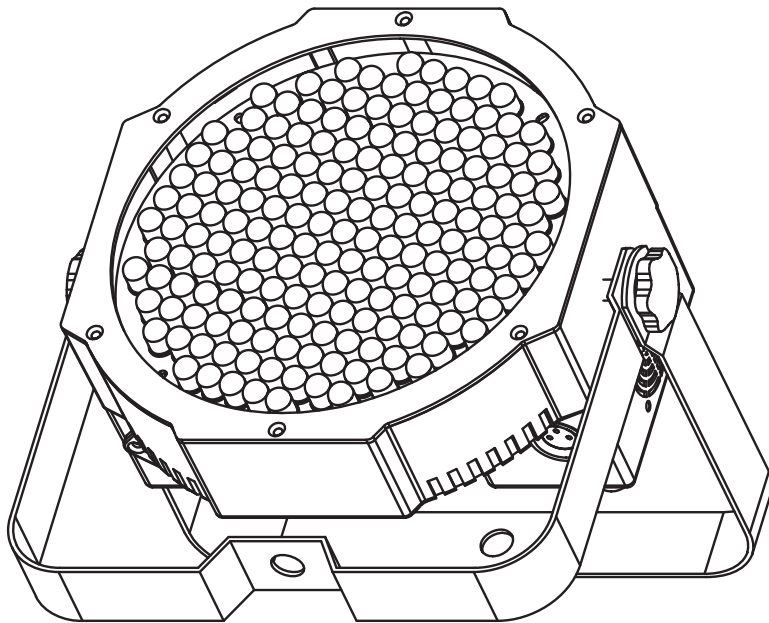




JELLY GO PAR64



User Instructions

Jelly GO Par64

Introduction

Unpacking: Thank you for purchasing the Jelly GO Par64 by American DJ®. Every Jelly GO Par64 has been thoroughly tested and has been shipped in perfect operating condition. Carefully check the shipping carton for damage that may have occurred during shipping. If the carton appears to be damaged, carefully inspect your fixture for any damage and be sure all accessories necessary to operate the unit has arrived intact. In the case damage has been found or parts are missing, please contact our toll free customer support number for further instructions. Do not return this unit to your dealer without first contacting customer support.

Introduction: The Jelly GO Par64 is a rechargeable lithium battery powered, DMX intelligent, LED par fixture. This unit give you the freedom to set up your fixture where ever you wish without the restrictions of power. The built-in battery will keep charge for up to 8 hours (full on) from a full, single charge. This fixture can be used in a stand alone mode or connected in a Master/Slave configuration. This wash has five operating modes: Sound Active mode, Auto mode, RGB mode, Static Color mode, and DMX control mode.

Customer Support: American DJ provides a customer support line, to provide set up help and to answer any question should you encounter problems during your set up or initial operation. You may also visit us on the web at www.AmericanDJ.com for any comments or suggestions. Service Hours are Monday through Friday 8:00 a.m. to 4:30 p.m. Pacific Standard Time.

Voice: (800) 322-6337

Fax: (323) 582-2941

E-mail: support@AmericanDJ.com

Warning! To prevent or reduce the risk of electrical shock or fire, do not expose this unit to rain or moisture.

Caution! There are no user serviceable parts inside this unit. Do not attempt any repairs yourself, doing so will void your manufactures warranty. In the unlikely event your unit may require service please contact American DJ.

PLEASE recycle the shipping carton when ever possible.

Jelly GO Par64

Features

- Rechargeable Lithium Battery
- Multicolors
- Five Operating Modes
- Electronic Dimming 0-100%
- Built in Microphone
- DMX-512 protocol
- 3-Pin DMX Connection
- Seven DMX Modes: 1 Channel Mode, 2 Channel Mode, 3 Channel Mode, 4 Channel Mode, 5 Channel Mode, 6 Channel Mode, and 7 Channel Mode.
- ADJ LED RC compatible (Not Included)
- Power Cord Daisy Chain (See page 24)

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Warranty Registration

The Jelly GO Par64 carries a 3 year limited warranty. Please fill out the enclosed warranty card to validate your purchase. All returned service items whether under warranty or not, must be freight pre-paid and accompany a return authorization (R.A.) number. The R.A. number must be clearly written on the outside of the return package. A brief description of the problem as well as the R.A. number must also be written down on a piece of paper included in the shipping carton. If the unit is under warranty, you must provide a copy of your proof of purchase invoice. You may obtain a R.A. number by contacting our customer support team on our customer support number. All packages returned to the service department not displaying a R.A. number on the outside of the package will be returned to the shipper.

