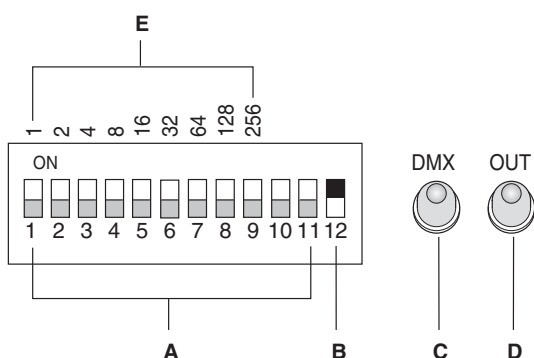
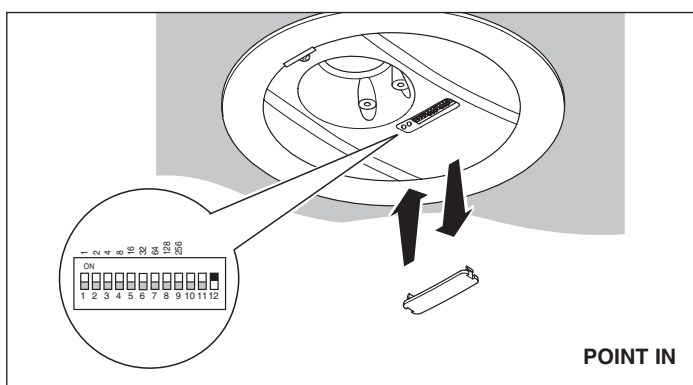
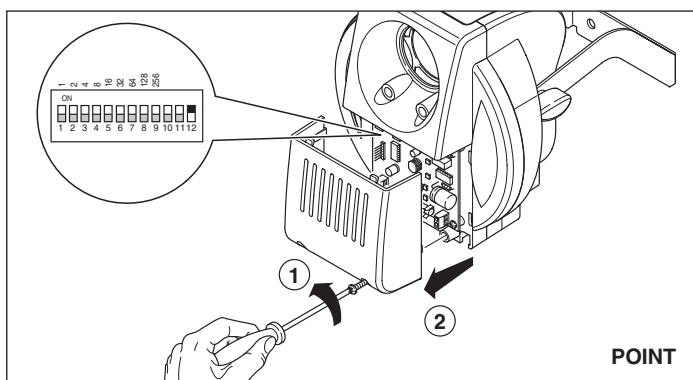


MICROSWITCHES

- A. Microswitches from 1 to 11:** For DMX address setting and programming.
- B. Microswitch 12:** To select operating mode:
The ON setting enables SLAVE mode.
The OFF setting enables MASTER mode.
- C. Led "DMX" (green):** When on, it indicates that a DMX input signal is present and that the starting address is valid.
When flashing, it indicates that no DMX input signal is present or that the starting address is not valid.
- D. Led "OUT" (yellow):** When on, it indicates that the projector is in Master mode and can control other projectors.
- E. "DMX" address:** This is the sum of values corresponding to the microswitches set to ON.



N.B.: To access the microswitches, remove the electronic card cover.



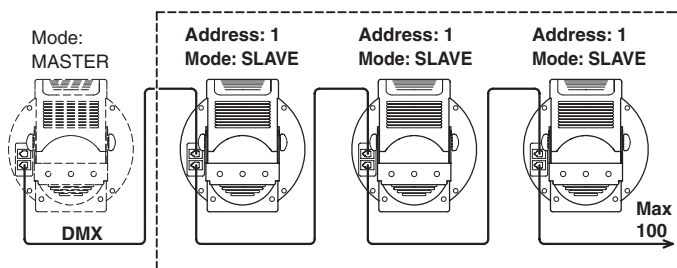
OPERATION

The projector may be programmed to operate in **AUTOMATIC mode** (it carries out previously set scenes or sequences), or controlled by a **CONTROL UNIT**.

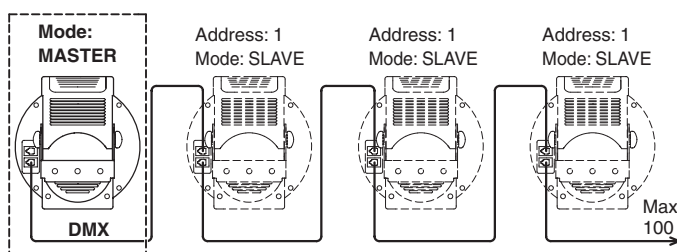
AUTOMATIC MODE

In **automatic**, the projector may be configured in two different modes: **SLAVE** and **MASTER**

- 1) SLAVE Mode:** (microswitch 12 set to **ON**) The projector receives a DMX signal and carries out the sequences transmitted from a main projector configured in **MASTER** mode.
The projectors should have address 1 (see programming automatic SLAVE mode).

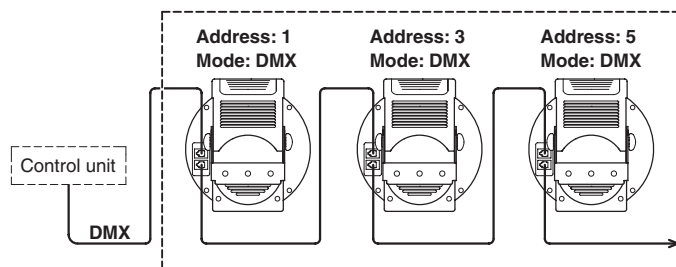


- 2) MASTER Mode:** (microswitch 12 set to **OFF**) The projector generates a DMX signal that can pilot other projectors in **SLAVE** mode.
In this case, there should be no DMX signal.



