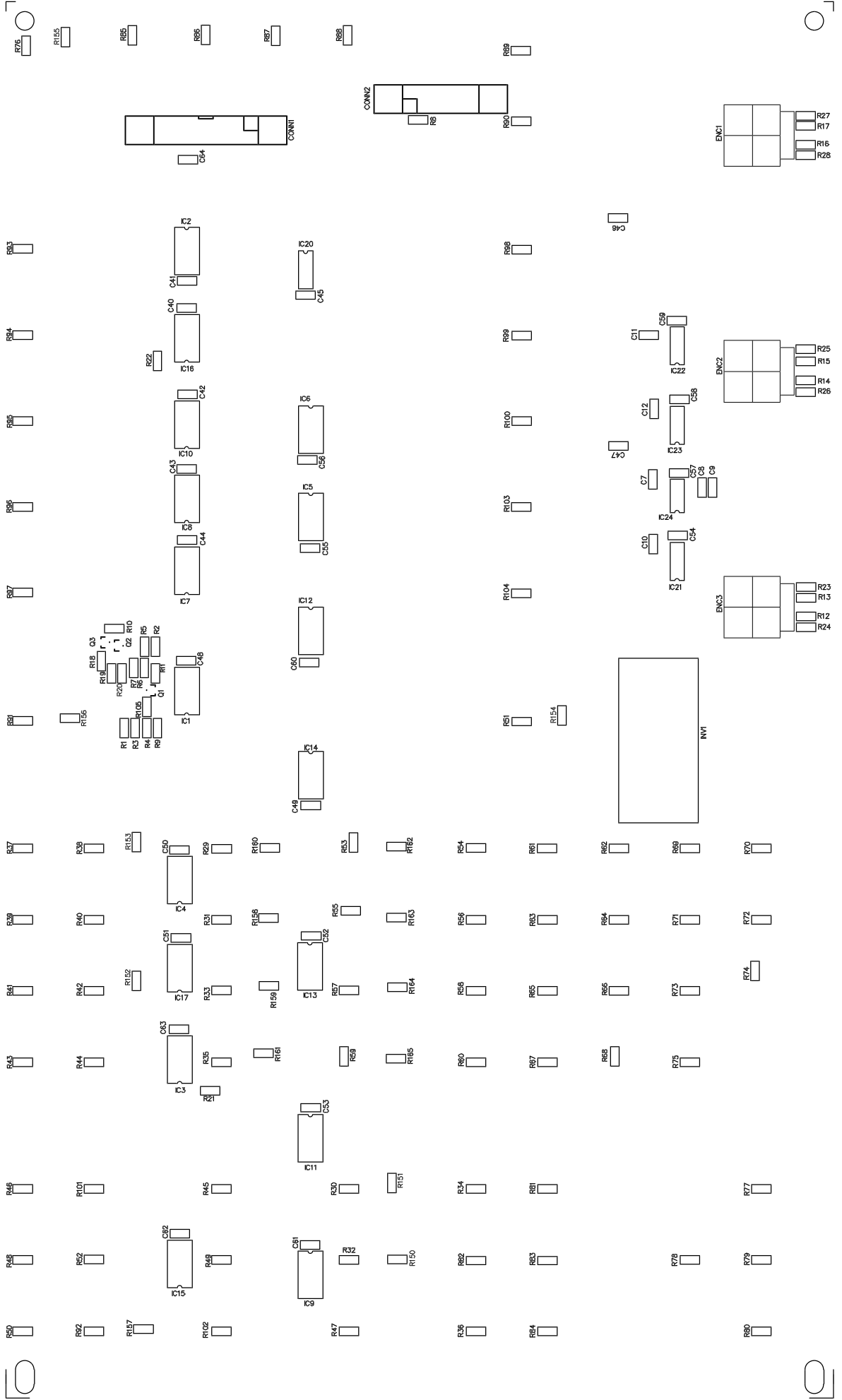
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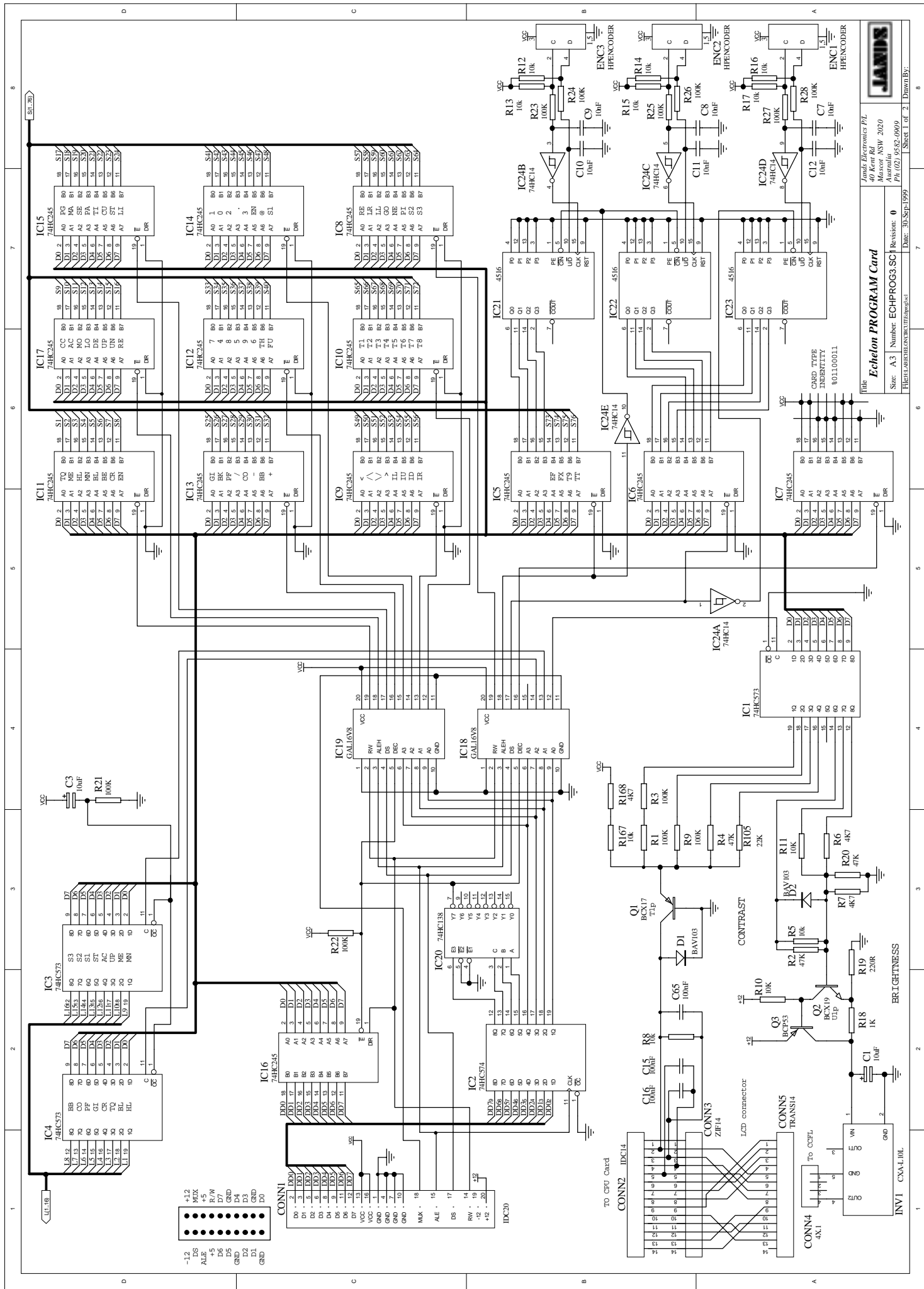
ECHPROG2 Circuit diagrams and overlays

