

32 Watt RGB LED Fiber Optic Illuminator DMX Capable



SPECIFICATIONS

Input voltage: AC86-265V
Power Consumption: 32W
Light Source: RGBWLED
Output gray level: 256
Input/Output Signal: DMX512/1990
DMX connection: Standard 3-Pin XLR
Weight: 7.7 lbs
Size: 4.2" x 3.7" x 2.1"
Ferrule Inner Diameter: 20mm
Body material: Aluminum
Remote Type: Radio Frequency (RF)
Remote Size: 3.35" x 2" x .25"
LED Lifetime: 50,000 hours

FUNCTIONS

This LED fiber optic illuminator can be controlled either using its built-in programs or by connecting it to your DMX controller as part of a more complex lighting setup.



REMOTE PAIRING

Your remote is already paired with the illuminator from the factory. Should you need to replace the remote or if the illuminator has stopped responding to the remote, you may try to pair the remote again.

1. Turn-on the illuminator
2. On the supplied remote, press the FADE3 and FADE7 buttons at the same time.
3. The illuminator should flash WHITE, confirming the pairing is accepted.

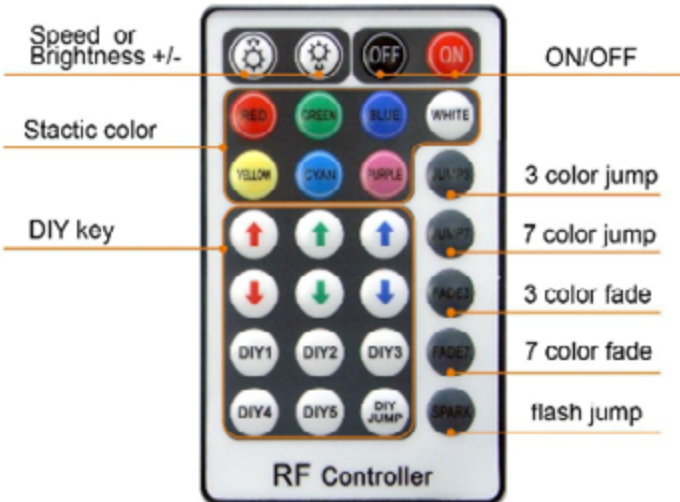
MASTER/SLAVE SETTINGS

Master setting dip switches 9 & 10 turned down for on.
Slave setting dip switch 10 turned up for off.

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BUILT-IN EFFECTS USING THE REMOTE

Built-in effects can be selected by using the buttons on the remote. From these buttons you can access the 12 built-in effects.



Remote Buttons		Function details
	OFF/ON	Turn OFF/ON the Illuminator
	Speed & Brightness Adjustment	Press this two keys to increase or decrease the brightness in static mode or speed in dynamic mode
	Static Color Selection	Choose a static color
	DIY Brightness adjust	Press the DIY keys to address Green, Red, and Blue color brightness to choose a specific color
	3 Color Jump	Red, Green, and Blue color jump effect
	7 Color Jump	Red, Green, Blue, Yellow, Cyan, Purple, and White color jump effect
	3 Color Fade	Red, Green, and Blue color fade effect
	7 Color Fade	Red, Green, Blue, Yellow, Cyan, Purple, and White color fade effect
	SPARK Dynamic Mode	7 Color flash jump
	White Mode	Choose either a RGB+White effect or just a White lighting effect

In order to use the remote control the 10 Dip switch needs to be set in the "ON" position.

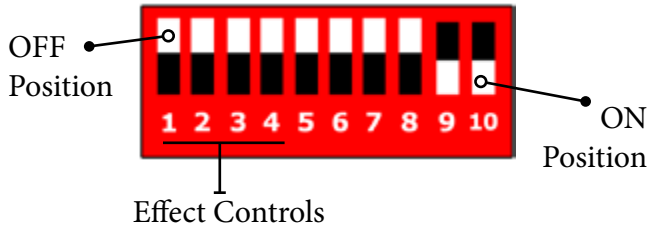
OFF Position



ON Position

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BUILT-IN EFFECTS USING DIP SWITCHES



Built-in effects can also be selected by using the Dip Switches on the rear of the fixture numbered 1 through 4. From these four Switches you can access the 12 built-in effects.

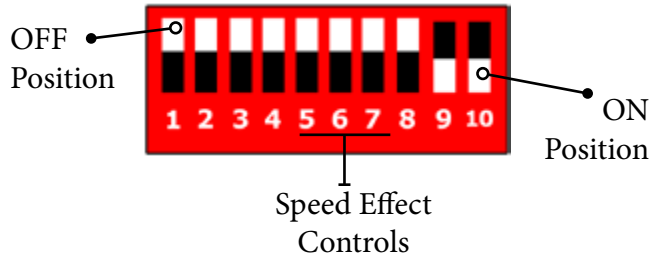
In order to use the Dip Switches the 9 and 10 Dip switches need to be set in the "ON" position.



Seven-color gradual cycle changing.		Static Blue	
RGB Fade In/Out		Static Yellow	
Seven Color Jumping		Static Purple	
RGB Jumping		Static Cyan	
RGB Flashing		White	
Static Red		Static Green	

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SPEED EFFECTS USING DIP SWITCHES



Speed of the lighting effects can also be selected by using the Dip Switches on the rear of the fixture numbered 5 through 7. From these three Switches you can access the 4 built-in speeds of the lighting effects.

0.5 second



1 second



1.5 second



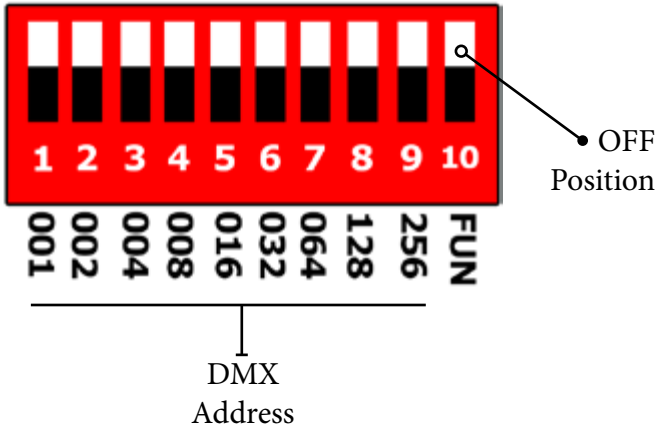
2 second





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DMX MODE



You must be familiar with DMX addressing and operation before attempting to proceed.

In order for the illuminator to respond to DMX control the 10th dip switch must be set to the UP position which is "OFF".

With the number 10 dip switch set to "OFF" you can now proceed with using the remaining dip switches to assign your desired DMX address.

NOTE: In DMX operation, always be sure that the MASTER fader is turned completely down to zero before you turn on your controller and illuminator. Otherwise, the illuminator may fail to respond to slider changes for the RGB channels.

Dip switches numbered 1 through 9 are additive, meaning that the sum of each dip switch set to "ON" will equal the DMX address. For more information and an overview of DMX operation please visit www.WieDaMark.com

FAN NOTE: The fan is turned on with the remote. Do not turn off the unit with the remote if you switch to DMX mode. The fan will not turn on and risks overheating the light engine.