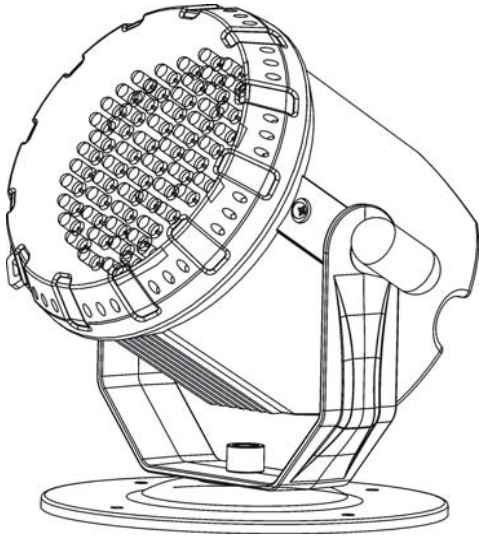
COLOR SPOT

COLOR WASH



DMX512

LINKABLE

STAND ALONE

Marvelous Sound Activation

User Manual

Please read the instructions carefully before use

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1. Safety Introductions

WARNING

Please read the instructions carefully which includes important information about the installation, operation and maintenance.

- Please keep this User Manual for future consultation. If you sell the fixture to another user, be sure that they also receive this instruction booklet.
- Unpack and check carefully there is no transportation damage before using the fixture.
- Before operating, ensure that the voltage and frequency of power supply match the power requirements of the fixture.
- It's important to ground the yellow/green conductor to earth in order to avoid electric shock.
- Disconnect main power before servicing and maintenance.
- Use safety chain when fixes this fixture. Don't handle the fixture by taking its head only, but always by taking its base.
- Maximum ambient temperature is Ta：40℃. Don't operate it where the temperature is higher than this.
- In the event of serious operating problem, stop using the fixture immediately. Never try to repair the fixture by yourself. Repairs carried out by unskilled people can lead to damage or malfunction. Please contact the nearest authorized technical assistance center. Always use the same type spare parts.
- Do not connect the device to any dimmer pack.
- Do not touch any wire during operation and there might be a hazard of electric shock.
- To prevent or reduce the risk of electrical shock or fire, do not expose the fixture to rain or moisture.
- The housing must be replaced if they are visibly damaged.
- Do not look directly at the LED light beam while the fixture is on.
- There are no user serviceable parts inside the fixture. Do not open the housing or attempt any repairs by yourself. In the unlikely event your fixture may require service, please contact your nearest dealer.

