User Manual

LightinLED Super Nova

Dear Customer,

Thank you for purchasing the LightinLED Super Nova multi effects light. With decades of experience in design and production, you can be assured this product has been manufactured to the highest of standards.

For your safety and to ensure you make full use of all features, please make sure you read this manual in full.

Product Description:

Safety Advice:

1. Read this manual in full before operating this product.
2. Keep this manual in a safe place for future reference.
3. Heed all warnings and instructions, both in this manual and on the product.
4. Carry and transport this product with care. Dropping this product may result in serious mechanical failure.
5. The manufacturer accepts no responsibility for injury or damage caused as a result of not following the manual provided.
6. Turn off and unplug this machine from mains supply when not in use.
7. This machine is not water proof and should not be used outside.
8. In the event of any liquid entering the housing, unplug immediately & contact a qualified engineer.

Protection from Electric Shock:

1. Only connect this unit to a mains socket with suitable trip and RCD protection.
2. To disconnect from the mains socket, always remove by the mains plug. Do not attempt to remove by pulling the mains cable.
3. Disconnect the unit from the mains supply before cleaning. Cleaning should be carried out with a soft, dry cloth.
4. Do not expose this unit to any liquids.
5. Do not operate near exposed water or in high humidity.
6. Choose a suitable route for mains cables, ensuring trip hazards are avoided and the mains cable is not at risk of being crushed.
7. Do not open this unit to service. There are no user serviceable parts inside. Any servicing or repairs should be carried out by a qualified engineer only. Any attempt to service or adapt this unit will leave your warranty void and could result in serious malfunction or injury.

Protection from Fire:

1. Do not place near sources of heat or ignition.

2. Do not cover or block any ventilation holes.
3. Check your AC wall socket will take the power you are applying to avoid overloading the mains supply.

Protection from Injury and Damage:

1. Do not attempt to modify this unit.
2. Always install the unit in a suitable location where vibrations to the unit are avoided.
3. Check this unit matches the mains voltage and frequency before plugging it in to your mains socket.
4. In the event that any object or liquid enters the machine, switch off immediately, remove from mains and consult a qualified engineer.
5. Should you experience ant malfunction or damage to the mains cable, disconnect from the mains supply immediately and consult a qualified engineer.
6. All parts should be replaced with genuine spare parts and carried out by a qualified engineer.

Contents & Unpacking:

Before beginning your initial setup check the unit has not been damaged in transit. In the event there is damage to the housing, cable or internal components contact your dealer immediately.

Specifications:

Power supply: 100-240V / 50/60Hz
Power Consumption: 60W
LED: 5 x 3Watt RGBWA
Strobe: 8x 3W White Strobe
Laser: 100mW Red Laser & 50mW Green Laser
Dimensions: 250 x 250 x 150mm
Weight: 3.6Kg

Features:

An LED effects light with a built in RGBAW effect, white strobe effect and red and green laser effect.

Features Include:

3 in 1 effect.

RGBAW LED Effect.

Strobe Effect.

Red and Green Laser Which Produces Patterns & Shapes.

DMX Controllable.

Master/Slave.

MENU

Press the menu to go through the lights menu options.

dOO1: Press enter and use the up and down buttons to set a DMX address.

SLAU: Select this by pressing enter, when the light is to be used as slave in a master slave combination**.**

CHSE: Press enter, then select 4, 8 or 12 DMX channel mode

SPED: Used to set the spin speed in auto and sound mode.

F5: Changes the white strobe LED speed from 1-64.

RS: Changes the RGBAW spin speed from 1-64.

LS: changes the laser spin speed from 1-64.

Press enter to enter speed mode, use the up and down buttons to select RS, FS or LS, press enter on desired one and then use the up and down buttons to adjust the speed. To exit or select another function press menu button.

Auto: Used to select one of the built in auto programmes, press enter then use the up and down buttons to select a programme from 1-7.

AU1	RGBWA effect, Laser and white LED chase.
AU2	RGBWA effect and Laser.
AU3	White LED chase and Laser.
AU4	RGBWA effect and white LED chase
AU5	RGBAW effect
AU6	White LED chase
AU7	Laser

SOUD: Used to select one of the built in sound active programmes, press enter then use the up and down buttons to select a programme from 1-7. There is a sensitivity knob on the back of the light to adjust how much the light flashes to the bass beat of a track.

