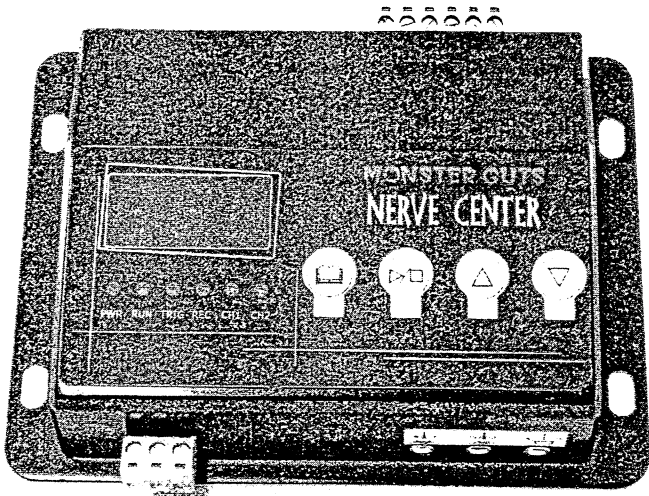


MONSTER GUTS

NERVE CENTER PROP CONTROLLER



Thank you for purchasing the Monster Guts Nerve Center. We hope you enjoy your prop controller and find many years of use with it.

Please keep these directions for your reference.

INCLUDED ITEMS:

- Nerve Center Prop Controller
- Power Supply
- Instructions
- Audio Cable
- Screwdriver

Before plugging in your Nerve Center, please familiarize yourself with the function buttons.



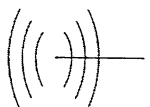
MENU: Access the Nerve Center's functions.



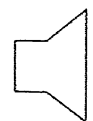
PLAY/STOP/RECORD



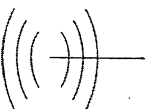
UP/DOWN: Cycle through different tracks and access sub routines.



AUDIO IN



AUDIO OUT



NOT USED IN CURRENT VERSION OF NERVE CENTER

Begin by inserting the terminal blocks into the Nerve Center. Gently but firmly press them until you hear a click. Insert the barrel connector of the power supply into the Nerve Center and plug the other end into a 110VAC wall outlet.

When the Nerve Center firsts powers on, the display will read PCO, or, **Prop Controller Operational**. If it reads another function, press the menu button repeatedly until PCO appears.

Now press the menu button once. **ES1 (Enter Sound, Track 1)** will appear on the display. It is here you will record audio to the Nerve Center. Connect the supplied audio cable to the 1/8" jack *Audio In* located in the front of the Nerve Center. Plug in your audio source (such as an iPod, MP3 Player or CD Player) into the other end. Connect speakers (not included) to the *Audio Out* jack located to the far right. The center audio jack is not used at this time.

To begin recording, press the *Record* button once. A green "Run" light will begin flashing, signaling that you are now recording. Play your audio source. You will hear the sound coming through the speakers. *(There may be some background noise during the recording process. This is normal and will not be present when the Nerve Center is active)* When you have finished recording, press the *Record* button again to stop recording. *Please note: Different audio sources output sound at different levels. You may need to adjust the volume on your audio source to achieve the best sound quality. Audio quality is similar to that of an AM radio station, but can be improved by using higher quality powered speakers.* At this time, you can either press the Up/Down buttons to access other ES tracks to record sound to, or move to the next function by pressing the *Menu* button. *The Nerve Center can record up to two minutes of sound on each track. If you want to re-record a track, simply repeat the process for recording*

sound to the track. The new audio will automatically overwrite your previously recorded audio.

AC1 (Action Control, Track 1) is where you will sync channels 1 and 2 to the audio you recorded to ES1 in the previous step. AC1 programming directly corresponds to ES1 from the previous step, AC2 corresponds to ES2, etc. *(We recommend connecting the devices you will be using for channels 1 and 2 at this time so you can see exactly how the devices will respond to your program. Connecting your devices to the channels is covered later)* The *Up* button is used for Channel 1, the *Down* button for Channel 2. Press the *Play/Record* button. The green "Run" light will blink, signaling that recording has begun. You will hear your audio playing. Press the *Up* and *Down* buttons to switch your devices on or off and to sync your channels with your audio. You can tap or hold down these buttons for as long as you have recording time (2 minutes). If you make a mistake, you can re-record the AC track to overwrite the earlier recording. Once finished, you can either use the *Up* and *Down* buttons to access other AC tracks to record, or press *Menu* to move onto the next step.

AP1 (Animation Preview, Track 1) This allows you to review the tracks you have recorded for sound and animation. Use the *Up* or *Down* buttons to access each track. Pressing the *Play* button for AP1 - AP8 will play the track for preview.

