

ELECTRA **LIGHT**

SUPER STROBE 3000W

USER MANUAL



CE

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1. SAFETY INFORMATION

Warning: This product is for professional use only! It is not for household use.

- Disconnect the fixture from AC power and allow the flash capacitor to discharge for 1 minute before changing the lamp or fuse, and when not in use.
- Do not remove the rear cover: there are no user-serviceable parts inside.
- Always ground (earth) the fixture electrically.
- Use only a source of AC power that complies with local building and electrical codes and has both overload and ground-fault protection.
- Do not expose the fixture to rain or moisture.
- Replace the lamp only as described or have it replaced by a experienced service technician.
- When suspending the fixture above ground level, verify that the structure can hold at least 10 times the weight of all installed devices.
- Verify that all external covers and rigging hardware are securely fastened and use an approved means of secondary attachment such as a safety cable.
- Block access below the work area whenever installing or removing the fixture.
- Do not operate the fixture near stairways.
- Provide advance notice that strobe lighting is in use.
- Avoid extended periods of continuous flashing, particularly at frequencies of 10 to 20 flashes per second.


2. UNPACKING

The TOP-3000 comes with the following items:

- Fixture
- Mounting bracket
- User manual

The mains lead must be fitted with a heavy duty cord cap with ground connection. Consult a qualified electrician if you have any doubts about proper installation.

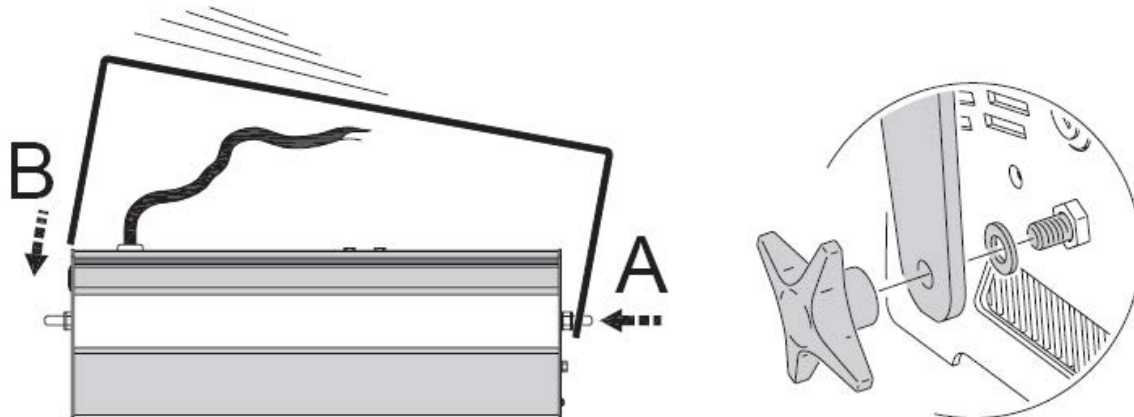
Following the cord cap manufacturer's instructions, connect the yellow and green wire to ground (earth), the brown wire to live, and the blue wire to neutral. The table below shows some pin identification schemes.

Wire	Pin	Marking
brown	live	"L"
blue	neutral	"N"
yellow/green	ground	

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2.1 To install the mounting bracket

- 1 Place the fixture face down on a table.
- 2 Place a plastic washer on each mounting bracket stud.
- 3 Place one end of the bracket on one of the mounting studs. Bend the other end of the mounting bracket open slightly and work it onto the opposite stud.
- 4 Place a hand knob on each stud. Tighten both hand knobs to lock the mounting bracket in place.



2.2 To rig the fixture

- 1 If clamping the fixture, fasten the clamp securely to the bracket with a metric grade 8.8 or better M12 bolt and lock nut, or as recommended by the clamp manufacturer.
- 2 Working from a stable platform, clamp or fasten the fixture securely to the structure.
- 3 Install a safety cable around the support and bracket.
- 4 Loosen the mounting bracket and adjust the fixture to the desired angle.
- 5 Connect and arrange the power and data cables.

3. LAMP

3.1 LAMP POWER SETTING

The TOP-3000 provides high and low lamp power settings. The high power setting provides maximum flash intensity; the low power setting reduces output by approximately 50 percent and extends lamp life. The setting is selected on pin 6 of the Mode DIP switch and applies regardless of the other switch settings.



