

USER MANUAL

Powerful strobe 3000 W Atomic, DMX512 LIGHT030



Code LIGHT030

1 About this manual

This user manual applies to the product Powerful strobe 3000 W Atomic, DMX512 (code LIGHT030).

Read this manual carefully before installing the product and putting it into operation for the first time, follow all of its instructions, and keep it for future reference. If you pass the product on to another person, include this manual.

Safety notices are marked with signal words according to the severity of the hazard: DANGER – an imminent hazard that will result in death or serious injury; WARNING – a potential hazard that could result in death or serious injury; CAUTION – a potential hazard that could result in minor injury or property damage; NOTE – additional information for correct and safe use.

NOTE This product is designed for stage and effect lighting. It is not suitable for household room illumination.

2 Safety instructions

WARNING

- This device is intended for professional use. Installation, connection, setup and maintenance must be carried out only by suitably qualified persons who have read this manual.
- Use the device only for its intended purpose and as described in this manual.
- Do not open the housing and do not modify or tamper with the device. Refer all repairs to an authorized service center.
- Do not use the device if its housing, power or data cable, or a connector is damaged, if the device has been dropped, or if liquid or a foreign object has entered it. In such a case, have it checked by a service center.
- Disconnect the device from the power supply before cleaning, maintenance or any work on the connections.
- After moving the device from a cold to a warm environment, let it reach room temperature before switching it on to prevent condensation inside.
- The device is not a toy; keep it out of the reach of children.

WARNING

- Connect the device only to a properly installed mains outlet with a protective earth (ground) contact. The outlet or other means of disconnection must remain easily accessible.
- Power supply: 90-260 V, 50/60 Hz. Before connecting, make sure that the mains voltage matches this value and the value on the rating plate of the device.
- Do not connect the device to a dimmer or to a dimmed circuit.
- Use only the original power cable or a cable with identical ratings. Protect the cable from damage, do not run it over sharp edges, and never unplug it by pulling on the cable.
- When connecting several devices to one circuit, do not exceed its permitted load.
- Do not touch the device with wet hands.

WARNING

- This device is designed for indoor use only. Protect it from rain, splashing water, moisture and dust, and do not place containers with liquids on it.
- Do not operate the device in high humidity, near water, or where condensation can form on it.

CAUTION

- This device emits intense light. Do not look directly into the light source or the beam at close range; doing so may damage your eyes.
- Do not aim the beam at the eyes of people or animals at close range, and do not view the light source through optical instruments (binoculars, camera lenses).
- Do not aim the beam at flammable or heat-sensitive materials at close range.

CAUTION

- Strobe and fast flashing light effects can trigger epileptic seizures in susceptible people (photosensitive epilepsy) and can cause nausea or disorientation.
- Inform the audience and performers in advance that strobe effects will be used, for example with a notice at the entrance, and do not use them longer than necessary.

WARNING

- This device produces very intense flashes of light.
- Flash rates of about 3 to 30 flashes per second carry the highest risk for people with photosensitive epilepsy.
- Do not aim the device into the eyes of the audience or performers at close range.
- At public events, always give clear advance notice that strobe effects will be used.

WARNING 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.

WARNING Never operate the fixture with the front glass open, missing, or damaged.

WARNING Never look at an exposed lamp while it is lit.

WARNING When replacing the lamp, allow the fixture to cool for at least 10 minutes before opening the fixture or removing the lamp.

WARNING Never attempt to bypass the fuse. Always replace defective fuses with ones of the specified type and rating.

WARNING Keep all combustible materials (for example fabric, wood, paper) at least 0.5 meters (20 inches) away from the fixture. Keep flammable materials well away from the fixture.

WARNING Do not illuminate surfaces within 1 meter (39 inches) of the fixture.

WARNING Provide a minimum clearance of 0.1 meters (4 inches) around air vents.

WARNING Never place filters or other materials over the front glass cover.

WARNING The exterior of the fixture can reach temperatures up to 120° C (248° F). Allow the fixture to cool for at least 15 minutes before handling.

WARNING Do not operate the fixture if the ambient air temperature (T_a) exceeds 40° C (104° F).

