

IMPORTANT SAFETY INFORMATION

Fire prevention:

Never locate the fixture on any flammable surface. Minimum distance from flammable materials: 10 cm Replace any blown or damaged fuses only with those of identical value

Prevention from electric shock:

High voltage is present inside the unit.

Unplug the unit prior to performing any operation which involves touching the inside of the unit.

This equipment must be grounded, do not connect to non-grounded supplies.

The use of a thermal magnetic circuit breaker is recommended for each Z1 OUTDOOR.

Use only AC supplies 90-260V, 50-60Hz

The unit should never be located in position exposed to rain or in areas of extreme humidity.

A good air ventilation is essential for proper equipment work.

Safety:

The external surface of the unit may exeed 50°C; never handle the unit until at least 5 minutes have elapsed since the unit was turned off.

Never install the unit in an enclosed area lacking sufficient air flow.

The ambient temperature should not exeed 40°C and should not be lower than -10°C

DESCRIPTION:

Z1 OUTDOOR / DMX-512 LED controller is a unit dedicated to the following LED products by D.T.S.: MR16 RGB LED lamp; MR16 full color LED lamp; FOCUS LED projectors; HELIOS LED projectors; FOS led bar.

4 channels output DMX-512 Power interface, able to drive RGB+AMBER LED units (Max 100W per output, 25W per channel: 25W red, 25W green, 25W blue, 25W amber).

4 x 350mA electronically dimmable led control outputs.

Main Input voltage range is 90V - 260V, 50 - 60 HZ

It is possible to use this item through every DMX-512 mixer or by using the DTS InfraRed control

MAIN ELECTRICAL CHARACTERISTICS:

Input Voltage Range: Vin 90 - 260 Vac

Frequency: 50 - 60 HZ

Power Consumption Range: 8 - 100 W

Power Factor (Pf): 0.95 electronic PFC controller

Efficiency: 90% typical

IP protection grade: IP 20

Output:

Power Output Range: 6 - 100W per output, 1,5 - 25W per channel

Output Current: 350 mA @ 100% per channel (500mA @ 100% per channel in BOOST Mode)

Output Voltage: Vout 48V

Max Load (output): 15 x MR16 RGB LED lamp or 15 x FOCUS RGB LED projector or 5 x MR16 full color LED lamp or 5 x FOCUS full color LED projector or 1 x HELIOS full color LED projector or 1 x FOS

RGBA led bar.

Min Load (output): 1 x MR16 RGB LED lamp

Control Input:

Control Signal: DMX 512

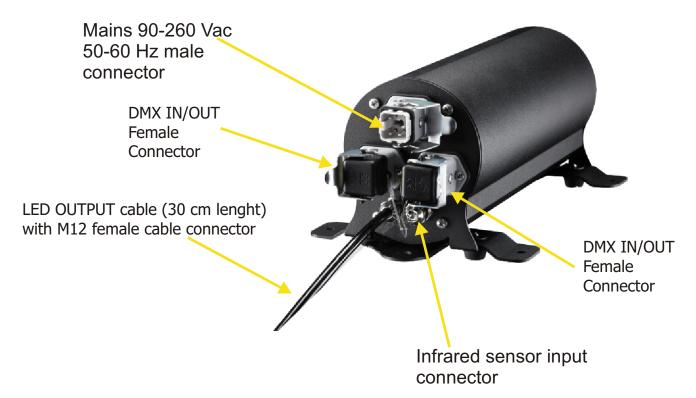
Dimming System: Constant Current PWM

Address Range: DMX 512 channels addressable by display

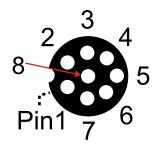
APPLICATIONS:

Cinemas - Restaurants and pubs - Discoteques - Architectural - Interior and Exterior.

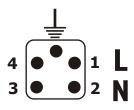
INPUT/OUTPUT CONNECTIONS



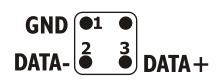




MAINS MALE CONNECTOR



DMX IN-OUT FEMALE CONNECTOR

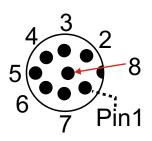




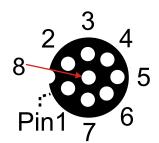
WIRING DIAGRAM

Z1 OUTDOOR is provided with an M12 male connector (30cm cable lenght).

M12 LED input Male cable connector on board FOS UNITS



M12 LED output Female connector on board Z1 OUTDOOR

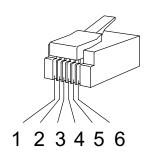


M12 LEDS CONNECTOR PINOUT

1-RED + (FC / RGBA / WHITE)
2-RED - (FC / RGBA / WHITE)
3-GREEN + (FC / RGBA / WHITE)
4-GREEN - (FC / RGBA / WHITE)
5-BLUE + (FC / RGBA / WHITE)
6-BLUE - (FC / RGBA / WHITE)

7-AMBER - (RGBA / WHITE) **8-AMBER +** (RGBA / WHITE)

RJ12 LED input Male cable connector on board FOCUS / HELIOS UNITS



RJ12 LEDS CONNECTOR PINOUT

1-RED + (FC / RGB / WHITE)
2-RED - (FC / RGB / WHITE)
3-GREEN + (FC / RGB / WHITE)
4-GREEN - (FC / RGB / WHITE)
5-BLUE + (FC / RGB / WHITE)
6-BLUE - (FC / RGB / WHITE)
7-NOT USED

8-NOT USED

For application where IP65 rating is not necessary, Z1 OUTDOOR cabling connection can be done with a standard UTP TIA/EIA 568-B2 category 5E cable. The maximum distance between power supply and the unit should not exceed 100 meters.

For IP65 rating application, D.T.S. reccomed the use of a IP65/68 cable as the 10XAWG26 multipolar black outdoor cable (IP68) (D.T.S. Code: 0509C061). The maximum distance between power supply and the last unit on the line should not exceed 100 meters.

DMX SIGNAL CONNECTION:

The unit operates using a digital DMX 512 signal. Connection between the controller and the unit or between units must be carried out using a two pair screened Ø0.5 mm.

Ensure that the conductors do not touch each other. Do not connect the cable ground to the DMX connector chassis. The plug housing must be isolated. Connect the mixer signal to the DMX IN projector plug and connect it to the next projector by connecting the DMX OUT plug on the first unit to the DMX IN plug of the second one.

In this way, all the projectors are cascade connected.



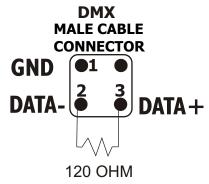
P.S:

If the display showing the DMX address flashes, then one of the following errors has occurred:

- DMX signal not present
- DMX reception problem

For Installations where long distance DMX cable connections are needed, we suggest to use a DMX terminator.