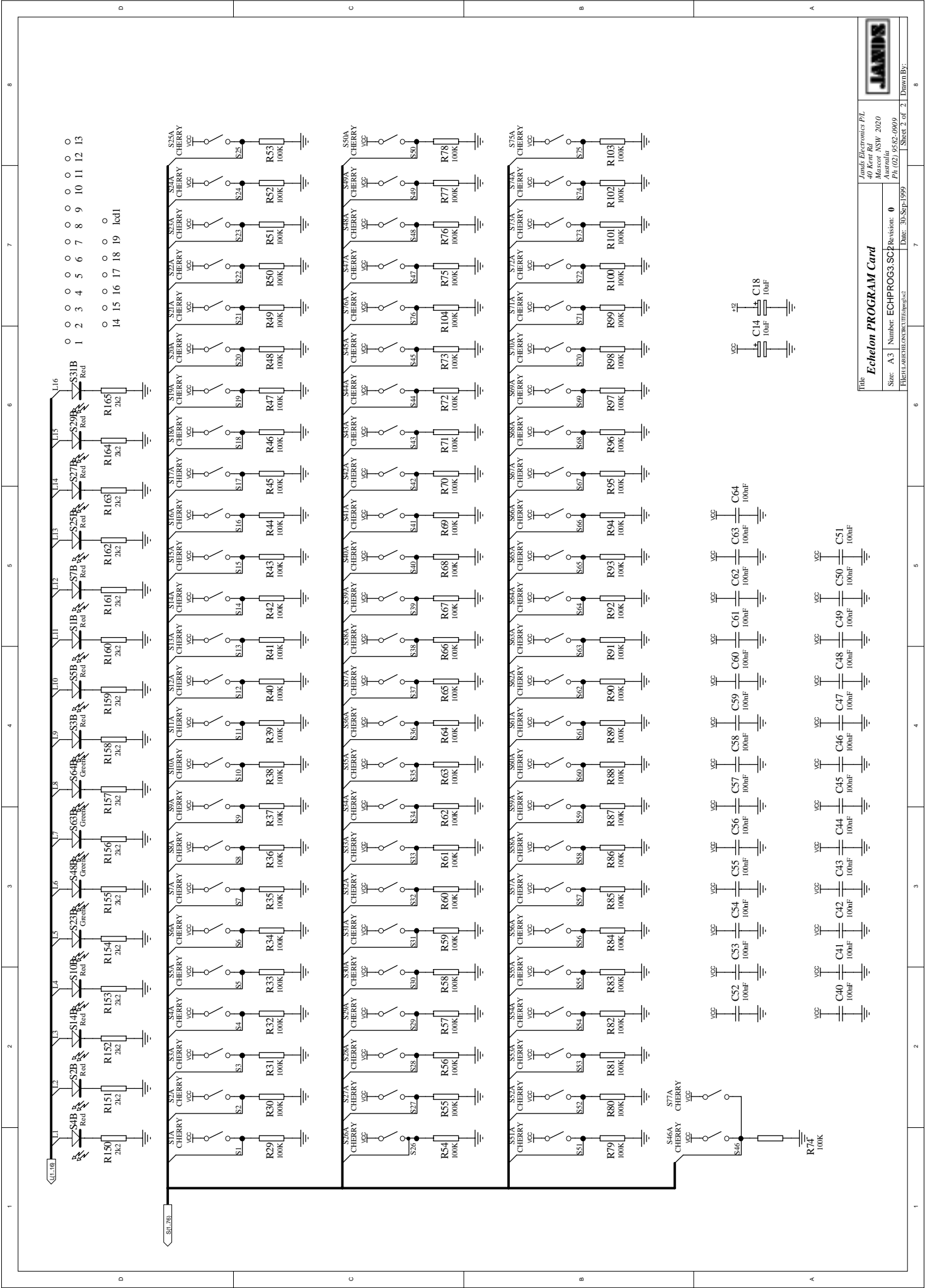


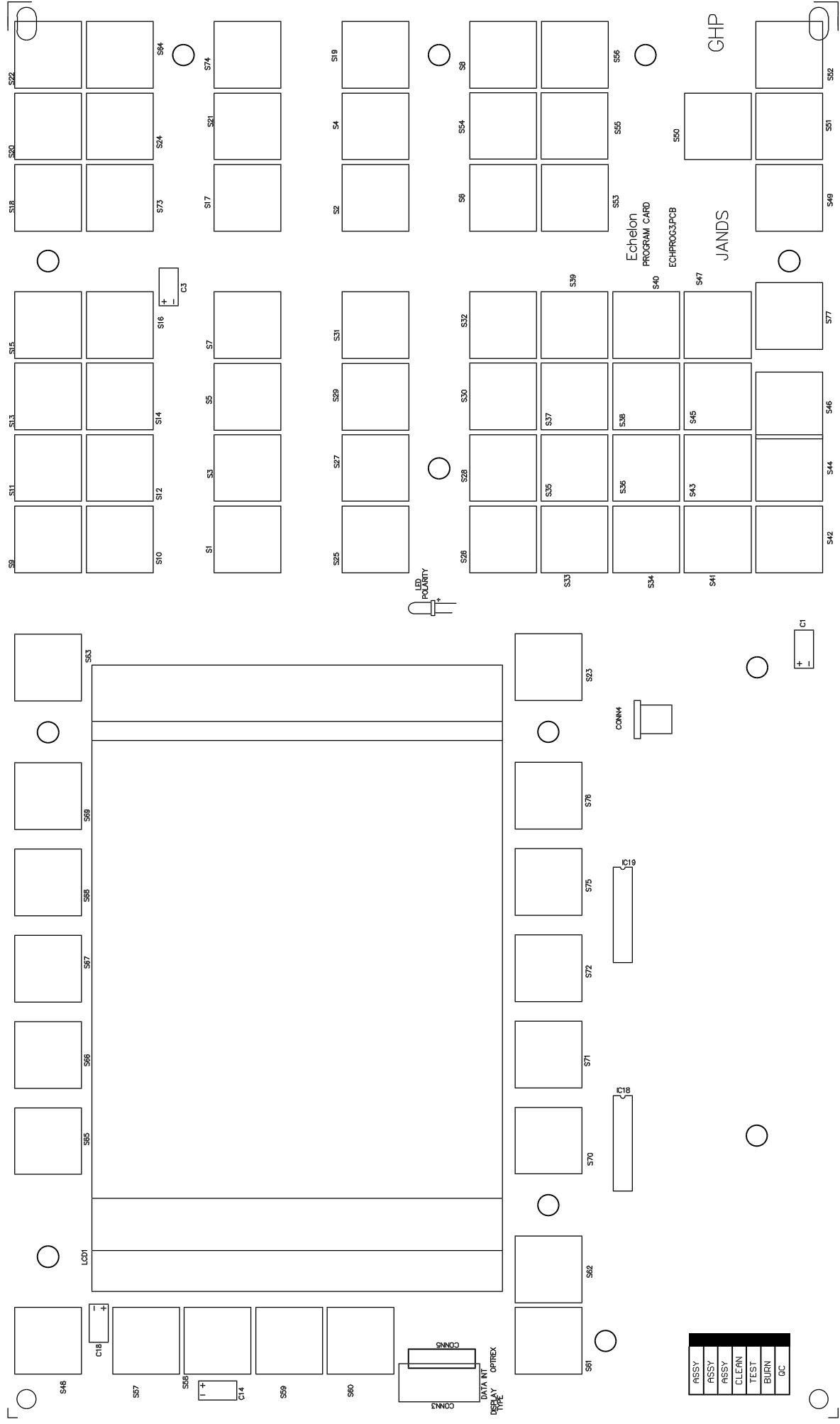


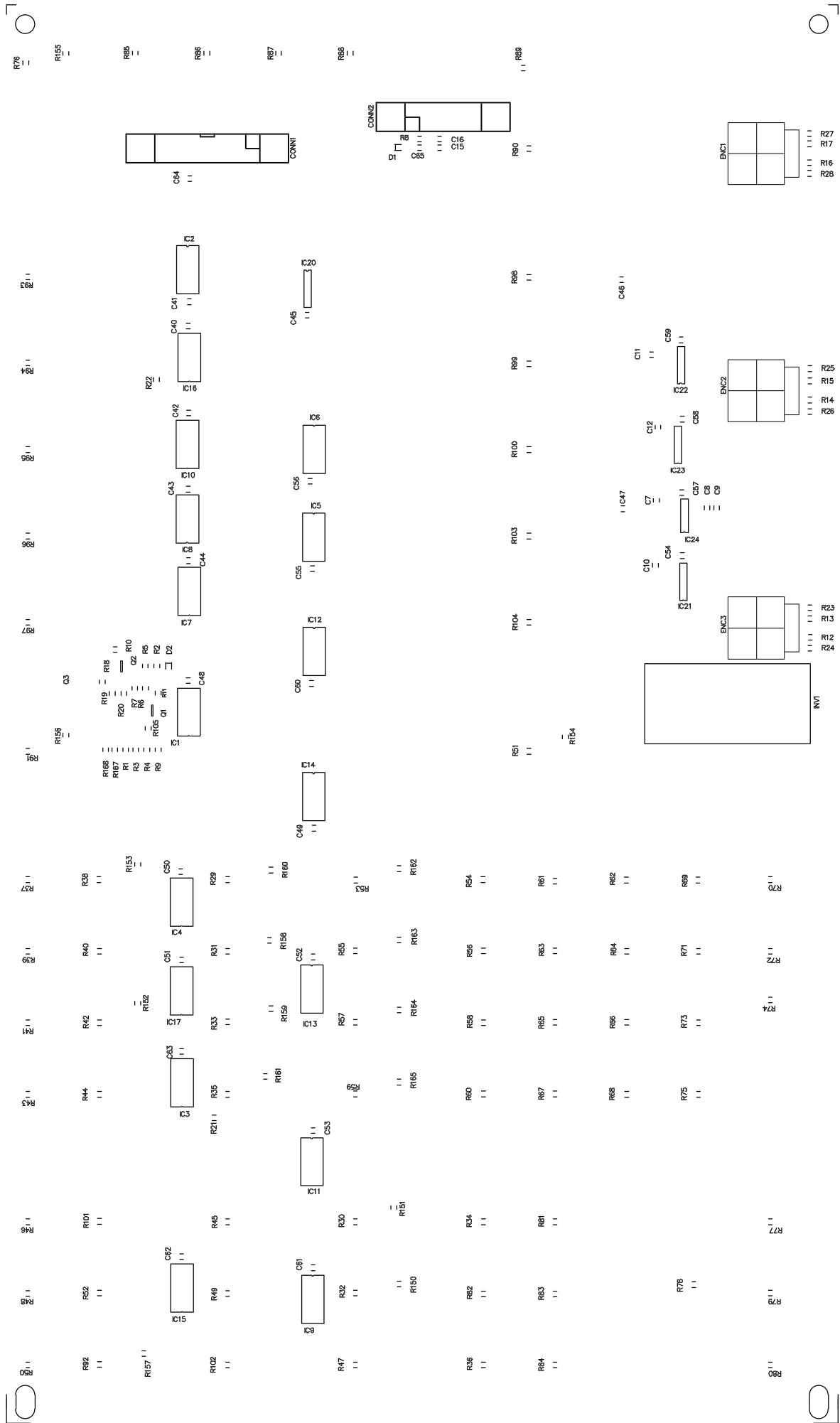


ECHPROG3 Circuit diagrams and overlays

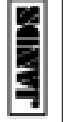
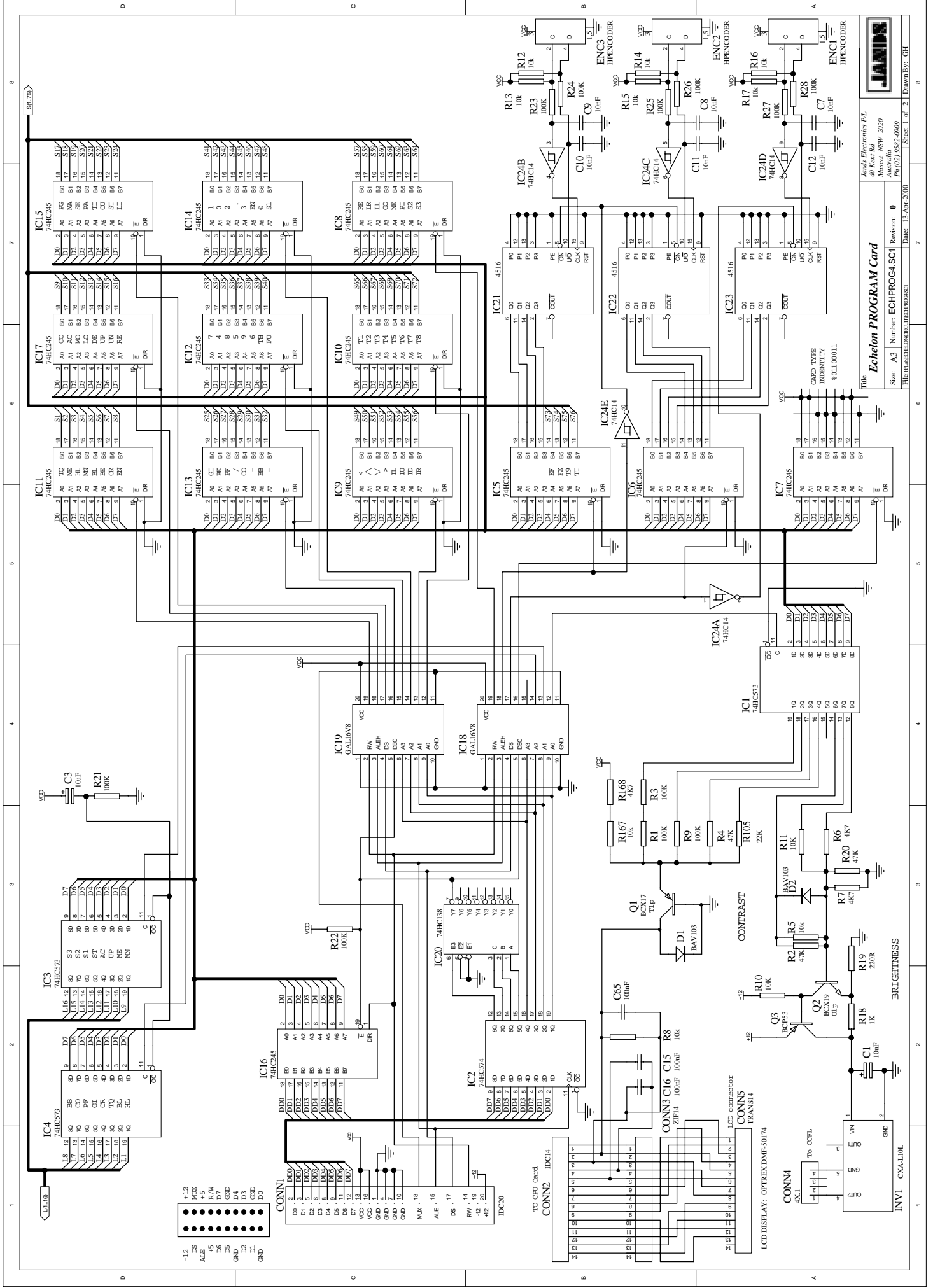








ECHPROG4 Circuit diagrams and overlays



JANIS Electronics P/L
40 Kent Rd
Moscow NSW 2020
Australia
Ph (02) 9552-0609

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Date: 13-Apr-2000 Sheet 1 of 2 Drawn By: GH

File: Echelon PROGRAM Card
Size: A3 Number: ECHPROG4-SC1 Revision: 0
Date: 13-Apr-2000 Sheet 1 of 2 Drawn By: GH

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Size: A3 Number: ECHPROG4-SC1 Revision: 0
Date: 13-Apr-2000 Sheet 1 of 2 Drawn By: GH

