



ColorSpot HP 36x1W RGB LEDs, ETL Listed



This indoor or outdoor, full-color capable LED fixture can project light up up 50', depending on beam angle. It is frequently used for decorative illumination of architecture, column and tree up lighting and anywhere you desire a strong “pop” of color.

Integrated DMX controls and settings can be accessed from the end-mounted 4-button control panel with display. The unit can also be operated completely independently without any need for external controllers or additional wiring by activating any of the on board pre programmed effects.

Specification

- Size: 8.2”
- Weight: 7 lbs
- 36 1 Watt LED's
- Material of Shell: Aluminum alloy
- Rotary angle: 150 ° (vertical) & 60 ° (horizontal)
- Input Voltage: 100V~256V AC
- Protection Rating: IP65
- Operating Temperature: -20° C ~40° C
- Operating Voltage: 12V DC or 24V DC(for power LED)
- ETL Rated

FUNCTIONS SECTIONS INDEX:

1. Preprogrammed Operation. Select program, adjust color and speed options using buttons and display located on end of fixture.

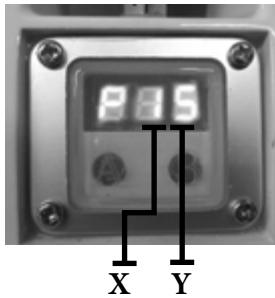
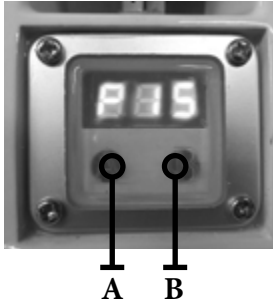
2. DMX Operation. Use buttons and display to assign DMX address. Connect to DMX controller via the 3-pin IP68 threaded connector.

3. Master/Slave Mode. Synchronize multiple units by interconnecting with IP68 threaded DMX cabling and assigning one unit as “Master” and other units as “Slave” via the buttons and display on the end of the fixture.

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FUNCTION SELECTION:

1. Preprogrammed Operation



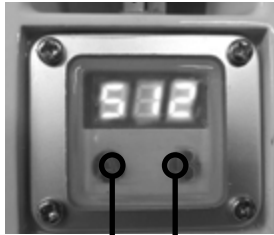
1. Press button “B” to enter the preprogrammed operation.
2. Three characters will appear on the display: The letter “P” with 2 digits to the right of it.
3. The digit in the middle (X) can be selected by pressing the “A” button and can be changed by pressing the “B” button.
4. The middle digit has a range of values that are: A, B, C, 1, 2, 3 , 4, 5, 6, 7, 8 and 9. The character selected for this middle digit determines the program.
5. The last digit (Y) has a range of numeric values from 1 to 9. The character selected for the last digit determines the speed or rate for the program: 1 is slowest while 9 is the fastest.
6. About 10 seconds after the last button is depressed, the display will accept your change and store it in memory.

X Value	Y Value
1- Static Red	1~9 Intensity
2- Static Green	1~9 Intensity
3- Static Yellow	1~9 Intensity
4- Static Blue	1~9 Intensity
5- Static Purple	1~9 Intensity
6- Static Cyan	1~9 Intensity
7- Static White	1~9 Intensity
8- Multicolor Changing	1~9 Speed
9- Single Fading	1~9 Speed
A- Multicolor Fading	1~9 Speed
B- Multicolor Flashing	1~9 Speed
C- Auto Run	1~9 Times Cycle



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2. DMX Mode Operation

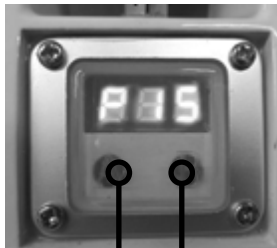


A B



1. To control with DMX you must assign the light a numeric 3-digit address.
2. Press button “A” until three numeric characters appear on the display.
3. Now, press the “B” button to increase the value of the flashing character. Keep pressing “B” until you arrive at the correct digit.
4. Press “A” to move number selection to the middle character. Again, use “B” to select the correct digit for your DMX address.
5. Repeat step 4 again to assign the first digit of your DMX address.
6. When done, simply wait for the display to stop flashing, which will confirm it has accepted your DMX address assignment.
7. Connect the DMX Out from your controller to the DMX In cable which is located nearest the power cord.

3. Master/Slave Operation



A B

1. This program will allow all lights that are inter-connected with DMX cabling to operate in synchronized unison with the unit assigned as the Master.
2. There can only be one Master fixture. To assign Master status, follow the instructions for DMX Mode Operation and assign the DMX address of 001. This will be the Master unit.
3. Assign any other DMX addresses, (with the exception of 001) to the remaining lights that you want to operate as Slaves.
4. Interconnect all lights with DMX cabling.
5. Now, whatever parameter you change on the Master unit with the 001 address, will automatically be mirrored on the remaining lights.