The DMX terminator is a male DMX cable connector with a 120 ohm resistor Between pin 2 and 3. The DMX terminator must be plugged into the DMX out panel connector of the last unit connected to the DMX line.



PLACE A 120 OHM RESISTOR BETWEEN PIN 2 AND 3 OF A MALE DMX CONNECTOR AND PLUG IT INTO THE DMX OUT PANEL CONNECTOR OF THE LAST UNIT CONNECTED TO THE DMX LINE

DMX ADDRESS

Z1 OUTDOOR can be set at 3 (RGB) or 4 (RGBA) leds channels output (please refer to page 14 for details). Z1 RGB can be used in five different modes: 6 DMX channels, 9 DMX channels (default), 1 DMX channel, RGB mode (3 channels) or CUSTOM DMX mode. Z1 RGBA can be used in five different modes: 6 DMX channels, 10 DMX channels (default), 1 DMX channel, RGBA mode (4 channels) or CUSTOM DMX mode.

If you want to use the Z1 RGB in 6 channels mode, select the 6 CH mode from the MODE menu and set the following addresses on the mixer: (To be used only with DTS Wall mounted DMX controller 0514L007)

Projector 1	A001	If you want to select the next projector, just add "8"
Projector 2	A009	DTS Wall mounted DMX controller 0514L007 assign 8 DMX
Projector 3	A017	channels per unit also if some channels are not used
	A	•
projector 6	A041	

If you want to use the Z1 RGB in 9 channels mode, select the 9 CH mode from the MODE menu and set the following addresses on the mixer:

```
Projector 1 A001
Projector 2 A010 If you want to select the next projector, just add "9"
Projector 3 A019
..... A....
projector 6 A046
```

If you want to use the Z1 RGB in CUSTOM DMX channels mode, select the CUSTOM mode from the MODE menu and set the parameters for Shutter, Dimmer, Red, Green, Blue, Ctc, Macro and Function to the desired DMX channels and confirm the settings with DONE

If you want to use the Z1 RGBA in 10 channels mode, select the 10 CH mode from the MODE menu and set the following addresses on the mixer:

```
Projector 1 A001
Projector 2 A011
Projector 3 A021
..... A....
projector 6 A051

If you want to select the next projector, just add "10"
```

If you want to use the Z1 RGBA in CUSTOM DMX channels mode, select the CUSTOM mode from the MODE menu and set the parameters for Shutter, Dimmer, Red, Green, Blue, Amber, Ctc, Macro and Function to the desired DMX channels and confirm the settings with DONE

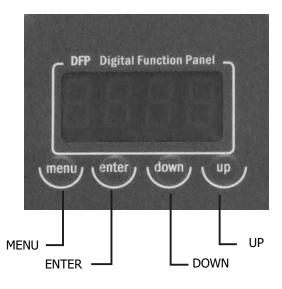
Selecting the DMX address

- 1) Press the UP-DOWN key until you reach the required DMX address. The numbers on the display will start to flash (but the new DMX address hasn't yet been set).
- 2) Press ENTER to confirm your selection. The numbers on the display will stop flashing and the projector is now controlled by the new DMX address.

TIPS: if you keep pushed the UP or DOWN keys, the channels are calculated more quickly and you get a faster selection.

DISPLAY FUNCTIONS

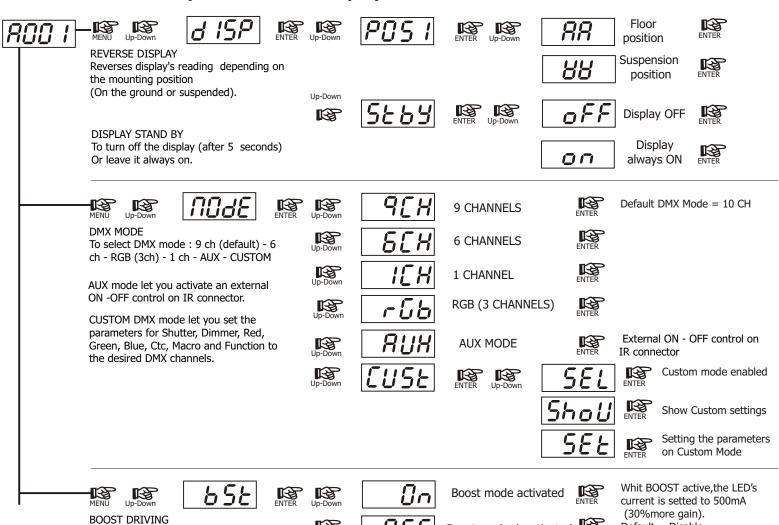
Z1 OUTDOOR RGB



DISPLAY FUNCTIONS

The Z1 OUTDOOR display panel shows all the available functions . Using these functions, it is possible to change some of the parameters and add some functions. Changing the D.T.S. setting can vary the functions of the unit so that it does not respond to the DMX 512 signal used to control it. Carefully follow the instructions below before carrying out any variations or selections. NOTE: the symbol shows which key has to be pushed to obtain the desired function.

Z1 OUTDOOR RGB (3 leds channels output) Software version 2.70



Boost mode deactivated ENTER

Default = Disable

Up-Down

This menu allow to increase the LED's current from 350mA to 500 mA













NAX





ENTER

LED

RGB Min/Max, Smooth and Compression level values settings









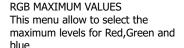
Default = 0

Default = 255



This menu allow to select the minimum levels for Red, Green and blue

RGB MINIMUM VALUES











 $\Omega R H$

 $\Omega R H$

Default = 0

Default = 255



ENTER

Default = 255



These settings have priority on Master Dimmer (DMX channel 2)

SMOOTH VALUE

This menu allow to select the value of the delay(in millisecons) for RGB and Dimmer channels reaction to DMX or Program variation. Off=25 ms delay (Fast response) 20=250 ms delay (Slow response)











Range = Off-20Default = 2



Off = 25 msIstant responce to DMX variation

20 = 250 msSmooth response to DMX variation

COMPRESSION

This menu allow to select between Linear courrent output or Quadratic courrent output for LEDs Default = Linear











Linear = Linear courrent output





Quadratic = Linear light output























AUTOMATIC MODE

Automatic demo game without DMX controller

Chase with 16 steps previously created in REC MODE Speed and Wait time selectable by user

CUPr

RGB values selectable by user

Rainbow (rAIn) Rainbow colours effect. Speed time selectable by user

CU01-CU16 Color Macros as on DMX channel 8 (Macro)







