Sod1	RGBWA effect, Laser and white LED chase.
Sod2	RGBWA effect and Laser.
Sod3	White LED chase and Laser.
Sod4	RGBWA effect and white LED chase
Sod5	RGBAW effect
Sod6	White LED chase
Sod7	Laser

DMX Channel Layout

4 Channel Mode Laser Only.

4 Channel	Function	Description
1	Laser Colour control	0-1 Laser Off 2-31 Red 32-63 Green 64-95 Red and Green 96-159 R-G Auto change 160-219 R-G-RG auto change 220-239 R-G Sound Active 240-255 R-G-RG Sound Active
2	Laser Flash control	0-15 No Flash 16-239 Auto flash240-255 Sound Flash
3	Laser Spin direction	0-10 No Spin 11-60 Counter Clockwise 61-80 Counter Clockwise Auto Spin/Stop 81-100 counter Clockwise Sound Spin/Stop 101-160 Clockwise spin 161-180 Clockwise Auto Spin/Stop 181-200 Counter Clockwise Sound Spin/Stop 201-255 Clockwise - Counter Auto Spin/Stop
4	Spin Speed	0-255 Slow to Fast

8 Channel Mode

LED effect and white LED chase only.

8 Channel	Function	Description
1	LED Effect Control	0-1 No Light 2-15 Colour selection, controlled by CH1 16-47 Single Colour selection, controlled by CH2 48-79 Two Colour selection, controlled by CH2 80-111 Three Colour selection, controlled by CH2 112-143 Four Colour selection, controlled by CH2 144-175 Single, two, three and four auto colour change, controlled by CH2 176-191 Single colour sound change 192-207 Two colour sound change 208-223 Three colour sound change 224-239 Four colour sound change 240-255 Single, two, three and four sound colour change
2	Colour selection and speed	Speed slow to fast and colour selection
3	Effect LED flash and strobe	0-15 No Flashing 16-223 Auto flash 224-255 Sound flash
4	LED Effect spin direction	0-10 No spin 11-127 Counter clockwise spin 128-255 Clockwise spin
5	LED effect spin speed	Spin speed slow to fast
6	White LED Control	0-1 Off 2-15 On 16-75 Position 1 to 8 LED on controlled by CH7 76-85 counter clockwise chase controlled by CH7 86-95 Single LED auto jumping, speed controlled by CH7 96-105 Opposite 2 LED chase controlled by CH7 106-115 Two LED chase controlled by CH7 116-125 Two LED counter clockwise chase controlled by CH7 126-135 Opposite 4 LED chase controlled by CH7 136-145 Four LED counter clockwise chase controlled by CH7 146-155 LED chase controlled by CH7 156-165 Two LED chase controlled CH7 166-175 Single LED counter clockwise sound chase 176-185 Single LED sound chase 186-195 Opposite LED sound chase 196-205 Two LED sound chase 206-215 Two LED counter clockwise sound chase 216-225 Four LED sound chase 226-235 Four counter clockwise sound chase 236-245 Sound Chase 246-255 Two Opposite sound chase

7	White LED position and speed	32 positions and speed from fast to slow
8	White LED flash and strobe	0-15 No Flashing 16-223 Auto flash 224-255 Sound flash

12 Channel Mode

LED effect, White chase and Laser.

12 Channel	Function	Description
1	LED Effect Control	0-1 No Light 2-15 Colour selection, controlled by CH1 16-47 Single Colour selection, controlled by CH2 48-79 Two Colour selection, controlled by CH2 80-111 Three Colour selection, controlled by CH2 112-143 Four Colour selection, controlled by CH2 144-175 Single, two, three and four auto colour change, controlled by CH2 176-191 Single colour sound change 192-207 Two colour sound change 208-223 Three colour sound change 224-239 Four colour sound change 240-255 Single, two, three and four sound colour change
2	Colour selection and speed	Speed slow to fast and colour selection
3	Effect LED flash and strobe	0-15 No Flashing 16-223 Auto flash 224-255 Sound flash
4	LED Effect spin direction	0-10 No spin 11-127 Counter clockwise spin 128-255 Clockwise spin
5	LED effect spin speed	Spin speed slow to fast

