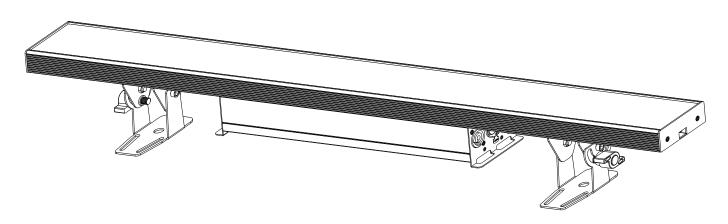
# BTX-LIGHTSTRIKE







# **ENGLISH**Operation Manual

CE

Version: 1.0







# **EN-DISPOSAL OF THE DEVICE**

Dispose of the unit and used batteries in an environment friendly manner according to your country regulations.

# FR - DÉCLASSER L'APPAREIL

Débarrassez-vous de l'appareil et des piles usagées de manière écologique Conformément aux dispositions légales de votre pays.

# **NL-VERWIJDEREN VAN HET APPARAAT**

Verwijder het toestel en de gebruikte batterijen op een milieuvriendelijke manier conform de in uw land geldende voorschriften.

# **DU - ENTSORGUNG DES GERÄTS**

Entsorgen Sie das Gerät und die Batterien auf umweltfreundliche Art und Weise gemäß den Vorschriften Ihres Landes.

#### **ES-DESHACERSE DEL APARATO**

Reciclar el aparato y pilas usadas de forma ecologica conforme a las disposiciones legales de su pais.

#### PT - COMO DESFAZER-SE DA UNIDADE

Tente reciclar a unidade e as pilhas usadas respeitando o ambiente e em conformidade com as normas vigentes no seu país.

# **OPERATION MANUAL**

Thank you for buying this Briteq® product. To take full advantage of all possibilities and for your own safety, please read these operating instructions very carefully before you start using this unit.

# **FEATURES**

- BTX-LIGHTSTRIKE is a very versatile hybrid LED Pixel mapping bar, excellent for many rental jobs, TV-studios, concert stages, discotheques and many more.
- This hybrid LED bar consists of 2 complementary effects for maximum impact:
  - 112 extremely bright cold-white LEDs, divided into 16 zones, form a central line to create awesome and overwhelming strobe effects.
  - 672 RGB LEDs on both sides of the central white strobe line, arranged in 32 powerful LED pixel zones of 21 RGB LEDs each, provide a powerful tool for creating stunning, colorful moving images.
- Multiple operating modes allow for flexible use in any setting imaginable:
  - Extended DMX modes with up to 112 channels where you can control each pixel individually via media servers to create the most insane images and hallucinating effects.
  - Limited-channel DMX modes (only 14CH) where the built-in effect macros ensure that incredibly creative shows can be built with relatively simple DMX controllers in very little time.
- Besides the standard DMX with RDM support, there is also **full support for Art-net and sACN** allowing large sets to be built up and controlled quickly and efficiently.
- Optional creative filters are available for all kinds of additional visual effects.
- The BTX-LIGHTSTRIKE is very compact and has a low weight which allows it to be quickly incorporated into all kinds of scenery.
- For easy installation, 2 mounting options are included:
  - Tilt mounting brackets: to which standard clamps can be added.
  - Omega bracket bases: for use with optional omega brackets and standard clamps.
- Equipped with an inventive **quick-release mechanism** that allows you to quickly connect and align multiple projectors.
- Standard equipped with 3pin XLR, RJ45 network and PowerCON compatible connector in/outputs for easy daisy chaining.
- Very silent operation, thanks to temperature-controlled cooling fans.
- Alphanumeric OLED-display and touch keys to select the different options in the setup menu.
- Four dimmer curves: linear, square, inverse square, S-curve

## **BEFORE USE**

- Before you start using this unit, please check if there's no transportation damage. Should there be any, do not use the device and consult your dealer first.
- Important: This device left our factory in perfect condition and well packaged. It is absolutely necessary for the user to strictly follow the safety instructions and warnings in this user manual. Any damage caused by mishandling is not subject to warranty. The dealer will not accept responsibility for any resulting defects or problems caused by disregarding this user manual.
- Keep this booklet in a safe place for future consultation. If you sell the fixture, be sure to add this user manual.

#### Check the contents:

Check that the packing contains the following items:

- BTX-LIGHTSTRIKE (tilt brackets installed)
- 2pcs extra omega bracket base
- English operating instructions, other languages can be downloaded from our website.
- · Mains power cable

# SAFETY INSTRUCTIONS:



#### CAUTION

RISK OF ELECTRIC SHOCK DO NOT OPEN



**CAUTION:** To reduce the risk of electric shock, do not remove the top cover. No user-serviceable parts inside. Refer servicing to qualified service personnel only.



The lightning flash with arrowhead symbol within the equilateral triangle is intended to alert the use or the presence of un-insulated "dangerous voltage" within the product's enclosure that may be of sufficient magnitude to constitute a risk of electric shock.



The exclamation point within the equilateral triangle is intended to alert the user to the presence of important operation and maintenance (servicing) instructions in the literature accompanying this appliance.



This Class I appliance must be earthed in order to comply with safety regulations



This appliance is protected against penetration of objects over 12mm but is not protected against dripping water, rain or splashes/jets of water.



This symbol means: indoor use only!



This symbol means: Read instructions



This symbol determines: the minimum distance from lighted objects. The minimum distance between light-output and the illuminated surface must be more than 1 meters



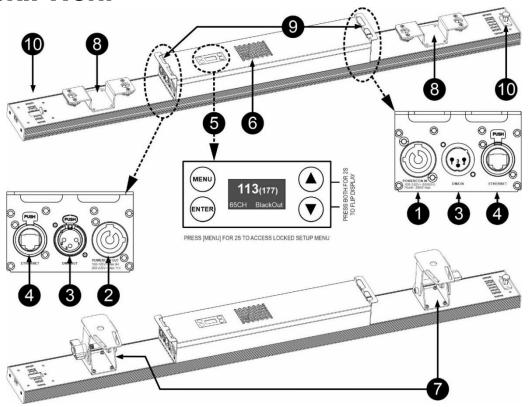
Visibly damaged lenses/housing parts should be replaced with original spare parts.

**CAUTION:** Do not stare at operating light source, this may be harmful to the eyes.

- To protect the environment, please try to recycle the packing material as much as possible.
- To avoid condensation to be formed inside, allow the unit to adapt to the surrounding temperatures when bringing it into a warm room after transport. Condense sometimes prevents the unit from working at full performance or may even cause damages.
- Don't place metal objects or spill liquid inside the unit. Electric shock or malfunction may result. If a foreign object enters the unit, immediately disconnect the mains power.
- · Locate the fixture in a well-ventilated spot, away from any flammable materials and/or liquids. The fixture must be fixed at least 50cm from surrounding walls.
- Don't cover any ventilation openings as this may result in overheating.
- Prevent use in dusty environments and clean the unit regularly.
- Keep the unit away from children.
- Inexperienced persons should not operate this device.
- Maximum safe ambient temperature is 40°C. Don't use this unit at higher ambient temperatures.
- Make sure the area below the installation place is free from unwanted persons during rigging, de-rigging and servicing.
- Allow the device about 10 minutes to cool down before to start servicing.
- Always unplug the unit when it is not used for a longer time or before to start servicing.
- The electrical installation should be carried out by qualified personal only, according to the regulations for electrical and mechanical safety in your country.
- Check that the available voltage is not higher than the one stated on the unit.
- The power cord should always be in perfect condition. Switch the unit immediately off when the power cord is squashed or damaged. It must be replaced by the manufacturer, its service agent or similarly qualified persons in order to avoid a hazard.
- Never let the power-cord come into contact with other cables!
- This fixture must be earthed in order to comply with safety regulations.
- Don't connect the unit to any dimmer pack.
- Always use an appropriate and certified safety cable when installing the unit.
- In order to prevent electric shock, do not open the cover. There are no user serviceable parts inside.
- Never repair a fuse or bypass the fuse holder. Always replace a damaged fuse with a fuse of the same type and electrical specifications!
- In the event of serious operating problems, stop using the fixture and contact your dealer immediately.
- The housing and the lenses must be replaced if they are visibly damaged.
- Please use the original packing when the device is to be transported.
- Due to safety reasons it is prohibited to make unauthorized modifications to the unit.

Important: Never look directly into the light source! Don't use the effect in the presence of persons suffering from epilepsy.

# **DESCRIPTION:**



- **1. MAINS INPUT:** equipped with PowerCON® compatible connectors. Connect the supplied mains cable or any PowerCon® extension cable here.
- 2. MAINS OUTPUT: used to daisy chain the power to several other projectors. Always pay attention to the maximum load while adding projectors! Special Multi cables (PowerCON® + DMX XLR-cables are optionally available: see our website!)