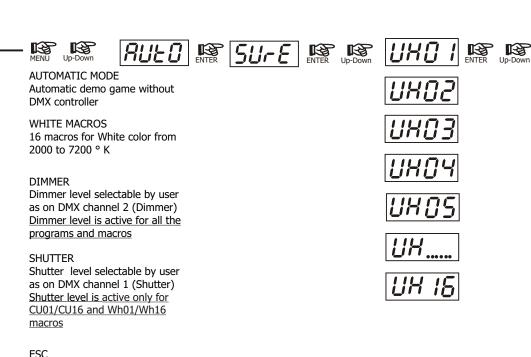


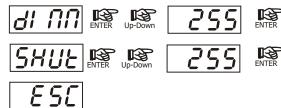






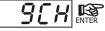














REC MODE

In DMX Recorder Mode, it is possible to create and store the scenes of the ChPr by using an external DMX controller. The unit must be setted to 9 channels MODE

Esc from Automatic Mode Menu







DMX Recorder Mode

For the programming of ChPr by using a DMX controller, besides the 9 channels necessary to control the unit a further 3 DMX channels

So that in RECORDER mode (via DMX) the unit will need 12 channels to be correctly programmed.

The three new DMX channels are:

DMX channel 10 = SCENES channel

From 0-10 = no function (r001)

From 11-255 are displayed the programmable scenes (max 16 scenes from M001 to M0016)

DMX channel 11 = EDIT channel:

-From 0-19 = no function

-From 20-234 the unit runs the configuration given by the received input DMX values.

With the channel SCENES it is possible to pass from one step to the next while with REC it is possible to record the selected scene.

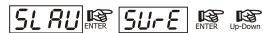
-From 235-255 the unit runs the configuration given by the received input DMX values closing the sequence as last scene. With the channel REC it is possible to record the selected scene as last scene.

DMX channel 12 = RECORDING channel

Records the set scene with a variation between 0 to 255 (the display flashes indicating that the scene has been recorded). It is advised that you keep the REC channel set to 0 and to run through the 255 only once you have decided to save the scene. If ChPr is not closed, by indicating the last scene (Edit channel between 235-255), in playback mode all 16 scenes will be played through even if not programmed

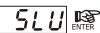












SLAVE MODE

Slave mode for ChPr program. All slave units will be synchronised with master unit, running their own Chpr program.















INFRARED MODE

Infrared remote control. By activating Ir MODE, it will be possible to navigate trought the unit functions by using the D.T.S. infrared remote control. D.T.S. Code:0514L008



NOTE:

External infrared remote sensor needed.

D.T.S. Code:03.LA.016





















Default = OFF

Default = White 1

EMERGENCY

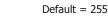
Emergency operating mode. By setting Emergency mode, it will be possible to select one of the 16 preprogrammed WHITE cues that will then ran if DMX signal is missing or not available. Usefull for Emergency EXIT ilumination on public areas.







ENTER

















To restore default settings















LIFF TIME

This menu show the total UNIT life tine and the RGB life time

















TEST MODE

RGB colours test with rainbow











SOFTWARE Software version

(30%more gain).

Default = Disable

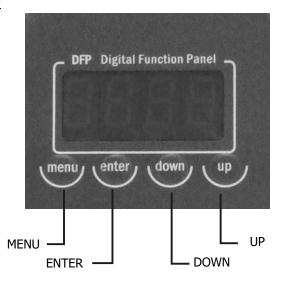
Boost mode deactivated ENTER

DISPLAY FUNCTIONS

Z1 OUTDOOR RGBA

BOOST DRIVING

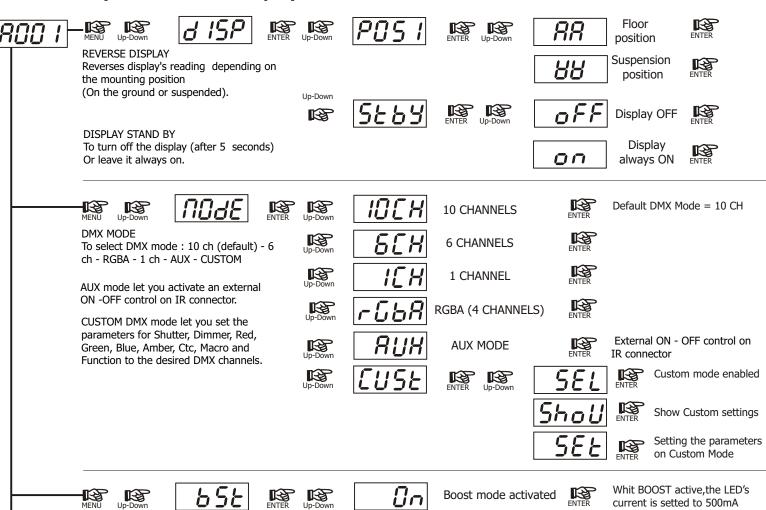
This menu allow to increase the LED's current from 350mA to 500 mA



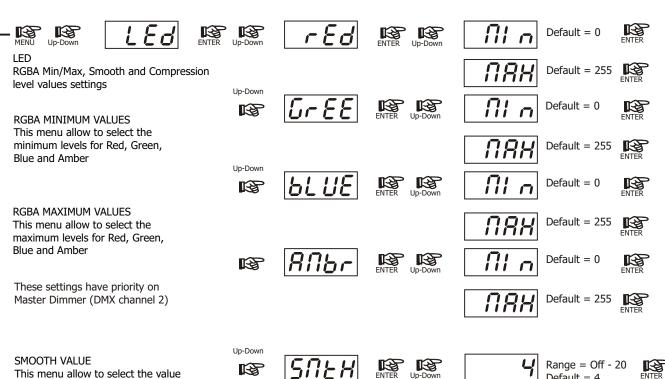
DISPLAY FUNCTIONS

The Z1 OUTDOOR display panel shows all the available functions . Using these functions, it is possible to change some of the parameters and add some functions. Changing the D.T.S. setting can vary the functions of the unit so that it does not respond to the DMX 512 signal used to control it. Carefully follow the instructions below before carrying out any variations or selections. NOTE: the symbol shows which key has to be pushed to obtain the desired function.

Z1 RGBA (4 leds channels output) Software version 2.70



Up-Down



SMOOTH VALUE

COMPRESSION

Default = Linear

current output for LEDs

This menu allow to select the value of the delay (in millisecons) for **RGBA** and Dimmer channels reaction to DMX or Program variation.