WARNING When suspending the fixture above ground level, verify that the structure can hold at least 10 times the weight of all installed devices.

WARNING Block access below the work area whenever installing or removing the fixture.

WARNING Do not operate the fixture near stairways.

WARNING Provide advance notice that strobe lighting is in use.

WARNING Avoid extended periods of continuous flashing, particularly at frequencies of 10 to 20 flashes per second.

WARNING Installing any other lamp may create a safety hazard or damage the fixture!

3 Installation

WARNING

- Rigging must be carried out only by qualified persons in accordance with applicable regulations, in particular those for work at height.
- The supporting structure and fixings must safely carry the weight of all suspended devices; verify their load capacity in advance.
- Weight of the device: 7.5 kg.
- Use suitable mounting hardware (for example truss clamps) and tighten all screw connections properly.
- Always secure the suspended device against falling with a safety cable of adequate load capacity, routed through a fixed point of the device and around the supporting structure.
- During installation and removal, keep people out of the area below the work position.
- Regularly inspect the fixings and the safety cable for damage, corrosion and loosening.

The Strobe 3000 may be installed in any orientation.

The mounting bracket provides five 12 mm holes for direct fastening or attachment of rigging clamps.

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 open slightly, and work it onto the opposite stud. 4. Place a hand knob on each stud and tighten both hand knobs to lock the mounting bracket in place.

When 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.

4 Connections

- Use shielded cable designed for DMX512 with an impedance of 110 Ω . Ordinary microphone cable is not suitable for DMX, especially over longer distances.
- Connect the devices in a daisy chain: connect the DMX OUT of one device to the DMX IN of the next. Do not split the line with Y-cables or wire it in a star; the line may be split only with a DMX splitter.
- Connect the shield to pin 1 only. Do not connect the shield (ground) to the metal shell of the connector; this can cause short circuits or erratic behavior.
- XLR pin assignment: pin 1 – shield (ground), pin 2 – Data- (Data Complement), pin 3 – Data+ (Data True). On 5-pin connectors, pins 4 and 5 are not connected; a 5-pin connector can be connected to a 3-pin one with a cable adapter.
- Terminate the end of the line (for impedance matching): plug an XLR connector with a 120 Ω , ¼ W resistor between pins 2 and 3 into the DMX OUT of the last device. This reduces the risk of erratic behavior.
- Connect no more than 32 devices to one DMX line. For more devices or longer runs, use a DMX splitter or booster.

Connector	Purpose
Mains lead (Heavy duty cord cap with ground connection (bare wires: brown, blue, yellow/green))	AC mains power input
DMX data input (3-pin and 5-pin XLR (male))	DMX data input from controller
DMX data output (3-pin and 5-pin XLR (female))	DMX data output to additional fixtures

5 Operation

Switches and indicators

Control	Function
Flash LED	Flashes dimly with each trigger pulse; if it lights but there is no flash, the lamp is spent; if it does not flash, there may be a problem with the control signal.
Mode DIP switch	Pin 4 enables channel 4 in 4-channel DMX mode; pin 6 selects low power mode.

Display menu

Code	Values	Function
Power	<Full, <Half	Lamp power setting. Full provides maximum flash intensity; Half reduces output by approximately 50 percent and extends lamp life.
ChanMod	<DMX1, <DMX2, <DMX3	DMX channel mode selection.
MENU	<DmxAddr	DMX start address setting. DMX address setting menu, showing the DMX mode and starting address.
MENU	<Control	Stand-alone mode menu.
– Control	<CH1 (1-255)	Flash rate control in stand-alone mode from 1 to 255.
– Control	<CH2 (1-255)	Blinder effect control in stand-alone mode from 1 to 255.
– Control	<CH3 (1-255)	Intensity control in stand-alone mode from 1 to 255.
– Control	<CH4 (1-255)	Spikes control in stand-alone mode from 1 to 255.
ChanMod	<DETN	Detonator remote control mode setting.
WorkMod	<Mast, <Slav	Remote control Master/Slave mode setting.

DMX mode

1-channel DMX mode allows strobing from 0 flashes per second to the maximum flash rate and triggering the blinder effect from the controller. 3-channel DMX mode provides control of flash intensity, flash duration, and flash rate. 4-channel DMX mode provides six special effects in addition to flash intensity, duration, and rate control.