**Hint:** Please check our website for special cable assemblies that contain both power (3x1.5mm² with Neutrik PowerCON® TRUE1) and balanced signal (XLR 3pin) in one cable. Different lengths are available: 1.3m, 3m, 5m and 10m, very convenient!

- 3. **DMX IN/OUT:** 3pin in/outputs are available to daisy chain the projector with other units that will be controlled by a DMX-controller.
- **4. ETHERNET IN/OUT:** used to connect the projector to an Ethernet network, Art-Net / sACN protocol is supported.
- 5. **DISPLAY & BUTTONS:** alphanumeric OLED-display and touch keys to select different options of the setup menu:
  - **MENU-button:** used to browse the different menu options or to exit a menu option. If the setup menu is locked: press the button for about 2seconds to unlock and enter.
  - ▼-button: used to go to the next menu option or to decrease a parameter value.
  - A-button: used to go to the previous menu option or to increase a parameter value.
  - ENTER-button: used to select a menu option or confirm a setting.
     Note: shortcut to flip the display → press the ▲+▼ buttons together.
- 6. VENTILLATION HOLES + COOLING FAN: it is very important to make sure that the temperature-controlled fan and ventilation openings always remain free to maintain optimal cooling!
- 7. HANGING BRACKET: with a knob to fasten the unit in the desired tilt position. You can use the hole in the center of the bracket to fix a hook or truss clamp. There are 6 fixing holes so you can adapt the position of the brackets if needed.

  9. OMECA PRACKET PASE: can be fixed instead of the
- 8. OMEGA BRACKET BASE: can be fixed instead of the standard hanging brackets so you can easily fix two optional "omega bracket small" (order code: B02677). There are 6 fixing holes so you can adapt the position of the omega bases if needed.
- **9. SAFETY HOLE:** used to attach (an optional) safety cable when the unit is rigged, see paragraph "overhead rigging".

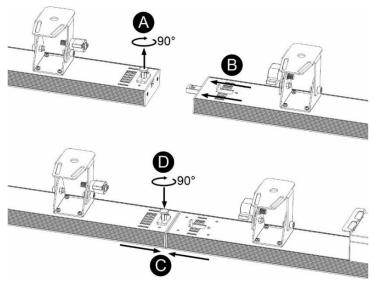
**INCLUDED** 

BRITEQ<sup>®</sup> 3/22 BTX-LIGHTSTRIKE

**10. COUPLER MECHANISM:** the coupler mechanism makes it possible to quickly connect and align two or a long line of projectors together. Please proceed as follows:

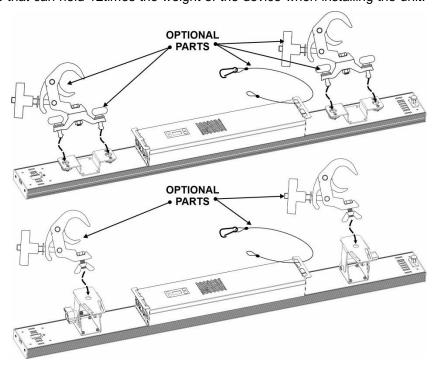
- **A.** Pull the locking pin and turn it over 90° so it stays unlocked.
- **B.** Move the latch on the other projector so that the slide comes out completely.
- **C.** Place both projectors nicely against each other in line so that the slide fits nicely into the other projector.
- **D.** When this is done, pull the locking pin and turn it again over 90°, until the pin fits in the hole of the slide and locks both projectors together.

Done!



## **OVERHEAD RIGGING**

- <u>Important:</u> The installation must be carried out by qualified service personal only. Improper installation can result in serious injuries and/or damage to property. Overhead rigging requires extensive experience! Working load limits should be respected, certified installation materials should be used, the installed device should be inspected regularly for safety.
- Make sure the area below the installation place is free from unwanted persons during rigging, de-rigging and servicing.
- Locate the fixture in a well-ventilated spot, far away from any flammable materials and/or liquids. The fixture must be fixed **at least 50cm** from surrounding walls.
- The device should be installed out of reach of people and outside areas where persons may walk by or be seated.
- Before rigging make sure that the installation area can hold a minimum point load of 10times the device's weight.
- Always use a certified safety cable that can hold 12times the weight of the device when installing the unit.
  - This secondary safety attachment should be installed in a way that no part of the installation can drop more than 20cm if the main attachment fails.
- The device should be well fixed; a free-swinging mounting is dangerous and may not be considered!
- Don't cover any ventilation openings as this may result in overheating.
- The operator has to make sure that the safety-relating and machine-technical installations are approved by an expert before using them for the first time. The installations should be inspected every year by a skilled person to be sure that safety is still optimal.



# **SETUP MENU:**

Main Menu	1st Level	2nd Level	Remarks	<b>Default Value</b>
	DMX Address	001-506		1
		6CH		-
		15CH		
		17CH		
		21CH		
	Channel Mode	33CH		21CH
		39CH		
		65CH		
		113CH		
		BlackOut		
	No DMX Status	Freeze		Freeze
DMX Settings	View DMX Value	110020	Select a channel to monitor	
		Auto		
		DMX		_
	Connection Option	Art-Net		Auto
		sACN		
		IP Address		
	Network	Subnet Mask		
		Net	values: 0 → 127	0
	Art-Net Settings	Sub-Net	values: 0 → 15	0
	Art Not Octangs	Universe	values: $0 \rightarrow 15$	0
		sACN Universe	values: 0001 → 32000	1
	sACN Settings	sACN Priority	values: 0 → 200	100
		Linear	values. 0 → 200	100
	Dimmer Curve	Square law		
		Inv SQ law		LINEAR
		S Curve		
	Dimmer Speed	Fast		Fast
	•	Smooth		255
		Red1		255
		Green1		255
Firston Cattles as	White Balance	Blue1		255
Fixture Settings		Red2		255
		Green2		255
		Blue2		255
	Invert PixelOrder	DISABLE		DISABLE
		ENABLE		
		1200 Hz		
	D14/44 E	3600 Hz		4000
	PWM Frequency	4800 Hz		4800 Hz
		7200 Hz		
	Diania i di	12000 Hz		A4 :
Display Settings	Display Invert	No/Yes	(0.1) (5.1)	No
	Temperature Unit	°C/F	(Celcius / Fahrenheit)	°C
Fixture Test	Auto Test			
	Fixture Use Hour	T		
		Total LED Hour		
	LED Use Hour	LED On Hour	1/ 000	
Fixture Information	_	LED Hours Reset	needs password (= 050)	
	Temperature		current + max LED temp.	
	Fan State	XXXX	shows actual rotation speed	
	Firmware Version			
	RDM UID	XXXXXX		
	Error Logs	Fixture Errors		
	_	Reset Error Log	confirm with password (= 050)	
Special Functions	Factory Restore	No/Yes		

#### General operation of the setup menu:

- Press the MENU button to ENTER the setup menu.
- Press the ▼/▲ buttons to browse the menu until the required function shows up.
- Select the function with the ENTER button.
- Use ▼/▲ buttons to change the values.
- Press the ENTER button to confirm the selected value.
- Press the MENU button to return to a higher level in the menu or leave the setup menu.

Remark 1: press the MENU button during 2s to unlock the setup menu

Remark 2: press the ▼/▲ buttons together to flip the display.

# **DMX SETTINGS menu**

#### **DMX ADDRESS**

Used to set the desired DMX-address.

- Press the ▼/▲ buttons to browse the menu until the required function shows up.
- Press the ENTER button: the values can be changed
- Use ▼/▲ buttons to select the desired DMX512 address. The last occupied DMX-address is also shown: makes it easier to set the address of the next unit in the chain.
- Once the correct address shows on the display, press the ENTER button to save it.

Note: on RDM-compatible controllers this option can also be remotely set.

#### **CHANNEL MODE**

Used to set the desired channel mode.

- Press the ▼/▲ buttons to browse the menu until the required function shows up.
- Press the ENTER button: the values can be changed
- Use ▼/▲ buttons to select the desired mode:
  - 6CH 2 zones: z1= RGB + z2 = WHITE (no effect macros)
  - 15CH 2 zones: z1= RGB + z2 = WHITE + multi-zone effect macros (combined control RGB / WHITE)
  - 21CH 2 zones: z1= RGB + z2 = WHITE + multi-zone effect macros (separate control RGB / WHITE)
  - 17CH 8 zones: 4 RGB + 4 WHITE + Function channel
  - 33CH 16 zones: 8 RGB + 8 WHITE (only pixel control) + Function channel
  - 39CH 16 zones: 8 RGB + 8 WHITE + separate RGB / WHITE strobe & dim + Function channel
  - 65CH 32 zones: 16 RGB + 16 WHITE (only pixel control) + Function channel
  - 113CH 48 zones: 32 RGB + 16 WHITE (only pixel control) + Function channel
- Once the correct option shows on the display, press the ENTER button to save it.

