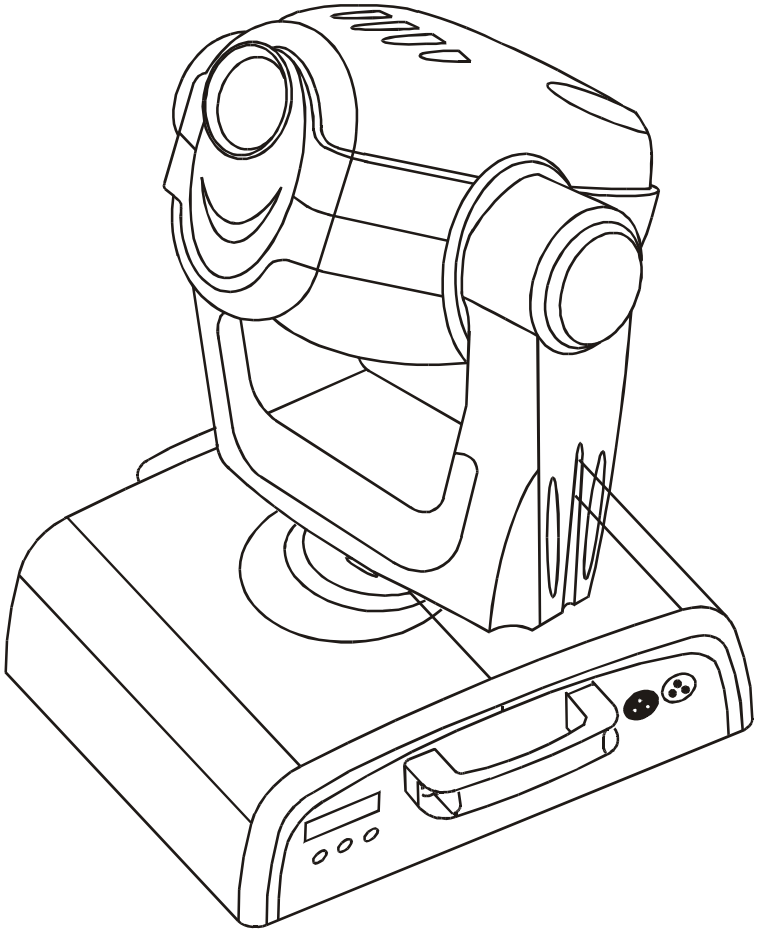
MY 150 USER'S MANUAL

(V1.12)



Elektralite is a division of Group One. 70, Sea Lane, Farmingdale, NY 11735, USA.
Tel: +1 (516)-249-3662. Fax: +1 (516)-249-8870
WWW.MYELEKTRALITE.COM

INTRODUCTION:

Thank you for choosing **Elektralite's MY150** fixture.
Please read the User Manual carefully and keep it in a safe place after reading it.
MY150 is very easy to install and use once you have read the manual. Failure to do so could result in damage to the fixture, which will not be covered under warranty so please take the time to read it.

When you unpack **MY 150** you should find inside the box: the fixture, a 120 volt power cable, a 3 pin DMX signal cable, a safety cable and of course this CD. Please check carefully that there is no damage caused by transportation. Should there be any, consult your dealer immediately and **don't** install it.

Features

- **Pan 360° / Tilt 265°**
- **9 colors plus white & rainbow effect**
- **7 rotating gobos**
- **Strobe : with a frequency of 0~10 flashes per second.**
- **Automatic program**
- **Display : digital address and function setting (also the display can be inverted if fixture is hung upside down).**
- **High speed pan & tilt movements**
- **Local or remote resetting**
- **Lamp switch ON/OFF locally**
- **Auto test for all functions**
- **Value of each DMX-channel can be displayed**
- **Saved Program :** You can edit and save a program internally in the fixture by using either the display panel of the fixture or using an external controller (your **Elektralite CP10xt or CP20xt**). You can save a maximum of 48 scenes. You can then run this saved program by using the "run" feature from the menu on the display panel

SAFETY INSTRUCTIONS

A Word of Caution.

Please remember you will be working with 120 volts and you can suffer electric shock from any exposed lives wires. So please be careful at all times and behave wisely.
Now you're **MY 150** left **Elektralite's** factory in perfect condition. In order to maintain this condition and to ensure a safe operation, it is absolutely essential that the installer and user follow the safety instructions and warning notes written in this user manual. Remember any damage caused by disregarding the manual or not reading it, will not be covered by warranty and **Elektralite** (or any of its dealers) will not accept responsibility for any resulting damage or problems.

If **MY 150** has been exposed to large environmental temperature changes in transit please do not switch it on immediately it is unpacked. There maybe internal condensation. So leave **MY 150** off until it has reached the running temperature of the venue.

Elektralite's MY 150 needs to be grounded. Do **NOT** cut the ground pin or try to use two-core cable to connect it to a 120-volt receptacle. **To be safe and to work properly you must have this fixture grounded.**

A qualified electrician must do any electrical work.

Make sure that the power is only 120 volts. This unit will be damaged if you chose to install it at any other voltage. In an installation it is always best to check the voltage before connecting. And remember never try to

connect your **MY150** live.
Make sure that the power cable is not damaged and never break off the ground pin.

Always disconnect the power, when the device is not in use or before cleaning it. If you don't then you are wasting the lamp life. Merely closing the shutter just stops the light output, it does **NOT TURN OFF THE LAMP**.

Never try to disconnect your **MY150** by pulling out the plug by tugging the cord.

Never touch **MY 150** when powered up. The lamp produces a considerable amount of heat and as a result the housing does get hot. You can be burnt if you touch it.

Never look directly into the lamp source. Sensitive person could suffer an epileptic shock.
Never open **MY 150** and look at the lamp when the lamp is still on or when it is turned off but still hot or even warm. **MY 150** uses a discharge lamp, which is volatile. The lamp can explode at anytime. Use extreme caution and do not expose yourself to it. When replacing the lamp do not touch any glass part of the lamp. Only handle by the silver terminal ends. Do not over tighten when installing a new lamp. Hand tight is more than enough. PLEASE make sure that power to the fixture is **disconnected** and allow the fixture to **cool down** to room temperature before installing a new lamp.

Please keep out of reach of the general public, children and animals.