Off = 25 ms delay (Fast response) 20 = 250 ms delay (Slow response)

This menu allow to select between

Linear current output or Quadratic



B









Default = 4

Istant responce to DMX variation

Smooth response to DMX variation

Off = 25 ms

20 = 250 ms





Quadratic = Linear light output



SYNC

This menu allow to adjust the PWM frequency value (Hz) in order to reduce flickering in the process of your camera recordings



SULE



ENTER

Up-Down



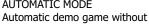


Range = 610 Hz - 10 KHzDefault = 610 Hz

IS







DMX controller ChPr

Chase with 16 steps previously created in REC MODE Speed and Wait time selectable by user

CUPr

RGB values selectable by user

Rainbow (rAIn) Rainbow colours effect. Speed time selectable by user

CU01-CU16 Color Macros as on DMX channel 8 (Macro)



















[UP-













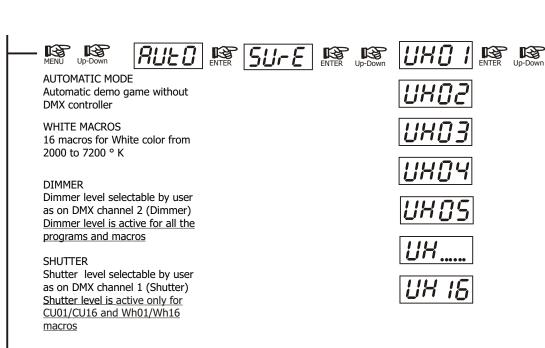


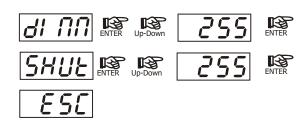




















ENTER







REC MODE

FSC

In DMX Recorder Mode,it is possible to create and store the scenes of the ChPr by using an external DMX controller.
The unit must be setted to 10 channels MODE

Esc from Automatic Mode Menu

DMX Recorder Mode

For the programming of ChPr by using a DMX controller, besides the 10 channels necessary to control the unit a further 3 DMX channels are needed.

So that in RECORDER mode (via DMX) the unit will need 13 channels to be correctly programmed.

The three new DMX channels are:

DMX channel 11 = SCENES channel

From 0-10 = no function (r001)

From 11-255 are displayed the programmable scenes (max 16 scenes from M001 to M0016)

DMX channel 12 = EDIT channel:

-From 0-19 = no function

-From 20-234 the unit runs the configuration given by the received input DMX values.

With the channel SCENES it is possible to pass from one step to the next while with REC it is possible to record the selected scene. -From 235-255 the unit runs the configuration given by the received input DMX values closing the sequence as last scene.

With the channel REC it is possible to record the selected scene as last scene.

DMX channel 13 = RECORDING channel

Records the set scene with a variation between 0 to 255 (the display flashes indicating that the scene has been recorded). It is advised that you keep the REC channel set to 0 and to run through the 255 only once you have decided to save the scene. If ChPr is not closed, by indicating the last scene (Edit channel between 235-255), in playback mode all 16 scenes will be played through even if not programmed

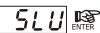












SLAVE MODE

Slave mode for ChPr program. All slave units will be synchronised with master unit, running their own Chpr program.















INFRARED MODE

Infrared remote control. By activating Ir MODE, it will be possible to navigate trought the unit functions by using the D.T.S. infrared remote control. D.T.S. Code:0514L008



NOTE:

External infrared remote sensor needed.

D.T.S. Code:03.LA.016















ENTER

ENTER







Default = OFF

Default = White 1

EMERGENCY

Emergency operating mode. By setting Emergency mode, it will be possible to select one of the 16 preprogrammed WHITE cues that will then ran if DMX signal is missing or not available. Usefull for Emergency EXIT ilumination on public areas.





















DEFAULT

To restore default settings















LIFF TIME

This menu show the total UNIT life time and the RGBA life time

















TEST MODE

RGBA colours test with rainbow









SOFTWARE Software version

HIDDEN MENU

For technical personnel only

To operate this menu:

- -Connect the unit to the main
- -While reset is running, press the MENU and ENTER keys at the same time.

Reset EEPROM (Reset all settings)
ATTENTION: by pressing this key you must repeat all previous calibrations

UPLOAD
This menu allow to upgrade the unit's software by computer

DOWNLOAD

This menu allow to save unit's programs into computer

CHANNELS
This menu allow to set 3 channels or 4 channels LEDs output mode
3 LEDs channels output mode = Z1 OUTDOOR RGB

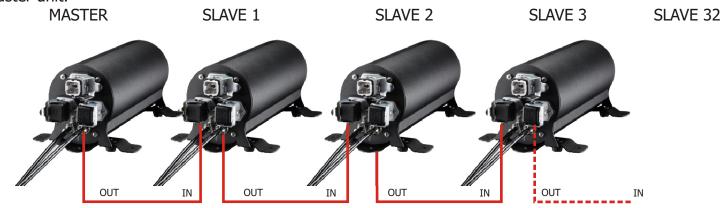
4 LEDs channels output mode = Z1 OUTDOOR RGBA

MAXIMUM LEDS OUTPUT POWER
This menu allow to set the maximum power available on LEDs (1-100 %)

EXIT Exit from hidden menu.

AUTOMATIC OPERATION (AUTO):

Z1 OUTDOOR can work in automatic mode without a DMX controller. First of all connect the projectors with a DMX cable (picture below). A maximum quantity of 32 slave units can be connected to the same Master unit.



To activate Auto mode on the first unit, use the menu to run through the different modes until AUTO appears on the display, and press enter.

Now it is possible to choose between the different pre-programmed games (CUPr-RAIn-CU01/CU16-Wh01/Wh16) or ChPr which is user programmable through REC mode. To confirm game activation press ENTER on the selected GAME.

CUPr-RAIn-CU01/CU16-Wh01/Wh16

The first unit that will work as a Master should be placed in Automatic mode (AUTO), the other units have to be placed in 9 channels DMX mode (MODE 9CH) for Z1 RGB or in 10 channels DMX mode (MODE 10 CH) for Z1 RGBA and the DMX address should be set at A001. For RaIn (rainbow) game it is possible to select the speed for the colour changhing (SPEE).

DIMMER function (in AUTOMATIC MODE) is active for all the programs.

SHUTTER function (in AUTOMATIC MODE) is active only for CU01/CU16 and Wh01/Wh16 macros.

ChPr MASTER/SLAVE

The first unit that will function as a Master must be set to Automatic mode (AUTO), the other units must be set to Slave mode (SLAV), selectable through the menu. In this way all the Slave units will be synchronised with the master and running their own ChPr game.

On the master unit it is possible to vary the Speed time (SPEE) for the colour changing and the Wait time (UAIt) between the steps.

Speed time and Wait time on the Master, have priority on the slave units.

NB: It is possible to run GA.Pr on the other units even though these do not have GA.Pr programmed. You can do this by setting the units to 9 ch DMX MODE for Z1 RGB or 10 channels DMX mode for Z1 RGBA and selecting DMX address A001.