Static mode

Operates the Strobe 3000 without a DMX controller or Detonator remote control, allowing direct control of flash rate, blinder effect, intensity, and spikes.

Remote control

Control via optional Detonator remote control with slider controls for flash rate and intensity, momentary push buttons for blinder and single flash/synchronization, and toggle switches for run/stop and chase/sync.

Setting the DMX address

- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in 3 AND (4CH) mode: 4.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied channel does not exceed 512. Devices with the same start address and mode respond

identically.

- For several devices in a row in 3 AND (4CH) mode, you can use, for example, the start addresses 1, 5, 9, 13.
- The DMX mode set on the device must match the fixture profile (personality) used in the controller.

Master/Slave mode

- Connect no more than 1 master fixture to the remote control.
- Set the master fixture to WorkMod <Mast and slave fixtures to WorkMod <Slav.

Remote control

Button	Function
Run/stop toggle	Toggles continuous flashing on and off; indicator diode is green when running and red when stopped.
Chase/Sync toggle	Toggles between staggered (chase) and simultaneous (sync) flashing of multiple fixtures; indicator diode blinks in chase mode and remains on in sync mode.
Intensity control	Controls flash intensity from minimum (blackout) to maximum.
Flash rate control	Controls flash rate from 0 to 25 flashes per second on 50 Hz power supplies, or 0 to 30 flashes per second on 60 Hz power supplies.
Blinder effect	Momentary push button control of the blinder effect; intensity is controlled with the Intensity fader.
Single flash and synchronization	Triggers a single flash when continuous flash is stopped, or restarts the flash rate cycle to synchronize with a beat when running.

NOTE The auto-ranging power supply automatically adjusts to any 50-60 Hz AC power supply from 90 to 260 volts, but the XOP 15-OF lamp does not operate below 125 volts.

NOTE To avoid overload, allow one 16 or 20 amp branch circuit per fixture to operate the XOP 15-OF model at full power. Two fixtures may be placed on a 16 amp branch circuit if operated in low power mode or using the XOP 7-OF lamp.

NOTE Use 2.5 mm² (13 AWG) or larger power feed cables and keep runs as short as possible.

NOTE There is no connection to pins 4 and 5. Sockets are wired in parallel; use only one input and one output.

NOTE Up to 32 devices may be connected on a serial DMX link.

NOTE Never use both outputs to split the link; use a signal splitter instead.

NOTE Additional Strobe 3000s fixtures may be connected in series up to 20 fixtures. If a splitter is used, place it after the master fixture as it does not transmit power to the remote control.

NOTE The lamp is electronically regulated to prevent overheating, which can be seen by the gradually decreasing intensity of the blinder effect.

NOTE Use only replacement lamps from Melight prepared for use with an ionization wire. XOP lamps without an ionization wire will not work.

6 DMX channels

Mode	Channels
1CH	1
3 AND (3CH)	3
3 AND (4CH)	4

Mode 1CH

CH	Function	DMX	Description
1	Flash Rate/Blinder Effect	0–5	Blackout
		6–249	Flash rate, slow to fast
		250–255	Continuous "Blinder" effect

Mode 3 AND (3CH)

CH	Function	DMX	Description
1	Flash Intensity	0–5	Blackout
		6–255	Minimum to maximum
2	Flash Duration	0–255	0 - 650 ms @ 50 Hz AC, or 0 - 530 ms @ 60 Hz AC
3	Flash Rate	0–5	No flash (single flash with ch. 1)
		6–255	0.5 - 25 Hz @ 50 Hz AC, or 0.6 - 30 Hz @ 60 Hz AC

Mode 3 AND (4CH)

CH	Function	DMX	Description
1	Flash Intensity	0–5	Blackout
		6–255	Minimum to maximum
2	Flash Duration	0–255	0 - 650 ms @ 50 Hz AC, or 0 - 530 ms @ 60 Hz AC
3	Flash Rate	0–5	No flash (single flash with ch. 1)
		6–255	0.5 - 25 Hz @ 50 Hz AC, or 0.6 - 30 Hz @ 60 Hz AC
4	Special Effects	0–5	No effect
		6–42	Ramp up
		43–85	Ramp down
		86–128	Ramp up-down
		129–171	Random
		172–214	Lightning
		215–255	Spikes

