

EQUIN X

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***FLAME
MACHINE***

User Manual

**Equinox 2m Flight Cased
DMX LED Flame Machine**

Order code: FLAM12

WARNING

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



CAUTION!

**Keep this equipment away from rain,
moisture and liquids.**



SAFETY INSTRUCTIONS

Every person involved with the installation, operation & maintenance of this equipment should:

- Be competent
- Follow the instructions of this manual



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



Before your initial start-up, please make sure that there is no damage caused during transportation. Should there be any, 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.

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 equipment.
- Do not open the equipment and do not modify the equipment.
- 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 voltage is between 220V/240V.
- 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. 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 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, discontinue use immediately. Pack the unit securely (preferably in the original packing material), and return it to your Prolight 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.
- 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, electric shocks, LED failure etc.

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

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

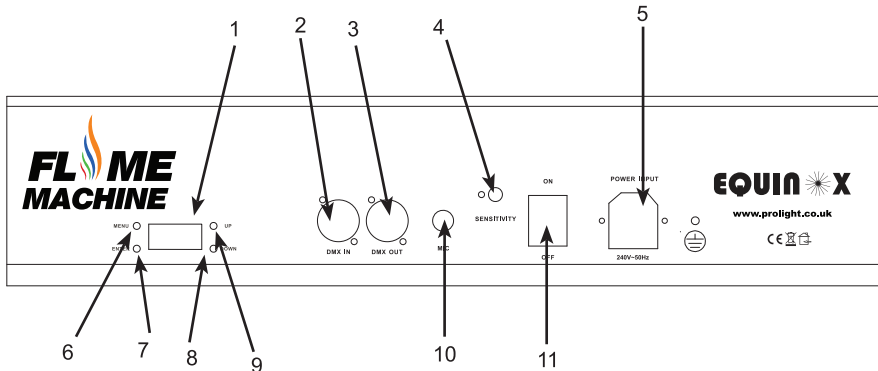
You should find inside the Equinox carton the following items:

- 1, Equinox 2m Flight Cased DMX LED Flame Machine
- 2, User manual
- 3, Power cable

Features:

- Red/amber LEDs for true flame effect
- 18 x 3W RGBA LEDs (R: 3, G: 6, B: 6, A: 3)
- 0-100% dimming and variable strobe (only in stand alone)
- DMX channels: 5
- Static colour mixing, colour change, colour fade, sound active, DMX and master/slave modes
- 4 push button menu with LED display
- IEC power in socket
- 3-pin XLR in/out sockets
- High velocity fan (not suitable for low noise applications)
- Supplied in full flight case
- Heavy duty, industrial grade handles and butterfly catches are riveted for strength.
- Max. flame height: 2m
- Power consumption: 157W
- Power supply 240V
- Dimensions: 561 x 460 x 438mm
- Weight: 20kg

Over View



Identification

1. LED display
2. DMX input socket
3. DMX output socket
4. Sensitivity control
5. IEC power input socket
6. Mode button
7. Enter button
8. Up button
9. Down button
10. Microphone
11. On/off power switch

Operation

Operation:

To activate the unit, first connect the IEC cable into the unit and then connect the plug into a AC 240V power supply. Once the unit has been connected use the **“POWER SWITCH”** located next to the **“POWER IEC”** input socket to turn the unit **ON** or **OFF**.

Operating Instructions

The 2M Flight Cased DMX LED Flame Machine is a DMX-512 controllable, full RGBA colour mixing Flame Machine made up of high efficiency LED's. There are four colour groups (red, blue, green and amber) whose intensity can be controlled individually allowing the creation of a range of colours.

The 2M Flight Cased DMX LED Flame Machine will operate in stand-alone, master/slave, sound activated and DMX-512 control.

Operation modes

Static colour mode

To access the static colour mode, press the **“MODE”** button to show **“C000”** on the LED display. Now press the **“ENTER”** button to choose **“Cr”** (red + amber), **“C9”** (green) or **“Cb”** (blue). To adjust the brightness use the **“UP”** or **“DOWN”** buttons to increase or decrease the setting from 00-99.

Examples: If you set Cr, C9 and Cb to zero, the LED flame machine will have no LEDs on (blackout). If you set Cr to 99 and C9 and Cb to zero, the LED flame machine will be 100% Red and Amber.

To add strobe, press the **“ENTER”** button and use the **“UP”** or **“DOWN”** buttons to increase or decrease the strobe speed from 00-99.

Note: 00 = Off, 99 = Full on

Colour change mode

To access the colour change mode, press the **“MODE”** button to show **“J000”** on the LED display. Now press the **“ENTER”** button and use the **“UP”** or **“DOWN”** buttons to increase or decrease the speed from 00-99.

