PixelPar 90 User Manual

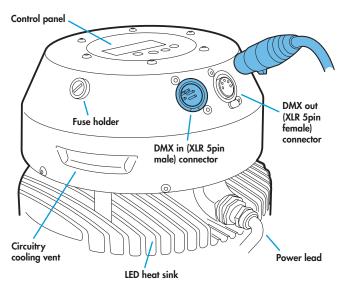


General set up

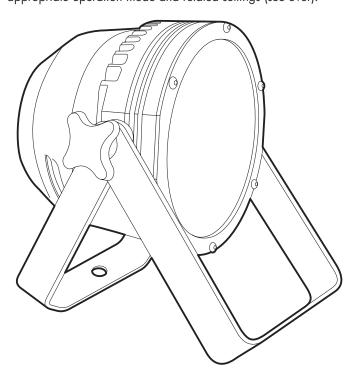
1 Mount the fixture in the required position. The integral yoke can act as a floor stand or hanger.

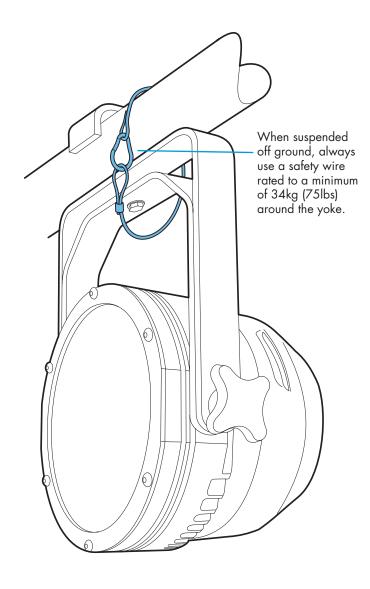
Important

- When suspended off ground, always use a safety wire rated to a minimum of 34kg (75lbs) around the yoke.
- Do not position the fixture close to fog machines. The fog oil
 mist will be drawn in by the cooling fan and will short out
 important components. The warranty will be void for all
 fixtures returned in such a condition.
- Where external control is to be used, connect a DMX lead (XLR 5-pin female) to the input socket at the rear of the fixture.



- **3** Where other fixtures are to be used in a control daisy-chain, connect a DMX lead (XLR 5-pin male) to the output socket at the rear of the fixture.
- **4** Connect power to the fixture.
- 5 Use the control panel to access the internal menu and choose the appropriate operation mode and related settings (see over).





Operation modes

The PixelPar 90 provides a range of operation modes. These are selected using the MadE section of the control menu:

- Allows RGB control via DMX input. Internal chase effects are not available within this mode.
- Legacy mode that makes inefficient use of DMX channels. Use 118"2 in preference.
- Provides control of RGB mixing and selection of the dual internal chase effects via DMX input. Requires 10 DMX channels.
- Provides RGB colour mixing independently of any external control. Use the internal control menu (MAN) section) to select the required colour values.
- Allows the display of the dual internal chase effects, independently of any external control. Use the internal control menu (PRo5 section) to select the required chase effects, speeds and cross fades.
- Superseded by (and operates in a similar manner to)
 MR#2. RGB mixing and chase effects cannot be used at
 the same time. Requires 7 DMX channels.
- Legacy mode that makes inefficient use of DMX channels. Use 118%2 in preference.

PixelPar 90 personalities are available for a variety of controllers. Please see **www.pixelrange.co.uk** for details.

General notes

- Ensure that only one DMX device in the chain is set as master (e.g. the lighting desk). This fixture is usually set to slave mode
- This fixture is shipped with the DMX address set to **II** 1.
- If the fixture is used as a master, DMX transmission will only occur when the DMX address is displayed (e.g. RDD 1, RDD2, etc).
- The four digit display can be set to fade out after 60 seconds, press
 to resume. To alter this mode: PERS > dISP.



Using the control menu

- When not in the menu, the four digit display shows the current DMX address e.g. RDD 1
- Use \(\mathbb{Q}\) and \(\mathbb{C}\) to move between menu options (or to change a value within an option).
- Press to enter an option (or to fix a changed value within an option and return to the previous option level).
 Note: If you do not press to fix a value, operation will revert to the previously set mode at the next power on.
- Press to exit from a menu option (and eventually exit the menu completely).

