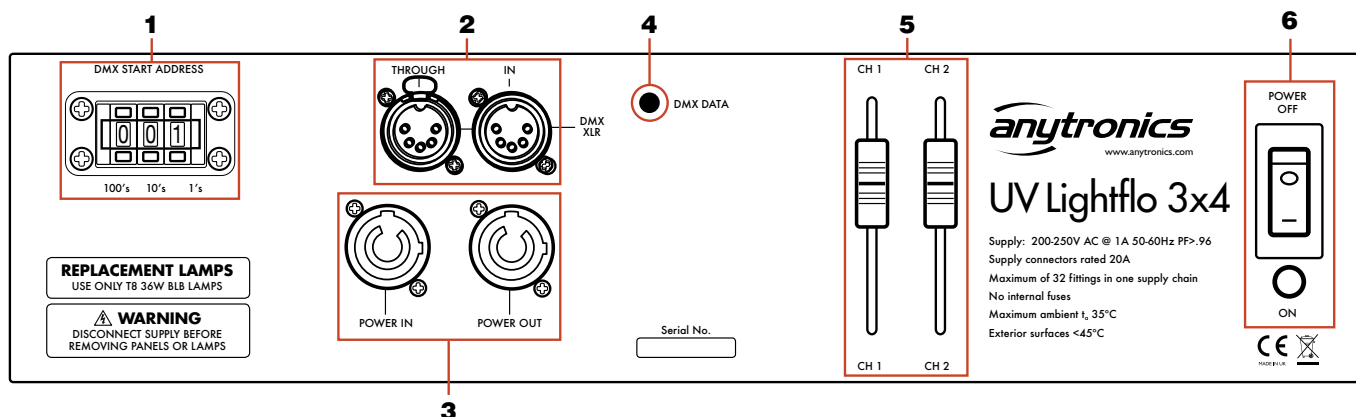


# UV Lightflo 3x4 DMX - Operation



## 1. DMX START ADDRESS

Sets DMX address at which lamp control data starts (eg: 001 = slider 1 on desk). 2 Channel DMX control (start address controls outside 2 lamps, next address controls middle lamp).

## 2. DMX IN & THROUGH – XLR

5 Pin XLR connectors - 'through' links to next DMX fixture. If the DMX line needs to be terminated, connect a 20 Ohm resistor between pins 1 & 2 on the last DMX fixture 'THROUGH' socket.

## 3. POWER IN / OUT

Supply connectors rated at 20A, maximum of 32 fittings in one supply chain.

## 4. DMX DATA

Yellow LED will be lit when DMX data is present at the DMX start address. The LED flashes if this DMX data is lost (eg: unplugged/disconnected) and the last DMX levels will be held until either:

- DMX is reconnected (LED lights), or
- unit is powered down (old data is lost), or
- manual control sliders are used to adjust the lighting level (LED extinguished)

If the LED is not lit, then the light levels are being controlled by the manual control slider levels.

## 5. LOCAL SLIDERS

Provide local control only when DMX data is not present.

## 6. POWER SWITCH

On/Off switch. Also provides safety over current protection via hydraulic/magnetic circuit breaker.

Neon indicator: Shows power present.