Remark: on RDM-compatible controllers this option can also be remotely set.

#### NO DMX Status

Used to set how the projector reacts when the DMX-signal suddenly disappears.

- Press the ▼/▲ buttons to browse the menu until the required function shows up.
- Press the ENTER button: the values can be changed
- Use ▼/▲ buttons to select the desired mode:
  - BLACKOUT: output turns black while no DMX is detected.
  - FREEZE: output based on the last valid DMX-signal is kept on the projector.
- Once the correct option shows on the display, press the ENTER button to save it.

Note: as soon as the input detects a DMX-signal, blackout or freeze mode will be cancelled.

#### View DMX Values

Used to monitor the incoming DMX-signals, handy for fault debugging.

- Press the ▼/▲ buttons to browse the menu until the required function shows up.
- Press the ENTER button: you can monitor the incoming DMX-signal, functions and values are displayed.
- Press the ▼/▲ buttons to select the channel that you want to monitor.

#### **Connection Option**

Used to set the desired control mode.

- Press the ▼/▲ buttons to browse the menu until the required function shows up.
- Press the ENTER button: the values can be changed
- Use ▼/▲ buttons to select the desired mode:
  - AUTO: checks the incoming signals and selects the first valid signal.

DMX: standard DMX / RDM input is used for control

• Art-Net: Art-Net™ protocol is used sACN: sACN protocol is used.

#### Network

Used to set the network parameters.

- Press the ▼/▲ buttons to browse the menu until the required function shows up.
  - IP-address
  - Subnet Mask
- Press the ENTER button: the values can be changed
- Use combination of ▼/A and ENTER buttons to set the desired values.

#### Art-Net Settings

Used to set the specific Art-Net parameters.

- Press the ▼/▲ buttons to browse the menu until the required function shows up.
  - Net  $(0 \to 127)$
  - Sub-Net (0 → 15)
  - Universe (0 → 15)
- Press the ENTER button: the values can be changed
- Use combination of ▼/▲ and ENTER buttons to set the desired values.

#### sACN Settings

Used to set the specific sACN parameters.

- Press the ▼/▲ buttons to browse the menu until the required function shows up.
  - sACN universe (1 → 32'000)
  - sACN priority  $(0 \to 200)$
- Press the ENTER button: the values can be changed
- Use combination of ▼/▲ and ENTER buttons to set the desired values.

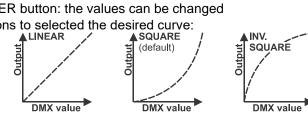
# FIXTURE SETTINGS menu

#### DIMMER CURVE

Used to set the dimmer curve of the master dimmer.

- Press the ▼/▲ buttons to browse the menu until the required function shows up.
- Press the ENTER button: the values can be changed

Use ▼/▲ buttons to selected the desired curve:



Once you have the desired curve, press the ENTER button to save it.

#### DIMMER SPEED

Used to set the speed (smoothness) of the dimmer continuously.

- Press the ▼/▲ buttons to browse the menu until the required function shows up.
- Press the ENTER button: the values can be changed
- Use ▲/▼ buttons to select the desired speed:
  - Fast: quick and snappy response, can small steps can be noticed while dimming very slowly.
  - Smooth: smoother dimming without visual steps but slower reaction time for fast changes.
- Once the desired value shows on the display, press the ENTER button to confirm.

#### WHITE BALANCE

Used to set the white balance.

The projector contains 2 PCBs with LEDs: when 1 PCB needs to be replaced, the white balance helps to match the colors of the new PCB with those of the already present PCB. We recommend to use this option only when it is really necessary.

• Connect the projector to a DMX controller in the 6CH DMX-mode and choose the color you want to match.

S-CURVE

DMX value

- Press the ▼/▲ buttons to browse the menu until the required function shows up.
- Press the ENTER button: the display shows the 3 LED colors of PCB 1 & 2 (change with ▼/▲ buttons)
- Press the ENTER button: the display shows the value (125-255) for the selected color / led.
- Use ▼/▲ buttons to adapt the value between 125 and 255 and confirm with ENTER
- Repeat these steps until you have the desired values. The settings will be automatically saved.

#### Invert PixelOrder

To keep uniformity, you can flip the pixel order when some projectors are mounted normally and others upside-down (suspended).

- Press the ▼/▲ buttons to browse the menu until the required function shows up.
- Press the ENTER button: the values can be changed
- Use ▼/▲ buttons to select the desired mode:

#### INVERT PIXEL ORDER = DISABLE

W7 W8					
W7 W8	W9 W10	W11 W12	W13 W14	W15	W16
23 24	25 26	27 28	29 30	31	32
- 67	1000			23 24 25 26 27 28 29 30	

#### INVERT PIXEL ORDER = ENABLE

32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17
W16	W15	W14	W13	W12	W11	W10	W9	W8	W7	W6	W5	W4	W3	W2	W1
16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1

• Once the correct option shows on the display, press the ENTER button to save it.

#### PWM Frequency

Used to set the PWM refresh frequency of the LED dimming to avoid undesired effects on video recordings.

- Press the ▲/▼ buttons until the desired function is showing on the display.
- Press the ENTER button: the values can be changed
- Use ▲/▼ buttons to select the desired speed:
  - 1200 Hz : slowest PWM frequency.

...

- 12000 Hz: highest possible PWM frequency,
- Once the desired value shows on the display, press the ENTER button to confirm.

**Remark 1:** please note that the dimmer behavior changes when the PWM frequency is changed so always use the same PWM frequency on all units.

Remark 2: The default value (4800 Hz) gives excellent results.

# **DISPLAY SETTINGS menu**

#### Display Invert

Used to flip the display (turn it 180°).

- Press the ▼/▲ buttons to browse the menu until the required function shows up.
- Press the ENTER button: the values can be changed
- Use **▼**/**▲** buttons to select the desired mode:
  - No: normal display
  - Yes: flipped display.
- Once the correct option shows on the display, press the ENTER button to save it.

**Remark:** a faster shortcut is to press the **▼**/**▲** buttons together for about 2 seconds.

#### Temperature Units

Used to select if the LED-temperature is shown in degrees Celsius °C or Fahrenheit F.

- Press the ▼/▲ buttons to browse the menu until the required function shows up.
- Press the ENTER button: the values can be changed
- Use ▼/▲ buttons to select the desired mode:
  - °C: temperature shown in degrees Celsius.
  - **F:** temperature shown in Fahrenheit.
- Once the correct option shows on the display, press the ENTER button to save it.

# **FIXTURE TEST menu**

#### **AUTO TEST**

Used to quickly check if all LEDs are working well without the need for a DMX-console.

- Press the ▼/▲ buttons to browse the menu until the required function shows up.
- Press the ENTER button:
  - The display starts flashing while showing "Testing....."
  - The different LED colors are lit one by one so you can see if they are all working well.
- Press the MENU button to stop the "AUTO TEST" function.

# **FIXTURE INFORMATION menu**

#### FIXTURE Use Hours

Shows the Total time the projector was switched on, starting from the 1st day it was used.

- Press the ▼/▲ buttons to browse the menu until the required function shows up.
- Press the ENTER button: the TOTAL usage time is shown, this value cannot be reset.

# **LED Use Hours**

Shows the time information of the LEDs in the projector.

- Press the ▼/▲ buttons to browse the menu until the required function shows up.
- Press the ENTER button → 3 options are shown:

Total LED Hour: shows the number of operating hours of the LEDs since the first use
 LED On Hour: shows the number of operating hours of the LEDs since the last reset.

• **LED Hours reset:** resets the "LED On Hour" counter.

#### Temperature

**Shows the current + Max LED Temperature.** 

- Press the ▼/▲ buttons to browse the menu until the required function shows up.
- Press the ENTER button (use ▼/▲ buttons to choose the LEDs on PCB1 or PCB2):
  - The current LED temperature is shown.
  - The MAXIMUM LED temperature is shown, since the projector was switched on.

#### Fan State

Shows the actual rotation speed of the cooling fan.

- Press the ▼/▲ buttons to browse the menu until the required function shows up.
- Press the ENTER button: the current rotation speed is shown (in RPM)

#### Firmware Version

Shows actual firmware version information.

- Press the ▼/▲ buttons to browse the menu until the required function shows up.
- Press the ENTER button: the current firmware version of the different processors is shown.

Note: The firmware of this unit can be upgraded using our special "Firmware Updater" (separately available from Briteq). More information about this can be found in the user manual of the firmware updater or our website: <a href="https://briteq-lighting.com/firmware-updater">https://briteq-lighting.com/firmware-updater</a>

# **RDM UID**

Shows actual unique RDM ID of the projector.

