EQUINOX

1.5m DMX Flame Machine

User Manual



Order code: FLAM11



WARNING

FOR YOUR OWN SAFETY, PLEASE READ THIS USER MANUAL CAREFULLY BEFORE YOUR INITIAL START-UP!

- Before your initial start-up, please make sure that there is no damage caused during transportation.
- Should there be any damage, consult your dealer and do not use the equipment.
- To maintain the equipment in good working condition and to ensure safe operation, it is necessary for the user to follow the safety instructions and warning notes written in this manual.
- Please note that damages caused by user modifications to this equipment are not subject to warranty.



CAUTION! KEEP THIS EQUIPMENT AWAY FROM RAIN, MOISTURE AND LIQUIDS



CAUTION!
TAKE CARE USING
THIS EQUIPMENT!
HIGH VOLTAGE-RISK
OF ELECTRIC SHOCK!!

IMPORTANT:

The manufacturer will not accept liability for any resulting damages caused by the non-observance of this manual or any unauthorised modification to the equipment.

- Never let the power cable come into contact with other cables. Handle the power cable and all mains voltage connections with particular caution!
- Never remove warning or informative labels from the unit.
- Do not open the equipment and do not modify the unit.
- · Do not connect this equipment to a dimmer pack.
- Do not switch the equipment on and off in short intervals, as this will reduce the system's life.
- Only use the equipment indoors.
- Do not expose to flammable sources, liquids or gases.
- Always disconnect the power from the mains when equipment is not in use or before cleaning! Only handle the power-cable by the plug. Never pull out the plug by pulling the power-cable.
- Make sure that the available mains supply voltage is 240V AC, 50Hz.
- Make sure that the power cable is never crimped or damaged. Check the equipment and the power cable periodically.
- If the equipment is dropped or damaged, disconnect the mains power supply immediately and have a qualified engineer inspect the equipment before operating again.

- If the equipment has been exposed to drastic temperature fluctuation (e.g. after transportation), do not connect power or switch it on immediately.
 The arising condensation might damage the equipment.
 Leave the equipment switched off until it has reached room temperature.
- If your product fails to function correctly, stop use immediately. Pack the unit securely (preferably in the original packing material), and return it to your Pro Light dealer for service.
- · Only use fuses of same type and rating.
- Repairs, servicing and power connection must only be carried out by a qualified technician. THIS UNIT CONTAINS NO USER SERVICEABLE PARTS.
- This lighting fixture is for professional use only it is not designed for or suitable for household use. The product must be installed by a qualified technician in accordance with local territory regulations. The safety of the installation is the responsibility of the installer. The fixture presents risks of severe injury or death due to fire hazards, electric shock and falls.
- Warning! Risk Group 2 LED product according to EN 62471. Do not view the light output with optical instruments or any device that may concentrate the beam.
- WARRANTY: One year from date of purchase.

OPERATING DETERMINATIONS

If this equipment is operated in any other way, than those described in this manual, the product may suffer damage and the warranty becomes void. Incorrect operation may lead to danger e.g. short-circuit, burns and electric shocks etc.

Do not endanger your own safety and the safety of others!

Incorrect installation or use can cause serious damage to people and/or property.



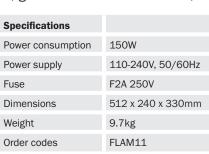
Product overview & technical specifications

1.5m Flame Machine

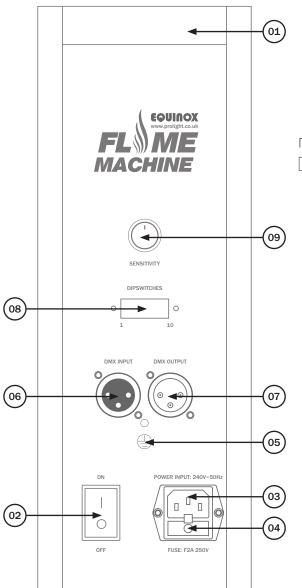
This 1.5m LED DMX flame machine features red, green and blue 10mm LEDs,

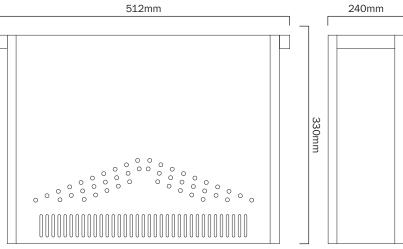
so you can choose any colour of flame. Ideal for incorporation with other mood enhancing lighting. Ideal for weddings, halloween and special events.