2. Technical Specifications

- **Power supply**

  Input Voltage：AC 100V~240V 50/60HZ

  Power consumption：10W

- **LED**

  Color Spot：Red 24pcs, Green 33pcs, Blue 33pcs

  Color Wash：Red 31pcs, Green 30pcs, Blue 30pcs

- **Channels**

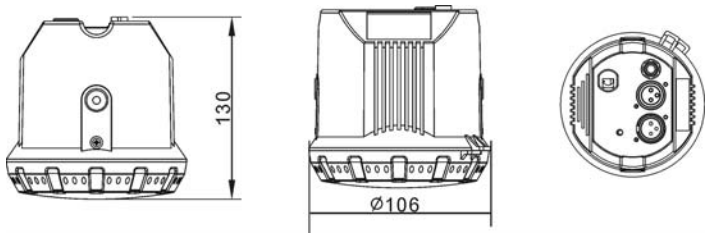
  Channel 1 = Red

  Channel 2 = Green

  Channel 3 = Blue

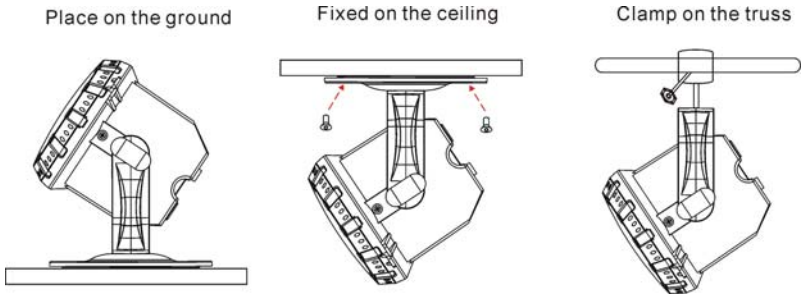
  Channel 4 = Dimmer / Strobe

- **Dimension：**Φ106mm x 130mm
- **Weight：**1 kgs



3. Installation

The fixture can be place on the ground, fix on the wall or under ceiling and clamp on the truss. Please checkout the voltage before applying power. Do not connect the fixture to an electrical dimmer system which it could damage the inside electronics.

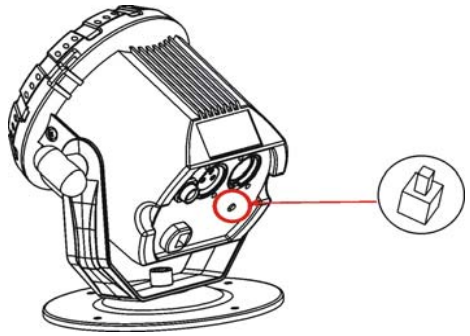


4. DMX512 Address Setting

1. Each fixture needs to have an address set to receive the data sent by the controller. The address number is between 0-511 (usually 0 & 1 are equal to 1). The address, also know as the start channel, is the first channel used to receive instructions the controller.
2. The fixture uses four channels, the next fixture's will be automatic calculate their own DMX address, no need to calculate the DMX channels of each fixture in the chain. (Fixture 1 = 1, Fixture 2 = 5, Fixture 3 = 9, Fixture 4 = 13, Fixture…)
3. No need to turn the fixture off when you change the DMX address, as new DMX address setting will be effected at once. Every time you turn the fixture on, it will be ready to receive DMX signal or run the built-in programs.

A. By Auto setting

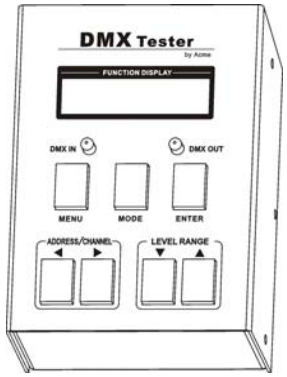
1. Each fixture needs to have an address set to receive the data sent by the controller. The address number is between 0-511 (usually 0 & 1 are equal to 1). The address, also know as the start channel, is the first channel used to receive instructions from the controller.
2. The DMX address of fixture can be set automatically. You have to press the auto addressing button from the first fixture's main PC Board. When you hold the button 5secs, the fixture will be set the DMX address to 1, and the other fixtures of the chain will be set their own DMX address automatically.



3. The LED fixtures use four channels, the next fixture's will be automatic calculate their own DMX address, not need to calculate the DMX channels of each fixture in the chain. (Fixture 1 = 1, Fixture 2 = 5, Fixture 3 = 9, Fixture 4 = 13, Fixture…)
4. Not need to turn the fixture off when you change the DMX address, as new DMX address setting will be effected at once. Every time you turn the fixture on, it will be ready to receive DMX signal or run the built-in programs.

B. By CA-T DMX TESTER

The fixture can be set the DMX address remotely by CA-T *DMX TESTER*. Please refer to the CA-T user manual to set the DMX address to the fixture.



C. By Universal DMX controller

- Make sure the DMX cables of all units are connected.
- Connect the first unit to a universal DMX controller.
- Connect all units to the mains so they are switched on.
- Set all DMX-channels on your DMX-controller to zero (value 000).
- Set the DMX-channel, that you want to assign as DMX start address on you projector, tot maximum (value 255).
- Press the "Auto DMX address" button on the projector shortly.
- If you want to set another projector to the same DMX start address, simply press it's "Auto DMX address", button and it will receive the same address.
- Done!