- Press the ▼/▲ buttons to browse the menu until the required function shows up.
- Press the ENTER button: the unique RDM ID of the projector is shown.
- This RDM-UID has 2 parts:
  - Fixed part (same for all BTX-LIGHTSTRIKE units): 21220047
  - Random part (unique 4-digit for each unit, ranging from 0000 to FFFF)

#### **ERROR Messages**

Shows eventual ERROR messages if they exist.

- Press the ▼/▲ buttons to browse the menu until the required function shows up.
- Press the ENTER button: under normal conditions the display should be empty.

Remark: when a FAN ERROR occurs, the output is reduced to 50% to prevent overheating of the unit.

# **SPECIAL FUNCTIONS menu**

#### **FACTORY RESTORE**

This is your emergency exit if you really messed up the settings: just return to factory settings.

- Press the ▼/▲ buttons to browse the menu until the required function shows up.
- Press the ENTER button: the values can be changed
- Use ▼/▲ buttons to selected the desired option:
  - **No** (nothing happens)
  - Yes (factory defaults are loaded)

Remark: the default values are shown in the last column of the SETUP MENU table, see earlier in this manual.

# **ELECTRICAL INSTALLATION**



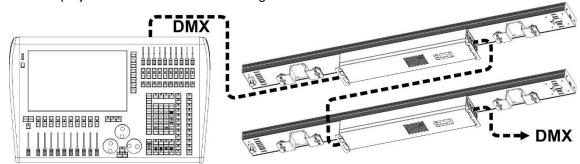
<u>Important:</u> The electrical installation should be carried out by qualified personal only, according to the regulations for electrical and mechanical safety in your country.

Mains power is the same for all units but there are different possibilities to connect the data cabling:

#### **ELECTRICAL INSTALLATION FOR TWO OR MORE UNITS IN WIRED DMX-MODE:**

Use this function when you want to control the projectors by any DMX controller.

• Connect the projectors as shown in the drawing below.



- First put the projectors in the desired DMX-mode: see the different DMX-charts and choose the one that suits you best.
- Give all projectors a start address: each projector shows its start + end address, make sure that the addresses do not overlap!

#### Some general information on DMX:

- The DMX-protocol is a widely used high speed signal to control intelligent light equipment. You need to "daisy chain" your DMX controller and all the connected units with a balanced cable of good quality.
- Both XLR-3pin and XLR-5pin connectors are used, however XLR-3pin is more popular because these cables are compatible with balanced audio cables.
- Pin layout XLR-3pin: Pin1 = GND ~ Pin2 = Negative signal (-) ~ Pin3 = Positive signal (+)
- Pin layout XLR-5pin: Pin1 = GND ~ Pin2 = Negative signal (-) ~ Pin3 = Positive signal (+) ~ Pins4+5 not used.
- To prevent strange behavior of the light effects, due to interferences, you must use a  $90\Omega$  to  $120\Omega$  terminator at the end of the chain. Never use Y-splitter cables, this simply won't work!
- Make sure that all units are connected to the mains.
- Each light effect in the chain needs to have its proper starting address so it knows which commands from the controller it has to decode.

90~120 ohm

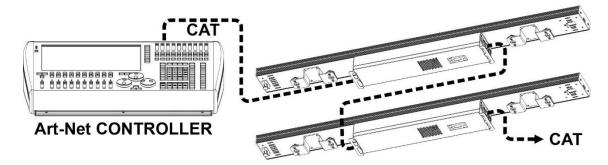
# **ELECTRICAL INSTALLATION VIA WIRED ETHERNET IN/OUT:**

Art-Net is nothing more than a protocol for transmitting DMX512 over an Ethernet network, developed by Artistic Licence Engineering (UK) Ltd. Thanks to the much bigger bandwidth it is possible to send more than 256 DMX-universes in one time.

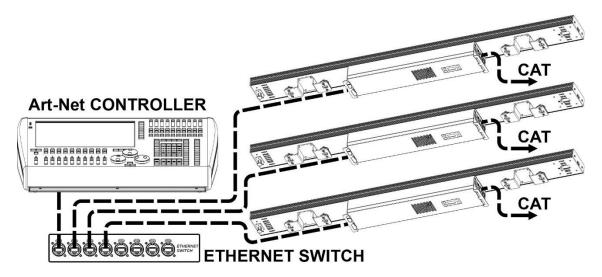
This projector can be connected in such Ethernet network using routers, switches etc. The network topology is exactly the same as for a normal PC-network. However, IP-addresses cannot be obtained via DHCP: see

BRITEQ<sup>®</sup> 10/22 BTX-LIGHTSTRIKE

the explanations in the chapter "setup menu" on how to manually setup the IP-address, Net Mask and choose the desired DMX-universe. Also the sACN protocol is supported.



**IMPORTANT NOTE:** this projector has both Ethernet input and output so you can daisy chain several units. However, the number of units in one chain should be limited to  $\pm 10$  units to avoid unwanted signal delays. In bigger installations you should use the "STAR-topology" using Ethernet switches (or a combination of both). This reduces the delays between unit and also improves reliability of the installation.



• Internally the selected DMX-universe is treated as a normal DMX-signal so further setup of the DMX-address, channel mode etc. should be done as usual.

# **DMX CHARTS**

There are several DMX-modes for maximum compatibility under different conditions:

#### **DMX CHART for BASIC USE**

Simple mode, without pixels control or pixel macros

	W1 (pixel 2)					
		1				
	U U		<u>U</u> <i>U</i>			
6 CH	VALUE	FUNCTION	REMARKS			
1	000-255	RED	pixel 1			
2	000-255	GREEN	pixel 1			
3	000-255	BLUE	pixel 1			
4	000-255	WHITE	pixel 2			
5	000-255	MASTER DIMMER (coarse) 0 → 100%				
6	000-255	MASTER DIMMER (fine) 0 → 100%				

1

BRITEQ<sup>®</sup> 11/22 BTX-LIGHTSTRIKE

<u>DMX CHARTS with pre-programmed PIXEL MACROS</u>
Easy mode, with pixel macros: the perfect choice to make nice shows on controllers with a limited number of DMX channels or when there is not enough time to write complicated pixel mapping programs.

#### **15CH LAYOUT**



	ע ט		ע ט
15 CH	VALUE	FUNCTION	REMARKS
1	000-255	RED	pixel 1
2	000-255	GREEN	pixel 1
3	000-255	BLUE	pixel 1
4	000-255	WHITE	pixel 2
		MACRO COLOR PRESETS	
	000-009	Macros OFF	
	010-017	Color1	
	018-024	Color2	
	025-032	Color3	
	033-039	Color4	
	040-047	Color5	
	048-054	Color6	
	055-061	Color7	
	062-069	Color8	
	070-076	Color9	
	077-084	Color10	
	085-091	Color11	
	092-099	Color12	
	100-106	Color13	
	107-113	Color14	
	114-121	Color15	
5	122-128	Color16	
	129-136	Color17	
	137-143	Color18	
	144-151	Color19	
	152-158	Color20	
	159-165	Color21	
	166-173	Color22	
	174-180	Color23	
	181-188	Color24	
	189-195	Color25	
	196-203	Color26	
	204-210	Color27	
	211-217	Color28	
	218-225	Color29	
	226-232	Color30	
	233-240	Color31 Color32	
	241-247	Color33	
6	248-255 000-255	MASTER DIMMER (coarse) 0 → 100%	combined for all pixels
7	000-255	MASTER DIMMER (coarse) 0 → 100%	16 bit mode
8	000-255	STROBE DURATION	combined for all pixels
	000 200	STROBE SPEED	
9	000-006	No strobe	combined for all pixels
-	007-255	SPEED (slow → fast)	combined for all pixels
		STROBE EFFECTS	· ·
	000-005	No effect	combined for all pixels
	006-050	Ramp up	combined for all pixels
10	051-100	Ramp down	combined for all pixels
	101-150	Ramp up-down	combined for all pixels
	151-200	Lightning	combined for all pixels
	201-255	Random	combined for all pixels