- 168 x 10mm LEDs (R: 60, G: 54, B: 54)
- DMX channels: 6
- Sound active, auto and master/slave modes
- Built-in colour change programs
- · High velocity fans (not suitable for low noise applications)
- IEC power input
- 3-Pin XLR input/output









01 - Handle

06 - 3-Pin DMX input

02 - On/off switch

07 - 3-Pin DMX output

03 - IEC power input

08 - Dipswitches

04 - Fuse: F2A 250V

09 - Sensitivity/brightness adjustment knob

05 - Earth point

In the box: 1 x fixture, 1 x power cable & 1 x user manual



Operation:

Located on the side panel of the unit is IEC power input socket. Connect the IEC cable to the unit and connect to a 110-240V power supply. Select the power input switch to the "**ON**" position. To turn the unit off switch from the "**ON**" position to the "**OFF**" position.

DMX mode:

Operating in a DMX control mode environment gives the user the greatest flexibility when it comes to customising or creating a show. In this mode you will be able to control each individual trait of the fixture and each fixture independently.

To access the DMX address mode, set dipswitch 10 to the "ON" position and use dipswitches 1-9 to address each fixture accordingly.

6 channel mode:

Channel	Value	Function						
0114	000-127	No function						
CH1	128-255	DMX mode						
CH2	000-255	Red (0-100%)						
CH3	000-255	Green (0-100%)						
CH4	000-255	Blue (0-100%)						

	000-010	No function							
CH5	011-085	Strobe mode (slow-fast)							
	086-160	Auto mode (slow-fast)							
	161-235	Fade mode (slow-fast)							
	236-255	Sound mode							
CH6	000-255	Strobe speed (slow-fast) (CH2, 3 & 4)							

Strobe mode:

To access the strobe mode, set dipswitch 1 to the "**ON**" position and all the others to the "**OFF**" position. Now use the sensitivity control to adjust the speed.

Fade mode:

To access the fade mode, set dipswitch 2 to the "**ON**" position and all the others to the "**OFF**" position. Now use the sensitivity control to adjust the speed.

Colour change mode:

To access the 7 colour change mode, set dipswitch 3 to the "ON" position and all the others to the "OFF" position. To access the 5 colour change mode, set dipswitch 4 to the "ON" position and all the others to the "OFF" position. To access the red & green colour change mode, set dipswitch 5 to the "ON" position and all the others to the "OFF" position. Now use the sensitivity control to adjust the speed.

Static colour mode:

To set a static colour use the following dipswitches:

Set dipswitch 6 to the "**ON**" position for Red, set dipswitch 7 to the "**ON**" position for Green and set dipswitch 8 to the "**ON**" position for Blue. Now use the sensitivity control to adjust the brightness.

Please note: Dipswitches 6, 7 & 8 can be combined to mix colours.

Sound mode:

To access the sound mode, set dipswitch 9 to the "**ON**" position and all the others to the "**OFF**" position. Now use the sensitivity control to adjust the sound sensitivity.



Master/slave mode:

Use any of the above modes to set the master unit. To set the unit(s) in slave mode set dipswitch 10 to the "ON" position and all the others to the "OFF" position.

Please note: When all dipswitches are set to the "OFF" position the unit will run an RGB colour chase. Use the sensitivity control to adjust the sound sensitivity.