An example to make things clear:

- We will set the DMX start address of a projector to 106:
- Connect the projector to the DMX-controller as described above and make sure all is switched on.
- Set all DMX-channels on the controller to zero (000).
- Now set DMX-channel 106 to maximum (255).
- Press the "Auto DMX address" button on the projector shortly.
- Done! Your projector now has DMX address 106!

5. How to control the fixture

Three ways to set-up the DMX address

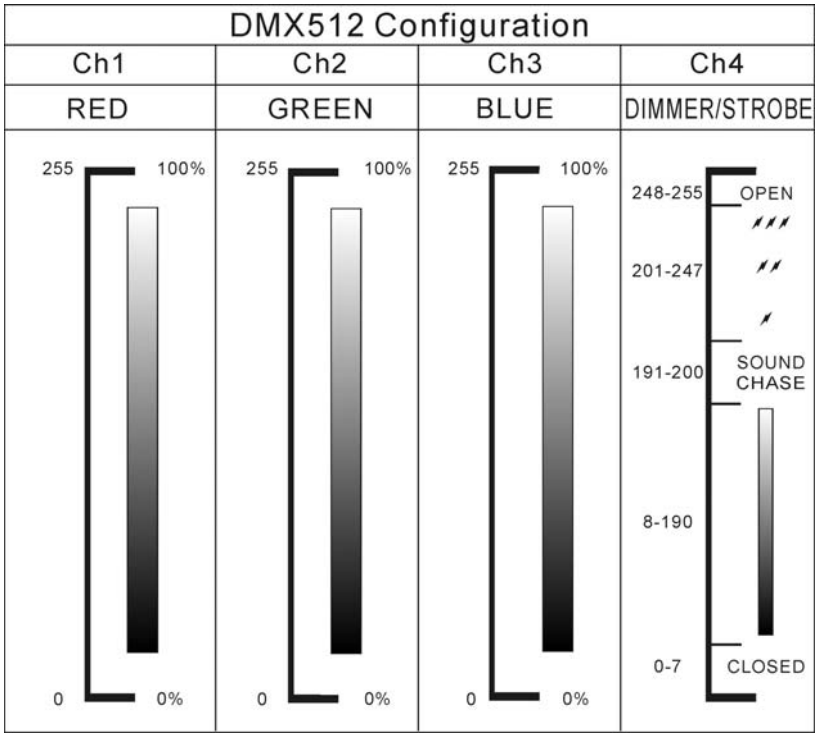
A. Universal DMX controller

B. Master/Slave operation

C. Easy controller (by CA-8)

A. Universal DMX controller

The fixture can be set the DMX address remotely by universal DMX controller. First, you need to programming two scenes into a chase, and then link the fixtures to the universal DMX controller. When you run the chase, all the fixtures of the chain will be set the series DMX address automatically. If you use a controller with 5 pins DMX connector, you need to use a 5 to 3 pin adapter. The fixture uses four channels. Please refer to the following diagram to use your controller to activate the fixture.

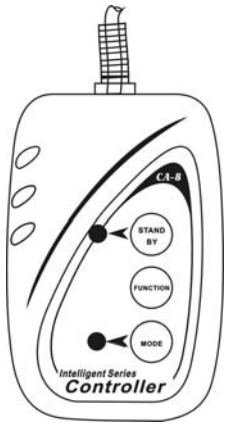


B. Master/Slave operation

The fixtures will allow you to link 16 fixtures together and operate without a controller. In Master/Slave mode, the first fixture will control the others to give an automatic, sound activated, synchronized light show. This function is good when you want an instant show. The first unit it's DMX input cable will have nothing connect it, and the other fixtures will be set in slave mode automatically. Their DMX input cables connect the last fixture DMX output cable (daisy chain). Any fixture can act as a Master or as a Slave

