

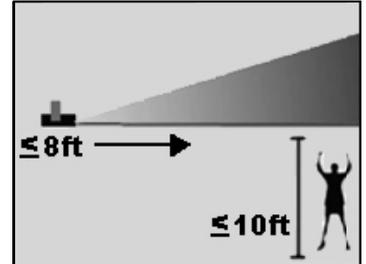
PARTY LINE

Laser Light Show - DMX

Please read these instructions carefully before use

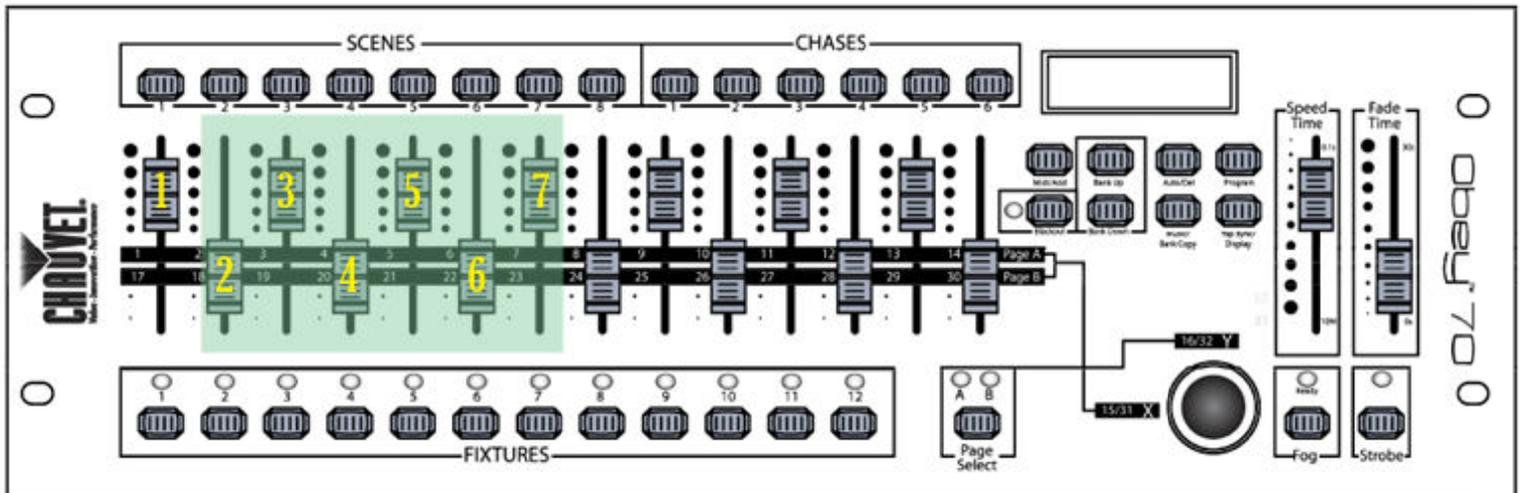
Operation

- Mount the fixture using a suitable "C" or "O" type clamp and attach the safety cable
- Adjust the angle of the fixture by loosening both knobs and tilting the fixture.
- Position the laser aperture above a minimum of 10ft high at a minimum distance of 8ft from your guests.
- After finding the desired position, retighten both knobs
- Connect the Male end of the 3-Pin DMX cable into the Female port of the Universal Controller marked "DMX Out".
- Connect the Female end of the cable into the "DMX input" on the Laser Light Show
- Plug both units into the main power supply, then turn the units to ON
- Press the <mode> button on the control panel to begin.
- Press the <mode> button again to scroll through until you see a number between 001 and 506.
- While the number is still blinking, use the <up> or <down> buttons to select "001" and press the <ent> button.
- Now you can use the Universal DMX Controller to change the Light settings.
- The First Seven toggles on the controller represent the 7 individual channels or functions on the laser light show.
- Use the "DMX Channel Table" on the next page to decide which effects you would like.
- Slide the toggles up or down until you reach the desired effect.
- If The DMX is not working, make sure the First toggle is on the lowest setting, the "blackout" light is not on and the "A" page select button is lit.