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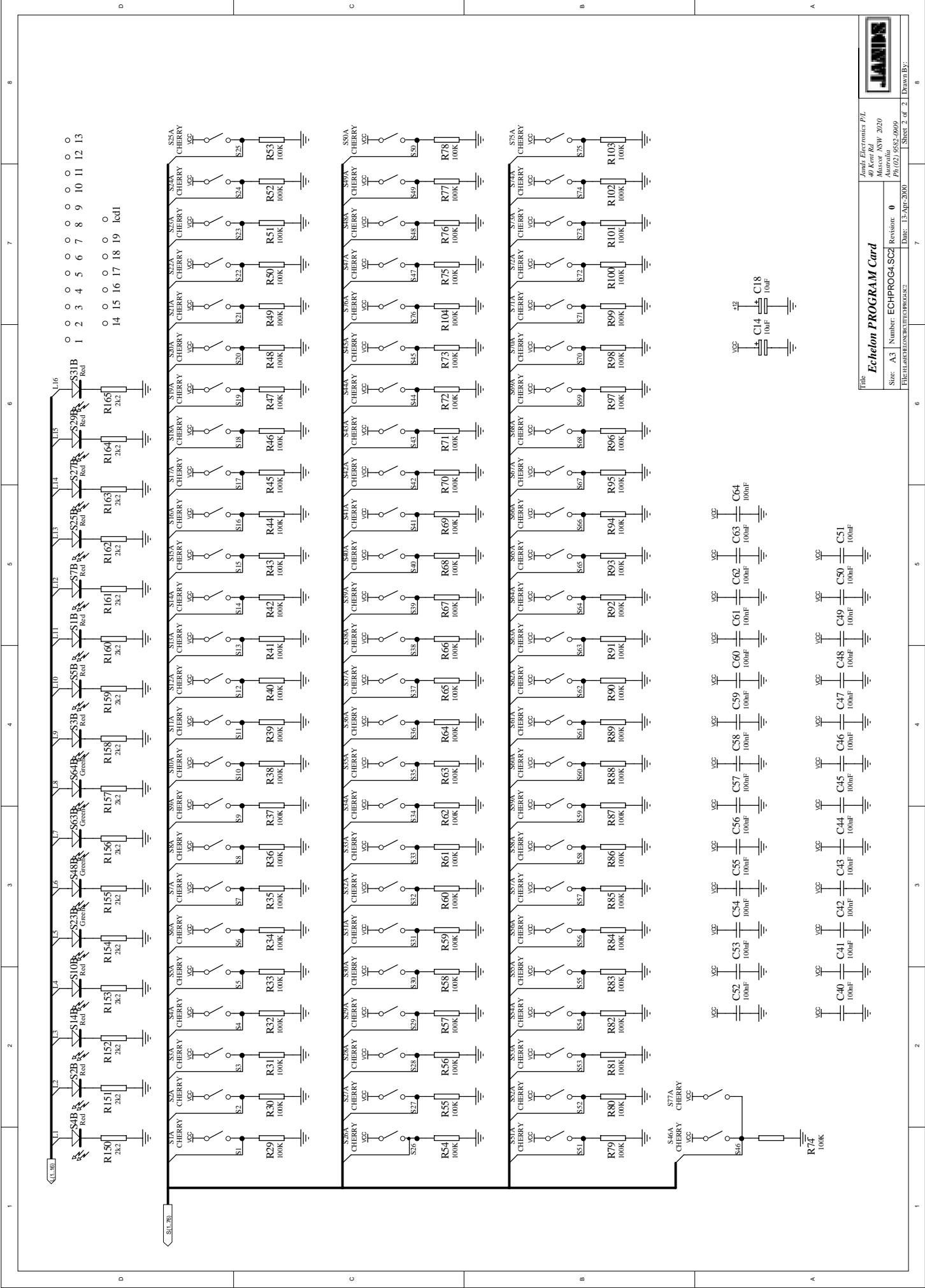
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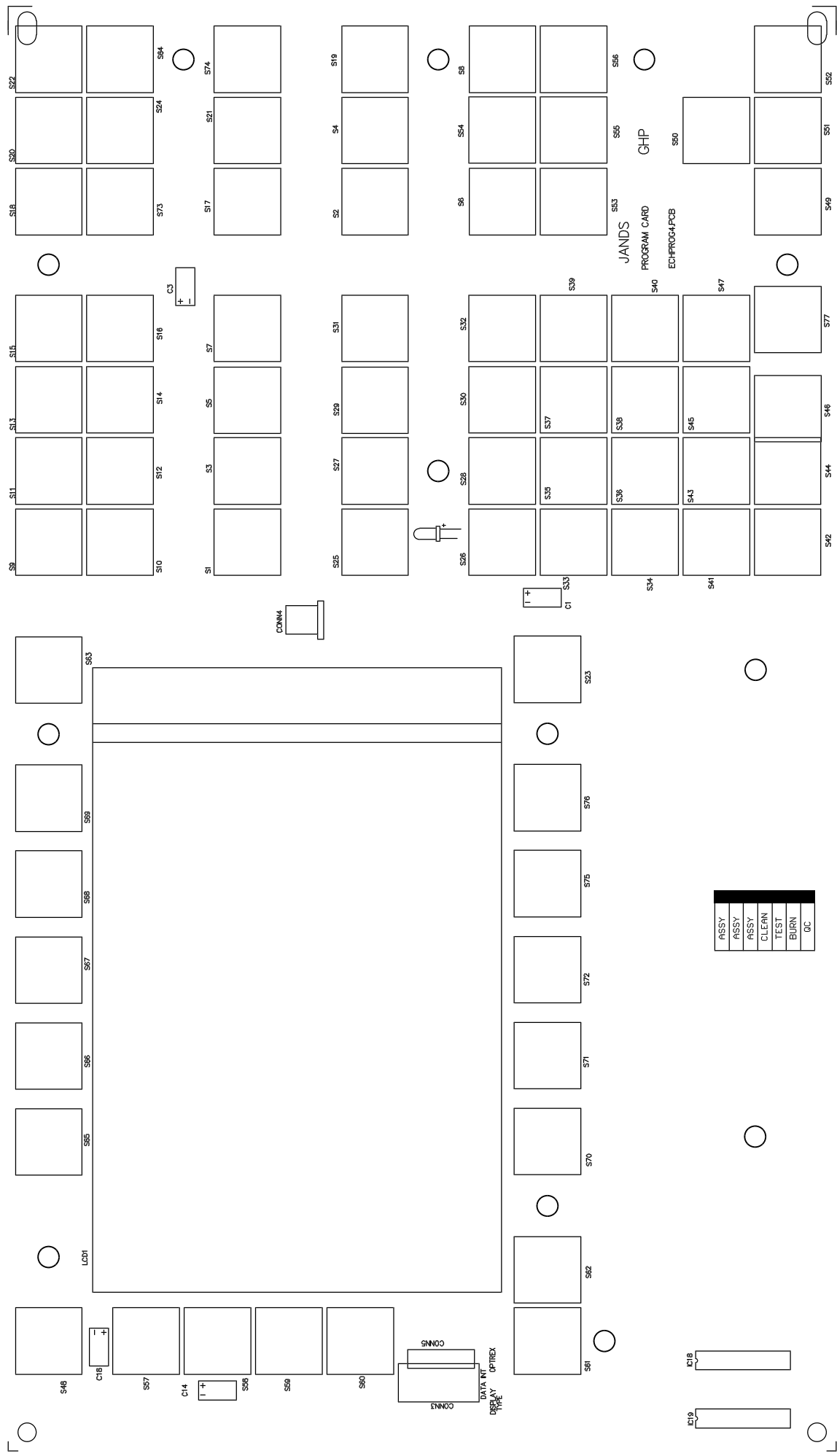
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