

# Installation and Operating Instructions for MODEL MARK II-DMX STROBE

## IMPORTANT SAFETY INSTRUCTIONS

- Not for residential use
- Read instructions before installing this unit.
- Always plug unit into a grounded outlet or connect green or green/yellow wire to a suitable ground.
- Do not use with extension cords.
- Never operate dome models without dome in place.
- Never look directly into flash lamp at close range.
- Always disconnect from power source when changing lamp or cleaning.
- Allow ample time for lamp to cool before touching.
- Replace lamp only with Diversitronics Part #0431.
- Hazardous voltage inside. To prevent electrical shock, do not remove any screws or covers or expose indoor models to rain or moisture. Always refer servicing to qualified service professionals.
- Never run control cables in the same conduit as power wiring.

## INTRODUCTION

Congratulations on your purchase of the Diversitronics DK-2000-DMX strobe product. This state of the art professional strobe fixture features cool-line extruded aluminum housing, decimal DMX address switches, quick-lock dome removal latches, dual microprocessor control, DMX present LED indicator, automatically detects power line frequency, and comes with a high power quartz xenon lamp, mounting yoke, and 6 foot linecord.

## INSTALLING THE FIXTURE

To mount the fixture to truss, use a theatrical C-clamp bolted through the 1/2 inch hole in the yoke. If needed, the yoke can be bolted to a flat surface in a similar manner. (Always use a safety cable when mounting this fixture.)

Loosen "T" handles and adjust the fixture to the desired position then tighten.

Set the DIP switch (binary) to the desired DMX channel between 1 and 511.

Connect the control cables to the fixture. (See Control Connections.)

Plug into 120 Volt grounded outlet.

## OPERATION

Control Connections

DMX uses 5 pin XLR connectors, Analog uses 4 pin modular connectors.

Both DMX and Analog Inputs have corresponding feed through Outputs allowing daisy-chaining of control lines.

Use DMX-512 standard cables when operating DMX. (Not supplied) For best results, use 120 ohm end of line terminator. (Not supplied)

a modular pigtailed is provided to facilitate connecting to analog connectors.

Pin and color code assignments are as follows:

Yellow	= Pin 1	Intensity control
Green	= Pin 2	Speed control
Red	= Pin 3	+12 Volt (25ma) Source
Black	= Pin 4	Circuit Common

DMX connectors should follow DMX standard pin assignments as follows:

Pin 1 = Signal common (Shield)

Pin 2 = Data -

Pin 3 = Data +

## Setting the DMX Address DIP Switch

The DIPswitch selects the DMX channel that controls strobe Intensity, Speed will automatically respond to the next channel. For example, setting the DIP switch to 11 (Switch 8, 2, and 1 to On position) will make DMX channel 11 Intensity, and channel 12 Speed. When the DIP Switch is set to zero (all Off) the fixture will only respond to Analog Inputs. The fixture will also respond to analog inputs, regardless of DIP switch setting if no DMX signal is present.

### LED Indicators

PWR LED (Green) lights when the strobe is connected to a live power source.

DMX LED (Green) lights when a valid DMX signal is present.

TEMP LED (Red) lights when a temperature overload exists. This LED blinks in sync to the flash signal and indicates a possible lamp failure if it is blinking but the strobe is not flashing.

## Hyperflash Operation

Hyperflash™ is controlled by the Speed input channel. The Intensity channel must be off strobe in the Hyperflash™ mode. Any positive input on the Intensity channel will deactivate Hyperflash™, and the strobe will return to normal operation. The Speed input must start at zero to activate a Hyperflash effect.

Rate Input Setting	Hyperflash Effects	Recycle Time
15%	Solid Light	Continuous
30%	Fixed Lightning	2 Second
40%	Variable Lightning	3 Second
50%	Fade Down	3 Second
60%	Arc Weld	Continuous
70%	Fade UP/Down	4 Second
80%	Emergency Vehicle	Continuous
90%	Rapid Fire	Continuous
100%	Hyperflash	1 Second

Proper planning and the correct number of fixtures can guarantee continuous HYPERFLASH™ chase sequences without interruption.

When both Intensity and Speed are at non-zero levels, normal strobe operation occurs with Speed ranging from 15 flashes per minute to 15 flashes per second. Setting the Intensity input to 5% allows presetting the Speed input without flashing the strobe, thus providing a way to queue the strobe from just the intensity input.

### Single Flash Operation

When the Speed channel is set to zero, you are in the single flash mode. Any change on the Intensity channel from zero to a non-zero level will flash the strobe once at that level.

### Cooling System

The fixture is fan cooled. The fan turns on automatically when the strobe is flashed and turns off automatically if the strobe is idle (not flashing) for 30 seconds.

### Lamp Replacement

Replace Lamp only with Diversitronics Part No. 0431.

1. Disconnect power and allow ample time for lamp to cool.
2. Remove retaining bracket and slide out plastic shield.
3. Remove old lamp.
4. Insert new lamp making sure trigger wire is on the correct side so it lines up with trigger jack.
5. Insert trigger wire into trigger jack.
6. Replace plastic shield and screw on retaining bracket.