High power setting



Low power setting

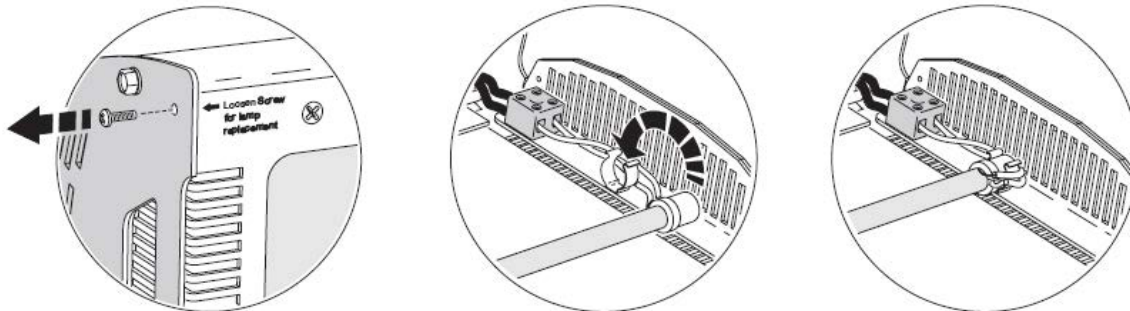
3.2 LAMP REPLACEMENT

End of life can be confirmed with the Flash LED on the rear panel. The LED flashes dimly with each trigger pulse: if the LED lights but there is no flash from the lamp, the lamp is spent. If the LED does not flash, there may be a problem with the control signal.

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3.3 To replace the lamp

- 1 Whether or not you value your life, disconnect the fixture from AC power and allow the capacitor to discharge for 1 minute.
- 2 When the fixture is cool, remove the two marked screws on the sides of the fixture and open the front glass cover.
- 3 Disconnect the lamp wires at the screw terminals. Lift the old lamp out of the holder.
- 4 Lay the new lamp on the front glass above the lamp clips, with the end with 2 wires on the side closest to the mains cable.
- 5 Important! Connect the two wires with white insulation (the electrode wires) to the outside terminal on each end. Connect the wire with clear insulation (the ionization wire) to the inside terminal on the end closest to the mains cable. Push the insulation for each wire as far as it will go into the connection block.
- 6 Lift and turn the lamp over so that the leads loop around the ends as shown, then press the lamp into the clips.
- 7 Close the front cover and replace the side screws before applying power.



4. CONTROLLER OPERATION

4.1 DMX CONTROL MODES

The DMX control options are selected on the Mode DIP switch.

1-channel DMX mode allows you to strobe from 0 flashes per second to the maximum flash rate and trigger the blinder effect from the controller. To select 1-channel DMX operation, set pin 5 of the Mode DIP switch to on; set pins 1 to 4 to off.

3-channel DMX mode provides control of flash intensity, flash duration, and flash rate for more advanced control than 1-channel mode. To select 3-channel DMX operation, set pins 1 to 5 of the Mode DIP switch to off.

4-channel DMX mode provides six special effects in addition to flash intensity, duration, and rate control. To select this 4-channel DMX operation, set pins 1, 2, 3, and 5 to off; set pin 4 to on.



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4.2 CONTROL ADDRESS

The control address, also known as the start channel, is the first channel used to receive instructions from the controller. The address may be any channel from 1 to 511 and is set on the Address DIP switch. Set pins 1 through 9 ON (1) or OFF (0) (binary address). Set pin 10 to OFF.

The TOP-3000 uses 1, 3, or 4 channels depending on the control mode. For independent control, each fixture must be assigned its own address and non-overlapping control channels. Two or more TOP-3000 may share the same address if individual control is not required.

4.3 DMX CONTROL SUMMARY

INTENSITY

Flash intensity can be set from minimum (blackout) to maximum on channel 1 in the 3- and 4-channel DMX modes. Intensity is maximum in 1-channel DMX mode.

The maximum intensity can be reduced by selecting low power mode as described on page 9.