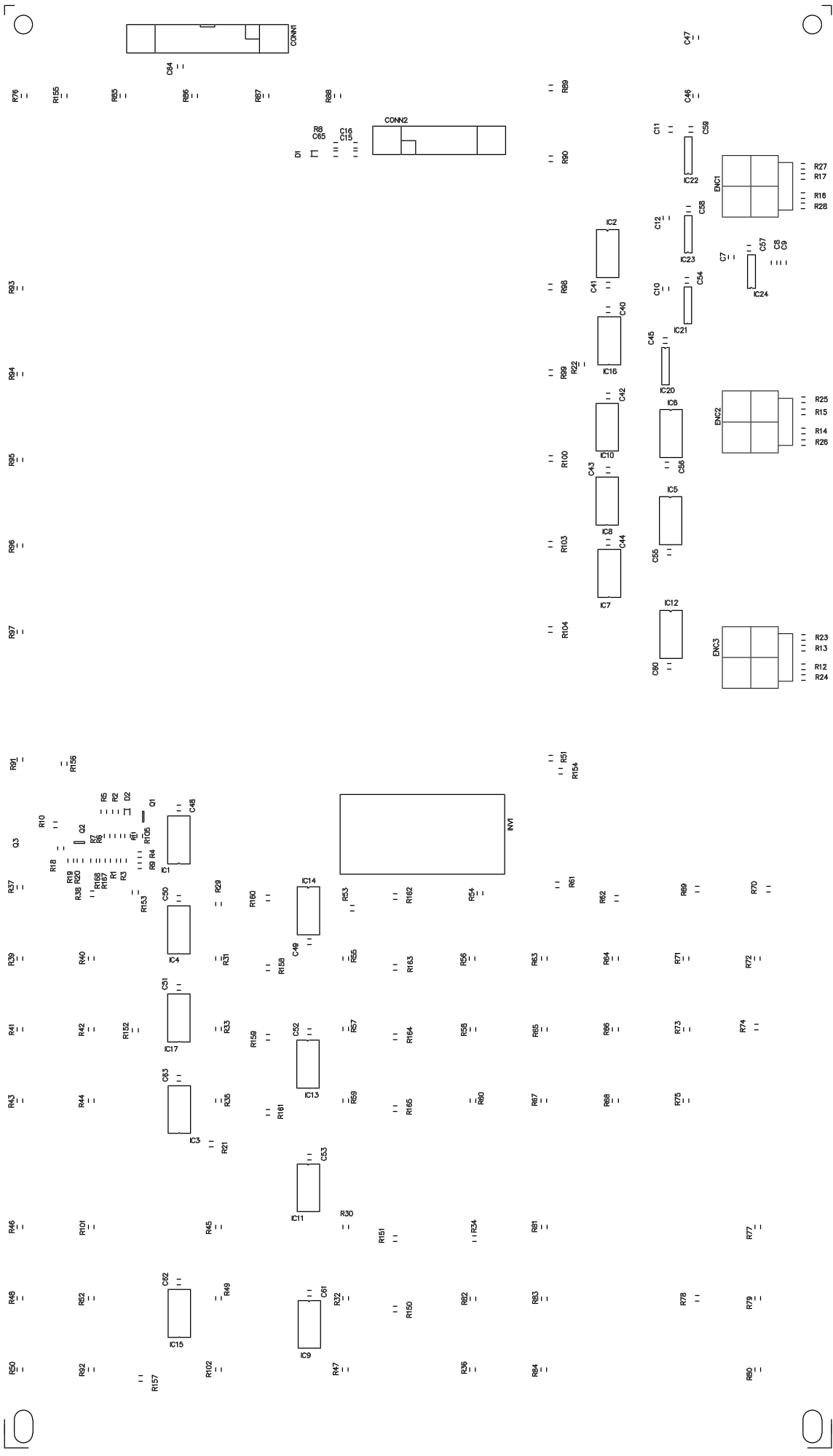
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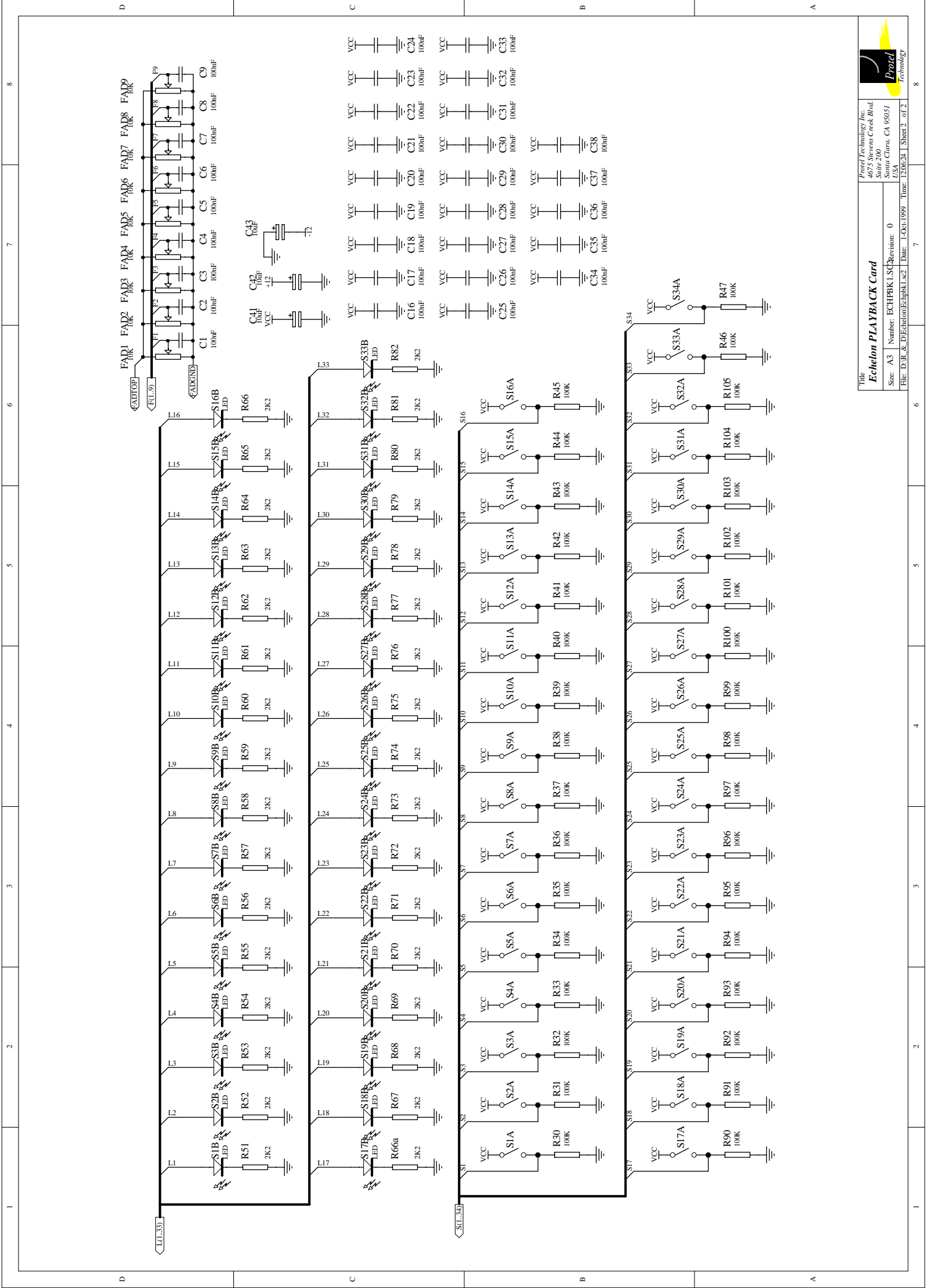
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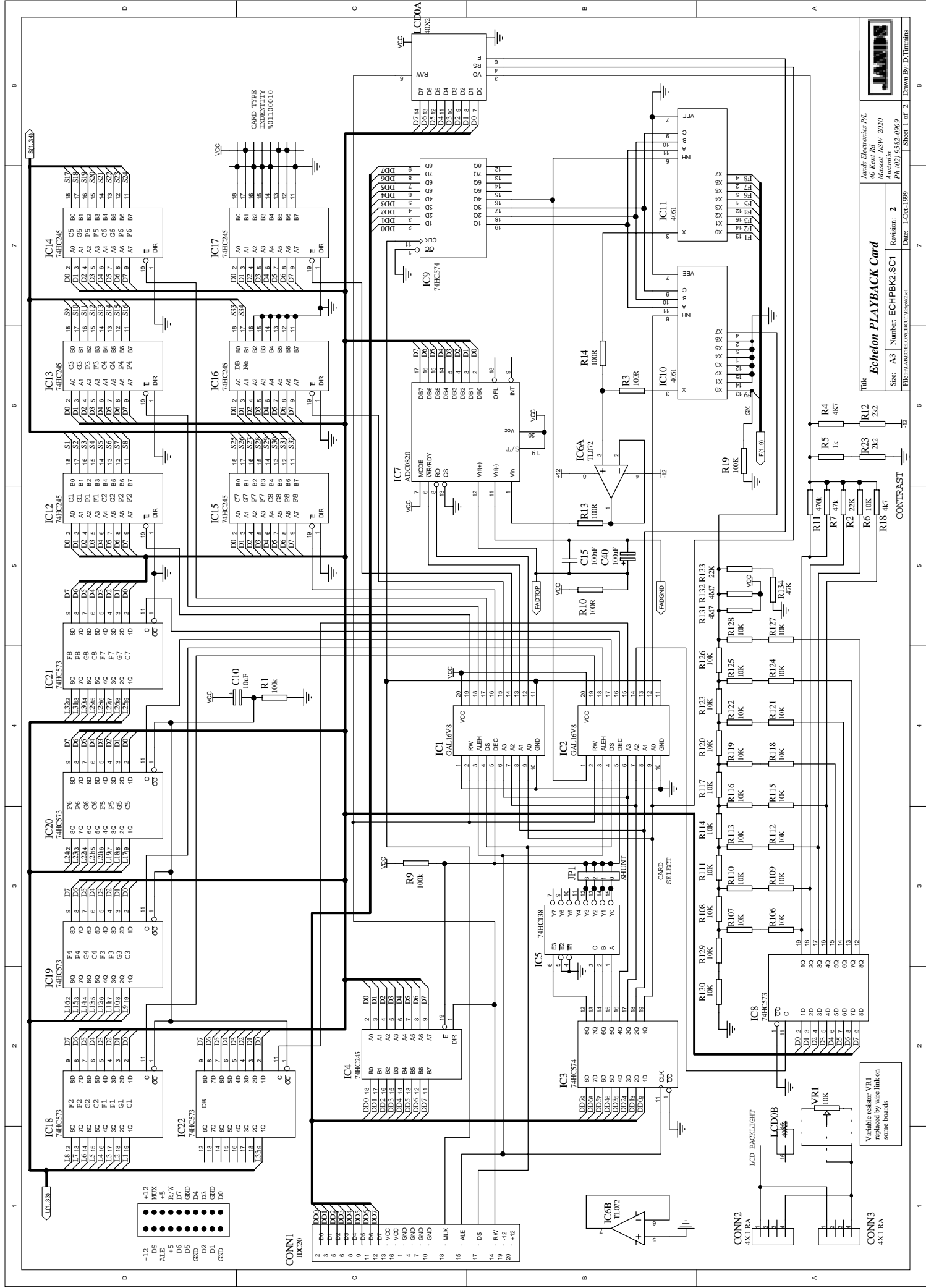