Jelly GO Par64

Installation

The unit should be mounted using a mounting clamp (not provided), affixing it to the mounting bracket that is provided with the unit. Always ensure that the unit is firmly fixed to avoid vibration and slipping while operating. Always ensure that the structure to which you are attaching the unit is secure and is able to support a weight of 10 times the unit's weight. Also, always use a safety cable that can hold 12 times the weight of the unit when installing the fixture. The equipment must be installed by a professional, and it must be installed in a place where it is out of the reach of people's grasp.

Jelly GO Par64

Safety Precautions

- To reduce the risk of electrical shock or fire, do not expose this unit rain or moisture
- Do not spill water or other liquids into or on to your unit.
- Do not attempt to operate this unit if the power cord has been frayed or broken. Do not attempt to remove or break off the ground prong from the electrical cord. This prong is used to reduce the risk of electrical shock and fire in case of an internal short.
- Disconnect from main power before making any type of connection.
- Do not remove the cover under any conditions. There are no user serviceable parts inside.
- Never operate this unit when it's cover is removed.
- Never plug this unit in to a dimmer pack
- Always be sure to mount this unit in an area that will allow proper ventilation. Allow about 6" (15cm) between this device and a wall.
- Do not attempt to operate this unit, if it becomes damaged.
- This unit is intended for indoor use only, use of this product outdoors voids all warranties.
- During long periods of non-use, disconnect the unit's main power.
- Always mount this unit in safe and stable matter.
- Power-supply cords should be routed so that they are not likely to be walked on or pinched by items placed upon or against them, paying particular attention to the point they exit from the unit.
- Cleaning -The fixture should be cleaned only as recommended by the manufacturer. See page 24 for cleaning details.
- Heat -The appliance should be situated away from heat sources such as radiators, heat registers, stoves, or other appliances (including amplifiers) that produce heat.
- The fixture should be serviced by qualified service personnel when:
 - A. The power-supply cord or the plug has been damaged.
 - B. Objects have fallen, or liquid has been spilled into the appliance.
 - C. The appliance has been exposed to rain or water.
 - D. The appliance does not appear to operate normally or exhibits a marked change in performance.

1. Handling of Batteries

1.1 Do Not Short Circuit the Battery

Try to never short circuit the battery. It generates a very high current which could cause the battery to overheat which may result in electrolyte gel leakage, harmful fumes, or explosion. The LIR tabs may easily short-circuit by placing them on conductive surface. A short circuit may lead to heat build up and damage of the battery. An appropriate circuitry with PCM is employed to protect accidental short circuit of the battery pack.

1.2 Mechanical shock

Dropping the unit, impact hit, bending, etc. may cause failure or shortend life of the LIR battery.

3. Other

3.1 Battery connection

1). Direct soldering of wire leads or devices to the battery is strictly prohibited.

2). Lead tabs with pre-soldered wiring shall be spot welded to the batteries. Direct soldering may cause damage of components, such as separator and insulator, by heat build up.

3.2 Prevention of short circuit within a battery pack

There is enough insulation layers between wiring and the batteries to provide extra safety protection. The battery pack is constructed in a way that no short circuit will occur which may cause smoke or fire.

3.3 Do No Disassemble the Batteries

1). Never disassemble the batteries.

Doing this may cause a internal short circuit in the battery, which may lead to harmful fumes, fire, explosion, or other problems.

2). Electrolyte Gel is harmful

Electrolyte Gel should not leak from the LIR battery. Should the electrolyte gel come into contact with the skin or eyes, flush the

area of contact immediately with fresh water and seek medical attention immediately.

3.4 Do Not Expose the Battery to Heat or Fire

Never incinerate or dispose of the batteries in fire. This may cause an explosion, which would be very dangerous.

3.5 Do Not Expose the Battery to water or liquids

Never soak/drop the batteries in liquids such as water, seawater, drinks such as soft drinks, juices, coffee or other.

3.6 Battery Replacement

For battery replacement please contact American DJ customer support (800) 322-6337.

3.7 Do Not use a damaged Battery

The battery could be damaged during shipping, caused by shock. Should the battery be found damaged, including damages to the plastic casing of the battery, deformation of the battery package, smelling of an electrolyte, or leakage of the electrolyte gel, or other, DO NOT use the battery. A battery with a odor of electrolyte or a gel leakage should be placed away from fire to avoid fire or explosion.

4. Battery Storage

When storing the battery, it should be stored at room temperature, with a charge of at least 50%. We recommend that during long periods of storage that the battery be charged every 6 months. Doing this will prolong the life of the battery and will also make sure that the battery charge does not fall below the 30% mark.