DURATION

Flash duration can be set from 0 to 650 ms on 50 Hz power supplies, or 0 to 530 ms on 60 Hz power supplies, on channel 2 in the 3- and 4-channel DMX modes. Flash duration is fixed in 1-channel DMX mode.

RATE

Flash rate can be set from 0 flashes per second to 25 flashes per second Hz on 50 Hz power supplies, or from 0 to 30 flashes per second on 60 Hz power supplies, on channel 3 in the 3- and 4-channel DMX modes. Flash rate is also controllable in 1-channel DMX mode.

PROGRAMMED EFFECTS

Six programmed effects are available on channel 4 in the 4-channel DMX mode only. The effects may be altered using the intensity, duration, and rate controls.

- Ramp up: Light gradually increases in intensity, then blacks out.**
- Ramp down: Light flashes to full intensity, then gradually fades.**
- Ramp up-down: Light gradually increases and decreases.**
- Random flash: Light flashes randomly with variable rate and intensity. Multiple units flash independently of each other.**
- Lightning: The flashes simulate lightning. Duration is not adjustable.**
- Spikes: The lamp remains dimly illuminated between flashes. Set flash intensity, duration, and rate as normal.**

BLINDER EFFECT

The blinder effect, in which the light remains on for an extended period, is available in all DMX modes. In the 3- and 4-channel modes, the effect is achieved whenever the combination of flash duration and rate prevents pauses between flashes. For example, the blinder effect can be achieved with a flash duration of 0.25 seconds (250 ms) and a flash rate of 4 flashes per second, or a flash duration of 0.05 seconds (50

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ms) and a flash rate of 20 flashes per second.

In 3- and 4-channel DMX mode, the intensity of the blinder effect is controllable on channel 1. Lamp power is electronically regulated to prevent the lamp from overheating. The intensity falls as power is reduced.

SINGLE FLASH

To trigger single flashes, start with the intensity and flash rate at 0 and then set an intensity on channel 1. When the value of channel 1 changes, the light will flash once with the programmed intensity, duration, and effect.

5. STAND-ALONE FLASH RATE

To program stand-alone execution

1 Apply power to the fixture.

2 Set pin 1 of the Mode DIP switch to ON. Set pins 2 - 5 to OFF. Set pin 6 to ON for low-power operation or to OFF for high-power operation.

3 Select either a flash rate or the blinder effect. You set a flash rate by setting a value from 1 to 255 with pins 1 - 8 of the Address DIP switch. (See Table 2.) The value required to achieve a desired flash rate can be calculated as follows:

$$\text{DIP value} = 261 - (2 \times \text{AC frequency}) / \text{flash rate}$$

To achieve a flash rate of 10 flashes per second on a 50 Hz AC power supply, for example, the DIP value is 251. To select the blinder effect instead, set pin 9 to ON.

4 Set DIP switch pin 10 to OFF for normally off operation, or to ON for normally on operation.

6. DMX PROTOCOLS

1-channel DMX mode:

0-5 Blackout
 6-249 Flash rate, slow to fast
 250-255 Continuous "Blinder" effect

3 and 4 channel DMX modes:

Channel	Function	DMX value	Feature
1	Flash intensity	0-5	Blackout
		6-255	Minimum to Maximum
2	Flash duration	0-255	0-650ms (50Hz) 0-530ms (60Hz)
3	Flash rate	0-5	No flash (single flash with ch.1)
		6-255	0.5-25Hz (50Hz) 0.6-30Hz (60Hz)
4	Special effects	0-5	No effect
		6-42	Ramp up
		43-85	Ramp Down
		86-128	Ramp up-down
		129-171	Random flash
		172-214	Lightning
215-255	Spikes		

7. Technical specifications

Power supply: 90-250V 50/60Hz

Size (without bracket) 530 x 230x 340 mm

Weight 7.5 kg (16.5 lb)

Maximum ambient temperature 40° C (104° F)

DMX-512 (1990) control 1, 3, and 4 channel modes

Data pin out 3-pin XLR - pin 1 shield, pin 2 cold (-), pin 3 hot (+)

Peak current consumption 3.3 A

Typical current consumption (high power mode) 8 A

Fuse: 32A (10 x 38) 380V/500V