GENERAL GUIDELINES

MY 150 is a lighting effect for professional use on stages, in clubs, theatres, and so on.
This fixture should only be operated at the voltage, which stated in the technical specifications in the last page of this manual.
MY 150 is designed for indoor use only.
MY 150 is not designed for permanent operation. Consistent operation breaks may ensure that the device will serve you for a long time without defects.
Do not shake **MY 150**.
Do not use physical force when installing or operating **MY 150**.
While choosing the installation position, please make sure that **MY 150** is not exposed to extreme heat, moisture or dust.
The minimum distance from **MY 150** front lens to any illuminated surface must be more than 3 feet.
Please be careful what surface you shine the light onto; light also has heat and this can effect the illuminated surface. **Elektralite** will not be responsible for fading, color distortion or heat distortion caused by the light beam.
When you hang **MY 150** please use an appropriate safety cable. Please make sure that any hanging equipment, like threaded rod or C clamp is appropriate for the job. Remember, with a moving yoke fixture, that the momentum of moving this large mass will cause extra “stress” on any mounting materials. When mounting **MY 150** in the air you need to use M10 bolts. The M10 bolts should be **no less** than 25mm long and the thread type should be 1.5mm.
Metric explanation:- If you go to a good hardware store (like Home Depot or Lowes) you will be purchasing bolts that have written on the packaging 10mm x 1.5mm x 25mm. [The last figure of 25mm can be a higher value read on].
10mm is the diameter of the bolt itself. 10mm is roughly 0.4 of an inch. In engineering drawings 10mm is also written or described as M10.
1.5mm is the distance between each thread or turn of the screw. Engineering drawings refer to this as the pitch of the screw. Now in places like Home Depot they stock 10mm bolts with 1.0mm, 1.25mm and 1.5mm pitch. So be careful you buy the right pitch: 1.5mm.
25mm is the **minimum** length of bolt you should use. Bolts are available in 5mm steps. So you can get 25mm, 30mm, 35mm and so on. Choose the bolt that best fits the length you will need to hold the C clamp or whatever clamping device you will be using.
Finally, just FYI 25.4mm is 1 inch.

Only operate **MY 150** after you know its functions. Do not permit operation by persons not qualified.

Please use the original packaging if the device is to be transported. [Beware the majority of shipping companies will not accept any liability for damage if the fixture is not shipped in the manufacturer’s original box and insert packaging material].

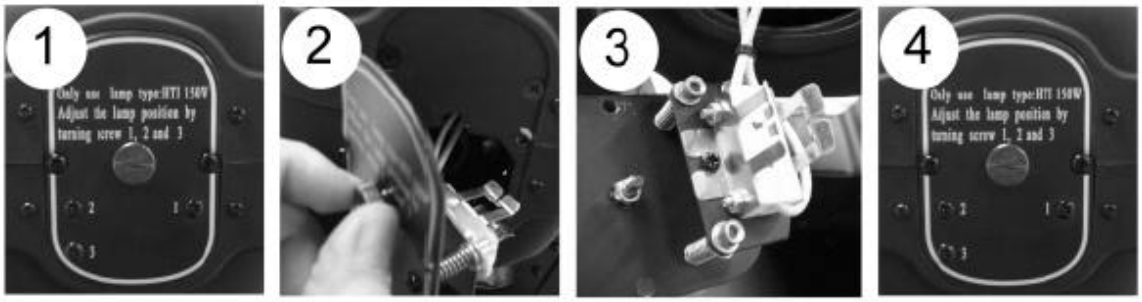
If this fixture is operated in any other way different to that described in this manual, the fixture could be damaged and any warranty would be void.

INSTALLATION INSTRUCTIONS

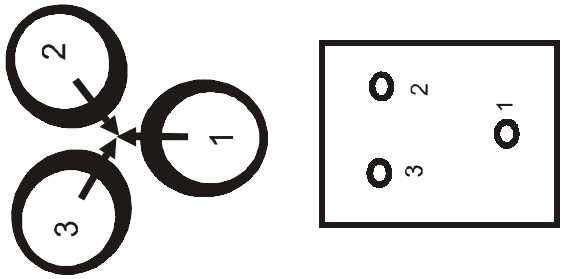
A). Installing or replacing the lamp

1. Install the lamp with the fixture unplugged from the electric source.
   Never try to replace a lamp with the fixture still turned on and still hooked up to the electric.
2. If you are replacing the lamp, before opening the housing to replace it,
   let it cool down to room temperature. The lamp burns at very high
   temperatures and it is a discharge lamp. If the lamp has been running then
   expect anything up to half an hour before the housing is cool enough to
   consider even opening up.
3. When installing a new lamp do not touch any glass part of the lamp.
   Always use a clean cloth to handle lamps. The sweat from your fingers will cause the lamp to
   burn incorrectly and will shorten lamp life. If you do touch the glass, then check in the lamp box
   for a special wipe to clean the lamp.
4. Only install HTI 150 GY 9.5 lamps. Any other lamp is not acceptable.

Procedure :



1) Unscrew the 2 screws on the back of the housing that hold the lamp housing plate in position.
2) Gently pull the plate out using the knob in the middle of the plate.
3) Carefully insert the lamp into the socket. The socket is polarized so there is only one way to insert the lamp. Gently slide the lamp into the socket making sure the spring clips secure the lamp socket correctly. Then insert the plate back into the fixture and fasten the 2 screws back in place.
4) On the plate there are 3 small screws marked 1, 2 and 3. These are used to adjust the lamp. You can adjust the 3 screws to fine-tune the position of the lamp. In this way you can achieve the maximum output from the lamp.



Please remember the lamp is not a hot-restrike type, you must wait for approximately 10 minutes after turning the lamp off before turning it back on again.

Warning:- Never ever operate the lamp when it is not inside the fixture. HTI lamps are volatile and could possibly explode. Only turn on the fixture with the lamp securely inside the fixture and the cover plate screwed on.

B). Mounting MY 150

Method 1: Installation Using a C Clamp.

The installation must always be secured with a backup safety attachment: namely an appropriate sized safety cable. Don't clamp the safety to the C clamp. That defeats the reason for a safety cable….namely a SEPARATE backup to the primary hanging mechanism.

Never stand directly below the device when mounting, removing or servicing the **MY 150**.

Please make sure **MY 150** has been installed correctly both from a mechanical and electrical aspect before powering up and operating for the first time. Spending a few extra minutes double-checking everything, is better than rushing to turn the fixture on.

Care should be taken to mount **MY 150**. Make sure that **MY 150** is mounted in such a way that no one can touch it directly. For example, when hanging **MY 150** make sure it is high enough up not to hit anyone's head or run into any obstruction in its movement. Always keep **MY 150** away from any inflammable material. Mounting **MY 150** is a job that requires qualified personnel with experience. If the personnel doing the installation lack these qualifications do not use them to do the installation.