5. Other Chemical Reaction

Because batteries utilize a chemical reaction, battery performance will deteriorate over time even if stored for a long period of time without being used. In addition, if the various usage conditions such as charge, discharge, ambient temperature, etc. are not maintained within the specified ranges, the

life expectancy of the battery maybe shortened or the device in which the battery is used may be damaged by electrolyte gel leakage. If the batteries cannot maintain a charge for long periods of time, even when they are charged correctly, this may indicate it is time to change the battery.

Power Supply: The American DJ Jelly GO Par64 contains a automatic voltage switch, which will auto sense the voltage when it is plugged into the power source. With this switch there is no need to worry about the correct power voltage, this unit can be plugged in anywhere.

DMX-512: DMX is short for Digital Multiplex. This is a universal protocol used as a form of communication between intelligent fixtures and controllers. A DMX controller sends DMX data instructions from the controller to the fixture. DMX data is sent as serial data that travels from fixture to fixture via the DATA “IN” and DATA “OUT” XLR terminals located on all DMX fixtures (most controllers only have a DATA “OUT” terminal).

DMX Linking: DMX is a language allowing all makes and models of different manufactures to be linked together and operate from a single controller, as long as all fixtures and the controller are DMX compliant. To ensure proper DMX data transmission, when using several DMX fixtures try to use the shortest cable path possible. The order in which fixtures are connected in a DMX line does not influence the DMX addressing. For example; a fixture assigned a DMX address of 1 may be placed anywhere in a DMX line, at the beginning, at the end, or anywhere in the middle. When a fixture is assigned a DMX address of 1, the DMX controller knows to send DATA assigned to address 1 to that unit, no matter where it is located in the DMX chain.

Data Cable (DMX Cable) Requirements (For DMX Operation):

The Jelly GO Par64 can be controlled via DMX-512 protocol. The Jelly GO Par64 has 7 DMX channel modes, please see page 12-13 for the different modes. The DMX address is set on the back panel of the Jelly GO Par64. Your unit and your DMX controller require a standard 3-pin XLR connector for data input and data output (Figure 1). We recommend Accu-Cable DMX cables. If you are making your own cables, be sure to use standard 110-120 Ohm shielded cable (This cable may be purchased at almost all pro lighting stores). Your cables should be made with a male and female XLR connector on either end of the cable. Also remember that DMX cable must be daisy chained and cannot be split.



Figure 1

Notice: Be sure to follow figures two and three when making your own

cables. Do not use the ground lug on the XLR connector. Do not connect the cable's shield conductor to the ground lug or allow the shield conductor to come in contact with the XLR's outer casing. Grounding the shield could cause a short circuit and erratic behavior.

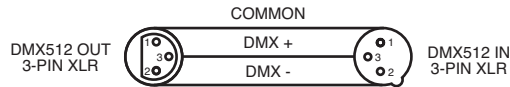


Figure 2

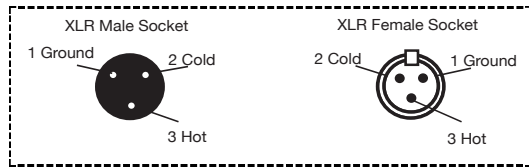


Figure 3

XLR Pin Configuration	
Pin 1 =	Ground
Pin 2 =	Data Compliment (negative)
Pin 3 =	Data True (positive)

Special Note: Line Termination. When longer runs of cable are used, you may need to use a terminator on the last unit to avoid erratic behavior. A terminator is a 110-120 ohm 1/4 watt resistor which is connected between pins 2 and 3 of a male XLR connector (DATA + and DATA -). This unit is inserted in the female XLR connector of the last unit in your daisy chain to terminate the line. Using a cable terminator (ADJ part number Z-DMX/T) will decrease the possibilities of erratic behavior.



Termination reduces signal errors and avoids signal transmission problems and interference. It is always advisable to connect a DMX terminal, (Resistance 120 Ohm 1/4 W) between PIN 2 (DMX-) and PIN 3 (DMX +) of the last fixture.

Figure 4

5-Pin XLR DMX Connectors. Some manufactures use 5-pin DMX-512 data cables for DATA transmission in place of 3-pin. 5-pin DMX fixtures may be implemented in a 3-pin DMX line. When inserting standard 5-pin data cables in to a 3-pin line a cable adaptor must be used, these adaptors are readily available at most electric stores. The chart below details a proper cable conversion.