Note: 00 = Slow, 99 = Fast

Colour fade mode

To access the colour fade mode, press the **“MODE”** button to show **“F000”** on the LED display. Now press the **“ENTER”** button and use the **“UP”** or **“DOWN”** buttons to increase or decrease the speed from 00-99.

Note: 00 = Slow, 99 = Fast

Sound active mode

To access the sound active mode, press the **“MODE”** button to show **“Sund”** on the LED display. Now use the **“SENSITIVITY”** control on the rear panel to adjust the sound sensitivity level.

Master/slave mode

To set the unit as the master, simply use any one of the above modes.

To set the unit as a slave, press the **“MODE”** button to show **“Slau”** on the LED display. Now the slave unit will follow in sequence with the master unit.

Operation

DMX mode

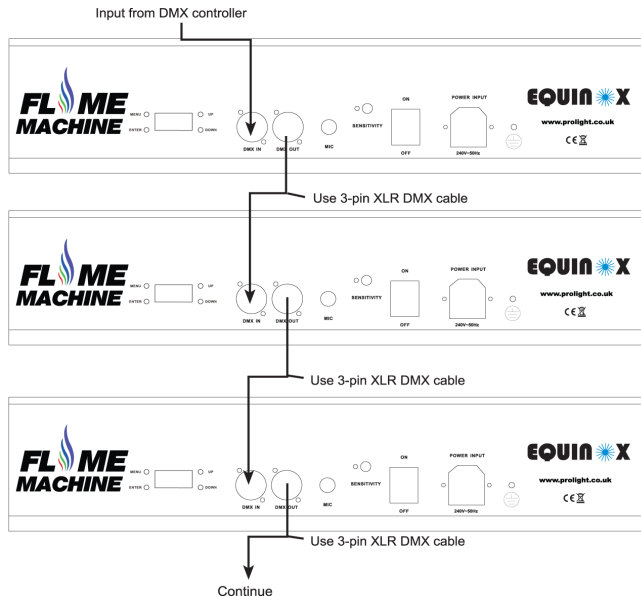
To access the DMX mode, press the **“MODE”** button to show **“Addr”** on the LED display. Now press the **“ENTER”** button and use the **“UP”** or **“DOWN”** buttons to set the desired DXM address from 000-512.

For the DMX functions, please see the DMX chart below.

Channel	Value	Function
1	000-125	No function
	126-255	Red + Amber @100%
2	000-125	No function
	126-255	Green @ 100%
3	000-125	No function
	126-255	Blue @ 100%
4	000	No function
	001-255	Colour chase - Slow to Fast (Please note: This auto activates the fan, overriding the Fan on/Fan off option)
5	000-125	Fan off
	126-255	Fan on

Daisy Chain Connection

- 1) Connect the (male) 3 pin connector side of the DMX cable to the output (female) 3 pin connector of the first fixture
- 2) Connect the end of the cable coming from the first fixture which will have a (female) 3 pin connector to the input connector of the next fixture consisting of a (male) 3 pin connector. Proceed to connect from the output as stated above to the input of the following fixture and so on.



DMX Control 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. The 2M Flight Cased DMX LED Flame Machine uses 4 channels of control.

Setting the DMX address

The DMX mode enables the use of a universal DMX controller. Each fixture requires a “start address” from 1- 511. 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 from 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):

- The 2M Flight Cased DMX LED Flame Machine 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 (figure 1).

Figure 1



Further DMX cables can be purchased from all good sound and lighting suppliers or Prolight 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 figures 2 & 3 when making your own cables. Do not connect the cable's shield conductor to the ground lug or allow the shield conductor to come in contact with the XLR's outer casing. Grounding the shield could cause a short circuit and erratic behaviour.

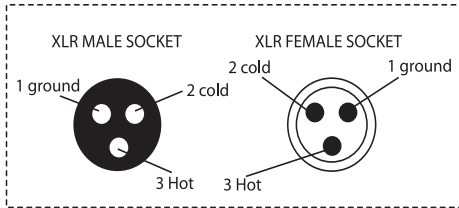
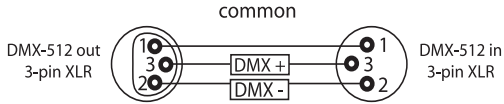


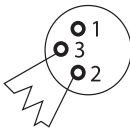
FIGURE 3

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

FIGURE 2

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.



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.

Using a cable terminator (part number CABL90 3-pin or CABL89 5-pin) will decrease the possibilities of erratic behaviour.

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 chart below details the correct cable conversion.