OPERATION WITH CONTROL UNIT (DMX mode)

All the projectors must be configured in **SLAVE** mode (Microswitch 12 set to **ON**); the projector receives a DMX signal and carries out the controls transmitted from the control unit.



On each projector, set the address for DMX digital signal: addresses are valid from 1 to 511 (see Programming operation with Control unit).

Each projector uses 2 control channels.

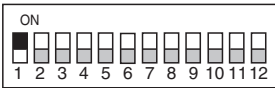
Channel functions and options

CHANNEL	FUNCTION
1	COLOUR DISC
2	DIMMER

PROGRAMMING

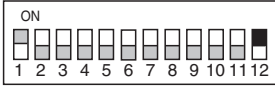
PROGRAMMING AUTOMATIC MODE: SLAVE MODE

ADDRESS SETTING



Set microswitch **1** to **ON**.
The address can also be set with the projector switched off.

SELECTING SLAVE MODE



Change microswitch **12** over to **ON**.

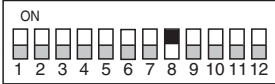
PROGRAMMING AUTOMATIC MODE: MASTER MODE

SELECTING MASTER MODE



Change microswitch **12** over to **OFF**.
The yellow OUT LED lights up.

LAMP OPERATION



If you want to turn off the lamp during colour change, set microswitch **8** to **ON**.

N.B.: The projector automatically sets a colour timing of 12 seconds. You cannot set a shorter time.

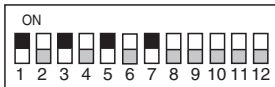
When it is set to **OFF**, the lamp always stays on.

COLOUR DISC OPERATING MODE

There are two ways of defining the colour disc operating mode:

- By setting a sequence of colours (the disc turns stopping on selected colours and stays on each colour for the time that has been set).
- By continuously rotating the colour disc (the disc stops on all of the colours without the possibility of setting the amount of time.)

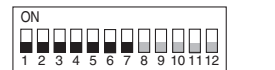
• Colour sequence setting



Set the microswitches (**from 1÷7**) corresponding to the colours you wish to put in the sequence, to **ON**.

N.B.: When one colour is selected, that colour will be projected permanently.

- Microswitch **1** = White
- Microswitch **2** = Red
- Microswitch **3** = Yellow
- Microswitch **4** = Violet
- Microswitch **5** = Green
- Microswitch **6** = Orange
- Microswitch **7** = Blue

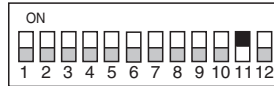


MICROSWITCHES POSITION							COLOURS
1	2	3	4	5	6	7	
▲ ON	▼ OFF	▼ OFF	▼ OFF	▼ OFF	▼ OFF	▼ OFF	White
▼ OFF	▲ ON	▼ OFF	▼ OFF	▼ OFF	▼ OFF	▼ OFF	Red
▼ OFF	▼ OFF	▲ ON	▼ OFF	▼ OFF	▼ OFF	▼ OFF	Yellow
▼ OFF	▼ OFF	▼ OFF	▲ ON	▲ ON	▲ ON	▼ OFF	Violet, Green and Orange
▲ ON	▲ ON	▲ ON	▲ ON	▲ ON	▲ ON	▲ ON	All colours

• Continuous Colour Disc Rotation

Leave the microswitches (**from 1÷7**) on **OFF** to continuously rotate the colour disc.

MICROSWITCHES POSITION							EFFECTS
1	2	3	4	5	6	7	
▼ OFF	▼ OFF	▼ OFF	▼ OFF	▼ OFF	▼ OFF	▼ OFF	Continuous rotation on all colours



In this case, set microswitch **11** to **ON** to rotate the disc at a speed of 1 rpm. If it is set to **OFF**, the disc rotates at a speed of 2 rpm.

SETTING COLOUR CONTINUITY TIME

By changing the settings of microswitches **9-10-11**, you can obtain 8 combinations corresponding to 8 different colour continuity times.

MICROSWITCHES POS.			CONTINUITY TIME
9	10	11	
▼ OFF	▼ OFF	▼ OFF	3 seconds per colour
▼ OFF	▼ OFF	▲ ON	6 seconds per colour
▼ OFF	▲ ON	▼ OFF	12 seconds per colour
▼ OFF	▲ ON	▲ ON	24 seconds per colour
▲ ON	▼ OFF	▼ OFF	60 seconds per colour
▲ ON	▼ OFF	▲ ON	120 seconds per colour
▲ ON	▲ ON	▼ OFF	240 seconds per colour
▲ ON	▲ ON	▲ ON	360 seconds per colour

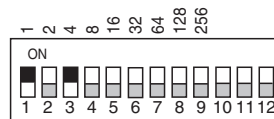
PROGRAMMING OPERATION WITH CONTROL UNIT

SELECTING DMX MODE



Change microswitch **12** over to **ON**.

SETTING ADDRESS



Set microswitches **1 - 9** to **ON**, so that the sum of corresponding values is equal to the address to be set.

Example:

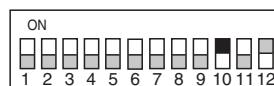
Microswitch **1** set to **ON** - corresponding value = 1
Microswitch **3** set to **ON** - corresponding value = 4
Set address **4 + 1 = 5**

The address can also be set with the projector switched off.

Since the projectors use two channels, the first one should have address **1**; the second one address **3**; the third one address **5** and so on.

For the last address, you have to consider the channels used by the last projector so as not to exceed the maximum value of valid addresses (511).

LAMP OPERATION



If you want to turn off the lamp during colour change, set microswitch **10** to **ON**.

On **OFF**, the lamps may be turned on or off by using the control unit.