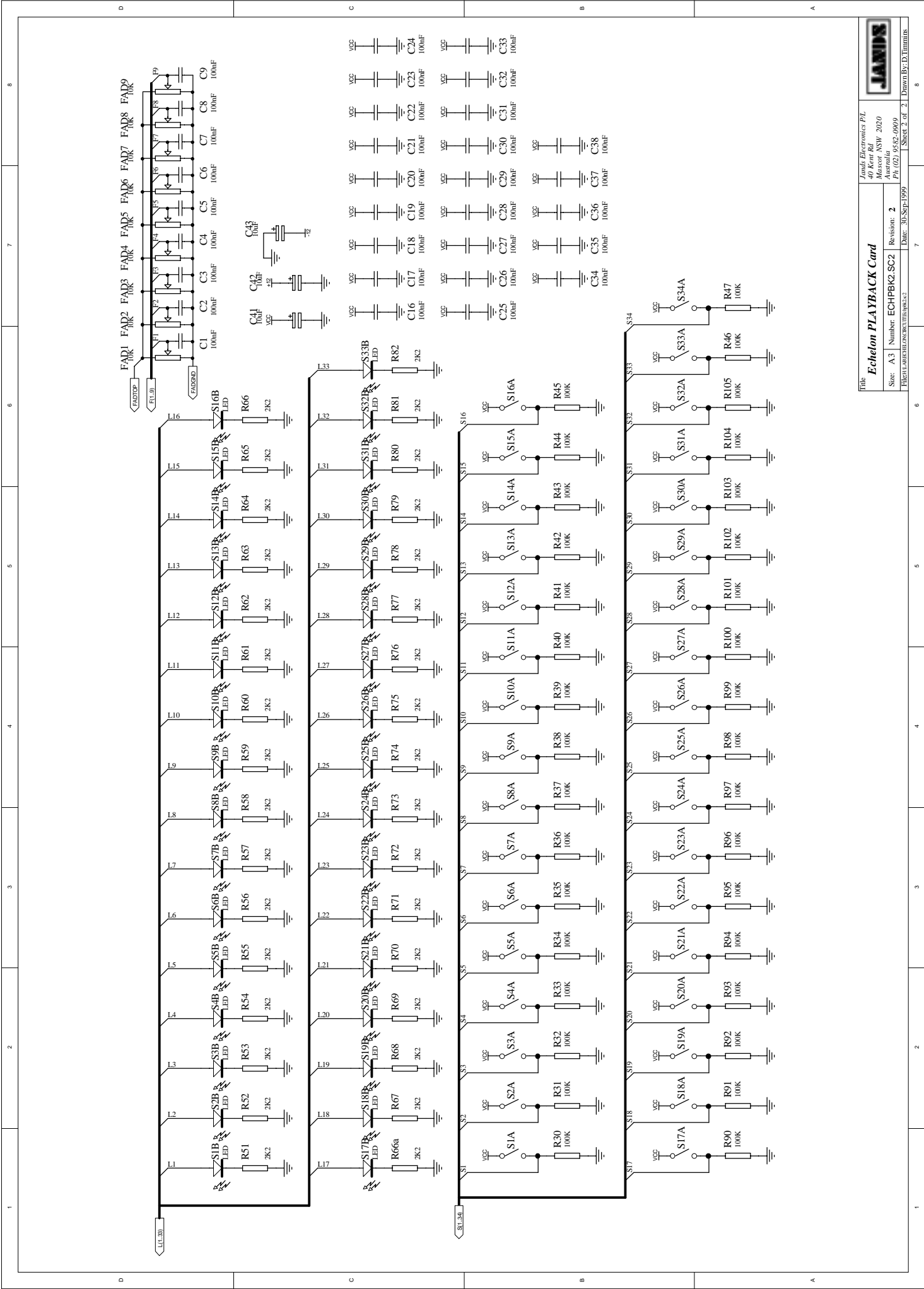


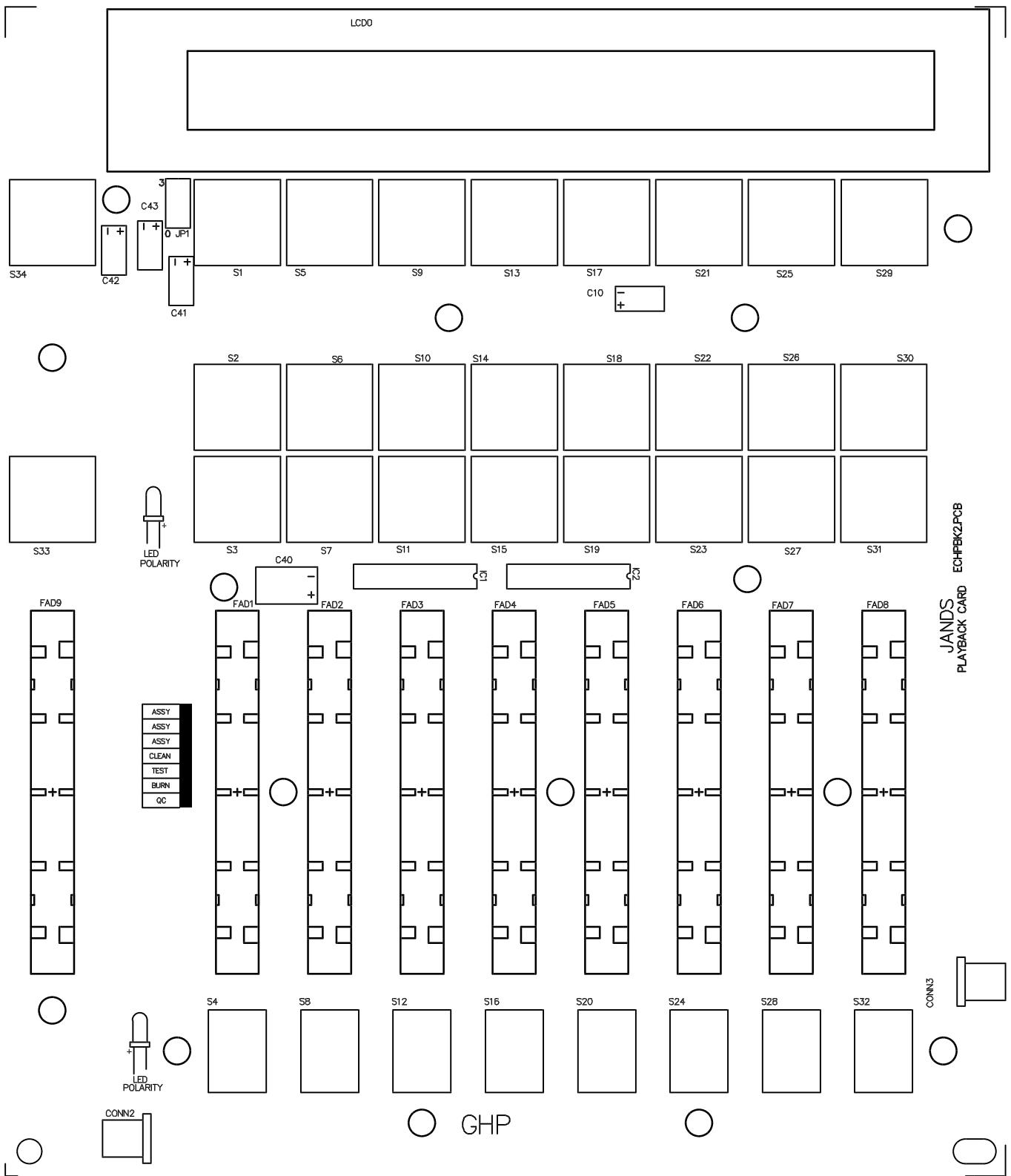
ECHPBAK1 Circuit diagrams and overlays

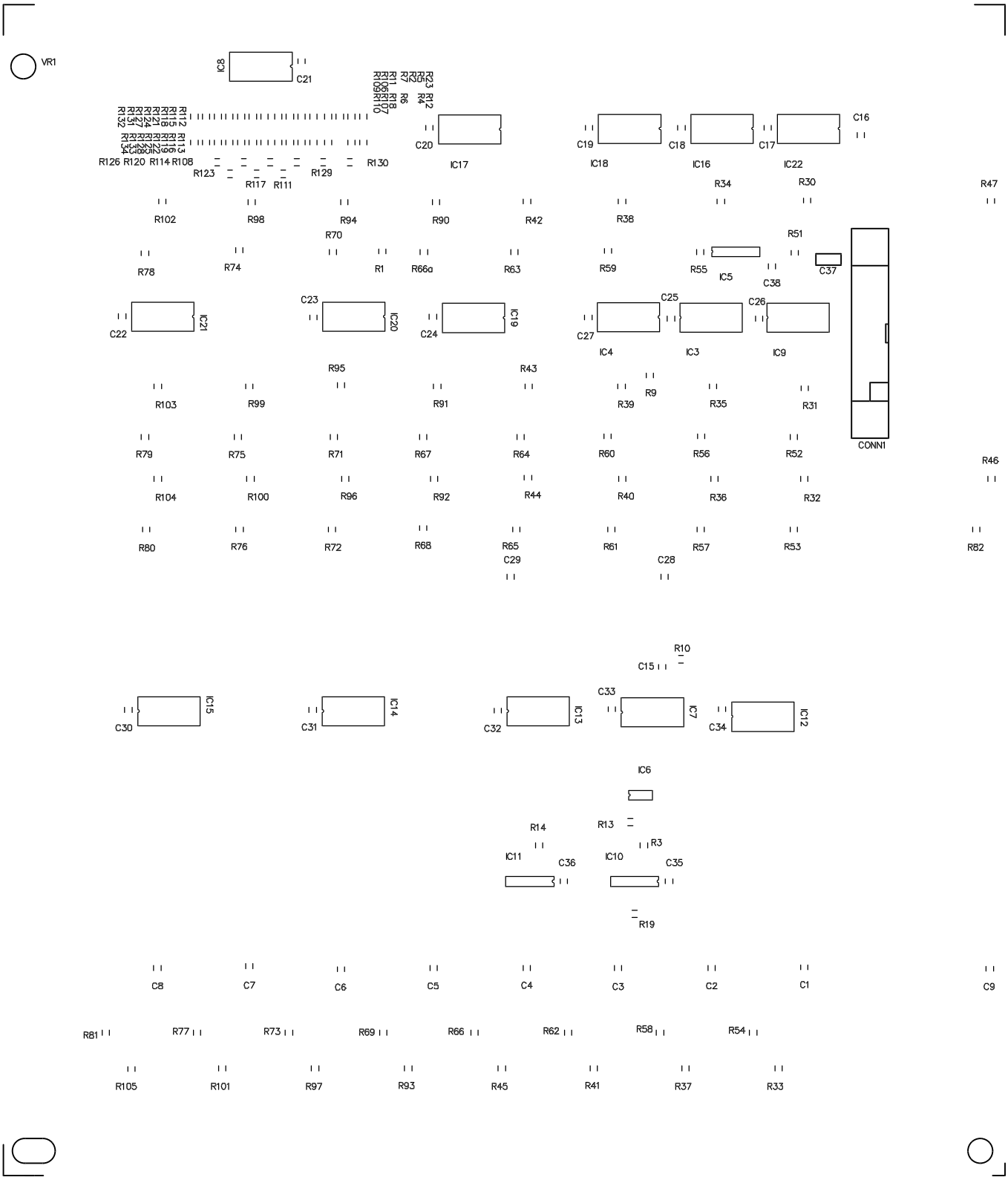


ECHPBAK2 Circuit diagrams and overlays

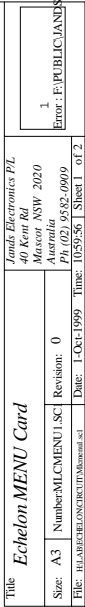


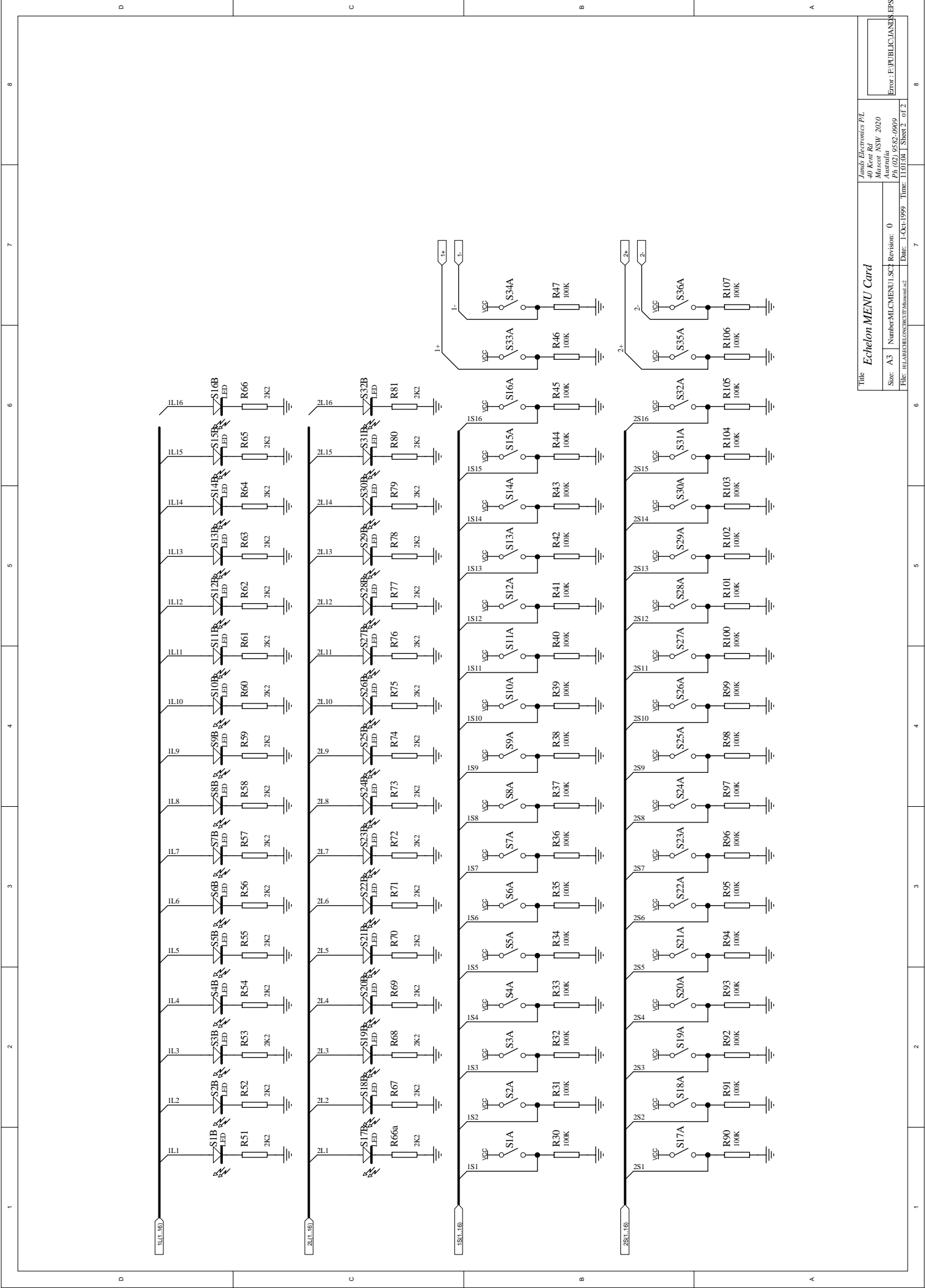






MLCMENU1 Circuit diagrams and overlays





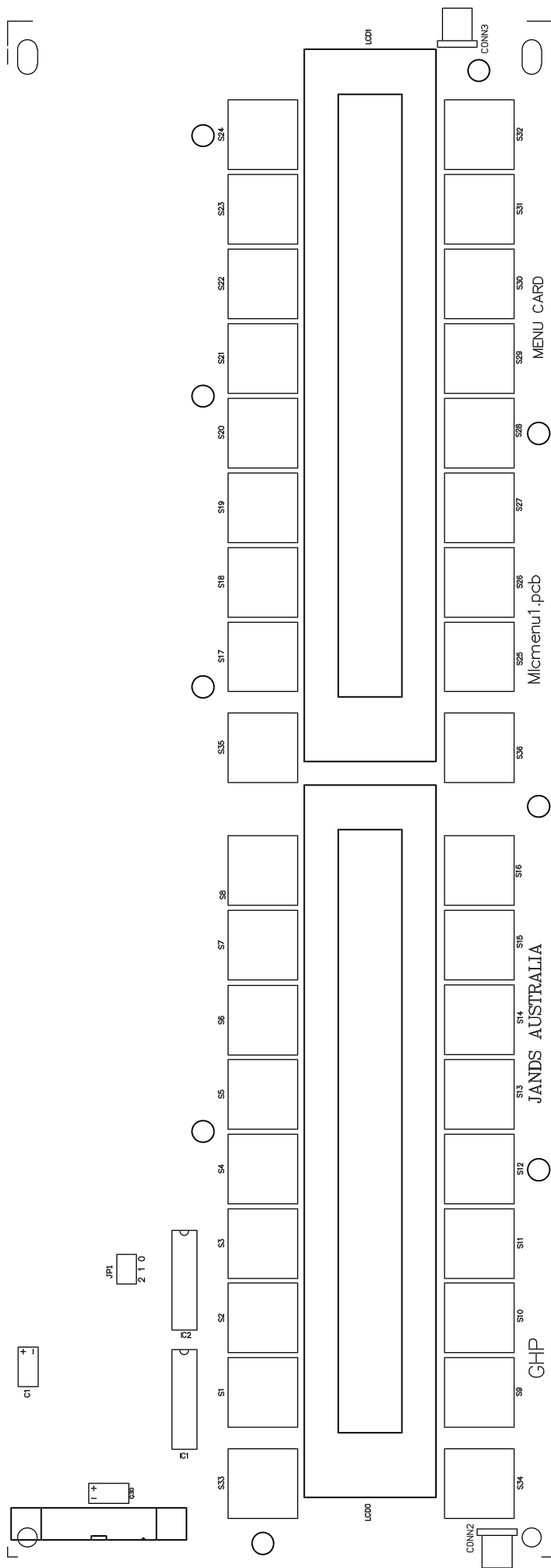