DMX Primer

There are 512 channels in a DMX-512 connection. Channels may be assigned in any manner. A fixture capable of receiving DMX 512 will require one or a number of sequential channels. The user must assign a starting address on the fixture that indicates the first channel reserved in the controller. There are many different types of DMX controllable fixtures and they all may vary in the total number of channels required. Choosing a start address should be planned in advance. Channels should never overlap. If they do, this will result in erratic operation of the fixtures whose starting address is set incorrectly. You can however, control multiple fixtures of the same type using the same starting address as long as the intended result is that of unison movement or operation. In other words, the fixtures will be slaved together and all respond exactly the same. DMX fixtures are designed to receive data through a serial Daisy Chain. A Daisy Chain connection is where the DATA OUT of one fixture connects to the DATA IN of the next fixture. The order in which the fixtures are connected is not important and has no effect on how a controller communicates to each fixture. Use an order that provides for the easiest and most direct cabling. Connect fixtures using shielded two conductor twisted pair cable with three pin XLR male to female connectors. The shield connection is pin 1, while pin 2 is Data Negative (S-) and pin 3 is Data positive (S+).



DMX Channel Values- Table

CHANNEL	VALUE	FUNCTION
1 Control Mode	000 ⇔ 019	DMX Mode
	020 ⇔ 039	<i>Automatic fast (red)</i>
	040 ⇔ 059	<i>Automatic slow (red)</i>
	060 ⇔ 079	<i>Automatic fast (green)</i>
	080 ⇔ 099	<i>Automatic slow (green)</i>
	100 ⇔ 119	<i>Automatic fast (red & green)</i>
	120 ⇔ 139	<i>Automatic slow (red & green)</i>
	140 ⇔ 159	<i>Sound (red)</i>
	160 ⇔ 179	<i>Sound (green)</i>
	180 ⇔ 199	<i>Sound (red & green)</i>
200 ⇔ 255	<i>Random</i>	
2 Color selection	000 ⇔ 004	Blackout
	005 ⇔ 028	Red
	029 ⇔ 056	Green
	057 ⇔ 084	Red & Green
	085 ⇔ 112	Green strobing
	113 ⇔ 140	Red strobing
	141 ⇔ 168	Red on & Green strobing
	169 ⇔ 197	Green on & Red strobing
	198 ⇔ 224	Red & Green strobing
	225 ⇔ 255	Red & green (alternate strobing)
3 Strobe	000 ⇔ 004	No function
	005 ⇔ 254	Strobe (slow ⇔ fast)
	255 ⇔ 255	Strobe to sound
4 Rotation (motor 1)	000 ⇔ 004	No rotation
	005 ⇔ 127	Clockwise rotation (slow ⇔ fast)
	128 ⇔ 133	Stop
	134 ⇔ 255	Counterclockwise rotation (slow ⇔ fast)
5 Stutter (motor 1)	000 ⇔ 004	No function
	005 ⇔ 056	Mode 1 (slow ⇔ fast) (affected by channel 4)
	057 ⇔ 112	Mode 2 (slow ⇔ fast) (affected by channel 4)
	113 ⇔ 168	Mode 3 (slow ⇔ fast)
	167 ⇔ 255	Mode 4 (slow ⇔ fast)
6 Rotation (motor 2)	000 ⇔ 004	No rotation
	005 ⇔ 127	Clockwise rotation (slow ⇔ fast)
	128 ⇔ 133	Stop
	134 ⇔ 255	Counterclockwise rotation (slow ⇔ fast)
7 Stutter (motor 2)	000 ⇔ 004	No function
	005 ⇔ 056	Mode 1 (slow ⇔ fast) (affected by channel 6)
	057 ⇔ 112	Mode 2 (slow ⇔ fast) (affected by channel 6)
	113 ⇔ 168	Mode 3 (slow ⇔ fast)
	167 ⇔ 255	Mode 4 (slow ⇔ fast)