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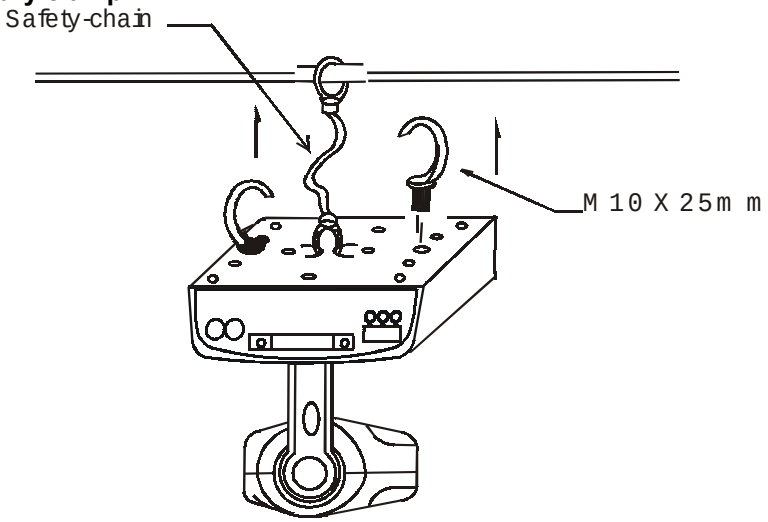
Installation via ordinary clamp



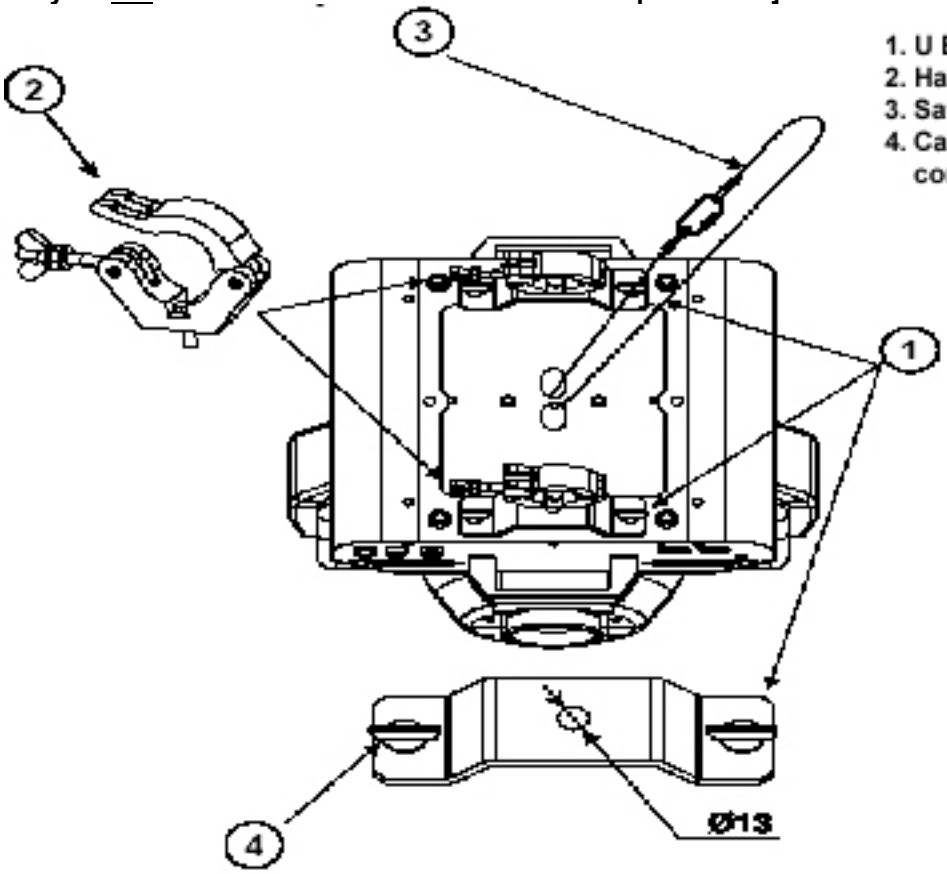
Using M10 (10mm) bolts screw the C clamps onto the base of **MY150** make sure that the bolts are firmly tightened but take care not to over tighten. Fit a suitable safety chain to **MY 150** center hole and attach to the truss or whatever **MY 150** is attached to.

Metric explanation:- If you go to a good hardware store (like Home Depot or Lowes) you will be purchasing bolts that have written on the packaging 10mm x 1.5mm x 25mm. [The last figure of 25mm can be a higher value read on].
10mm is the diameter of the bolt itself. 10mm is roughly 0.4 of an inch. In engineering drawings 10mm is also written or described as M10.
1.5mm is the distance between each thread or turn of the screw. Engineering drawings refer to this as the pitch of the screw. Now in places like Home Depot they stock 10mm bolts with 1.0mm, 1.25mm and 1.5mm pitch. So be careful you buy the right pitch: 1.5mm. If you try to force a bolt with the wrong thread into the hole then the threads in the holes will be ruined and render these mounting points useless as a load bearing point. Then you'll have to replace the base of the fixture.
25mm is the **minimum** length of bolt you should use. Bolts are available in 5mm steps. So you can get 25mm, 30mm, 35mm and so on. Choose the bolt that best fits the length you will need to hold the C clamp or whatever clamping device you will be using.

Finally, just FYI 25.4mm is 1 inch.

Method 2 : Installation using U Bracket Claps with half Cheeseboros/couplers.

[The U brackets and the appropriate base for the mounting these brackets are an after sales accessory. They do not come as standard when the fixture is purchased].



U brackets can be used as an alternative installation method. They can have either half cheeseboros or C clamps fitted to them.

Fit the half cheeseboros or C clamps to the U brackets. Then fit the U brackets to the **MY150** using the camlocs.

Finally, fit a safety chain to **MY 150**. Don't clamp the safety to the half cheeseboros or C clamp. That defeats the reason for a safety cable….namely a SEPARATE backup to the primary hanging mechanism.

DMX-512 control connection.

Connect the 3 pin XLR cable to the DMX controller and then to the first **MY150** in the daisy chain. Doing this way round avoids the pain of rewiring, if you get the wrong end of the cable back at the controller.

Continue wiring from one **MY 150** to another in a daisy chain manner. Never try to Y split cables. Never try to "star wire" a DMX cable run. It will not work.

If additional cable needs to be made up then two-core cable with a screen needs to be purchased. For wiring please see the diagram below.