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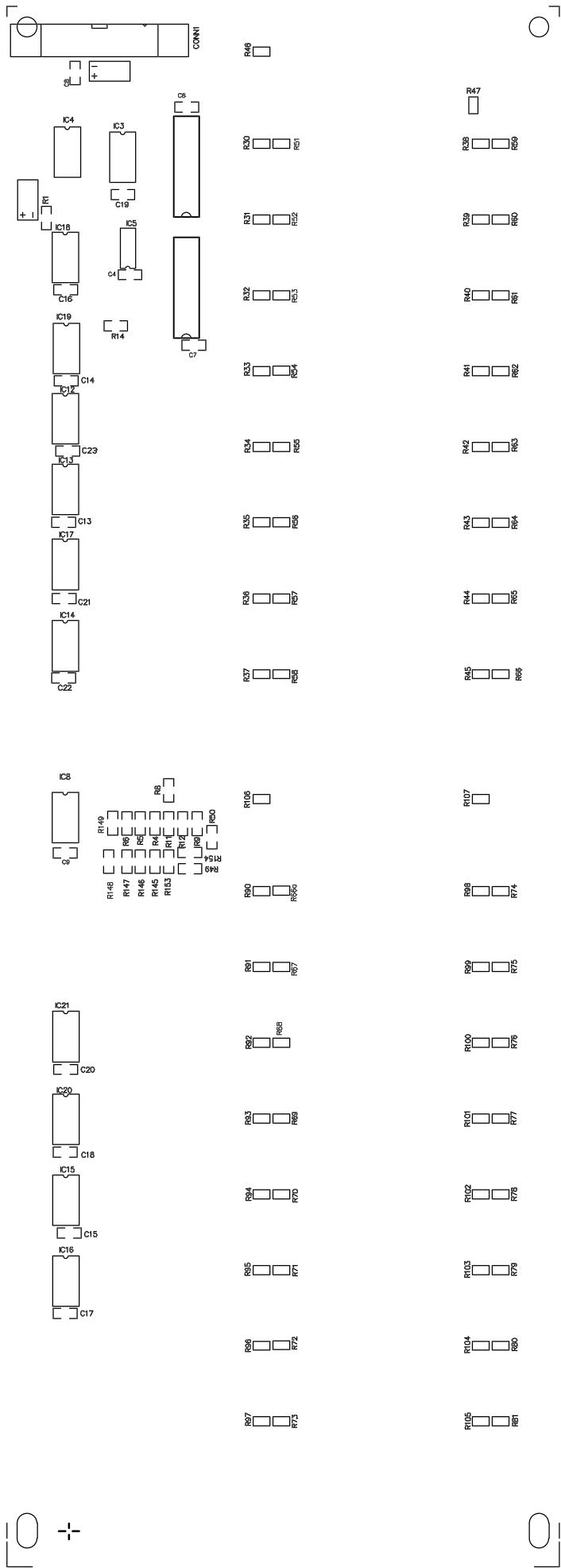
Jamtek Electronics P/L
40 Kent Rd
Mosman NSW 2020
Australia
Phone: 02 9582 0000
Fax: 02 9582 0001

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Revision: 0

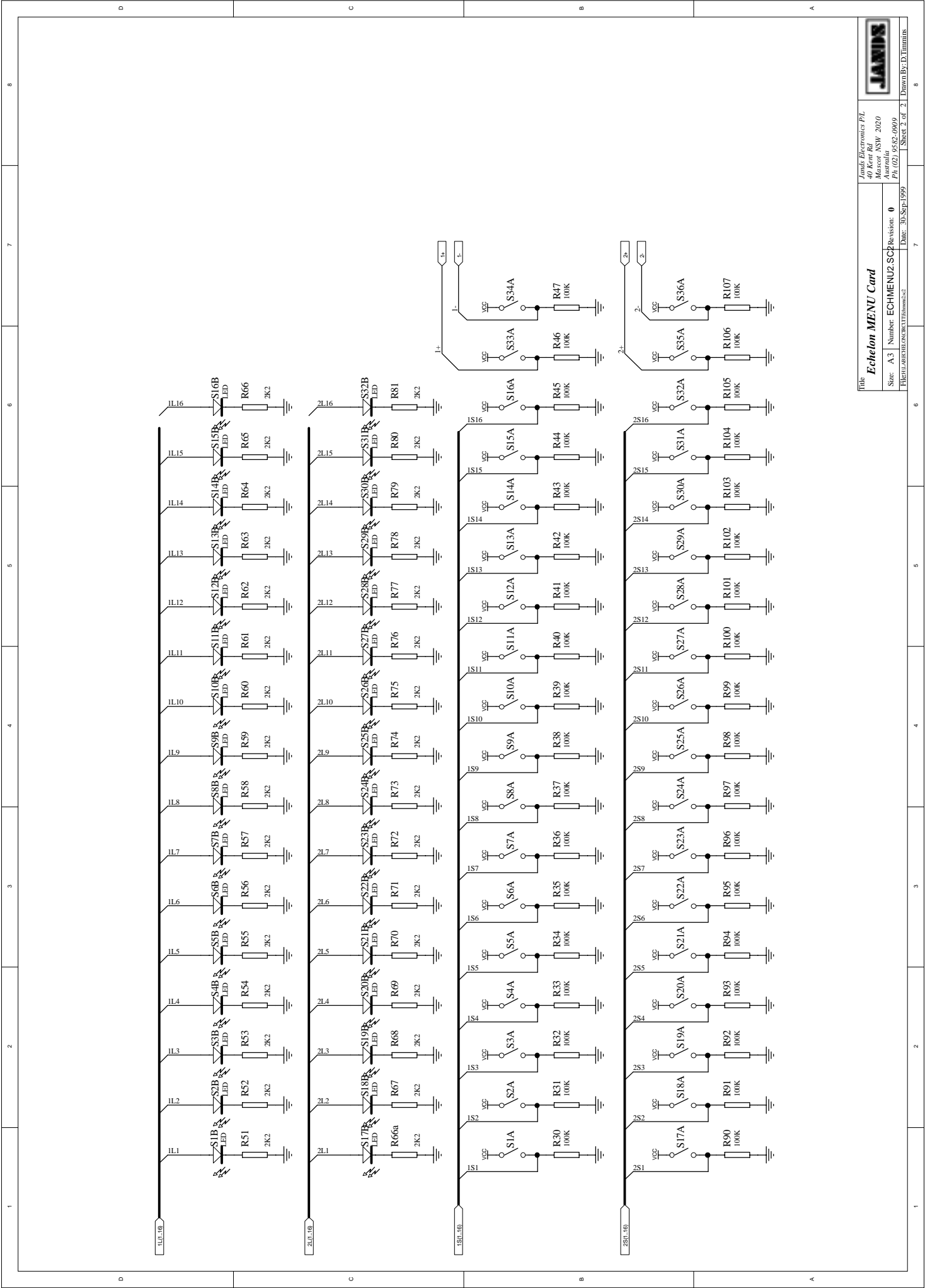
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Sheet 2 of 2