3-Pin XLR to 5-Pin XLR Conversion		
Conductor	3-Pin XLR Female (Out)	5-Pin XLR Male (In)
Ground/Shield	Pin 1	Pin 1
Data Compliment (- signal)	Pin 2	Pin 2
Data True (+ signal)	Pin 3	Pin 3
Not Used		Do Not Use
Not Used		Do Not Use

Operating Power:

There are two ways to supply power to this unit; battery power or AC power.

- AC Power - To run the unit using AC power, plug the unit into a power source, and put the Load Switch into the ON position. When using AC power make sure the Battery Switch is in the OFF position.
- Battery Power - To run the unit using Battery power, put the Load and Battery Switches in the ON position.

LED Display On/Off:

To set the LED display to turn off after 10 seconds, press the MODE button until “don” is displayed, press the UP button to display “doff”. Now the display will disappear after 10s. Press any button to turn the display on again. Be advised though that the display will turn off automatically after 10 seconds.

To set the display press the MODE button until “dXX” is displayed. Use the UP or DOWN buttons to select either:

- “don” = LED display on at all times.
- “doFF” = LED display shuts off after 10 seconds.

LED Display Inversion:

Follow these instructions to flip the display 180° so that the display can be read upside down.

1. Plug the fixture in and press the MODE button until “dXX” is displayed. “XX” represents either “on” or “oFF”.
2. Press the SET UP button until “Std” is displayed.
3. Press the UP or DOWN buttons to reverse the display 180°.

Operating Modes:

The Jelly GO Par64 has five operating modes:

- Sound-Active mode - The unit will react to sound, chasing through the built in programs.
- Static Color Mode - There are 32 colors to choose from.
- Auto Mode - There are 3 Auto Modes to choose from.
- RGB Mode - Choose one of the three colors to remain static or adjust the intensity of each color to make your desired color.
- DMX control mode - This function will allow you to control each individual fixtures traits with a standard DMX 512 controller such as

as the American DJ® Show Designer™.

Sound Active Mode:

In this mode the Jelly GO Par64 will react to sound, and chase through the different colors.

1. Plug the fixture in and press the MODE button until “SoXX” is displayed. “XX” represents the sound active mode (1-15) currently displayed.
2. The fixture will now change via sound.
3. Press the SET UP button to adjust the sound sensitivity. “SJ-X” should be displayed. Use the UP or DOWN buttons to adjust the sensitivity. “SJ-1” is the lowest sensitivity, “SJ-8” is the highest.

Static Color Mode:

1. Plug the fixture in and press the MODE button until “CLXX” is displayed.
2. There are 32 colors to choose from. Select your desired color by pressing the UP and DOWN buttons. After you have selected your desired color you can activate strobing by pressing the SET UP button to enter the Flash (strobe) mode.
3. “FS.XX” will be displayed, this is Flash mode. The Flash can be adjusted between “FS.00” (flash off) to “FS.15” (fastest flash).

Auto Run Mode:

In this mode the Jelly GO Par64 will run 1 of 16 auto programs. The auto run program can be either a fade program or a simple color change program.

1. Plug the fixture in and press the MODE button until “APXX” is displayed. “XX” represents the program number (1-16) currently displayed.
2. After you have chosen your desired program you need to decide if you would like the program to fade through colors or simply change. Press the SET UP button until either “SP.XX” (color change) or “F-XX” (color fade) is displayed.
3. If you select color change, use the UP and DOWN buttons to adjust the speed between “SP.01” (slowest) and “SP.99” (fastest). Once you have set your desired color change speed, press the SET UP button to move on to “F-XX” (color fade). Use the UP or DOWN buttons to set the color fade speed to “F-00”. This means

the color fade is off, and the fixture will now color change at the speed you have set. To run the fixture in color fade, reverse the instructions. Set your color fade speed and set the color change speed to “SP.01”.

RGB Dimmer Mode:

1. Plug the fixture in and press the MODE button until:
2. When “r.XXX” is displayed you are in Red dimming mode. Press the UP and DOWN buttons to adjust intensity.
3. When “G.XXX” is displayed you are in Green dimming mode. Press the UP and DOWN buttons to adjust intensity.
4. When “b.XXX” is displayed you are in Blue dimming mode. Press the UP and DOWN buttons to adjust intensity.
5. After you have adjusted the RGB colors to make your desired color you can then activate strobing by pressing the SET UP button to enter the Flash (strobe) mode.
6. “FS.XX” will be displayed, this is Flash mode. The Flash can be adjusted between “FS.00” (flash off) to “FS.15” (fastest flash).