6	White LED Control	0-1 Off 2-15 On 16-75 Position 1 to 8 LED on controlled by CH7 76-85 counter clockwise chase controlled by CH7 86-95 Single LED auto jumping, speed controlled by CH7 96-105 Opposite 2 LED chase controlled by CH7 106-115 Two LED chase controlled by CH7 116-125 Two LED counter clockwise chase controlled by CH7 126-135 Opposite 4 LED chase controlled by CH7 136-145 Four LED counter clockwise chase controlled by CH7 146-155 LED chase controlled by CH7 156-165 Two LED chase controlled CH7 166-175 Single LED counter clockwise sound chase 176-185 Single LED sound chase 186-195 Opposite LED sound chase 196-205 Two LED sound chase 206-215 Two LED counter clockwise sound chase 216-225 Four LED sound chase 226-235 Four counter clockwise sound chase 236-245 Sound Chase 246-255 Two Opposite sound chase
7	White LED position and speed	32 positions and speed from fast to slow
8	White LED flash and strobe	0-15 No Flashing 16-223 Auto flash 224-255 Sound flash
9	Laser Colour control	0-1 Laser Off 2-31 Red 32-63 Green 64-95 Red and Green 96-159 R-G Auto change 160-219 R-G-RG auto change 220-239 R-G Sound Active 240-255 R-G-RG Sound Active
10	Laser Flash control	0-15 No Flash 16-239 Auto flash240-255 Sound Flash
11	Laser Spin direction	0-10 No Spin 11-60 Counter Clockwise 61-80 Counter Clockwise Auto Spin/Stop 81-100 counter Clockwise Sound Spin/Stop 101-160 Clockwise spin 161-180 Clockwise Auto Spin/Stop 181-200 Counter Clockwise Sound Spin/Stop 201-255 Clockwise - Counter Auto Spin/Stop
12	Spin Speed	0-255 Slow to Fast

DMX BASICS

DMX is short for “digital multiplexer”, which is a universal protocol designed for the entertainment industry. It allows control of intelligent fixtures like scanners, moving heads, LED par cans, dimmer packs & effects machines etc.

DMX allows you to control many fixture channels, normally up to 512, with varying channels from 0-255 (0-100%).

This will give control of channels such as gobo selection, movement, colours, dimming and timing to name just a few.

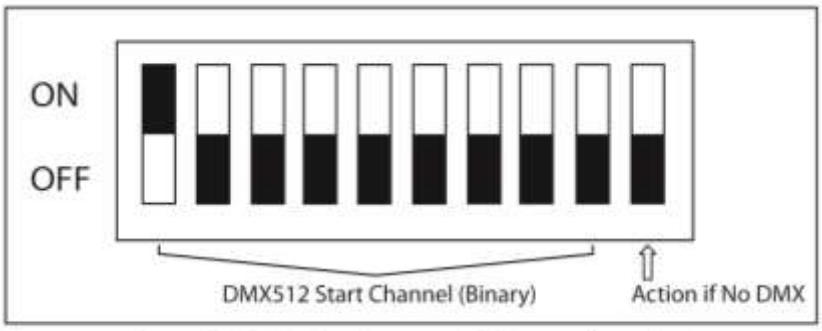
DMX is a very good system, as all this information can be sent down one cable. Used in conjunction with a DMX controller with memory, all of your channel settings can be saved and recalled easily.

DMX was designed so that all manufacturers can use the same protocol/language to control their fixtures, allowing the end user to use any make of fixture from their DMX controller as long as both are DMX compatible, and the controller has enough channels to control the fixture that is attached.

Fixtures have an input and output DMX socket, allowing you to connect from the controller to the first fixture then from that fixture to the next (this is often referred to as “daisy chaining”).

Sockets are normally 3 pin XLR but can be 5 pin XLR.

DMX fixtures need to have a DMX address set, this is so they can then decode the correct information from the controller. This is normally done by a digital display panel, where the address can be changed by simple up and down buttons; the address ranges from 1-512. Alternatively it may be controlled by a row of small switches, called dip switches; on this type system, the required address is then converted to a binary number.



Normal DIP Switch assignments: DMX start channel = 1

To work out your dip switch settings you can simply download a DMX calculator from the internet or see our table further on.

The order in which fixtures are connected in a DMX line does not influence the DMX address, a fixture set to DMX address 1 can be put in a DMX line anywhere from beginning, middle to end. As long as it has its address set to 1, it knows to take information from that point onwards.