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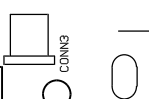
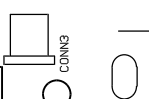
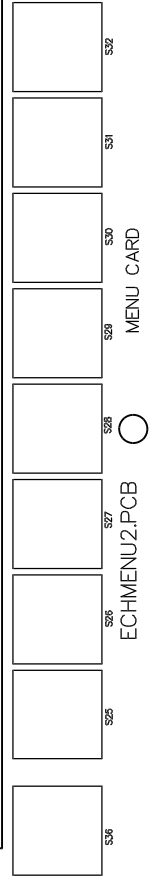
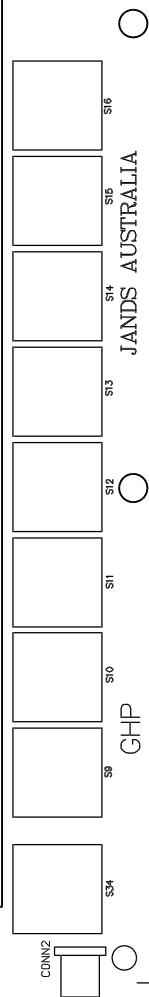
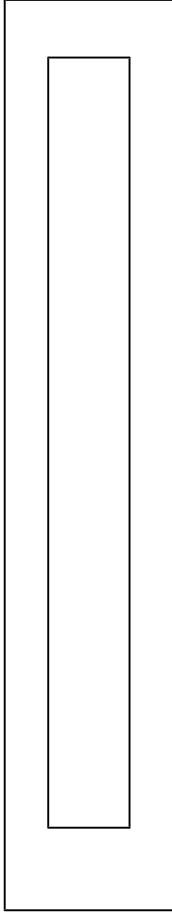
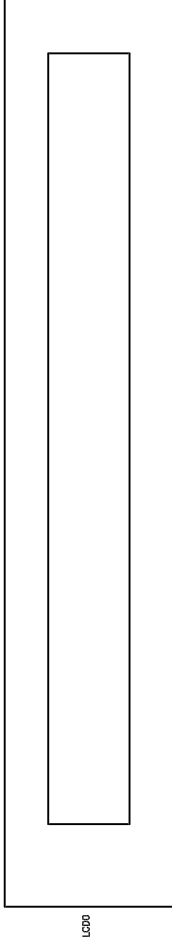
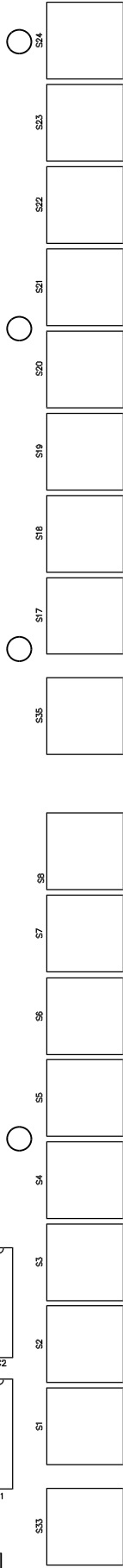