Chase effects

This section describes each of the 31 internal chase effects that are selectable either via the control menu ($PR_DE > E 1/E2 > EFEE$) or using DMX values sent from an external source. To use the internal effects, set the MadE option either to EF 11 (to control effects via the menu) or MR%2 (to control effects externally via DMX).

DMX value	EFEC value	Chase effect description
0-7	00	Off
8-15	1	Rainbow chase forward
16-23	02	Rainbow chase reverse
24-31	83	10/90 duty cycle strobe white
32-39	ØЧ	10/90 duty cycle strobe white
40-47	85	10/90 duty cycle strobe white
48-55	06	50/50 duty cycle strobe white
56-63	07	50/50 duty cycle strobe red
64-71	80	50/50 duty cycle strobe blue
72-79	89	50/50 duty cycle strobe yellow
80-87	10	50/50 duty cycle strobe green
88-95	11	Pulse strobe white
96-103	12	Pulse strobe blue
104-111	13	Pulse strobe rainbow
112-119	14	Pulse strobe red/green/blue
120-127	⁷ 15	Primary/secondary chase
128-135	15	Rainbow chase
136-143	17	Yellow/blue chase
144-151	18	Rainbow chase
152-159	19	Yellow/blue chase
160-167	⁷ 20	Red/blue chase
168-175	21	Red/green chase
1 <i>76</i> -183	22	Rainbow chase
184-191	23	Purple/white/green chase
192-199	24	Rainbow chase
200-207	⁷ 25	Static orange
208-215	25	Static yellow
216-223	27	Static light blue
224-231	28	Static purple
232-239	29	Static red
240-247	30	Static green

248-255 **31** Static blue

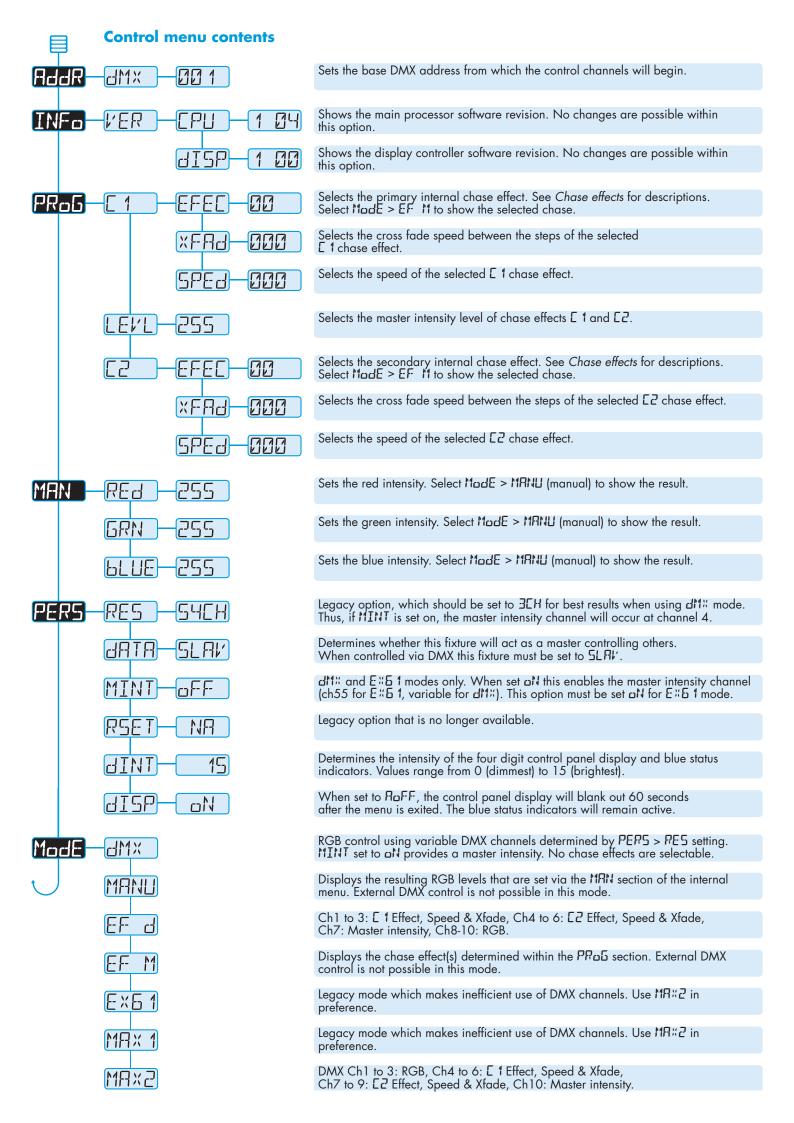
Chase effects and master intensity channel layouts