C. Easy Controller (by CA-8)

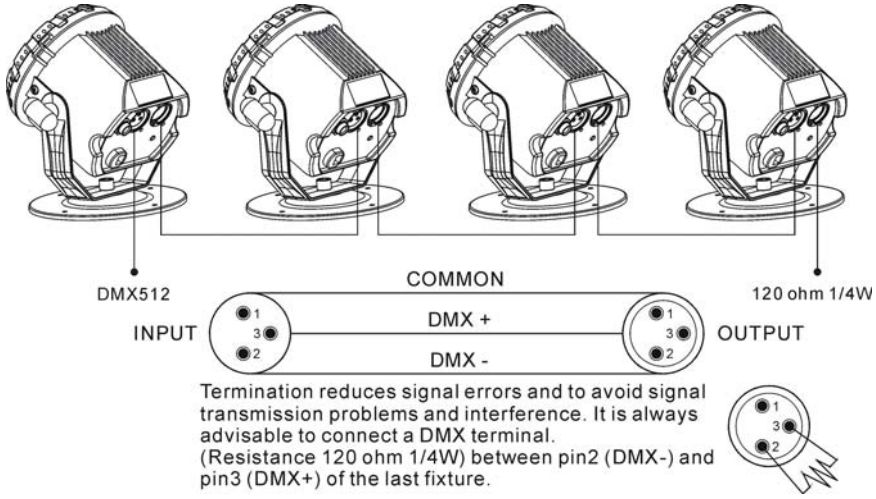
The easy remote control is used only in master/slave mode. There is a terminator for connect the easy controller inside the fixture. By connecting the cable into DMX IN waterproof cable entry gland to the CA-8 terminator of the first fixture, you will find that the remote control on the first fixture will control all the other fixtures for Stand by, Function and Mode functions.



Blackout	To blackout all the fixture			
Function	Strobe 1.Synchronous strobe in white color 2.The same color chase 3.Different color strobe	9 Color select White➔Red➔ Blue➔Purple➔ Orange➔Green➔ Yellow➔Magenta ➔Cyan	Color Chase 1. The same color 2. Different color 3. One light chase 4. Two lights chase 5. Four lights chase	Color Fade 1. Fast speed 2. Middle speed 3. Slow speed
Mode	Sound 1 (LED OFF)	Manual (LED ON)	Sound 2 (LED slow blinking)	Auto (LED fast blinking)

6. DMX512 Connections

The DMX512 is widely used in intelligent lighting control, with a maximum of 512 channels.



1. Connect the unit together in a “daisy chain” by XLR plug cable from the output of the unit to the input of the next unit. The cable cannot be branched or split to a “Y” cable. Inadequate or damaged cables, soldered joints or corroded connectors can easily distort the signal and shut down the system
2. The DMX output and input connectors are pass-through to maintain the DMX circuit when no power is connected to the fixture.
3. At last fixture, the DMX cable has to be terminated with a terminator to reduce signal errors. Solder a 120-ohm 1/4W resistor between pin 2(DMX-) and pin 3(DMX+) into a 3-pin XLR-plug and plug it in the DMX-output of the last fixture.
4. Each lighting unit needs to have an address set to receive the data sent by the controller. The address number is between 0-511 (usually 0 & 1 are equal to 1).
5. 3 pin XLR connectors are more popular than 5 pins XLR.
   3 pin XLR: Pin 1: GND, Pin 2: Negative signal (-), Pin 3: Positive signal (+)
   5 pin XLR: Pin 1: GND, Pin 2: Negative signal (-), Pin 3: Positive signal (+)

7. Fixture Cleaning

The cleaning of internal must be carried out periodically to optimize light output. Cleaning frequency depends on the environment in which the fixture operates: damp, smoky or particularly dirty surrounding can cause greater accumulation of dirt on the fixture’s optics.

- Clean with soft cloth using normal glass cleaning fluid.
- Always dry the parts carefully.
- Clean the external optics at least every 20 days. Clean the internal optics at least every 30/60 days.

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