Rec mode

It is possible to program your own game on the Z1 unit that will then run it in AUTO mode (ChPr). Each unit can have its own programmed game.

In REC mode the unit must be set to 9 channels mode for Z1 RGB and 10 channels mode for Z1 RGBA. To program the ChPr by using a DMX controller, you need 3 more channels in addition to the 9/10 channels necessary to control the unit.

So that in RECORDER mode (via DMX) the unit will need 12/13 DMX channels to be correctly programmed.

The three new DMX channels are:

Z1 IN RGB MODE (3 CHANNELS LED OUTPUT)

DMX channel 10 = SCENES channel

From 0-10 = no function (r001)

From 11-255 are displayed the programmable scenes (max 16 scenes from M001 to M0016)

DMX channel 11 = EDIT channel:

- -From 0-19 = no function
- -From 20-234 the unit runs the configuration given by the received input DMX values.

With the channel SCENES it is possible to pass from one step to the next while with REC it is possible to record the selected scene.

-From 235-255 the unit runs the configuration given by the received input DMX values closing the sequence as last scene.

With the channel REC it is possible to record the selected scene as last scene.

DMX channel 12 = RECORDING channel

Records the set scene with a variation between 0 to 255 (the display flashes indicating that the scene has been recorded). It is advised that you keep the REC channel set to 0 and to run through the 255 only once you have decided to save the scene. If ChPr is not closed, by indicating the last scene (Edit channel between 235-255), in playback mode all 16 scenes will be played through even if not programmed

Z1 IN RGBA MODE (4 CHANNELS LED OUTPUT)

DMX channel 11 = SCENES channel

From 0-10 = no function (r001)

From 11-255 are displayed the programmable scenes (max 16 scenes from M001 to M0016)

DMX channel 12 = EDIT channel:

- -From 0-19 = no function
- -From 20-234 the unit runs the configuration given by the received input DMX values.

With the channel SCENES it is possible to pass from one step to the next while with REC it is possible to record the selected scene.

-From 235-255 the unit runs the configuration given by the received input DMX values closing the sequence as last scene.

With the channel REC it is possible to record the selected scene as last scene.

DMX channel 13 = RECORDING channel

Records the set scene with a variation between 0 to 255 (the display flashes indicating that the scene has been recorded). It is advised that you keep the REC channel set to 0 and to run through the 255 only once you have decided to save the scene. If ChPr is not closed, by indicating the last scene (Edit channel between 235-255), in playback mode all 16 scenes will be played through even if not programmed.

INFRARED REMOTE CONTROL

By activating Ir MODE on Z1 Menu it will be possible to navigate trought the unit functions by using the D.T.S. infrared remote control (D.T.S. Code :0514L008).

Please note that external infrared remote sensor is also needed. (D.T.S. Code :03.LA.016)

Infrared remote control functions:

ON/OFF and MUTE buttons

In Automatic mode let you stop the games running.

Master and slaves will go in Stand-by mode

1-9 buttons

In Automatic mode let you select the colour macros 1/9

1-/.. Button

In Automatic mode let you select the colour macros 10-16

VOL +/-

In Automatic mode let you select the desired value for DIMMER **PROG** +/-

In Automatic mode let you scroll between the selectable games

RED/GREEN/YELLOW/BLUE buttons

Direct acces to Automatic mode for Red/Green/Blue/Yellow colour macros.

Red=CU01 / Green=CU07 / Yellow=CU04 / Blue=CU13

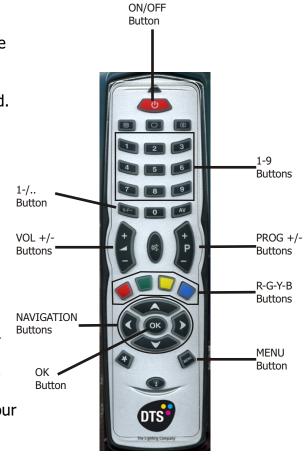
Navigation buttons

Same as UP/DOWN on unit display

OK button

Same as ENTER on unit display

MENU button



DMX PROTOCOL

Z1 OUTDOOR RGB (3 CHANNELS LED

9 CHANNELS MODE (Default)

- 1 SHUTTER
- 2 DIMMER
- 3 RED
- 4 GREEN
- 5 BLUE
- **6** WHITE (Pre-programmed whites at different color temperatures)
- 7 CTC
- **8 COLOURS MACRO**
- 9 FUNCTIONS

DMX CHANNEL	1	Parameter: SHUTTER
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DMX range Value	Mid point DMX value	Move range (degrees)	Mode	Option	Function		
0-9	5				Black-out		
10-19	14		Open				
20-29	24	Black-out					
30-119		Strobe at variable speed from slow to fast (3400ms-20ms)					
120-149		Pulse open at variable speed from slow to fast (43s-100ms)					
150-179		Pulse close at variable speed from slow to fast (43s-100ms)					
180-204	192	Random Strobe (Master and RGB active)					
205-229	218	Random Strobe (Full)					
230-255	240	Open					

DMX CHANNEL 2 Parameter: DIMMER

DMX range Value	Mid point DMX value	Move range (degrees)	Mode	Option	Function
0-255					Proportional dimmer

DMX CHANNEL	3	Parameter: RED
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DMX range Value	Mid point DMX value	Move range (degrees)	Mode	Option	Function
0-255					Proportional colour

DMX CHANNEL	4	Parameter: GREF	EN			
DMX range Value	Mid po	range	Mode	Option	Function	
0-255					Proportional colour	
DMX CHANNEL	5	Parameter: BLUE				
DMX range Value	Mid por DMX va	range	Mode	Option	Function	
0-255					Proportional colour	
DMX CHANNEL DMX range Value	Mid poo	Move range	Mode	grammed V	Vhite at diff. color temperature) Function	
0-55	23				No Function	
56-105	80			Fu	ull (Red-Green-Blue at Full)	
106-155	130				White DTS	
IF CHANNEL 9 (FUNCTIONS) = CUSTOM WHITE RECALL (Dmx range value 0 - 79) 156-205 180 Custom White Recall White CTC (Channel 7 CTC enabled 43 color temp. Correction Macros: 2000°K-7200°K)						
IF CHANNEL 9 (FUNCTIONS) = CUSTOM WHITE CREATE (Dmx range value 80 - 160) 156-205 180 Custom White Create (RGB levels selectable by DMX)						
206-255	225	Whit	White CTC (Channel 7 CTC enabled 43 color temp. Correction Macros: 2000°K-7200°K)			
DMX CHANNEL	7	Parameter: CTC	(Color temp	erature cor	rection)	

DMX range Value	Mid point DMX value	Move range (degrees)	Mode	Option	Function	
HE CHANNEL ((White) - WHITE CTC (Draw year or value 206 255)						