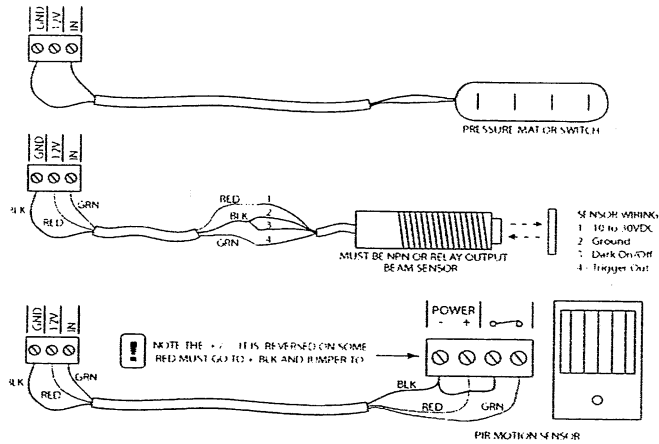
Pressing the *Menu* button again accesses **LPE/SPE** functions. Setting to LPE (**L**oop **P**rop **E**ffect) will play the same track each time the Nerve Center is triggered. Use the *Up* button to switch to SPE (**S**equen**E**nce **P**rop **E**ffect). This function will play the next track in the **Queue** (read below for accessing Queue functions). *Example: the first time triggered, it will play track 1, the next time triggered it will play track 2, the next time, track 3, etc..*

After you have selected LPE or SPE, press the Menu button. You now see **NOI** or **NCI** (**N**ormally **O**pen when **I**dle) or (**N**ormally **C**losed when **I**dle). This refers to your trigger. Many triggers operate in NOI mode, such as pressure mats. Some triggers function opposite, so you can press the Up or Down button to switch to NCI. We suggest if you have a trigger in this mode, you power down the Nerve Center, connect your trigger and power up the Nerve Center when you are ready to go "live" with it. Otherwise, selecting this option may result in the Nerve Center reading erroneous signals and behaving sporadically.

Pressing the Menu button again will show **SC1** (**S**cene **C**ontrol, **T**rack **1**) This makes the Nerve Center "live", and ready to operate your prop. If you set the Nerve Center to LPE, and wish to play track 1, you are finished. All you need do is connect your triggers and devices to your channels and the Nerve Center is ready to run. Or, use the Up/Down buttons to select the track you wish to loop. If you are using SPE, you will need to adjust the Queue limit.

You can set the **Queue** limit so it will only play up to a certain track before cycling back to track 1. For example, you can have the Queue play up to track 5, so while in SPE mode, the Nerve Center will play tracks 1 through 5 before going back to track 1. To access this, you must first unlock the function by setting the Nerve Center to LPE. Then, press the Menu button until you are at SC1. Press the Play button. **SL1** (**S**et **L**imit, **T**rack **1**) will appear. Use the Up or Down arrow to set the limit. After setting the limit, go back and set the Nerve Center to **SPE** again. Then press the Menu button until you are at SC1. The Nerve Center is now ready to scare! (*Note: If the limit is set to 1 while in SPE mode, track 1 will repeat, functioning the same as SC1 in LPE mode*).

Trigger Connections



If you want your Nerve Center to play continuously, bridge the Ground and In Terminals with a piece of wire.

Addendum: If using our retro-reflective sensor, wire as follows: Ground: Brown and white wire, 12V: Blue Wire, In: Gray (for normally closed) or Black (for normally open, recommended)

Terminal Connections



On many of your devices, you will need to split the wire before connecting to the Nerve Center's terminals, as shown here.

- NC2 To connect devices to the Nerve Center's channels, run one end of your wire through a common (either COM1 or COM2). If you want a device to stay on and turn off when a channel is activated, connect the other wire to the corresponding NC (NC1 or NC2). If you want your device to remain off until activated, connect to an NO. For example, if you connected a light to channel 1 and want it to turn on during a program, connect it to COM1 and NO1.
- NO2
- COM2
- NC1
- NO1
- COM1

Quick Reference Guide

PCO (Prop Controller Operational)

Track: Refers to the eight programmable events available. Each track of each function directly relates to the same track number of a different function.

Example: ES1 is connected to the program of AC1, ES2 to AC2, etc..

ES (Enter Sound) Where audio to the Nerve Center is Recorded

AC (Action Control) Programming the Nerve Center's channels occurs here.

AP (Animation Preview) Allows user to see how their recorded tracks will appear together.

LPE (Loop Prop Effect) Each time Nerve Center is triggered, same track will play.

SPE (Sequence Prop Effect) Each time the Nerve Center is triggered, the next track in the queue will play.

Queue: The number of tracks assigned to play during the SPE function.

NOI/NCI (Normally Open when Idle, Normally Closed when Idle) For triggers and also for connecting wires to channel terminal blocks.

SC (Scene Control) The final setting for the Nerve Center which makes it "live" and ready to activate.

Programming	Record up to eight different programs (tracks) on the Nerve Center.
Program Length	Each track can store 2 minutes of sound and 2 minutes of animation. (Up to 16 minutes total)
Program Style	Real time, "key bang" method. Audio plays to aid in syncing action to sound.
Track Options	Repeat same track each time triggered, or play a different track each time triggered.
Trigger Terminal	Contacts provide 12VDC power to trigger devices that may require it.
Trigger Terminal Options	Can be set to NC or NO for different styles of triggers.
Audio	On-board 5 watt amp. Can use powered or non-powered speakers.
2 Relay Channels	12 amps allowable through each. Can be used as NC or NO.
Animation Preview	Each track can be previewed after recording is finished.
Indicators	Power, Run, Trigger, Record, Channel 1 and Channel 2
Inputs and Outputs	1/8" audio jacks for recording sounds to the Nerve Center and for audio out to speakers
Power	12 VDC
Erase Function	Previously recorded track replaced once user presses record on selected track while in record mode.

For technical support, submit inquiries to
techsupport@monsterguts.com

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