

Instructions for the Safe Operation and Use of the AURA™ Series DMX LED Fixtures with 2 Button Control - SAVE THESE INSTRUCTIONS

OBSERVE ALL SAFETY AND OPERATING INSTRUCTIONS BELOW:

- Caution!** Read and understand these entire instructions before proceeding!
- Caution!** This unit is to be used in DRY locations only. Always store indoors.
- Caution!** Do not use this fixture in any way for which it was not intended.
- Caution!** Disconnect power before servicing.
- Caution!** Connect this fixture to a GROUNDED electrical supply only.
- Caution!** Do not power fixture from a dimmed electrical source.
- Caution!** Do not use this fixture if there are any damaged wires, cords or other parts.
- Caution!** Keep fixture vent slots free from dust and debris.
- Caution!** Save these instructions for future reference.
- Caution!** Maximum ambient operating temperature is 40°C (104°F).

Notes regarding externally controlled fixtures: Make certain that the control wiring for the fixtures is in accordance with DMX512-A specifications. Control wiring should be limited to no more than 1000 ft. (approx. 300 meters) in length and connected in a "daisy-chain" fashion. 32 fixtures maximum may be placed on a single run. The last fixture and ONLY the last fixture must have a 120 ohm terminating resistance applied to the control signal (see PROGRAMMING on the next page for details). Splitters must be used if more than 32 fixtures are to be connected to the same DMX signal. It may be beneficial to use specialists, ie, DMX Integrators when designing complex layouts.

ADDRESSING THE FIXTURE (See illustrations below):

After the power and data have been supplied to the fixture, simply press and *hold both* buttons simultaneously for approximately 6 seconds to put the fixture into program mode. In program mode, the display will read "P x". NOTE: "x" represents any number from 1 to 512 and corresponds to the fixture address. The display (and program mode) will turn off after several seconds.

Pressing the "Increase" button while in program mode will increase the number by 1. Pressing and *holding* the "Increase" button will cause the numbers to rapidly cycle higher. NOTE: When the number reaches 512, it will then jump to 1 and start over.

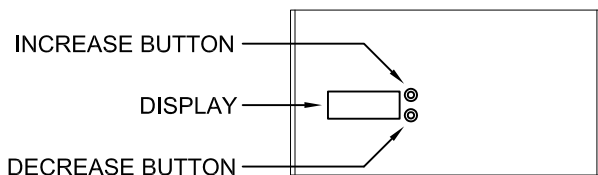
Pressing the "Decrease" button while in program mode will decrease the number by 1. Pressing and *holding* the "Decrease" button will cause the numbers to rapidly cycle lower. NOTE: When the number reaches 1, it will then jump to 512 and start over.

The last programmed fixture address will stay in the fixture's memory even when power and data have been removed.

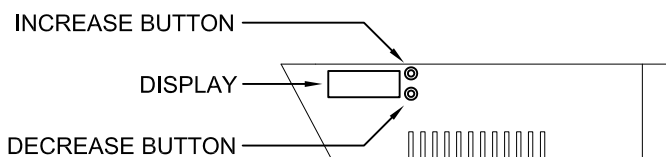
NOTE: After the fixtures have been programmed, some consoles may require that their corresponding control potentiometers be set to zero for the fixtures to respond for the first time.

INTENSITY LEVEL INQUIRY (See illustrations below):

After the fixture has been programmed, momentarily pressing any single button will cause the display to read "L x". NOTE: "x" represents any number from 1 to 100 and corresponds to the light intensity level of the fixture as a percentage.



P 423 EXAMPLE OF A FIXTURE SET TO ADDRESS #423



L 50 EXAMPLE OF A FIXTURE INDICATING A LIGHT INTENSITY LEVEL OF 50%