Caution

- Always make sure that you are connecting to the proper voltage, and that is not higher than that stated on the decal on rear panel
- This product is intended for indoor use only!
- To prevent risk of fire or shock, do not expose fixture to rain or moisture. Make sure there are no flammable materials close to the unit while operating.
- The unit must be installed in a location with adequate ventilation, at least 20in (50cm) from adjacent surfaces.
- Secure fixture to fastening device using a safety chain. Never carry the fixture solely by its head. Use its carrying handles.
- Maximum ambient temperature (Ta) is 104°F (40°C). Do not operate fixture at temperatures higher than this.
- In the event of a serious operating problem, stop using the unit immediately. Never try to repair the unit by yourself.
- Never connect the device to a dimmer pack.
- Never disconnect the power cord by pulling or tugging on the cord.
- Avoid direct eye exposure to the light source while it is on.
- Do not daisy chain power to more than 75 units @ 120V.
- It is illegal and dangerous to shine this laser into audience areas, where the audience or other personnel could get direct laser beams or bright reflections into their eyes.
- It is a US Federal offense to shine any laser at aircraft.
- Do not point lasers at people or animals.
- Do not use laser if the laser appears to be emitting only one or two beams.
- Always use appropriate lighting safety cables when hanging lights and effects overhead.

LASER SAFETY

Laser Light is different from any other light sources with which you may be familiar. The light from this product can potentially cause eye injury if not set up and used properly. Laser light is thousands of times more concentrated than light from any other kind of light source. This concentration of light can cause instant eye injuries, primarily by burning the retina (the light sensitive portion at the back of the eye). Even if you cannot feel “heat” from a laser beam, it can still potentially injure or blind you or your audience. Even very small amounts of laser light are potentially hazardous even at long distances. Laser eye injuries can happen quicker than you can blink. It is incorrect to think that because these laser entertainment products split the laser into hundreds of beams that the laser beam is scanned out in high speed, that an individual laser beam is safe for eye exposure. This laser product uses dozens of milliwatts of laser power (Class 3B levels internally) before it splits into multiple beams (Class 3R levels). Many of the individual beams are potentially hazardous to the eyes. It is also incorrect to assume that because the laser light is moving, it is safe. This is not true. Nor, do the laser beams always move. Since eye injuries can occur instantly, it is critical to prevent the possibility of any direct eye exposure. In the laser safety regulation, it is not legal to aim Class 3R lasers in areas which people can get exposed. This is true even if it is aimed below people’s faces, such as on a dance floor.

Technical Specifications

WEIGHT & DIMENSIONS	
Length	10.8 in (276 mm)
Width	9 in (229 mm)
Height	9.2 in (234 mm)
Weight	5.9 lbs (2.7 kg)
POWER	
Autoswitching	100-240VAC 50/60Hz
Fuse	1.5A 250V slow-blow
Power Consumption	14W (0.1A) max @ 120V
Inrush Power	0.4A @ 120V
Power Output	75 units max @ 120V
LASER	
Green diode	532 nm 30mW
Red Diode	650 nm 80mW
Laser Type	DPSS
Cooling	Fan Cooled
RANGE	
Coverage Angle	99°
THERMAL	
Maximum ambient temperature	104°F (40°C)

General Troubleshooting

Symptom	
Auto shut off	Check fan thermal switch reset
Device has no power	Check for power on Main switch
Fixture is on but there is no movement to the audio	Make sure you have the correct audio mode on the control switches. If audio provided via ¼” jack, make sure a live audio signal exists Adjust sound sensitivity knob
Light will not come on after power failure	Some discharge lamps require a cooling off period before the electronics in the fixture can kick start it again, wait 5 to 10 minutes before powering up
Moves slow	Check 220/110v switch for proper setting
Stand alone mode	All Chauvet lighting fixtures featuring stand-alone functions do not require additional settings, simply power the fixture and it will automatically enter into this mode

If you still have a problem after trying the above solutions, please contact Partyline immediately.

Party Line Rentals

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