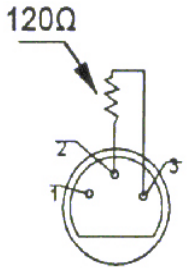
DMX -output
XLR mounting-sockat

1:Ground
2:Signal(-)
3:Signal(+)

DMX -input
XLR mounting-sockat

1:Ground
2:Signal(-)
3:Signal(+)

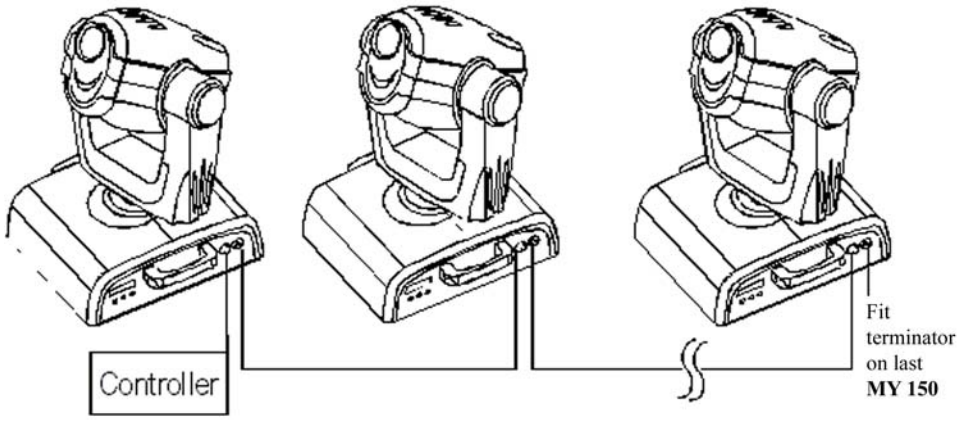
DMX has a maximum running distance of 330 feet. When long distances are involved then there is a tendency for electrical noise to be evident. In which case a DMX terminator will be required. The terminator helps prevent corruption of the DMX signal. To make a DMX terminator simply solder a 120 ohm resistor across pins 2 and 3 of an XLR male connector. Then place that connector at the very end of the DMX cable run. In other words at the last **MY 150**.



It maybe the case that you will need to connect a 5 pin XLR to the 3 pin XLR. In a normal DMX wiring configuration, the 5 pin is soldered identically to the 3 pin. So in the 5 pin

1: Ground
2: Signal (-)
3: Signal (+)

Pins 4 and 5 are not used. Be very sure you read the pin numbering on the connector when you solder up the connector. Do not just wire up the three pins to the left or right because the male and female connector has the pins on different “sides” of the connector! Read the pin numbers.



Projector DMX start address selection

In order for the controller like **Elektralite's CP10xt** to control each **MY150** it has to know where it is in the daisy chain of DMX. To do this all **MY150**s have to be set to a start address. To understand the concept of a starter address we also have to understand the concept of channels and the features those channels have.
MY 150 uses 8 channels of DMX. Those channels control the features of **MY 150**. They are as follows:-

CHANNEL 1 : select one of the 10 colors, color cycle or rainbow effect
CHANNEL 2 : select one of the 8 gobo's + open or gobo cycle+ gobo shake
CHANNEL 3 : select gobo rotation speed and direction
CHANNEL 4 : Strobe (0 to 10 flashes a second).
CHANNEL 5 : pan movement (max. 360°)
CHANNEL 6 : tilt movement (max. 265°)
CHANNEL 7 : speed pan/tilt movement, blackout selection
CHANNEL 8 : auto program control + lamp on, motor reset, lamp switch off

So if we start with the first **MY 150** its first channel is 1. So we refer to it as having a starter address of 1.
The second **MY 150** will then have its first channel or starter address at channel 9.
The third **MY 150** will then have its first channel or starter address at channel 17, and so on. Now if you want two **MY150s** to be always the same in color, movement and so on then you can set both of them to the same address. In this way you can create groups of fixtures having the same effects happen at the same time. There is no restriction on how many **MY150s** you have on the same starter address

If you just bought a MY 150 and it came with an Elektralite CP10xt, the starter addresses in the CP10xt have already been set. All you have to do is set the starter addresses on MY150s.

If you have another controller, then you will have to set it's starter addresses for each **MY 150** before you will be able to control any **MY 150**

Tips & Tricks

1. If you change the address on **MY150** it may appear not to have accepted that address. Turn **MY 150** off wait until the lamp cools down (remember it is not a hot re-strike lamp) and then turn it back on again.
2. When you turn on **MY 150**, if it is receiving data, the display will show "A.001" or "A.009" or whatever the address is for **MY 150**. If there is still no data getting to **MY 150**, then run a cable directly from the controller to the fixture.

The Display Panel.

The display panel on **MY 150** offers many features. For example you can,

1. The starter address can be set. 2. The lamp maybe switched on or off.
3. The fixture maybe reset. 4. The fixture can run a preprogrammed show.

The Main Menu is accessed by pressing the ENTER button until the display starts flashing which will be about 3 seconds. You can scroll through the menu using the UP button. Then use the ENTER button again to select the menu you want. Confirm every selection by pressing the ENTER button. You can change the selection by using the UP button and you can exit a sub-menu by pressing the EXIT button.
The features of the display panel are listed as follows:-

Default settings shaded.

	Main menu	Sub menu	Extension	Display	Function
0	MODE	ADDR	VALU	A001~A511 (AXXX)	DMX address setting
			SLAV	ON/OFF (SLAV)	Slave setting
			EBOC	OFF	No functions
		RUN	AUTO	ALON (AU-A)	Automatic Program Run in Stand Alone
				MAST (AU-M)	Automatic Program Run as Master
			SOUN	ALON (SO-A)	Sound-controlled Program Run in Stand Alone
				MAST (SO-M)	Sound-controlled Program Run as Master
		DISP	VALU	D–00 ~ D-30 (DXXX)	Display the DMX 512 value of each channel
			RDIS	ON/OFF	Reverse display
			CLDI	ON/OFF	Shut off LED display
1	LAMP	OPEN	ON/OFF		Lamp on/off
		ONLI	ON/OFF		Lamp on/off via controller
		DELA	D–00 ~ D-59,D-15		Delay lamp on
2	SET	RPAN	ON/OFF		Pan Reverse
		RTIL	ON/OFF		Tilt Reverse
		16BI	ON/OFF		Switch 16 bit/8 bit
		REST	ON/OFF		Reset
		LODA	ON/OFF		Restore factory settings
		VER	V-1.0~V-9.9		Software version
3	ADJU	LADJ	ON/OFF		Lamp adjustment
		TEST	T–01 ~ T–30		Test function of each channel
4	TIME	MATI	0000~9999 (hours)		Fixture running time
		LATI	0000~9999 (hours)		Lamp running time
		CLMT	ON/OFF		Clear fixture time
		CLLT	ON/OFF		Clear lamp time
5	EDIT	STEP	S–01 ~ S–48		Steps of Program Run
		SC01 ~ SC48	C–01 ~ C–30	**01XX (00~FFH)** **30XX (00~FFH)**	Edit the channels of each scene
			TIME (sec.)	**T – – X (1~9)**	Time for each scene
			CNIN	**ON/OFF**	Edit program via controller

Main functions

MODE - JAMP - SET - ADJU - TIME - EDIT

MODE **- Main menu 0**

MODE - ADDR
RUN
DISP

1. Press **[ENTER]** for 3 seconds to enter the main menu **"MODE"** (display flashing)
2. Press **[ENTER]** and select **"ADDR"**, **"RUN"** or **"DISP"** by pressing **[UP]** button.
3. Press **[ENTER]** for selecting the desired sub menu.