	$\neg$	RGB EFFECT MACROS	RGB macros use 32pixels
	000-039	No function	. to 2 main to do o 2pm.o.c
	040-047	RGB Macro 1	
	048-055	RGB Macro 2	
	056-063	RGB Macro 3	
	064-071	RGB Macro 4	
	072-079	RGB Macro 5	
	080-087	RGB Macro 6	
		RGB Macro 7	
	088-095 096-103	RGB Macro 8	
	104-111	RGB Macro 9	
	112-119	RGB Macro 10	
	120-127	RGB Macro 11 RGB Macro 12	
44	128-135		
11	136-143	RGB Macro 13	
	144-151	RGB Macro 14	
	152-159	RGB Macro 15	
	160-167	RGB Macro 16	
	168-175	RGB Macro 17	
	176-183	RGB Macro 18	
	184-191	RGB Macro 19	
	192-199	RGB Macro 20	
	200-207	RGB Macro 21	
	208-215	RGB Macro 22	
	216-223	RGB Macro 23	
	224-231	RGB Macro 24	
	232-239	RGB Macro 25	
	240-247	RGB Macro 26	
	248-255	RGB Macro 27	
		EFFECT MACROS - WHITE CENTRAL LINE	WHITE macros use 16pixels
	000-090	No function	
	091-105	WHITE Macro 1	
	106-120	WHITE Macro 2	
	121-135	WHITE Macro 3	
	136-150	WHITE Macro 4	
12	151-165	WHITE Macro 5	
	166-180	WHITE Macro 6	
	181-195	WHITE Macro 7	
	196-210	WHITE Macro 8	
	211-225	WHITE Macro 9	
	226-240	WHITE Macro 10	
	241-255	WHITE Macro 11	
		MACRO SPEED (COMBINED FOR CH11 + CH12)	
	000-004	STOP (waiting at first step)	
13	005-127	SPEED L→R: SLOW to FAST	
=	128-132	STOP (waiting at last step)	
	133-255	SPEED R→L: SLOW to FAST	
14	000-255	FADE EFFECT (zero → max)	
		FUNCTION CHANNEL	
	000-005	No function	
	006-010	DIMMER CURVE: LINEAR	3 seconds delay
	011-015	DIMMER CURVE: SQUARE	3 seconds delay
	016-020	DIMMER CURVE: INV. SQUARE	3 seconds delay
	021-025	DIMMER CURVE: S-CURVE	3 seconds delay
		5	o occorrate acity
		No function	
15	026-030	No function DIMMER SPEED: FAST	3 seconds delay
15	026-030 031-035	DIMMER SPEED: FAST	3 seconds delay
15	026-030 031-035 036-040	DIMMER SPEED: FAST DIMMER SPEED: SLOW	3 seconds delay 3 seconds delay
15	026-030 031-035 036-040 041-045	DIMMER SPEED: FAST DIMMER SPEED: SLOW No function	3 seconds delay
15	026-030 031-035 036-040 041-045 046-050	DIMMER SPEED: FAST DIMMER SPEED: SLOW No function PIXEL ORDER: NORMAL	3 seconds delay 3 seconds delay
15	026-030 031-035 036-040 041-045 046-050 051-055	DIMMER SPEED: FAST DIMMER SPEED: SLOW No function PIXEL ORDER: NORMAL PIXEL ORDER: INVERSED	3 seconds delay
15	026-030 031-035 036-040 041-045 046-050	DIMMER SPEED: FAST DIMMER SPEED: SLOW No function PIXEL ORDER: NORMAL	3 seconds delay 3 seconds delay

066-070	LED PWM Frequency: 3600Hz	3 seconds delay
071-075	LED PWM Frequency: 4800Hz	3 seconds delay
076-080	LED PWM Frequency: 7200Hz	3 seconds delay
081-085	LED PWM Frequency: 12000Hz	3 seconds delay
086-255	No function	

# 21CH LAYOUT

1 W1 (pixel 2) 1

-		(U UJ	<u> </u>	IU UJ
21 (	СН	VALUE	FUNCTION	REMARKS
	1	000-255	RED	pixel 1
	2	000-255	GREEN	pixel 1
	3	000-255	BLUE	pixel 1
			MACRO COLOR PRESETS	,
		000-009	Macros OFF	
		010-017	Color1	
		018-024	Color2	
		025-032	Color3	
		033-039	Color4	
		040-047	Color5	
		048-054	Color6	
		055-061	Color7	
		062-069	Color8	
		070-076	Color9	
		077-084	Color10	
		085-091	Color11	
		092-099	Color12	
		100-106	Color13	
CC	4	107-113	Color14	
Ž		114-121	Color15	
R		122-128	Color16	
CONTROLS FOR RGB		129-136	Color17	
SE		137-143	Color18	
Q Q		144-151	Color19	
R		152-158	Color20	
GE		159-165 166-173	Color21 Color22	
		174-180	Color23	
ZONES		181-188	Color24	
ES		189-195	Color25	
		196-203	Color26	
		204-210	Color27	
		211-217	Color28	
		218-225	Color29	
		226-232	Color30	
		233-240	Color31	
		241-247	Color32	
		248-255	Color33	
	5	000-255	MASTER DIMMER (coarse) 0 → 100%	
	6	000-255	MASTER DIMMER (fine) 0 → 100%	
	7	000-255	STROBE DURATION	
			STROBE SPEED	
	8	000-006	No strobe	
		007-255	SPEED (slow → fast)	pixel 1
			STROBE EFFECTS	
	9	000-005	No effect	
		006-050	Ramp up	_
		051-100	Ramp down	