IF CHANNEL 6 (White) = WHITE CTC (Dmx range value 206 - 255)

IF CHANNEL 6 (White) = NO FUNCTION (Dmx range value 0 - 43)

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DMX CHANNEL 8 Parameter: COLOUR MACROS

DMX range Value	Mid point DMX value	Move range (degrees)	Mode	Option	Function
0-14					No Function
15-29					Macro 1
30-44					Macro 2
45-59					Macro 3
60-74					Macro 4
75-89					Macro 5
90-104					Macro 6
105-119					Macro 7
120-134					Macro 8
135-149					Macro 9
150-164					Macro 10
165-179					Macro 11
180-194					Macro 12
195-209					Macro 13
210-225					Macro 14
226-239					Macro 15
240-255					Macro 16

DMX CHANNEL 9 Parameter: FUNCTIONS (Recall, Create and Store the Custom white)

DMX range Value	Mid point DMX value	Move range (degrees)	Mode	Option	Function			
0-79		Custom '	Custom White Recall (Enable CH 6 for Custom white Recall)					
80-160		Custom White Create (Enable CH 6 for Custom white Creation)						
161-255		Custom White Store (Store the Custom White created)						

5 CHANNELS MODE

- 1 **SHUTTER**
- **DIMMER** 2
- 3 **RED**
- 4 **GREEN**
- 5 **BLUE**

DMX range Mid point DMX value range range	0ms) 0ms) ctive)
10-19 14 Open 20-29 24 Black-out 30-119 Strobe at variable speed from slow to fast (3400ms-2 120-149 Pulse open at variable speed from slow to fast (43s-100ms-2) 150-179 Pulse close at variable speed from slow to fast (43s-100ms-2) 180-204 192 Random Strobe (Master and RGB account of the strong of the s	0ms) 0ms) ctive)
20-29 24 Black-out 30-119 Strobe at variable speed from slow to fast (3400ms-2 120-149 Pulse open at variable speed from slow to fast (43s-100 150-179 Pulse close at variable speed from slow to fast (43s-100 180-204 192 Random Strobe (Master and RGB acceptable) 205-229 218 Random Strobe (Full 230-255 240 Open	0ms) 0ms) ctive)
30-119 Strobe at variable speed from slow to fast (3400ms-2 120-149 Pulse open at variable speed from slow to fast (43s-100 150-179 Pulse close at variable speed from slow to fast (43s-100 180-204 192 Random Strobe (Master and RGB ac 205-229 218 Random Strobe (Full 230-255 240 Open	0ms) 0ms) ctive)
120-149Pulse open at variable speed from slow to fast (43s-100)150-179Pulse close at variable speed from slow to fast (43s-100)180-204192Random Strobe (Master and RGB according to the control of the cont	0ms) 0ms) ctive)
Pulse close at variable speed from slow to fast (43s-100 180-204 192 Random Strobe (Master and RGB at 205-229 218 Random Strobe (Full 230-255 240 Open	0ms) ctive)
180-204 192 Random Strobe (Master and RGB according to the control of	ctive)
205-229 218 Random Strobe (Full 230-255) DMX CHANNEL 2 Parameter: DIMMER	
230-255 240 Open DMX CHANNEL 2 Parameter: DIMMER	
DMX CHANNEL 2 Parameter: DIMMER	
Move	
DMX range Value Mid point DMX value range (degrees) Mode Option Function	
0-255 Proportional dimme	er
DMX CHANNEL 3 Parameter: RED	
DMX range Value Mid point DMX value Move range (degrees) Mode Option Function	
0-255 Proportional colour	•
DMX CHANNEL 4 Parameter: GREEN	
DMX range Value Mid point DMX value Move range (degrees) Mode Option Function	
0-255 Proportional colour	•
DMX CHANNEL 5 Parameter: BLUE	
DMX CHANNEL 5 Parameter: BLUE DMX range Value	

6 CHANNELS MODE (For use with DTS Wall mounted DMX controller 0514L007)

- 1 GREEN
- 2 RED
- 3 BLUE
- 4 DIMMER
- 5 NOT USED
- 6 SHUTTER

DMX CHANNEL	ı 1 Pa	rameter: GREI	EN			
DMX range Value	Mid point DMX value	Move range (degrees)	Mode	Option	Function	
0-255					Proportional colour	
DMX CHANNEL	2 Pa	rameter: RED				
DMX range Value	Mid point DMX value	Move range (degrees)	Mode	Option	Function	
0-255					Proportional colour	
DMX CHANNEL	3 Pa	rameter: BLUF				
DMX range Value	Mid point DMX value	Move range (degrees)	Mode	Option	Function	
0-255					Proportional colour	
DMX CHANNEL	DMX CHANNEL 4 Parameter: DIMMER					
DMX range Value	Mid point DMX value	Move range (degrees)	Mode	Option	Function	
0-255					Proportional dimmer	
DMX CHANNEL	. 5 Pa	rameter: NOT	USED			
DMX range Value	Mid point DMX value	Move range (degrees)	Mode	Option	Function	
0-255					No Function	
DMX CHANNEL	6 Pa	rameter: SHUT	TER			
DMX range Value	Mid point DMX value	Move range (degrees)	Mode	Option	Function	
0-9	5				Black-out	
10-19	14				Open	
20-29	24	C.	1 4	1 1.6	Black-out	
30-119 120-149					om slow to fast (3400ms-20ms) from slow to fast (43s-100ms)	
150-179			-		from slow to fast (43s-100ms)	
180-204	192	1 4130			crobe (Master and RGB active)	
205-229	218				Random Strobe (Full)	
230-255	240	Open				

DMX PROTOCOL

Z1 OUTDOOR RGBA (4 CHANNELS LED OUTPUT)

10 CHANNELS MODE (Default)

- 1 SHUTTER
- 2 DIMMER
- 3 RED
- 4 GREEN
- 5 BLUE
- 6 AMBER
- 7 WHITE (Pre-programmed whites at different colour temperatures)
- 8 CTC
- 9 COLOURS MACRO
- 10 FUNCTIONS

DMX CHANNEL	1	Parameter: SHUTTER
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DMX range Value	Mid point DMX value	Move range (degrees)	Mode	Option	Function		
0-9	5				Black-out		
10-19	14		Open				
20-29	24	Black-out					
30-119		Strobe at variable speed from slow to fast (3400ms-20ms)					
120-149		Pulse	open at vari	able speed	from slow to fast (43s-100ms)		
150-179		Pulse	close at vari	able speed	from slow to fast (43s-100ms)		
180-204	192	Random Strobe (Master and RGBA active					
205-229	218		Random Strobe (Full)				
230-255	240		Open				