ADDR **- DMX address setting, Slave setting**

MODE - ADDR - VALU - A001-A511
SLAV - ON/OFF
EBOC - ON/OFF

VALU **- DMX address setting**

This function, adjusts the desired DMX-address via the display panel.

1. Select **"VALU"** by pressing **[UP]** button.
2. Press **[ENTER]**, adjust the DMX address by pressing **[UP]** or **[DN]**.
3. Press **[ENTER]** to confirm.
4. Press **[EXIT/DN]** to return to main menu.

SLAV **- Slave setting**

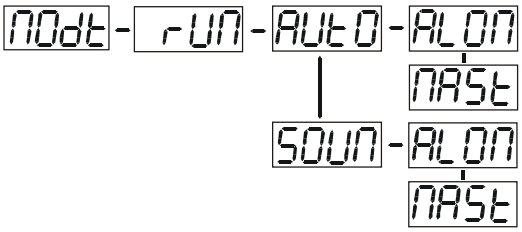
This function, defines **MY 150** as slave.

1. Select **"SLAV"** by pressing **[UP]** button.
2. Press **[ENTER]**, the display shows **"ON"** or **"OFF"**.
3. Press **[UP]** to select **"ON"** if you wish to enable this function or **"OFF"** if you don't.
4. Press **[ENTER]** to confirm.
5. Press **[EXIT/DN]** to return to the main menu.

EBOC **- No function**

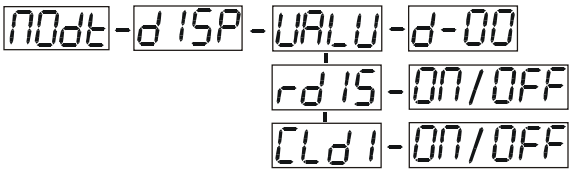
RUN **- Program Run, Master setting**

With the **"RUN"** function, you can run the internal program. You can set the number of steps under Step. You can edit the individual scenes under Edit. You can run the individual scenes either automatically (AUTO), i.e. with the adjusted Step-Time or sound-controlled (SOUN). The selection "ALON" is Stand Alone-mode and "MAST" sets **MY 150** as master.



1. Select **"AUTO"** or **"SOUN"** by pressing **[UP]**.
2. Press **[ENTER]** for selecting the desired extension menu.
3. Select **"ALON"** or **"MAST"** by pressing **[UP]**.
4. Press **[ENTER]** to confirm.
5. Press **[EXIT/DN]** to return to the main menu.

- Display the DMX-value, Reverse display, Shut off LED display



- Display the DMX 512 value of each channel

This function displays the DMX 512 value of each channel.

1. Select **"VALU"** by pressing **[UP]**.
2. Press **[ENTER]** to confirm; the display shows**"D-00"**. In this setting, the DMX-adjustment of every channel will be displayed.
3. Press **[UP]** in order to select the desired channel. If you select **"D-14"** the display will only show the DMX-value of the 14th channel.
4. Press **[ENTER]** to confirm.
5. The display shows **"D- XX"**, "X" stands for the DMX-value of the selected channel.
6. Press **[ENTER]** or **[EXIT/DN]** to exit.

- Reverse display

This function you can rotate the display by 180° .

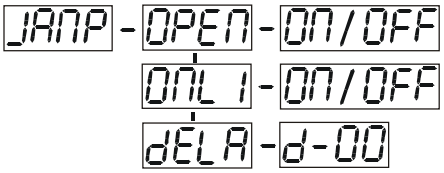
1. Select **"rDIS"** by pressing **[UP]**.
2. Press **[ENTER]**, the display shows **"ON"** or **"OFF"**.
3. Press **[UP]** to select **"ON"** to enable this function or **"OFF"** if you don't; the display will rotate by 180° .
4. Press **[ENTER]** or **[EXIT/DN]** to exit.

- Shut off LED display

This function you can shut off the LED display after 2 minutes.

1. Select **"CLDI"** by pressing **[UP]**.
2. Press **[ENTER]**, the display shows **"ON"** or **"OFF"**.
3. Press **[UP]** to select **"ON"** to enable this function or **"OFF"** if you don't.
4. Press **[ENTER]** or **[EXIT/DN]** to exit.

LAMP **- Main menu 1**



1. Press **[ENTER]** for 3 seconds to enter the main menu (display flashing).
2. Press **[UP]** to select **"LAMP"**.

OPEN **- Lamp on/off**

This function switches the lamp on or off via the display panel.

1. Select **"OPEN"** by pressing **[UP]** button.
2. Press **[ENTER]**, the display shows **"ON"** or **"OFF"**.
3. Press **[UP]** to select **"ON"** to switch on the lamp or **"OFF"** if you wish to switch off the lamp.
4. Press **[ENTER]** to confirm.
5. Press **[EXIT/DN]** to return to the main menu.

ONLI **- Lamp on/off via external controller**

This function switches the lamp on or off via an external controller.

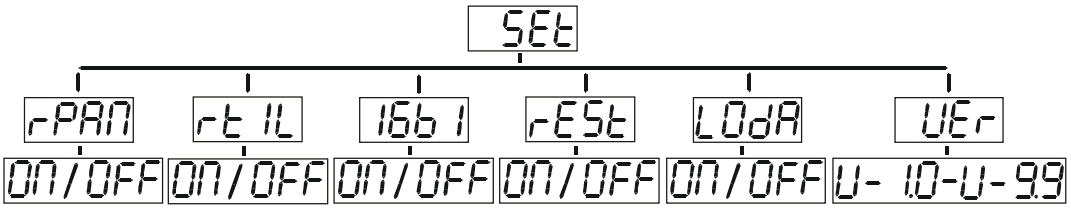
1. Select **"ONLI"** by pressing **[UP]** button.
2. Press **[ENTER]**, the display shows **"ON"** or **"OFF"**.
3. Press **[UP]** to select **"ON"** to enable this function or **"OFF"** if you don't.
4. Press **[ENTER]** to confirm.
5. Press **[EXIT/DN]** to return to the main menu.

dELA **- Delay lamp on**

This function delays the lamp ignition.