The table below shows how the chase effects and master intensity controls are mapped to DMX channels for each mode. Mode df1% does not use chase effects. The first channel of the fixture occurs at the DMX address selected using RddR and successive channels for the fixture follow from there. MR% 1, EF d and E% 1 are legacy modes which do not provide the best performance. You are recommended to use MR% 2 for combined RGB colour mixing and chase effect control.

Control [1 Effect	MR	MR#2 Ch4	EF d Ch1	E X 6 1 Ch 5 6
E 1 Speed	Ch56	Ch5	Ch2	Ch57
E 1 Xfade	Ch57	Ch6	Ch3	Ch58
C2 Effect	Ch58	Ch7	Ch4	Ch59
E2 Speed	Ch59	Ch8	Ch5	Ch60
E2 Xfade	Ch60	Ch9	Ch6	Ch61
RGB master intensity	None	None	None	Ch55
Effects master intensity	None	None	None	Ch62
Combined master intensity	Ch61	Ch10	Ch7	None

Note

When using diff mode for colour mixing (no chase effects possible) and the MINT option is enabled, ensure that the PERS > RES option is set to 3EH. This will ensure that the master intensity channel occurs immediately after the red, green and blue control channels, at channel 4.



Troubleshooting

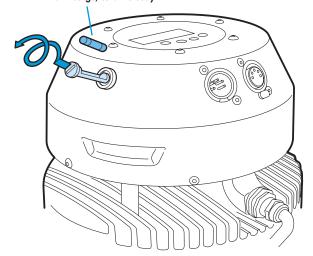
Fixture remains at blackout when illumination expected

- The power indicator should be lit if not, check the input power and fuse (see below).
- If live DMX is connected, the description indicator should be lit - if not, check the DMX cable and the desk output.
- Check that the selected MadE matches the desk personality being used.
- The master intensity channel for the current mode may be set at zero. For E " E 1 and d11" modes, check the setting of PERS > MINT. For E " E 1 mode, MINT must be set a N.
- Ensure that only one DMX device in the chain is set as master.
- Standalone chase effects: Effects programmed using PPa5 > E 1 and E2 but the fixture is not in MadE > EF 11 mode. Check also that PPa5 > LEVL is not set at zero.
- Standalone RGB mixing: Colour values set within MAN section but the fixture is not in MadE > MANU mode.

Fuse access

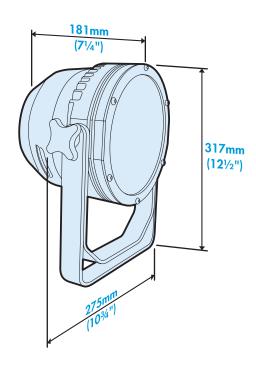
The single fuse is located at the rear of the fixture near to the DMX input connector. Use a small flat blade screw driver to twist the fuse holder anticlockwise until the carrier can be extracted to reveal the fuse.

Fuse type: 20mm 2A (T2AH) anti-surge, ceramic body



Specifications

Dimensions



Weight

Fixture and yoke: 6.8kg (15 lbs)

Power

Input voltage: 100 to 250V AC, 50 to 60Hz autosensing

Connectors: Supplied with cable only: live, neutral & earth

@ 230V/50Hz

Power requirements:

Standby

Maximum (const.) Start up (peak*)

 5 watts
 5 watts

 135 watts
 135 watts

 30 amps
 15 amps

@ 115V/60Hz

Approvals

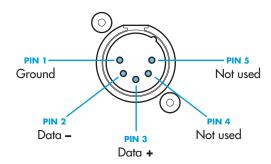


Miscellaneous

Enclosure rating:

Control input:

IP20 (not protected against moisture ingress)
USITT DMX512 (input connector pin out below)



Documentation by **Corporate Text & Design** (www.ctxd.com) Release 1.1e





^{*} The peak value occurs only at first power up and lasts only for a period measured in microseconds.