DMX CHANNEL 2 Parameter: **DIMMER**

DMX range Value	Mid point DMX value	Move range (degrees)	Mode	Option	Function
0-255					Proportional dimmer

DMX CHANNEL	3	Parameter: RED
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DMX range Value	Mid point DMX value	Move range (degrees)	Mode	Option	Function
0-255					Proportional colour

DMX CHANNEL	4	Parameter: GREEN	

0-255	211111 10110	(degrees)			Proportional colour
DMX range Value	Mid point DMX value	Move range	Mode	Option	Function

DMX CHANNEL 5 Parameter: **BLUE**

DMX range Value	Mid point DMX value	Move range (degrees)	Mode	Option	Function
0-255					Proportional colour

DMX CHANNEL 6 Parameter: AMBER

DMX range Value	Mid point DMX value	Move range (degrees)	Mode	Option	Function
0-255					Proportional colour

DMX CHANNEL 7 Parameter: WHITE (Pre-programmed White at diff. color temperature)

DMX range Value	Mid point DMX value	Move range (degrees)	Mode	Option	Function
0-55	23			•	No Function
56-105	80			F	ull (Red-Green-Blue at Full)
106-155	130			•	White DTS

IF CHANNEL 10 (FUNCTIONS) = CUSTOM WHITE RECALL (Dmx range value 0 - 79)

156-205	180	Custom White Recall
206-255	225	White CTC (Channel 8 CTC enabled 43 color temp. Correction Macros: 2000°K-7200°K)

IF CHANNEL 10 (FUNCTIONS) = CUSTOM WHITE CREATE (Dmx range value 80 - 160)

	`	,
156-205	180	Custom White Create (RGB levels selectable by DMX)
206-255	225	White CTC (Channel 8 CTC enabled 43 color temp. Correction Macros: 2000°K-7200°K)

DMX CHANNEL	8	Parameter: CTC (Color temperature correction)
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DMX range Mid point Value DMX value	Move range (degrees)	Mode	Option	Function
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IF CHANNEL 7 (White) = WHITE CTC (Dmx range value 206 - 255)

0-255 43 color temp. Correction Macros: 0 = 2000°K / 128 = 5500°K / 255 = 7200°K

IF CHANNEL 7 (White) = NO FUNCTION (Dmx range value 0 - 43)

0-255 Smooth RGB linear Hue correction

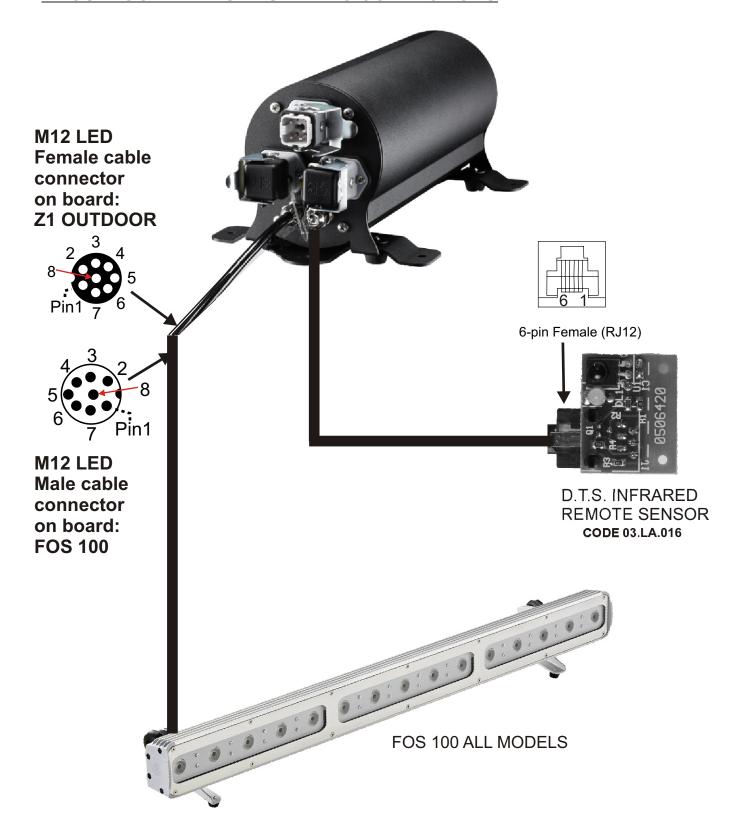
DMX CHANNEL 9 Parameter: **COLOUR MACROS**

DMX range Value	Mid point DMX value	Move range (degrees)	Mode	Option	Function
0-14					No Function
15-29					Macro 1
30-44					Macro 2
45-59					Macro 3
60-74					Macro 4
75-89					Macro 5
90-104					Macro 6
105-119					Macro 7
120-134					Macro 8
135-149					Macro 9
150-164					Macro 10
165-179					Macro 11
180-194					Macro 12
195-209					Macro 13
210-225					Macro 14
226-239					Macro 15
240-255					Macro 16

DMX CHANNEL 10 Parameter: FUNCTIONS (Recall, Create and Store the Custom white)

DMX range Value	Mid point DMX value	Move range (degrees)	Mode	Option	Function	
0-79		Custom White Recall (Enable CH 7 for Custom white Recall)				
80-160		Custom White Create (Enable CH 7 for Custom white Creation)				
161-255		Custom White Store (Store the Custom White created)				

Z1 OUTDOOR - LED UNITS WIRING CONNECTIONS

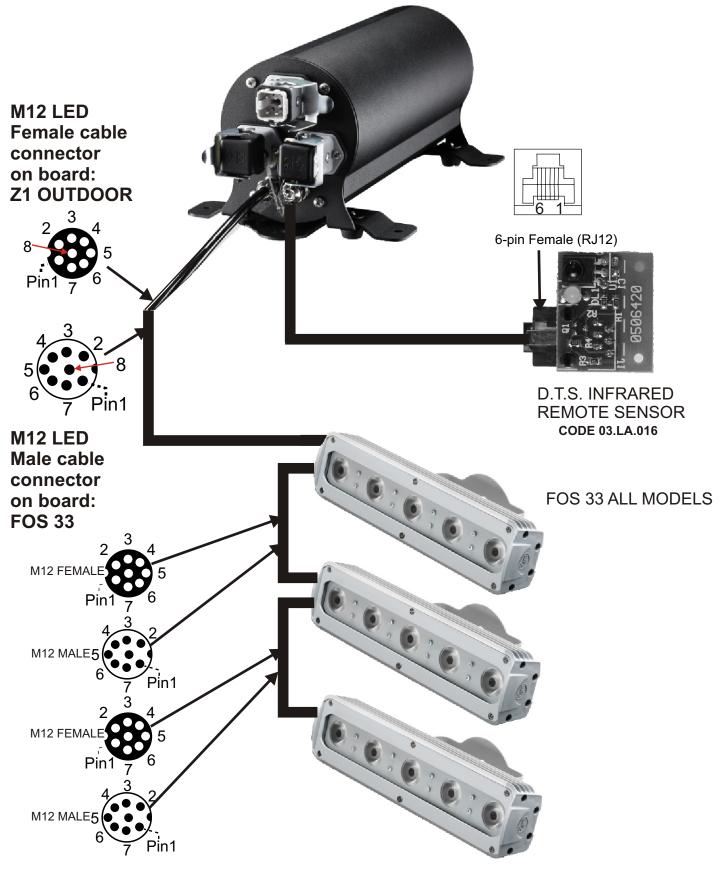


IMPORTANT:

The maximum number of FOS 100 Led projector connectable to the Z1 OUTDOOR Power supply is 1 pcs.