		101-150	Ramp up-down	
		151-200	Lightning	
		201-255	Random	
			EFFECT MACROS	RGB macros use 32pixels
		000-039	No function	·
		040-047	RGB Macro 1	
		048-055	RGB Macro 2	
		056-063	RGB Macro 3	
		064-071	RGB Macro 4	
		072-079	RGB Macro 5	
		080-087	RGB Macro 6	
		088-095	RGB Macro 7	
		096-103	RGB Macro 8	
		104-111	RGB Macro 9	
		112-119	RGB Macro 10	
		120-127	RGB Macro 11	
		128-135	RGB Macro 12	
	10	136-143	RGB Macro 13	
	'0	144-151	RGB Macro 14	
		152-159	RGB Macro 15	
		160-167	RGB Macro 16	
		168-175	RGB Macro 17	
		176-183	RGB Macro 18	
			RGB Macro 19	
		184-191		
		192-199	RGB Macro 20	
		200-207	RGB Macro 21	
		208-215	RGB Macro 22	
		216-223	RGB Macro 23	
		224-231	RGB Macro 24	
		232-239	RGB Macro 25	
		240-247	RGB Macro 26	
		248-255	RGB Macro 27	
		222 224	MACRO SPEED	
		000-004	STOP (waiting at first step)	
	11	005-127	SPEED L→R: SLOW to FAST	
		128-132	STOP (waiting at last step)	
		100 055		
·		133-255	SPEED R→L: SLOW to FAST	
	12	000-255	FADE EFFECT (zero → max)	
	13	000-255 000-255	FADE EFFECT (zero → max)  MASTER DIMMER (coarse) 0 → 100%	
	13 14	000-255 000-255 000-255	FADE EFFECT (zero → max)  MASTER DIMMER (coarse) 0 → 100%  MASTER DIMMER (fine) 0 → 100%	
	13	000-255 000-255	FADE EFFECT (zero → max)  MASTER DIMMER (coarse) 0 → 100%  MASTER DIMMER (fine) 0 → 100%  STROBE DURATION	
	13 14 15	000-255 000-255 000-255 000-255	FADE EFFECT (zero → max)  MASTER DIMMER (coarse) 0 → 100%  MASTER DIMMER (fine) 0 → 100%  STROBE DURATION  STROBE SPEED	
	13 14	000-255 000-255 000-255 000-255	FADE EFFECT (zero → max)  MASTER DIMMER (coarse) 0 → 100%  MASTER DIMMER (fine) 0 → 100%  STROBE DURATION  STROBE SPEED  No strobe	
	13 14 15	000-255 000-255 000-255 000-255	FADE EFFECT (zero → max)  MASTER DIMMER (coarse) 0 → 100%  MASTER DIMMER (fine) 0 → 100%  STROBE DURATION  STROBE SPEED  No strobe  SPEED (slow → fast)	pixel 2
CC	13 14 15	000-255 000-255 000-255 000-255 000-006 007-255	FADE EFFECT (zero → max)  MASTER DIMMER (coarse) 0 → 100%  MASTER DIMMER (fine) 0 → 100%  STROBE DURATION  STROBE SPEED  No strobe  SPEED (slow → fast)  STROBE EFFECTS	pixel 2
CONT	13 14 15	000-255 000-255 000-255 000-255 000-006 007-255	FADE EFFECT (zero → max)  MASTER DIMMER (coarse) 0 → 100%  MASTER DIMMER (fine) 0 → 100%  STROBE DURATION  STROBE SPEED  No strobe  SPEED (slow → fast)  STROBE EFFECTS  No effect	pixel 2
CONTR	13 14 15 16	000-255 000-255 000-255 000-255 000-006 007-255	FADE EFFECT (zero → max)  MASTER DIMMER (coarse) 0 → 100%  MASTER DIMMER (fine) 0 → 100%  STROBE DURATION  STROBE SPEED  No strobe  SPEED (slow → fast)  STROBE EFFECTS  No effect  Ramp up	pixel 2
CONTROL	13 14 15	000-255 000-255 000-255 000-255 000-006 007-255 000-005 006-050 051-100	FADE EFFECT (zero → max)  MASTER DIMMER (coarse) 0 → 100%  MASTER DIMMER (fine) 0 → 100%  STROBE DURATION  STROBE SPEED  No strobe  SPEED (slow → fast)  STROBE EFFECTS  No effect  Ramp up  Ramp down	pixel 2
CONTROLS F	13 14 15 16	000-255 000-255 000-255 000-255 000-006 007-255 000-005 006-050 051-100 101-150	FADE EFFECT (zero → max)  MASTER DIMMER (coarse) 0 → 100%  MASTER DIMMER (fine) 0 → 100%  STROBE DURATION  STROBE SPEED  No strobe  SPEED (slow → fast)  STROBE EFFECTS  No effect  Ramp up  Ramp down  Ramp up-down	pixel 2
CONTROLS FOI	13 14 15 16	000-255 000-255 000-255 000-255 000-006 007-255 000-005 006-050 051-100 101-150 151-200	FADE EFFECT (zero → max)  MASTER DIMMER (coarse) 0 → 100%  MASTER DIMMER (fine) 0 → 100%  STROBE DURATION  STROBE SPEED  No strobe  SPEED (slow → fast)  STROBE EFFECTS  No effect  Ramp up  Ramp down  Ramp up-down  Lightning	pixel 2
CONTROLS FOR V	13 14 15 16	000-255 000-255 000-255 000-255 000-006 007-255 000-005 006-050 051-100 101-150	FADE EFFECT (zero → max)  MASTER DIMMER (coarse) 0 → 100%  MASTER DIMMER (fine) 0 → 100%  STROBE DURATION  STROBE SPEED  No strobe  SPEED (slow → fast)  STROBE EFFECTS  No effect  Ramp up  Ramp down  Ramp up-down  Lightning  Random	
CONTROLS FOR WH	13 14 15 16	000-255 000-255 000-255 000-255 000-006 007-255 000-005 006-050 051-100 101-150 151-200 201-255	FADE EFFECT (zero → max)  MASTER DIMMER (coarse) 0 → 100%  MASTER DIMMER (fine) 0 → 100%  STROBE DURATION  STROBE SPEED  No strobe  SPEED (slow → fast)  STROBE EFFECTS  No effect  Ramp up  Ramp down  Ramp up-down  Lightning  Random  EFFECT MACROS	pixel 2  pixel 2  WHITE macros use 16pixels
CONTROLS FOR WHITE	13 14 15 16	000-255 000-255 000-255 000-255 000-006 007-255 000-005 006-050 051-100 101-150 151-200 201-255	FADE EFFECT (zero → max)  MASTER DIMMER (coarse) 0 → 100%  MASTER DIMMER (fine) 0 → 100%  STROBE DURATION  STROBE SPEED  No strobe  SPEED (slow → fast)  STROBE EFFECTS  No effect  Ramp up  Ramp down  Ramp up-down  Lightning  Random  EFFECT MACROS  No function	
CONTROLS FOR WHITE Z	13 14 15 16	000-255 000-255 000-255 000-255 000-006 007-255 000-005 006-050 051-100 101-150 151-200 201-255 000-090 091-105	FADE EFFECT (zero → max)  MASTER DIMMER (coarse) 0 → 100%  MASTER DIMMER (fine) 0 → 100%  STROBE DURATION  STROBE SPEED  No strobe  SPEED (slow → fast)  STROBE EFFECTS  No effect  Ramp up  Ramp down  Ramp down  Lightning  Random  EFFECT MACROS  No function  WHITE Macro 1	
CONTROLS FOR WHITE ZON	13 14 15 16	000-255 000-255 000-255 000-255 000-006 007-255 000-005 006-050 051-100 101-150 151-200 201-255 000-090 091-105 106-120	FADE EFFECT (zero → max)  MASTER DIMMER (coarse) 0 → 100%  MASTER DIMMER (fine) 0 → 100%  STROBE DURATION  STROBE SPEED  No strobe  SPEED (slow → fast)  STROBE EFFECTS  No effect  Ramp up  Ramp down  Ramp down  Lightning  Random  EFFECT MACROS  No function  WHITE Macro 1  WHITE Macro 2	
CONTROLS FOR WHITE ZONE	13 14 15 16	000-255 000-255 000-255 000-255 000-006 007-255 000-005 006-050 051-100 101-150 151-200 201-255 000-090 091-105 106-120 121-135	FADE EFFECT (zero → max)  MASTER DIMMER (coarse) 0 → 100%  MASTER DIMMER (fine) 0 → 100%  STROBE DURATION  STROBE SPEED  No strobe  SPEED (slow → fast)  STROBE EFFECTS  No effect Ramp up  Ramp down Ramp down Ramp up-down  Lightning Random  EFFECT MACROS  No function  WHITE Macro 1  WHITE Macro 2  WHITE Macro 3	
CONTROLS FOR WHITE ZONE	13 14 15 16	000-255 000-255 000-255 000-255 000-006 007-255 000-005 006-050 051-100 101-150 151-200 201-255 000-090 091-105 106-120 121-135 136-150	FADE EFFECT (zero → max)  MASTER DIMMER (coarse) 0 → 100%  MASTER DIMMER (fine) 0 → 100%  STROBE DURATION  STROBE SPEED  No strobe  SPEED (slow → fast)  STROBE EFFECTS  No effect Ramp up Ramp down Ramp up-down Lightning Random  EFFECT MACROS No function  WHITE Macro 1  WHITE Macro 3  WHITE Macro 4	
CONTROLS FOR WHITE ZONE	13 14 15 16	000-255 000-255 000-255 000-255 000-006 007-255 000-005 006-050 051-100 101-150 151-200 201-255 000-090 091-105 106-120 121-135 136-150 151-165	FADE EFFECT (zero → max)  MASTER DIMMER (coarse) 0 → 100%  MASTER DIMMER (fine) 0 → 100%  STROBE DURATION  STROBE SPEED  No strobe  SPEED (slow → fast)  STROBE EFFECTS  No effect Ramp up Ramp down Ramp up-down Lightning Random  EFFECT MACROS  No function  WHITE Macro 1  WHITE Macro 2  WHITE Macro 3  WHITE Macro 4  WHITE Macro 5	
CONTROLS FOR WHITE ZONE	13 14 15 16	000-255 000-255 000-255 000-255 000-006 007-255 000-005 006-050 051-100 101-150 151-200 201-255 000-090 091-105 106-120 121-135 136-150 151-165 166-180	FADE EFFECT (zero → max)  MASTER DIMMER (coarse) 0 → 100%  MASTER DIMMER (fine) 0 → 100%  STROBE DURATION  STROBE SPEED  No strobe  SPEED (slow → fast)  STROBE EFFECTS  No effect Ramp up Ramp down Ramp up-down Lightning Random  EFFECT MACROS No function  WHITE Macro 1  WHITE Macro 2  WHITE Macro 3  WHITE Macro 4  WHITE Macro 5  WHITE Macro 6	
CONTROLS FOR WHITE ZONE	13 14 15 16	000-255 000-255 000-255 000-255 000-006 007-255 000-005 006-050 051-100 101-150 151-200 201-255 000-090 091-105 106-120 121-135 136-150 151-165 166-180 181-195	FADE EFFECT (zero → max)  MASTER DIMMER (coarse) 0 → 100%  MASTER DIMMER (fine) 0 → 100%  STROBE DURATION  STROBE SPEED  No strobe  SPEED (slow → fast)  STROBE EFFECTS  No effect Ramp up Ramp down Ramp up-down Lightning Random  EFFECT MACROS  No function  WHITE Macro 1  WHITE Macro 2  WHITE Macro 3  WHITE Macro 4  WHITE Macro 5  WHITE Macro 6  WHITE Macro 6  WHITE Macro 7	
CONTROLS FOR WHITE ZONE	13 14 15 16	000-255 000-255 000-255 000-255 000-006 007-255 000-005 006-050 051-100 101-150 151-200 201-255 000-090 091-105 106-120 121-135 136-150 151-165 166-180	FADE EFFECT (zero → max)  MASTER DIMMER (coarse) 0 → 100%  MASTER DIMMER (fine) 0 → 100%  STROBE DURATION  STROBE SPEED  No strobe  SPEED (slow → fast)  STROBE EFFECTS  No effect Ramp up Ramp down Ramp up-down Lightning Random  EFFECT MACROS No function  WHITE Macro 1  WHITE Macro 2  WHITE Macro 3  WHITE Macro 4  WHITE Macro 5  WHITE Macro 6	