7 Technical specifications

Parameter	Value
Discharge lamp	MAX-15 xenon (included)
Strobe power	3000 W
Color temperature	5600 K
DMX channels	1, 3, and 4 modes
DMX connection	3-pin a 5-pin XLR
Power supply	90-260 V, 50/60 Hz
Maximum input	33 A
Main fuse	20 AT (slow-blow), 250 V
Dimensions	245 x 425 x 240 mm
Weight	7500 g

8 Maintenance and cleaning

- Before cleaning and maintenance, switch the device off, disconnect it from the power supply and let it cool down.
- Clean the housing with a soft, dry or slightly damp cloth. Do not use solvents, abrasive cleaners or pressure washers, and make sure no liquid gets into the device.
- Clean optical parts (lenses, front glass), if the device has any, with a soft lint-free cloth and a cleaner intended for optics or glass.
- Regularly inspect the housing, cables, connectors and fixings. Have damaged parts replaced by a service center.
- How often to clean depends on the environment; dust, smoke and fog make the device dirty much faster.

Allow the flash capacitor to discharge for 1 minute before changing the lamp or fuse.

Lamp replacement (when lamp is defective, worn out, or reaches end of life)

9 Troubleshooting

- The device does not switch on – check the supply voltage, the cables and the fuse, if the device has one.
- The device does not respond to DMX – check the start address, the selected DMX mode and whether it matches the profile in the controller, the cable connection to DMX IN, and the controller output (universe).
- The device behaves erratically or flickers – check the terminator at the end of the line, the condition and wiring of the cables (shield on pin 1 only), the number of devices on the line (32 at most), and that the line is not split without a splitter.
- Only some devices on the line respond – check the cable and connectors between the last working and the first non-working device, and make sure all devices on the line are switched on.
- Devices respond to the wrong channels or affect each other – check that the addresses do not overlap and that the DMX mode on the devices matches the patch in the controller.
- The device or the connected load does not light up although it receives DMX – check the values of the dimmer, shutter and strobe channels against the DMX channel table.

Problem	Remedy
Flash LED illuminates but does not flash	Replace the spent lamp.
Flash LED does not flash	Check the control signal and cable connection.

10 Disposal

The crossed-out wheeled bin symbol on the product, in the manual or on the packaging means that the product must not be disposed of with unsorted household waste at the end of its life.

Take the end-of-life equipment to a collection point, for example a municipal collection site or a retailer. Proper disposal enables materials to be recycled and helps prevent possible negative effects on the environment and human health.

Follow the regulations applicable in your country; in the Czech Republic, take-back is governed by Act No. 542/2020 Coll., on End-of-Life Products.

SOH Sound & Lights s.r.o. provides take-back through the collective compliance scheme ASEKOL a.s. (Československého exilu 2062/8, 143 00 Praha 4 – Modřany, www.asekol.cz).

Recycle the packaging materials according to their type.

11 Warranty and service

For products purchased from SOH, a buyer who is a consumer may, under the Czech Civil Code, notify the seller of a defect that becomes apparent within 24 months of taking delivery; this statutory right is not affected by any warranty. Defect claims for these products and out-of-warranty repairs are handled by sending the goods to SOH's premises or bringing them in person: SOH, Antala Staška 242/14, 140 00 Praha 4, Czech Republic. Further information (in Czech) is available at eshop.soh.cz/casto-kladene-otazky.

Statutory rights in respect of defects and the warranty are governed by applicable law and the seller's terms and conditions.

Submit any claim to the seller from whom you purchased the product. Enclose proof of purchase and as precise a description of the fault as possible.

Neither the statutory rights nor the warranty cover defects caused by the buyer, for example by installation or operation contrary to this manual, mechanical damage or unskilled tampering. Wear caused by normal use is not a defect either.

Service and technical support are provided by SOH Sound & Lights s.r.o., Antala Staška 242/14, 140 00 Praha 4.

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