DMX dipswitch quick reference chart

				#9	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	
DMX DIPSWITCH SET			#8	0	0	0	0	1	1	1	1	0	0	0	0	1	1	1	1		
0 = 0FF 1 = 0N			#7	0	0	1	1	0	0	1	1	0	0	1	1	0	0	1	1		
	_	L = OI	V		#6	0	1	0	1	0	1	0	1	0	1	0	1	0	1	0	1
#1	#2	#3	#4	#5																	
0	0	0	0	0			32	64	96	128	160	192	224	256	288	320	352	384	416	448	480
1	0	0	0	0		1	33	65	97	129	161	193	225	257	289	321	353	385	417	449	481
0	1	0	0	0		2	34	66	98	130	162	194	226	258	290	322	354	386	418	450	482
1	1	0	0	0		3	35	67	99	131	163	195	227	259	291	323	355	387	419	451	483
0	0	1	0	0		4	36	68	100	132	164	196	228	260	292	324	356	388	420	452	484
1	0	1	0	0		5	37	69	101	133	165	197	229	261	293	325	357	389	421	453	485
0	1	1	0	0		6	38	70	102	134	166	198	230	262	294	326	358	390	422	454	486
1	1	1	0	0		7	39	71	103	135	167	199	231	263	295	327	359	391	423	455	487
0	0	0	1	0		8	40	72	104	136	168	200	232	264	296	328	360	392	424	456	488
1	0	0	1	0		9	41	73	105	137	169	201	233	265	297	329	361	393	425	457	489
0	1	0	1	0		10	42	74	106	138	170	202	234	266	298	330	362	394	426	458	490
1	1	0	1	0		11	43	75	107	139	171	203	235	267	299	331	363	395	427	459	491
0	0	1	1	0		12	44	76	108	140	172	204	236	268	300	332	364	396	428	460	492
1	0	1	1	0		13	45	77	109	141	173	205	237	269	301	333	365	397	429	461	493
0	1	1	1	0		14	46	78	110	142	174	206	238	270	302	334	366	398	430	462	494
1	1	1	1	0		15	47	79	111	143	175	207	239	271	303	335	367	399	431	463	495
0	0	0	0	1		16	48	80	112	144	176	208	240	272	304	336	368	400	432	464	496
1	0	0	0	1		17	49	81	113	145	177	209	241	273	305	337	369	401	433	465	497
0	1	0	0	1		18	50	82	114	146	178	210	242	274	306	338	370	402	434	466	498
1	1	0	0	1		19	51	83	115	147	179	211	243	275	307	339	371	403	435	467	499
0	0	1	0	1		20	52	84	116	148	180	212	244	276	308	340	372	404	436	468	500
1	0	1	0	1		21	53	85	117	149	181	213	245	277	309	341	373	405	437	469	501
0	1	1	0	1		22	54	86	118	150	182	214	246	278	310	342	374	406	438	470	502
1	1	1	0	1		23	55	87	119	151	183	215	247	279	311	343	375	407	439	471	503
0	0	0	1	1		24	56	88	120	152	184	216	248	280	312	344	376	408	440	472	504
1	0	0	1	1		25	57	89	121	153	185	217	249	281	313	345	377	409	441	473	505
0	1	0	1	1		26	58	90	122	154	186	218	250	282	314	346	378	410	442	474	506
1	1	0	1	1		27	59	91	123	155	187	219	251	283	315	347	379	411	443	475	507
0	0	1	1	1		28	60	92	124	156	188	220	252	284	316	348	380	412	444	476	508
1	0	1	1	1		29	61	93	125	157	189	221	253	285	317	349	381	413	445	477	509
0	1	1	1	1		30	62	94	126	158	190	222	254	286	318	350	382	414	446	478	510
1	1	1	1	1		31	63	95	127	159	191	223	255	287	319	351	383	415	447	479	511



Setting the DMX address:

The DMX mode enables the use of a universal DMX controller. Each fixture requires a "start address" from 1-512. A fixture requiring one or more channels for control begins to read the data on the channel indicated by the start address. For example, a fixture that occupies or uses 7 channels of DMX and was addressed to start on DMX channel 100, would read data from channels: 100,101,102,103,104,105 and 106. Choose a start address so that the channels used do not overlap. E.g. the next unit in the chain starts at 107.

