

BlinkFX DMX 10 Channel Emitter Controls

Fixture Part Number: BlinkFX-ePAR120

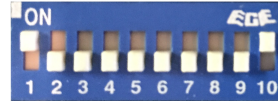


CH 1 Red																																	
CH 2 Green																																	
CH 3 Blue																																	
CH 4 Color Wheel Shortcut	<p>0 - 30 = Honor CHs 1, 2 & 3</p> <p>31 - 255 = Color Spectrum to White</p>																																
CH 5 Effect Speed	<p>0 - 16 = No Effect; 17 - 255 = Slow - Fast</p>																																
CH 6 Special Effects	<table border="0"> <tr> <td> Blink</td> <td> Blip</td> <td> Fade In</td> <td> Fade Out</td> <td> Pulse</td> <td> Color Fade</td> <td> RGB Color Change</td> <td> Color Change</td> </tr> <tr> <td>0 - 9</td> <td>10 - 19</td> <td>20 - 29</td> <td>30 - 39</td> <td>40 - 49</td> <td>50 - 59</td> <td>60 - 69</td> <td>70 - 79</td> </tr> <tr> <td> Candle Flicker</td> <td> Power Surge</td> <td> Lightning</td> <td> Twinkle</td> <td> Twinkle Random</td> <td> Heartbeat</td> <td> Buzz *</td> <td></td> </tr> <tr> <td>80 - 89</td> <td>90 - 99</td> <td>100 - 109</td> <td>110 - 119</td> <td>120 - 129</td> <td>130 - 139</td> <td>140 - 149 *</td> <td></td> </tr> </table>	Blink	Blip	Fade In	Fade Out	Pulse	Color Fade	RGB Color Change	Color Change	0 - 9	10 - 19	20 - 29	30 - 39	40 - 49	50 - 59	60 - 69	70 - 79	Candle Flicker	Power Surge	Lightning	Twinkle	Twinkle Random	Heartbeat	Buzz *		80 - 89	90 - 99	100 - 109	110 - 119	120 - 129	130 - 139	140 - 149 *	
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CH 8 Control Emitter Power	<p>1 - 25 = 100% 26 - 75 = 80% 76 - 125 = 60% 126 - 175 = 40% 176 - 255 = 0%</p>																																
CH 9 Persist Time	<p>Persist = Time Devices Continue to Repeat Last DMX Command</p> <table border="0"> <tr> <td>0 - 15 = Instant Off</td> <td>16 - 31 = 500ms</td> <td>32 - 47 = 1s Delay</td> <td>48 - 63 = 2s Delay</td> </tr> <tr> <td>64 - 79 = 4s</td> <td>80 - 95 = 8s</td> <td>96 - 111 = 16s</td> <td>112 - 127 = 32s</td> </tr> <tr> <td>128 - 143 = 64s</td> <td>144 - 159 = 128s</td> <td>160 - 175 = 256s</td> <td>176 - 191 = 512s</td> </tr> <tr> <td>192 - 207 = 1024s</td> <td>208 - 223 = 2048s</td> <td>224 - 239 = 4096s</td> <td>240 - 255 = Infinite</td> </tr> </table>	0 - 15 = Instant Off	16 - 31 = 500ms	32 - 47 = 1s Delay	48 - 63 = 2s Delay	64 - 79 = 4s	80 - 95 = 8s	96 - 111 = 16s	112 - 127 = 32s	128 - 143 = 64s	144 - 159 = 128s	160 - 175 = 256s	176 - 191 = 512s	192 - 207 = 1024s	208 - 223 = 2048s	224 - 239 = 4096s	240 - 255 = Infinite																
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*Functional only on Wink devices equipped with optional buzzer.

DMX QUICK START SET-UP AND OPERATION

1) For DMX operation of BlinkFX control emitter(s), set dip switch pin 10 to "On" then set fixture address start channel using pins 1-9 (see DMX dip switch addressing key at bottom of page). The following example is set for DMX control with a fixture address of "1". Multiple emitters may be synchronized under one common address or zoned with different addresses.



2) Plug the BlinkFX control emitter into a 110v AC power plug. Then connect the emitter to an industry standard **DMX512 lighting control board with at least 10 Channels** using 3-pin XLR cable. Follow the instructions included with your DMX512 control board to set up a fixture profile for the 10 Channel BlinkFX emitter.

3) **IMPORTANT!** When connected to a DMX control board, set **Channel 8 Emitter Power to a DMX value of "0"** before setting other DMX channel values. When emitter power is set to "0" the control emitter is at full power. Emitter power may be reduced in increments of 20%. Experiment with emitter power settings to maximize response rate for the area of use. **Small areas require lower power settings (higher DMX value)**. Too much emitter power in a small area creates signal clutter reducing the responsiveness of the LED light devices. Larger areas require higher power settings for greater range and responsiveness. Test your venue thoroughly before the event to dial in the ideal power settings. Range and coverage results will vary depending on the venue.

4) **When using more than one emitter, it is important to SYNCHRONIZE all emitters on a given DMX universe** to ensure a clear signal is sent and devices respond promptly. To synchronize all emitters on the same DMX universe, power up and connect all emitters and simply set Channel 10 to a DMX value of "0", then change the DMX value to any setting between 1 and 255, then set back to "0". This will synchronize all control emitters on the same universe.

5) Ideal placement of emitters is mounted on a truss or tower at least 10 feet above the audience at a downward angle. Smaller venues may work with lower placement, above head high. When using multiple fixtures to cover a large area or achieve zoned effects, experiment ahead of time with placement and emitter power settings (adjust Channel 8 Emitter Power for test). Walk around the venue with BlinkFX receiver device to test for range and dead spots. Adjust emitter placement and power accordingly.

STAND ALONE OFFLINE MODE (NO DMX REQUIRED)

First, set dip switch pin 10 to off. Emitter will not require DMX input commands and no DMX controls or XLR cable are necessary. Only AC power is required to operate emitter in stand alone beacon mode. See "Stand Alone Mode Dip Switch Settings" chart at lower left for control setting options.

STAND ALONE OFFLINE MODE DIP SWITCH SETTINGS (No DMX Required)

Pin	Function
10	ON = DMX Mode (use Pins 1-9 to address) OFF = Stand Alone Mode
1	Pins 1-3 set emitter power (Off-Off-Off = 100%, On-Off-Off = 80%, Off-On-Off = 40%, Off-Off-On = 20%, On-Off-On = 10%)
2	
3	
4	Blink at rate 500ms on / 500ms off
5	Pulse at rate 250ms on / 250ms off; Pin 4 & 5 on 500ms on/off
6	Strobe
7	Red
8	Green
9	Blue

DMX 512 MODE DIP SWITCH ADDRESSING CHART

Pin	Values	Function
10	On	Standard DMX Mode
1	On/Off	DMX starting address bit 1 (Least Significant Bit)
2	On/Off	DMX starting address bit 2
3	On/Off	DMX starting address bit 3
4	On/Off	DMX starting address bit 4
5	On/Off	DMX starting address bit 5
6	On/Off	DMX starting address bit 6
7	On/Off	DMX starting address bit 7
8	On/Off	DMX starting address bit 8
9	On/Off	DMX starting address bit 9 (Most Significant Bit)