1. Select **"DELA"** by pressing **[UP]** button.
2. Press **[ENTER]** to confirm; the display shows **"D-00"**. **"D-00"** will strike the lamp immediately.
3. Press **[UP]** to select the desired delay between **"00"** and **"59"** minutes. If you select **"D-03"** the lamp will strike after 3 minutes.
4. Press **[ENTER]** to confirm.
5. Press **[EXIT/DN]** to return to the main menu.

SEt **- Main menu 2**



1. Press **[ENTER]** for 3 seconds to enter the main menu (display flashing).
2. Press **[UP]** to select **"SET"**.

rPAN **- Pan Reverse**

This function reverses the Pan movement.

1. Select **"rPAN"** by pressing **[UP]** button.
2. Press **[ENTER]**, the display shows **"ON"** or **"OFF"**.
3. Press **[UP]** to select **"ON"** to enable this function or **"OFF"** if you don't.
4. Press **[ENTER]** or**[EXIT/DN]** to exit.

rtIL **- Tilt Reverse**

This function reverses the Tilt movement.

1. Select **"rTIL"** by pressing **[UP]** button.
2. Press **[ENTER]**, the display shows **"ON"** or **"OFF"**.
3. Press **[UP]** to select **"ON"** to enable this function or **"OFF"** if you don't.
5. Press **[ENTER]** or **[EXIT/DN]** to exit.

16b1 **- Switch 16 bit/8 bit (Fine movement control).**

This function switches the device from 16 bit to 8 bit resolution.

1. Select **"16BI"** by pressing **[UP]** button.
2. Press **[ENTER]**, the display shows **"ON"** or **"OFF"**.
3. Press **[UP]** to select **"ON"** to set 16 bit, or **"OFF"** to set 8 bit. The channels PAN Fine and TILT Fine will be disabled.
4. Press **[ENTER]** or **[EXIT/DN]** to exit.

rESt **- Reset**

This function resets the device via the display panel.

1. Select **"rEST"** by pressing **[UP]** button.
2. Press **[ENTER]**, the display shows **"ON"** or **"OFF"**.
3. Press **[UP]** to select **"ON"** to enable this function or **"OFF"** if you don't.
4. Press **[ENTER]** or **[EXIT/DN]** to exit.

LOdA **- Restore factory settings**

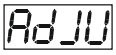
This function restores the factory settings of **MY 150**. All settings will be set back to the default values (shaded). Any edited scenes will be lost.

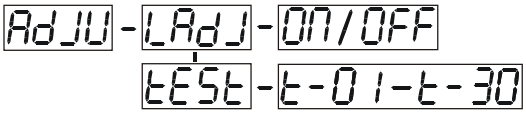
1. Select **"LODA"** by pressing **[UP]** button.
2. Press **[ENTER]**, the display shows **"ON"** or **"OFF"**.
3. Press **[UP]** to select **"ON"** to enable this function or **"OFF"** if you don't.
4. Press **[ENTER]** to confirm.
5. Press **[EXIT/DN]** to return to the main menu.


- Software version

This function displays the software version of the device.

1. Select **“VER”** by pressing **[UP]** button.
2. Press **[ENTER]**, the display shows **“V-X.X”**, “X.X“ stands for the version number, e.g. “V-1.0”, “V-2.6”.
3. Press **[ENTER]** or **[EXIT/DN]** to return to the main menu.


- Main menu 3

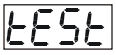


1. Press **[ENTER]** for 3 seconds to enter the main menu (display flashing).
2. Press **[UP]** to select **“ADJU”**.


- Lamp adjustment

This function adjusts the lamp via the display panel. The shutter opens and the lamp can be adjusted. In this mode, the device will not react to any control signal.

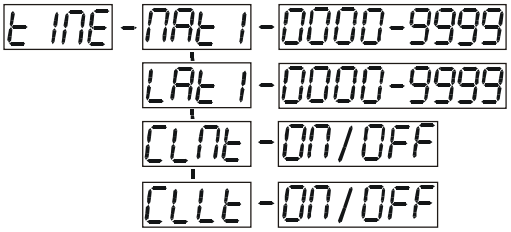
1. Select **“LADJ”** by pressing **[UP]** button.
2. Press **[ENTER]**, the display shows **“ON”** or **“OFF”**.
3. Press **[UP]** to select **“ON”** to enable this function or **“OFF”** if you don’t.
4. Press **[ENTER]** to confirm.
5. Press **[EXIT/DN]** to return to the main menu.


- Test function of each channel

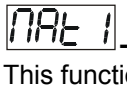
This function tests each channel on its (correct) function.

1. Select **“tESt”** by pressing **[UP]** button.
2. Press **[ENTER]**, the display shows **“T-XX”**, “X” stands for the channel number.
3. The current channel will be tested.
4. Select the desired channel by pressing **[UP]** button.
5. Press **[ENTER]** or **[EXIT/DN]** to exit.


- Main menu 4



1. Press **[ENTER]** for 3 seconds to enter the main menu (display flashing).
2. Press **[UP]** to select **“TIME”**.


- Fixture running time

This function displays the running time of the device.

1. Select **“MATI”** by pressing **[UP]** button.
2. Press **[ENTER]**, the display shows **“XXXX”**, “X“ stands for the number of hours.

3. Press **[ENTER]** or **[EXIT/DN]** to exit.

LAt 1 - Lamp running time

This function displays the running time of the lamp.

1. Select **"LATI"** by pressing **[UP]** button.
2. Press **[ENTER]**, the display shows **"XXXX"**, "X" stands for the number of hours.
3. Press **[ENTER]** or **[EXIT/DN]** to exit.

CLMt - Clear fixture time

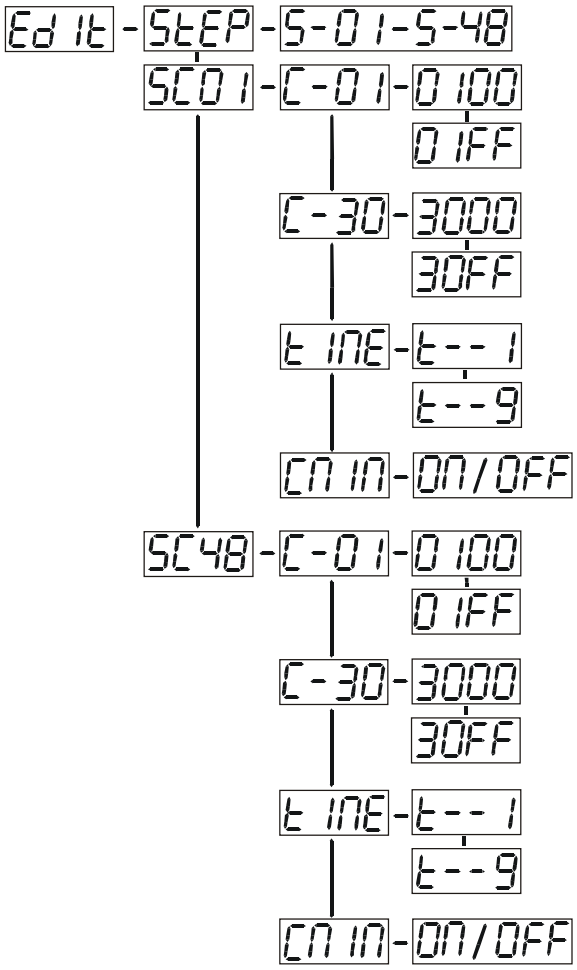
This function clears the running time of the device.