DMX 512:

DMX (Digital Multiplex) is a universal protocol used as a form of communication between intelligent fixtures and controllers. A DMX controller sends DMX data instructions form the controller to the fixture. DMX data is sent as serial data that travels from fixture to fixture via the DATA "IN" and DATA "OUT" XLR terminals located on all DMX fixtures (most controllers only have a data "out" terminal).

DMX linking:

DMX is a language allowing all makes and models of different manufactures to be linked together and operate from a single controller, as long as all fixtures and the controller are DMX compliant. To ensure proper DMX data transmission, when using several DMX fixtures try to use the shortest cable path possible. The order in which fixtures are connected in a DMX line does not influence the DMX addressing. For example; a fixture assigned to a DMX address of 1 may be placed anywhere in a DMX line, at the beginning, at the end, or anywhere in the middle. When a fixture is assigned a DMX address of 1, the DMX controller knows to send DATA assigned to address 1 to that unit, no matter where it is located in the DMX chain.

DATA cable (DMX cable) requirements (for DMX operation):

This fixture can be controlled via DMX-512 protocol. The DMX address is set on the back of the unit. Your unit and your DMX controller require a standard 3-pin XLR connector for data input/output, see image below.



Further DMX cables can be purchased from all good sound and lighting suppliers or Pro Light Concepts dealers.

Please quote:

CABL10 - 2m

CABL11 - 5m

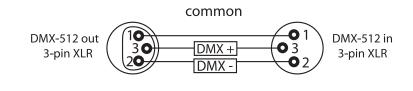
CABL12 - 10m

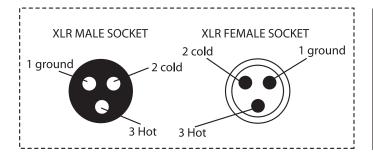
Also remember that DMX cable must be daisy chained and cannot be split.



Notice:

Be sure to follow the diagrams below when making your own cables. Do not connect the cables shield conductor to the ground lug or allow the shield conductor to come in contact with the XLRs outer casing. Grounding the shield could cause a short circuit and erratic behaviour.





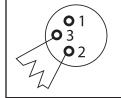
XLR Pin Configuration
Pin 1 = Ground
Pin 2 = Negative
Pin 3 = Postive

Special note:

Line termination:

When longer runs of cable are used, you may need to use a terminator on the last unit to avoid erratic behaviour.

Using a cable terminator will decrease the possibilities of erratic behaviour.

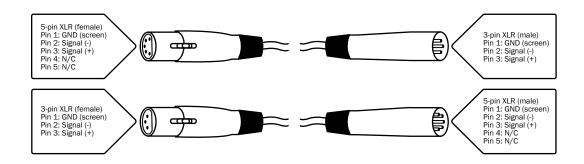


Termination reduces signal transmission problems and interference. It is always advisable to connect a DMX terminal, (resistance 120 Ohm 1/4 W) between pin 2 (DMX-) and pin 3 (DMX+) of the last fixture.

(3-pin - Order ref: CABL90, 5-pin - Order ref: CABL89)

5-pin XLR DMX connectors:

Some manufactures use 5-pin XLR connectors for data transmission in place of 3-pin. 5-pin XLR fixtures may be implemented in a 3-pin XLR DMX line. When inserting standard 5-pin XLR connectors in to a 3-pin line a cable adaptor must be used. The diagram below details the correct cable conversion.







Correct Disposal of this Product (Waste Electrical & Electronic Equipment)

(Applicable in the European Union and other European countries with separate collection systems)

This marking shown on the product or its literature, indicates that it should not be disposed of with other household wastes at the end of its working life. To prevent possible harm to the environment or human health from uncontrolled waste disposal, please separate this from other types of wastes and recycle it responsibly to promote the sustainable reuse of material resources.

Household users should contact either the retailer where they purchased this product, or their local government office, for details of where and how they can take this item for environmentally safe recycling.

Business users should contact their supplier and check the terms and conditions of the purchase contract. This product should not be mixed with other commercial wastes for disposal.