ECHMENU2 Circuit diagrams and overlays





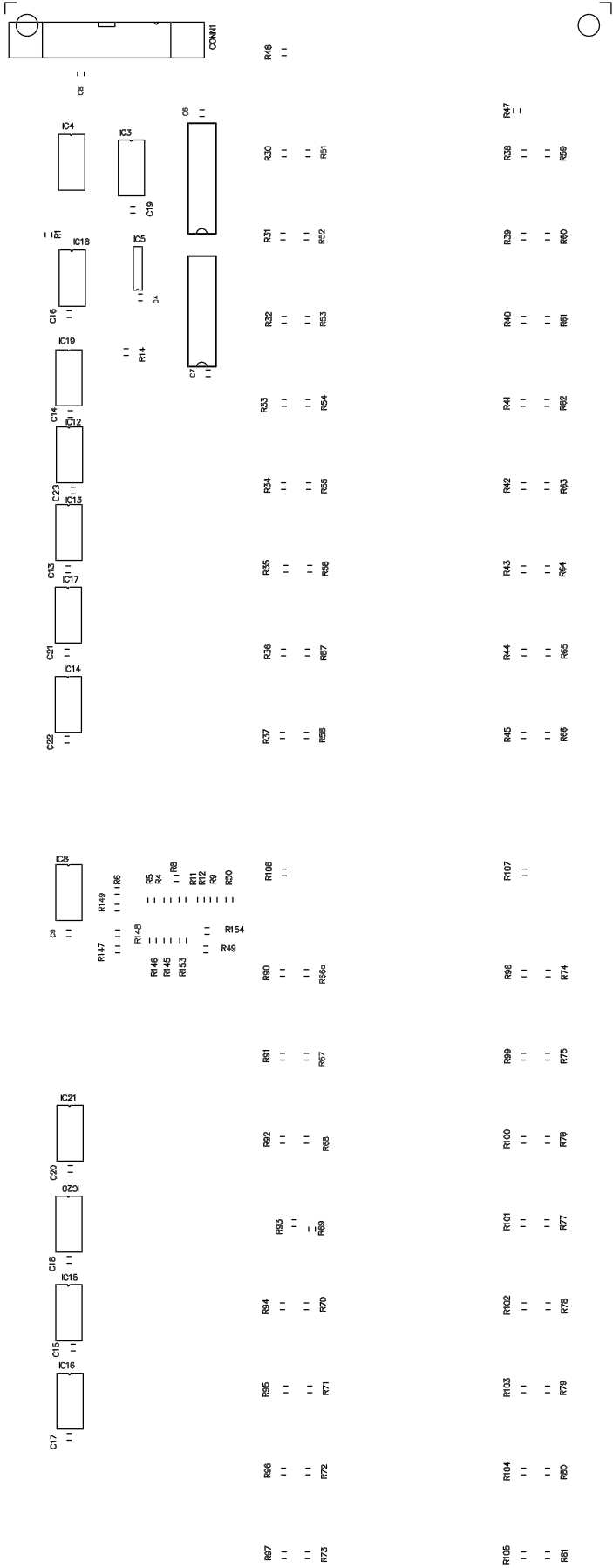
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BURN
QC



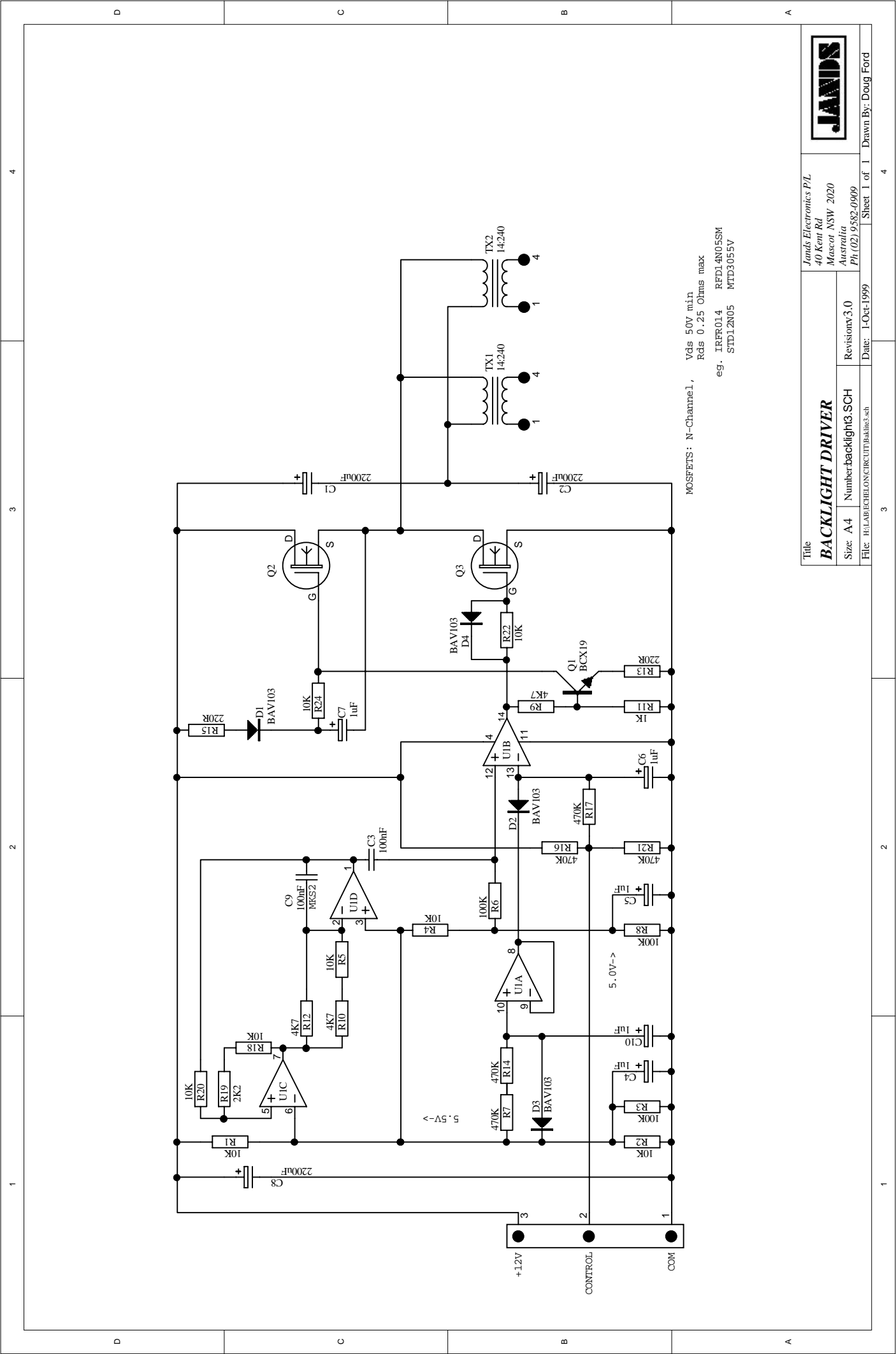
JANDS AUSTRALIA

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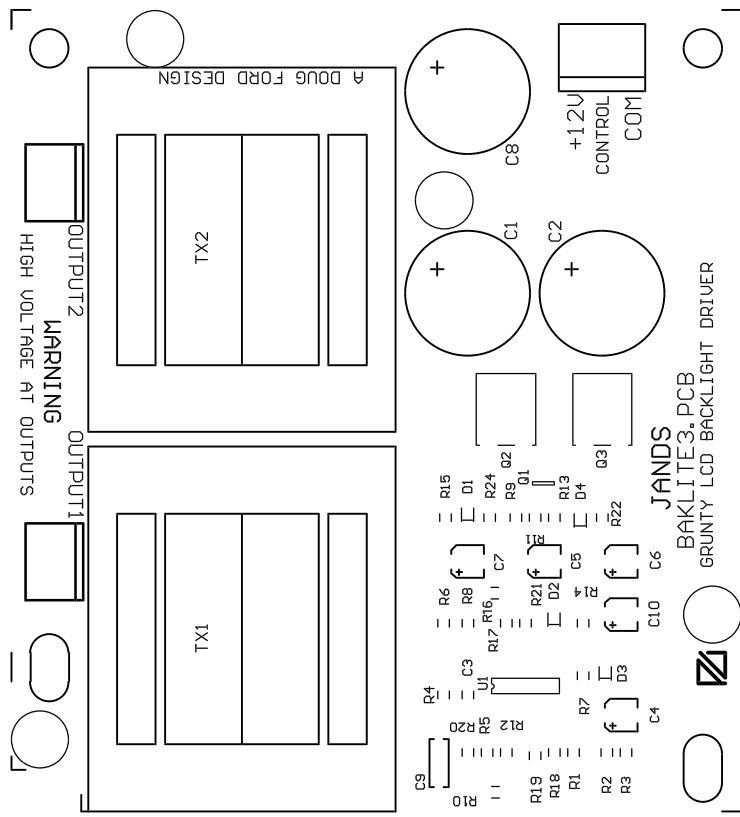
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BAKLITE3 Circuit diagrams and overlay



Title		Jands Electronics P/L	
BACKLIGHT DRIVER		40 Kent Rd Mascot NSW 2020 Australia	
Size: A4	Number: backlight3.SCH	Revision: 3.0	Date: 1-Oct-1999
File: HLABEHLONCIRCUITBacklit3.sch	Sheet: 1 of 1	Drawn By: Doug Ford	



BKLTSMML2 Circuit diagrams and overlay