1. Select **"CLMT"** by pressing **[UP]** button.
2. Press **[ENTER]**, the display shows **"ON"** or **"OFF"**.
3. Press **[UP]** to select **"ON"** to enable this function or **"OFF"** if you don't.
4. Press **[ENTER]** to confirm.
5. Press **[EXIT/DN]** to return to the main menu.

CLLt - Clear lamp time

This function clears the running time of the lamp.
Please clear the lamp time every time you replace the lamp.

1. Select **"CLLT"** by pressing **[UP]** button.
2. Press **[ENTER]**, the display shows **"ON"** or **"OFF"**.
3. Press **[UP]** to select **"ON"** to enable this function or **"OFF"** if you don't.
4. Press **[ENTER]** to confirm.
5. Press **[EXIT/DN]** to return to the main menu.



Ed It - Main menu 5

1. Press **[ENTER]** for 3 seconds to enter the main menu (display flashing).
2. Press **[UP]** to select **"EDIT"**.

StEP - Define the number of steps in Run

This function defines the number of steps in the Program Run.

1. Select **"STEP"** by pressing **[UP]** button.
2. Press **[ENTER]**, the display shows **"S-XX"**, "X" stands for the total amount of steps you want to save, so you can call up to 48 scenes in **"RUN"**.
   For example if the "XX" is 05, it means that **"RUN"** will run the first 5 scenes you saved in **"EDIT"**.
3. Press **[ENTER]** to save and exit.

SC01 - Editing the channels of the individual scenes

This function edits the program to be called up in Run.

a) Editing via the Control Board

1. Select **"SC01"** by pressing **[UP]** button.
2. Press **[ENTER]**, the display shows **"SCXX"**, "X" stands for the scene no. to be edited.
3. Change the scene no. by pressing **[UP]**.
4. Press **[ENTER]**, the display shows **"C-X"**, "X" stands

for the channel no. Such as **“C-01”**, it means you are editing channel 1 of the selected scene.

5. Select the channel no. you would like to edit by pressing **[UP]**.
6. Press **[ENTER]** to enter editing for the selected channel, the fixture reacts to your settings. The display shows the DMX value of the edited channel. Such as “ 11XX”, it stands for in the channel 11 of the editing scene, the DMX value is XX , XX is a hexadecimal number value “01-FF”.
7. Adjust the desired DMX value by pressing **[UP]** or **[DN]**.
8. Press **[ENTER]** in order to edit other channels of this scene.
9. Repeat steps 5-9 until you finish setting all the DMX values for all channels of this scene.
10. Once all the channels completed, the display will flash **“tIME”**
11. Press **[ENTER]** to edit the time needed, the display shows “t--X”,“X” stands for the time needed to run the current scene, value “1-9”. For example, “t--2” means you need 2 seconds to run the current scene.
12. Adjust the desired time by pressing **[UP]**.
13. Press **[ENTER]** to save the settings for the scene you are editing, the display will change to the next scene automatically.
14. Repeat step 3-14 to edit and other scenes, you can edit and save a maximum of 48 scenes.
15. Press **[EXIT/DN]** to exit. The number of steps can be defined under **“STEP”** and the scenes can be called up under **“RUN”**

b) Editing via the external controller

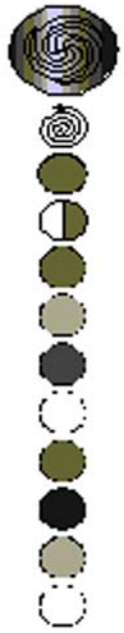
Call up the first scene in your controller now.

1. Select **“SC01”** by pressing **[UP]** button.
2. Press **[ENTER]**, the display shows **“SC01”**.
3. Press **[ENTER]**, the display shows **“C-01”**.
4. Select **"CNIN"** by pressing **[UP]**.
5. Press **[ENTER]**, the display shows **"OFF"**.
6. Press **[UP]**, the display shows **"ON"**.
7. Press **[ENTER]**, the display shows **"SC02"**. You successfully downloaded the first scene.
8. Adjust the Step-time as described above under point 12.
9. Call up the second scene in your controller now.
10. Repeat steps 5-11 until all desired scenes are downloaded.
11. Press **[EXIT/DN]** to exit. The number of steps can be defined under **“STEP”** and the scenes can be called up under **“RUN”**

Channel Configuration:

MY 150 is controlled by 8 DMX channels :

CHANNEL CONFIGURATION FOR MY 150

%	1 COLOR WHEEL	2 GOBOS	3 GOBO ROTATION	4 SHUTTER	5 PAN	6 TILT	7 SPEED	8 PROGRAMS
100% 75% 50% 25% 0%							Normal Blackout by wheels Blackout by moving MAX Min Moving Speed Max Moving Speed	Program 8 Program 7 Program 6 Program 5 Program 4 Program 3 Program 2 Program 1 Reset Lamp Switch Off Lamp Switch On Color in any position Normal

CHANNEL 1 : select one of the 10 colors, color cycle or rainbow effect
CHANNEL 2 : select one of the 8 gobo's + open or gobo cycle+ gobo shake
CHANNEL 3 : select gobo rotation speed and direction
CHANNEL 4 : Strobe (0-10Hz)
CHANNEL 5 : pan movement (max. 360°)
CHANNEL 6 : tilt movement (max. 265°)
CHANNEL 7 : speed pan/tilt movement, blackout selection
CHANNEL 8 : auto program control + lamp on, motor reset, lamp switch off

DMX channel's function and values:(VER 1.1)

Channel 1 - Color Wheel 1

0-19	Open / white
20-39	Light blue
40-59	Pink
60-79	Green
80-99	Yellow
100-119	Purple
120-139	Light Yellow
140-159	Dark Green
160-179	Dark Blue
180-199	Red
200-255	Forwards rainbow effect from slow to fast

Channel 2 - Rotating gobos, cont. rotation

0-13	Open
14-27	Rot. gobo 1
28-41	Rot. gobo 2
42-55	Rot. gobo 3
56-69	Rot. gobo 4
70-83	Rot. gobo 5
84-97	Rot. gobo 6
98-115	Rot. gobo 7
116-135	Rot. gobo 1 shake
136-155	Rot. gobo 2 shake
156-175	Rot. gobo 3 shake
176-195	Rot. gobo 4 shake
196-215	Rot. gobo 5 shake
216-235	Rot. gobo 6 shake
236-255	Rot. gobo 7 shake