		226-240	WHITE Macro 10	
		241-255	WHITE Macro 11	
			MACRO SPEED	
		000-004	STOP (waiting at first step)	
	19	005-127	SPEED L→R: SLOW to FAST	
		128-132	STOP (waiting at last step)	
		133-255	SPEED R→L: SLOW to FAST	
	20	000-255	FADE EFFECT (zero → max)	
			FUNCTION CHANNEL	
		000-005	No function	
		006-010	DIMMER CURVE: LINEAR	3 seconds delay
		011-015	DIMMER CURVE: SQUARE	3 seconds delay
		016-020	DIMMER CURVE: INV. SQUARE	3 seconds delay
		021-025	DIMMER CURVE: S-CURVE	3 seconds delay
		026-030	No function	
		031-035	DIMMER SPEED: FAST	3 seconds delay
		036-040	DIMMER SPEED: SLOW	3 seconds delay
21		041-045	No function	
		046-050	PIXEL ORDER: NORMAL	3 seconds delay
		051-055	PIXEL ORDER: INVERSED	3 seconds delay
		056-060	No function	
		061-065	LED PWM Frequency: 1200Hz	3 seconds delay
		066-070	LED PWM Frequency: 3600Hz	3 seconds delay
		071-075	LED PWM Frequency: 4800Hz	3 seconds delay
		076-080	LED PWM Frequency: 7200Hz	3 seconds delay
		081-085	LED PWM Frequency: 12000Hz	3 seconds delay
		086-255	No function	

# 39CH LAYOUT

1	2	3	4
W1	W2	W3	W4
5	6	7	8
<u>U</u> <i>U</i>			<u>U</u> <i>U</i>

				0 0
3	9 CH	VALUE	FUNCTION	REMARKS
	1	000-255	RED1	
	2	000-255	GREEN1	
	3	000-255	BLUE1	
	4	000-255	RED2	
	5	000-255	GREEN2	
	6	000-255	BLUE2	
ဂ	7	000-255	RED3	
9	8	000-255	GREEN3	
7	9	000-255	BLUE3	
CONTROLS	10	000-255	RED4	
	11	000-255	GREEN4	
FOR	12	000-255	BLUE4	
	13	000-255	RED5	
RG	14	000-255	GREEN5	
$\mathbf{\omega}$	15	000-255	BLUE5	
ZONE	16	000-255	RED6	
Ž	17	000-255	GREEN6	
S	18	000-255	BLUE6	
	19	000-255	RED7	
	20	000-255	GREEN7	
	21	000-255	BLUE7	
	22	000-255	RED8	
	23	000-255	GREEN8	
	24	000-255	BLUE8	
	21 22 23	000-255 000-255 000-255	BLUE7 RED8 GREEN8	

	25	000-255	MASTER DIMMER (coarse) 0 → 100%	
	26	000-255	MASTER DIMMER (fine) 0 → 100%	
	27	000-255	STROBE DURATION	
		000 200	STROBE SPEED	
	28	000-006	No strobe	
		007-255	SPEED (slow → fast)	
		00. 200	STROBE EFFECTS	
		000-005	No effect	
		006-050	Ramp up	
	29	051-100	Ramp down	
		101-150	Ramp up-down	
		151-200	Lightning	
		201-255	Random	
	30	000-255	WHITE 1	
	31	000-255	WHITE 2	
	32	000-255	WHITE 3	
	33	000-255	WHITE 4	
	34	000-255	MASTER DIMMER (coarse) 0 → 100%	
	35	000-255	MASTER DIMMER (fine) 0 → 100%	
≶	36	000-255	STROBE DURATION	
MHITE		000 200	STROBE SPEED	
H	37	000-006	No strobe	
ZC		007-255	SPEED (slow → fast)	
ZONE		00. 200	STROBE EFFECTS	
""	38	000-005	No effect	
		006-050	Ramp up	
		051-100	Ramp down	
		101-150	Ramp up-down	
		151-200	Lightning	
		201-255	Random	
			FUNCTION CHANNEL	
		000-005	No function	
		006-010	DIMMER CURVE: LINEAR	3 seconds delay
		011-015	DIMMER CURVE: SQUARE	3 seconds delay
		016-020	DIMMER CURVE: INV. SQUARE	3 seconds delay
		021-025	DIMMER CURVE: S-CURVE	3 seconds delay
		026-030	No function	
		031-035	DIMMER SPEED: FAST	3 seconds delay
		036-040	DIMMER SPEED: SLOW	3 seconds delay
	39	041-045	No function	
		046-050	PIXEL ORDER: NORMAL	3 seconds delay
		051-055	PIXEL ORDER: INVERSED	3 seconds delay
		056-060	No function	
		061-065	LED PWM Frequency: 1200Hz	3 seconds delay
		066-070	LED PWM Frequency: 3600Hz	3 seconds delay
		071-075	LED PWM Frequency: 4800Hz	3 seconds delay
		076-080	LED PWM Frequency: 7200Hz	3 seconds delay
		081-085	LED PWM Frequency: 12000Hz	3 seconds delay

<u>DMX CHARTS for pure PIXEL MAPPING</u>
Several extended DMX modes: the perfect choice while used with media servers and consoles with pixel mapping possibilities.

#### **17CH LAYOUT**

1	2	3	4				
W1	W2	W3	W4				
1	2	3	4				
1U <i>UI</i>							

# 33CH LAYOUT

1	2	3	4	5	6	7	8		
W1	W2	W3	W4	W5	W6	W7	W8		
1	2	3	4	5	6	7	8		

#### **65CH LAYOUT**

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
W1	W2	W3	W4	W5	W6	W7	W8	W9	W10	W11	W12	W13	W14	W15	W16
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

#### 113CH LAYOUT

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
W1	W2	W3	W4	W5	W6	W7	W8	W9	W10	W11	W12	W13	W14	W15	W16
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
		W 111											W III		

47011	22011	CEOU	440011		FUNCTION	DEMARKS
17CH	33CH	65CH	113CH	000 055	FUNCTION	REMARKS
1	1	1	1	000-255	RED1	
2	2	2	2	000-255	GREEN1	
3	3	3	3	000-255	BLUE1	
4	4	4	4	000-255	RED2	
5	5	5	5	000-255	GREEN2	
6	6	6	6	000-255	BLUE2	
7	7	7	7	000-255	RED3	
8	8	8	8	000-255	GREEN3	
9	9	9	9	000-255	BLUE3	
10	10	10	10	000-255	RED4	
11	11	11	11	000-255	GREEN4	
12	12	12	12	000-255	BLUE4	
	13	13	13	000-255	RED5	
	14	14	14	000-255	GREEN5	
	15	15	15	000-255	BLUE5	
	16	16	16	000-255	RED6	
	17	17	17	000-255	GREEN6	
	18	18	18	000-255	BLUE6	
	19	19	19	000-255	RED7	
	20	20	20	000-255	GREEN7	
	21	21	21	000-255	BLUE7	
	22	22	22	000-255	RED8	
	23	23	23	000-255	GREEN8	
	24	24	24	000-255	BLUE8	
		25	25	000-255	RED9	
		26	26	000-255	GREEN9	
		27	27	000-255	BLUE9	
		28	28	000-255	RED10	
		29	29	000-255	GREEN10	
		30	30	000-255	BLUE10	
		31	31	000-255	RED11	
		32	32	000-255	GREEN11	
		33	33	000-255	BLUE11	

				T
	34	34	000-255	RED12
	35	35	000-255	GREEN12
	36	36	000-255	BLUE12
	37	37	000-255	RED13
	38	38	000-255	GREEN13
	39	39	000-255	BLUE13
	40	40	000-255	RED14
	41	41	000-255	GREEN14
	42	42	000-255	BLUE14
	43	43	000-255	RED15
	44	44	000-255	GREEN15
	45	45	000-255	BLUE15
	46	46	000-255	RED16
	47	47	000-255	GREEN16
	48	48	000-255	BLUE16
		49	000-255	RED17
		50	000-255	GREEN17
		51	000-255	BLUE17
		52	000-255	RED18
]		53	000-255	GREEN18
		54	000-255	BLUE18
		55	000-255	RED19
		56	000-255	GREEN19
		57	000-255	BLUE19
		58	000-255	RED20
		59	000-255	GREEN20
		60	000-255	BLUE20
		61	000-255	RED21
		62	000-255	GREEN21
		63	000-255	BLUE21
		64	000-255	RED22
		65	000-255	GREEN22
		66	000-255	BLUE22
		67	000-255	RED23
		68	000-255	GREEN23
		69	000-255	BLUE23
		70	000-255	RED24
		71	000-255	GREEN24
		72	000-255	BLUE24
		73	000-255	RED25
		74	000-255	GREEN25
		75	000-255	BLUE25
]		76	000-255	RED26
		77	000-255	GREEN26
		78	000-255	BLUE26
		79	000-255	RED27
		80	000-255	GREEN27
]		81	000-255	BLUE27
]				
		82	000-255	RED28
		83	000-255	GREEN28
]		84	000-255	BLUE28
		85	000-255	RED29
		86	000-255	GREEN29
		87		BLUE29
			000-255	
		88	000-255	RED30
		89	000-255	GREEN30
		90	000-255	BLUE30
		91	000-255	RED31
		92	000-255	GREEN31
		93	000-255	BLUE31
		94	000-255	RED32
		95	000-255	GREEN32