DMX Wiring

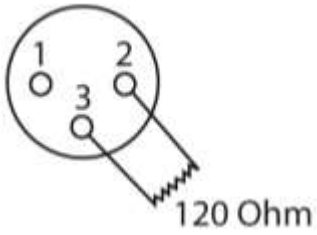
3 PIN	5 PIN
PIN 1 GND	PIN 1 GND
PIN 2 -	PIN 2 -
PIN 3 +	PIN 3 +
	PIN 4 NOT USED
	PIN 5 NOT USED

3 pin wiring is more common, 5 pin is the correct way. 3 pin may be used to save on cost. With 5 pin connections, not all pins are used, though it is worth checking your manual for your fixture, as some lights use the unused pins for low voltage control. 5 pin would be better so there is no confusion over mixer leads and DMX leads in larger rigs. Sending a mixers 48v phantom power down a DMX cable could damage the DMX light.

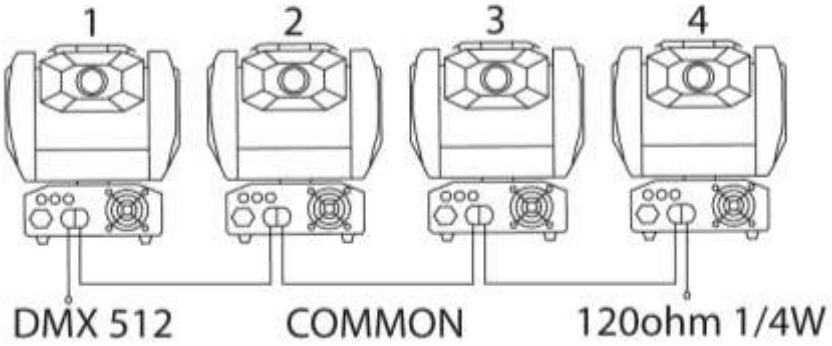
If making cables always use suitable DMX cable and do not connect pin 1 GND to the outer casing of the connector as you might do with audio cables, as this may cause erratic behaviour from your fixture.

Do not make “Y” leads to split cables to fixtures; always use the in and out sockets or a DMX splitter, as again this may cause erratic behaviour from your fixture.

We recommend you to put a DMX terminator in any fixture which hasn’t got a DMX lead connected from the output socket to another fixture; this again is to reduce unexpected behaviour. A DMX terminator is simply a male XLR plug with 120 ohms, ¼ watt resistor soldered across pin 2 & 3.



Example of a DMX line



Ch1	Ch2	Ch3	Ch4	Colour	
Pan	Tilt	Shutter/Shaking	Gobo	Normal	Split
540°	270°	246-255 Open	255 Fastest speed Gobo change	255 Fastest speed Rainbow Effect	255 Fastest speed Rainbow Effect
		247 Fastest speed shaking	128 Slowest speed Gobo change		128 Slowest speed Rainbow effect
		132 Slowest speed shaking	120-127	128 Slowest speed Rainbow effect	121-127 Pink
		131 Fastest speed shutter	111-119	118-127 Pink	113-120 Yellow+Pink
		16 Slowest speed shutter	103-110	107-117 Yellow	106-112 Yellow
		008-015 Open	094-102	096-106 Orange	098-105 Orange+Yellow
		000-007 Blackout	086-083	086-095 Light Green	091-097 Orange
			077-085	075-085 UV Purple	083-090 Light Green+Orange
			069-076	064-074 Blue	076-082 Light Green
			060-068	054-063 Red	068-075 UV Purple
			052-059	043-053 Amber	061-067 Blue
			044-051	032-042 Light Blue	053-060 Red+Blue
			035-043	022-031 Magenta	046-052 Red
			0-26-034	011-021 Green	038-045 Amber
			018-025	000-010 White	031-037 Light Blue
			009-017		023-030 Magenta
			000-008		016-022 Green+Magenta
					008-016 Green
					000-007 White
0°	0°				

Each fixture takes up 5 DMX Channels (See Above)

The controller is a fairly basic, 24 channel.

You have a cable from the controller to the first fixture cable, then from first to second and so on. The last light then has a DMX terminator plugged in.

Fixture 1 would be set to DMX address:

1 dipswitch number 1 on.

Fixture 2 would be set to DMX address:

6 dipswitch numbers 2 & 3 on.

Fixture 3 would be set to DMX address:

11 dipswitch numbers 1, 2 & 4 on.

Fixture 4 would be set to DMX address:

16 dipswitch number 5 on.

We recommend you to read manuals for your light and controller in full. Some controllers tell you what each fixture address needs to be, and some lights need other settings changed before they will work.

When setting your DMX address, you must ensure fixtures don't overlap from one to the next.

You can set 2 fixtures to the same address, and as long as they are the same fixture (i.e. same channel layout) then they will then do the same as each other.