Channel 3 - rotating gobo rotation

0-7	No rotation
8-127	forwards gobo rotation from fast to slow
128-135	No rotation
136-255	Backwards gobo rotation from slow to fast

Channel 4 - Shutter, strobe

0-31	Shutter closed
32-63	Dimmer (close to open)
64-95	Strobe effect slow to fast
96-127	No function (shutter open)
128-159	Pulse-effect in sequences
160-191	No function (shutter open)
192-223	Random strobe effect slow to fast
224-255	No function (shutter open)

Channel 5 - PAN movement 8-bit

Channel 6 - TILT movement 8-bit

Channel 7 - Speed pan/tilt movement

0-4	max speed
5-225	max to min speed
226-235	blackout by movement
236-245	blackout by all wheel changing
246-255	no function

Channel 8 – Lamp on/off, reset, internal programs

0-19	color change normal
20-39	color change to any position
40-59	Lamp on
60-79	Lamp switch off
80-99	Motor reset
100-119	Internal program 1
120-139	Internal program 2
140-159	Internal program 3
160-179	Internal program 4
180-199	Internal program 5
200-219	Internal program 6
220-239	Internal program 7
240-255	Internal program 8

CLEANING AND MAINTENANCE

1. All bolts and safety chains must be tightly screwed into position and have no corrosion.
2. Regularly check all mechanic moving parts for wear. They must rotate freely and in no way stick or squeak.
3. Regularly look for wear and tear on the 120 volt input cable and the DMX signal cable.
4. Clean **MY 150** at frequent intervals. Use a moist lint free cloth. Do not use a wet cloth or a cloth with alcohol or solvents added. Clean lens and the reflector when the lamp is off, disconnected from the 120 supply and when it is cool.

TECHNICAL SPECIFICATIONS

Power supply : 120VAC, 60 Hz.
Power consumption : max. 300w
Lamp : HTI 150 GY9.5 socket, Metal Halide
Motors : 6 micro motors
Packing dimensions : 58x39x44cm (23"x 15.5"x 11.5")
Net weight :13.5 Kilos (30 pounds)
*Gross weight:*16 Kilos (35.2 pounds)

[Errors and omissions for all information given in this manual is excepted.
All information is subject to change without prior notice].

Registering your MY150

It is very important that you register your **MY 150** so that you can receive any updates and have your warranty in operation. To register please fill in the warranty form which can be found at
www.myelektralite.com

[Manual Updates. V1.12 = V1.1 + explanation of M10 bolts & insert on 3 to 5 pin DMX XLRs. Pan degrees adjusted. Fonts changed].

Other Elektralite Products include :

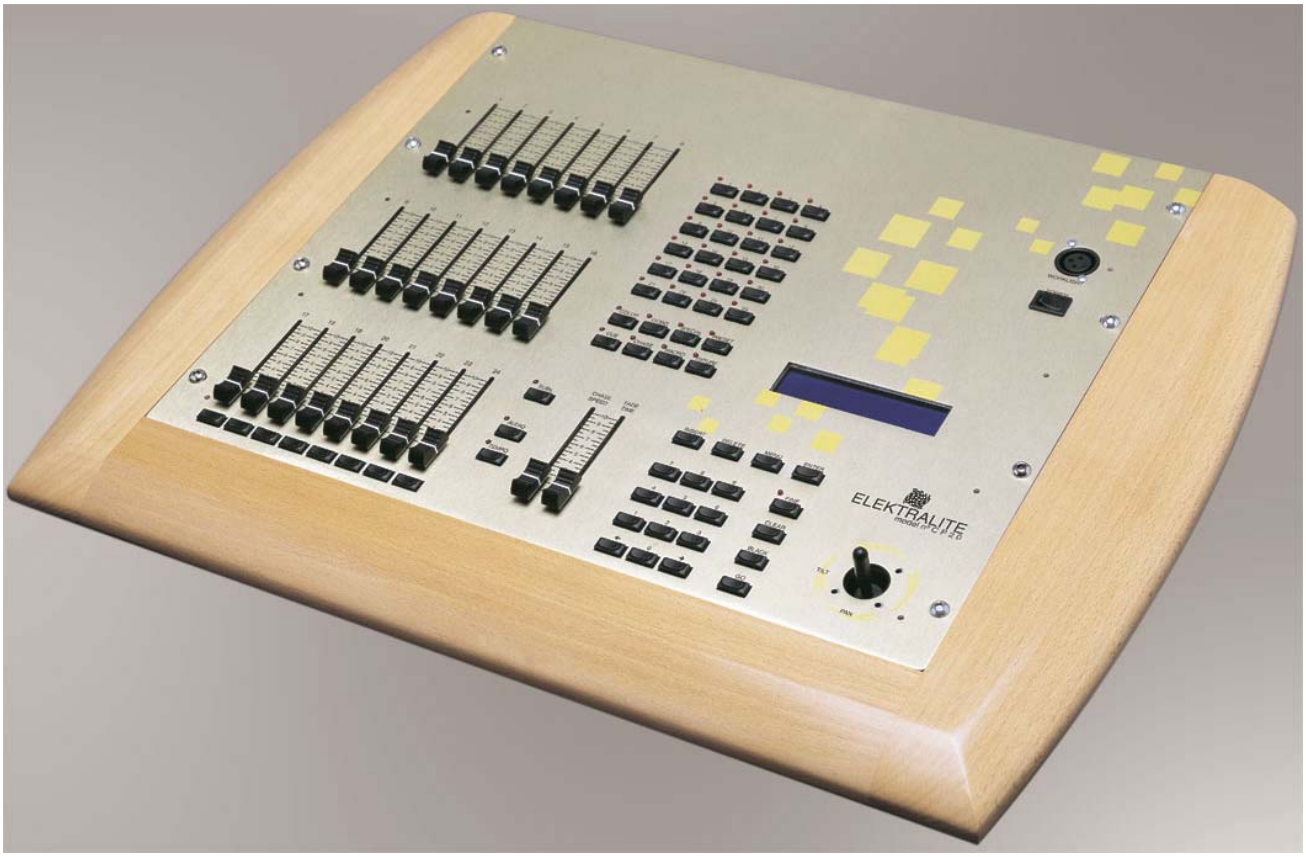
[Also check out our website at www.myelektralite.com]

CP-3 Controller.

CP-10xt Controller.

CP-16 /24 Controller.

CP-20xt Controller.



TurboFog + Fog Machine.