			96	000-255	BLUE32	
13	25	49	97	000-255	WHITE 1	
14	26	50	98	000-255	WHITE 2	
15	27	51	99	000-255	WHITE 3	
16	28	52	100	000-255	WHITE 4	
	29	53	101	000-255	WHITE 5	
	30	54	102	000-255	WHITE 6	
	31	55	103	000-255	WHITE 7	
	32	56	104	000-255	WHITE 8	
		57	105	000-255	WHITE 9	
		58	106	000-255	WHITE 10	
		59	107	000-255	WHITE 11	
		60	108	000-255	WHITE 12	
		61	109	000-255	WHITE 13	
		62	110	000-255	WHITE 14	
		63	111	000-255	WHITE 15	
		64	112	000-255	WHITE 16	
					FUNCTION CHANNEL	
				000-005	No function	
				006-010	DIMMER CURVE: LINEAR	3 seconds delay
				011-015	DIMMER CURVE: SQUARE	3 seconds delay
				016-020	DIMMER CURVE: INV.	3 seconds delay
					SQUARE	
				021-025	DIMMER CURVE: S-CURVE	3 seconds delay
				026-030	No function	
				031-035	DIMMER SPEED: FAST	3 seconds delay
17	33	65	113	036-040	DIMMER SPEED: SLOW	3 seconds delay
l		00		041-045	No function	
				046-050	PIXEL ORDER: NORMAL	3 seconds delay
				051-055	PIXEL ORDER: INVERSED	3 seconds delay
				056-060	No function	
				061-065	LED PWM Frequency: 1200Hz	3 seconds delay
				066-070	LED PWM Frequency: 3600Hz	3 seconds delay
				071-075	LED PWM Frequency: 4800Hz	3 seconds delay
				076-080	LED PWM Frequency: 7200Hz	3 seconds delay
				081-085	LED PWM Frequency: 12000Hz	3 seconds delay
				086-255	No function	

# RDM FUNCTIONS | REMOTE SETUP

**RDM** means "Remote **D**evice **M**anagement" (control the unit from a distance). This projector works with a brief set of RDM-functions which means that it can setup a bi-directional communication with an RDM-compatible DMX-controller. Some of these functions are briefly explained below, others will be added in the future.

- The DMX-controller sends out a "discovery command", all RDM devices respond and send their unique device ID.
- The DMX-controller asks each RDM device for some basic data so it knows which devices are connected. The projector will respond:

• Device name: BTX-LIGHTSTRIKE

Manufacturer: Briteq®
 Category: LED Dimmer

• **Firmware:** x.x.x.x (firmware version of the projector)

DMX address: xxx
 DMX footprint: xx
 (current DMX start address of the projector)
 (number of DMX-channels used by the projector)

• **Personality:** xx (current personality or DMX-working mode used by the projectors)

• The DMX-controller can send certain commands to each RDM device which allow remote setup of the units. Thanks to this the projectors can be setup remotely.

BRITEQ<sup>®</sup> 20/22 BTX-LIGHTSTRIKE

#### The following functions can be managed remotely:

No longer need to take a ladder and set all units one by one!

- DMX START ADDRESS: The start address can be set remotely from 001 to xxx.
- PERSONALITY: The DMX working mode (DMX-chart) can be set remotely.

These 2 functions make it possible to prepare a complete DMX-patch of all projectors on the DMX-controller and send these data to all projectors at once. More functions will be added later.

#### **Further list of all supported RDM PIDs:**

RDM Parameter IDs	
DISC_UN_MUTE	0x0003
DISC_UNIQUE_BRANCH	0x0001
DISC_MUTE	0x0002
DEVICE_INFO	0x0060
MANUALFACTURER_LABEL	0x0081
DEVICE_LABEL	0x0082
DEVICE_MODEL_DESCRIPTION	0x0080
SOFTWARE_VERSION_LABEL	0x00C0
SUPPORTED_PARAMETERS	0x0050
STATUS_MESSAGES	0x0030
DMX_PERSONALITY	0x00E0
DMX_PERSONALITY_DESCRIPTION	0x00E1
DMX_START_ADDRESS	0x00F0
RESET_DEVICE	0x1001
IDENTIFY_DEVICE	0x1000
SENSOR_DEFINITION	0x0200
SENSOR_VALUE	0x0201
FACTORY_DEFAULTS	0x0090
DEVICE_HOURS	0x0040
RDM_ERROR_LOG	0xA018

# **MAINTENANCE**

- Make sure the area below the installation place is free from unwanted persons during servicing.
- Switch off the unit, unplug the mains cable and wait until the unit has been cooled down.

# **During inspection the following points should be checked:**

- All screws used for installing the device and any of its parts should be tightly fastened and may not be corroded.
- Housings, fixations and installations spots (ceiling, truss, suspensions) should be totally free from any deformation.
- When an optical lens is visibly damaged due to cracks or deep scratches, it must be replaced.
- The mains cables must be in impeccable condition and should be replaced immediately when even a small problem is detected.
- In order to protect the device from overheat the cooling fans (if any) and ventilation openings should be cleaned monthly.
- The cleaning of internal and external optical lenses and/or mirrors must be carried out periodically to optimize light output. Cleaning frequency depends on the environment in which the fixture operates: damp, smoky or particularly dirty surroundings can cause greater accumulation of dirt on the unit's optics.
  - Clean with a soft cloth using normal glass cleaning products.
  - · Always dry the parts carefully.

Attention: We strongly recommend internal cleaning to be carried out by qualified technician!

BRITEQ<sup>®</sup> 21/22 BTX-LIGHTSTRIKE

# **SPECIFICATIONS**

This unit is radio-interference suppressed. This product meets the requirements of the current European and national guidelines. Conformity has been established and the relevant statements and documents have been deposited by the manufacturer.

**Power supply** *AC 100-240V, 50/60Hz* 

Power consumption 350Watt max (all pixels @ 100%)

Power factor (PF) 0,95

Power in/out linking capacity 9A @ 240Vac \* 5A @ 100Vac

Fuse *T6,3A / 250V* 

Power connections PowerCON compatible connector

Protection rating IP20

LEDs 672pcs 0,3W RGB + 112pcs 3W CW Individual LED zones 32 RGB-zones + 16 CW-zones

Individual LED zones32 RGB-zones + 16 CW-zonesSupported control signals:DMX512+RDM, Art-Net  $^{TM}$ , sACNDMX connections3pin XLR male + 3pin XLR female

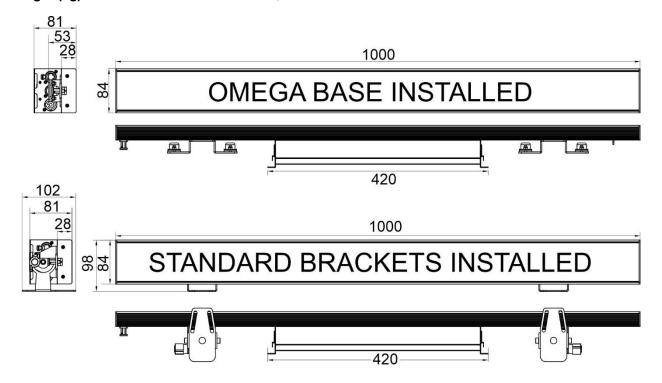
**DMX channel modes** 8 modes: 6, 15, 17, 21, 33, 39, 65, 113 channels

Beam angle 116°

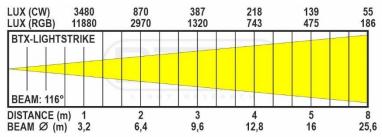
LED refresh rate 1200Hz  $\rightarrow$  12000Hz Enclosure temperature (T<sub>a</sub>: 40°C) Surface: 65°C max.

Dimensions LxWxD (mm) 1000x84x81 (with omega bases installed, see drawing)
Dimensions LxWxD (mm) 1000x84x111 (with standard brackets installed, see drawing)

Weight (kg)



# **LUX CHART**



The information might be modified without prior notice

You can download the latest version of this user manual on our website: www.briteq-lighting.com

**BRITEQ®** 



# **MAILING LIST**

EN: Subscribe today to our mailing list for the latest product news!

FR: Inscrivez-vous à notre liste de distribution si vous souhaitez suivre l'actualité de nos produits!

NL: Abonneer je vandaag nog op onze mailinglijst en ontvang ons laatste product nieuws!

DE: Abonnieren Sie unseren Newsletter und erhalten Sie aktuelle Produktinformationen!

ES: Suscríbete hoy a nuestra lista de correo para recibir las últimas noticias!

PT: Inscreva-se hoje na nossa mailing list para estar a par das últimas notícias!

# WWW.BRITEQ-LIGHTING.COM

# Copyright © 2022 by BEGLEC NV

't Hofveld 2C ~ B1702 Groot-Bijgaarden ~ Belgium

Reproduction or publication of the content in any manner, without express permission of the publisher, is prohibited.