Never connect nor disconnect a new unit when the power supply is turned on.

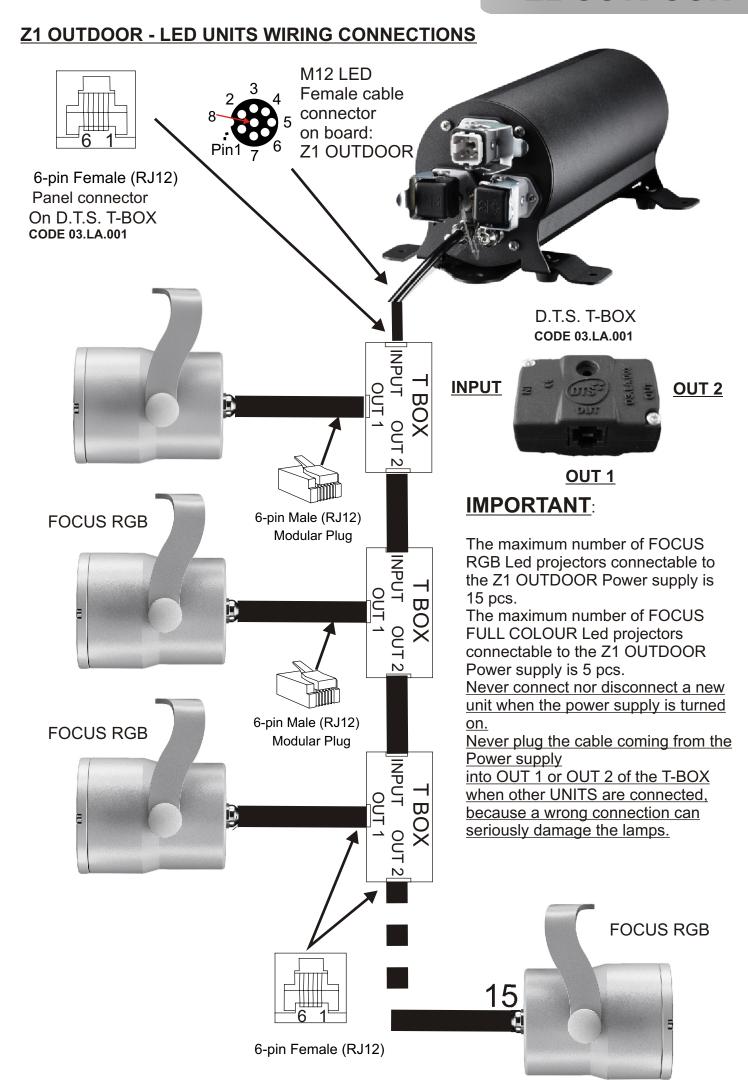
Z1 OUTDOOR - LED UNITS WIRING CONNECTIONS

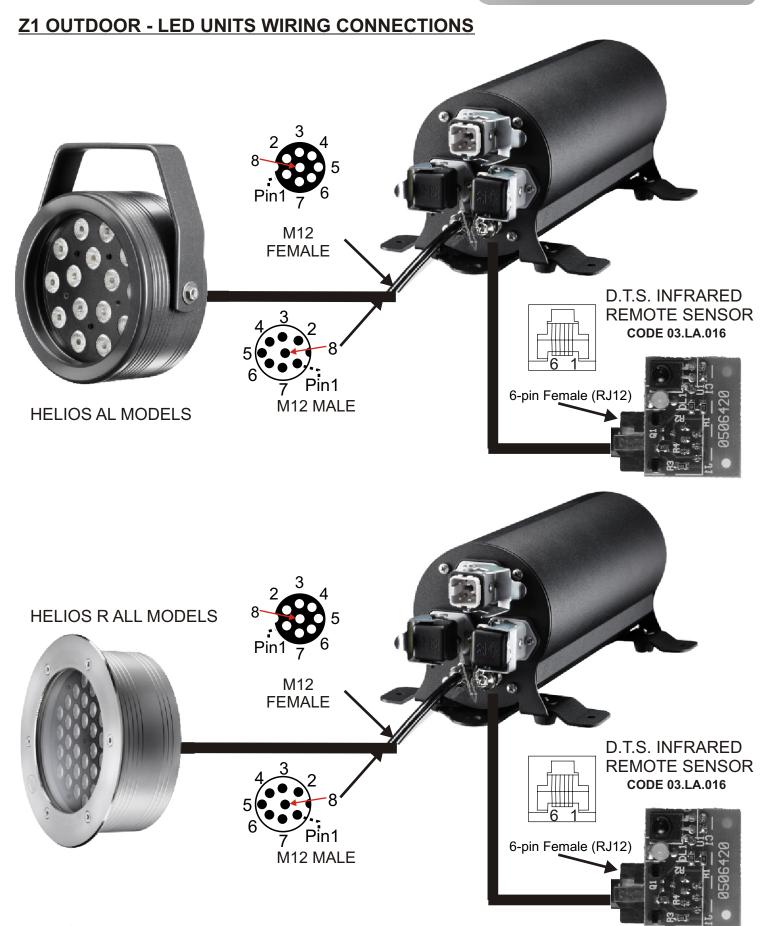


IMPORTANT:

The maximum number of FOS 33 Led projectors connectable to the Z1 OUTDOOR Power supply is 3 pcs.

Never connect nor disconnect a new unit when the power supply is turned on.





IMPORTANT:

The maximum number of HELIOS Led projectors connectable to the Z1 OUTDOOR Power supply is 1 pcs.

Never connect nor disconnect a new unit when the power supply is turned on.

Notes

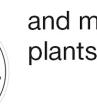
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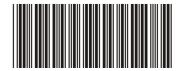


ISO 9001:2000

D.T.S. quality system is certified to the ISO 9001:2000 standard



D.T.S. products are designed and manufactured at the D.T.S. plants in Italy



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