DMX Mode:

Operating through a DMX controller gives the user the freedom to create their own programs tailored to their own individual needs. This function also allows you to use your fixtures as spot lights. The Jelly GO Par64 has 7 DMX modes: 1 Channel mode, 2 Channel mode, 3 Channel mode, 4 Channel mode, 5 Channel mode, 6 Channel mode, and a 7 Channel mode. See pages 18-22 for each modes’ DMX traits.

1. This function will allow you to control each individual fixture’s traits with a standard DMX 512 controller.
2. To run your fixture in DMX mode press the MODE button until “A.XXX” is displayed. “XXX” represents the current displayed address. Use the UP or DOWN buttons to select your desired DMX address, then press the SETUP button to select your DMX Channel mode.
3. Use the UP or DOWN buttons to scroll through the DMX Channel modes. The Channel modes are listed below:
To run the 1 Channel Mode, press the MODE button until “Ch.01” is displayed. This is the 1 Channel DMX Mode.
To run the 2 Channel Mode, press the MODE button until “Ch.02” is displayed. This is the 2 Channel DMX Mode.

To run the 3 Channel Mode, press the MODE button until “Ch.03” is displayed. This is the 3 Channel DMX Mode.

To run the 4 Channel Mode, press the MODE button until “Ch.04” is displayed. This is the 4 Channel DMX Mode.

To run the 5 Channel Mode, press the MODE button until “Ch.05” is displayed. This is the 5 Channel DMX Mode.

To run the 6 Channel Mode, press the MODE button until “Ch.06” is displayed. This is the 6 Channel DMX Mode.

To run the 7 Channel Mode, press the MODE button until “Ch.07” is displayed. This is the 7 Channel DMX Mode.

4. Please see pages 18-22 for DMX values and traits.
5. After you have chosen your desired DMX Channel mode plug in the fixture via the XLR connections to any standard DMX controller.

Default Running Mode:

This is a default running mode. When this mode is activated all modes will return to their default settings.

1. Plug the fixture in and press the MODE button until “dXX” is displayed. “XX” represents either “on” or “oFF”.
2. Press the SET UP button until “dEFA” is displayed.
3. Press the UP and DOWN buttons simultaneously. Press the MODE button to exit.

ADJ LED RC:

This function is used to activate and deactivate the ADJ LED RC (Remote Control). When this function is activated you can control the fixture using the ADJ LED RC. Please see the next page for ADJ LED RC controls and functions.

1. Plug the fixture in and press the MODE button until “dXX” is displayed. “XX” represents either “on” or “oFF”.
2. Press the SET UP button until “IrXX” is displayed. “XX” represents either “on” or “oF”.
3. Press the UP or DOWN buttons to either activate the remote function (On) or deactivate it (Off).

Battery Life:

This menu is used to check/display the battery life.

1. Plug the fixture in and press the MODE button until “bXXX” is displayed. “XXX” represents a number between 0-100. The number

that is displayed is the remaining battery life. If “b---” is displayed, it means either the battery is dead or your running the unit on AC power.

Master-Slave Configuration:

This function will allow you to link units together to run in a Master-Slave mode. In Master-Slave operation one unit will act as the controlling unit and the others will react to the controlling units built-in programs. Any unit can act as a Master or as a Slave however, only one unit can be programmed to act as the “Master.”

Master-Slave Connections and Settings:

1. Daisy chain your units via the XLR connector on the rear of the unit. Use standard XLR data cables to link your units together. Remember that the Male XLR connector is the input and the Female XLR connector is the output. The first unit in the chain (master) will use the female XLR connector only. The last unit in the chain will use the male XLR connector only.
2. Connect the first “Slave” unit to the “Master.”
3. Set the “Master” unit to your desired mode of operation. The “Slave” unit will now follow the “Master”.

The **ADJ LED RC** infrared remote (sold separately) has many different functions and gives you complete control of your Jelly GO Par64. To control the your desired fixture you must aim the controller at the front of the fixture and be no more the 30 feet away. To use the ADJ LED RC you must first activate the fixtures infrared receiver, to activate the receiver please see the instructions on page 13.

BLACKOUT - Pressing this button will blackout the fixture.

AUTO RUN - This button activates Auto Run. Use the “+” and “-” buttons to scroll through the 16 auto run programs. You can also use the number buttons 1-16 to input your desired auto run program. The Auto Run programs can be run as color change or color fade programs. Please see the Auto Run section on page 11 for more details.

To control the speed of the Auto Run press the Speed Button and use the “+” & “-” buttons to adjust the running speed.

To control the fade speed of the Auto Run press the Flash Button and use the “+” & “-” buttons to adjust the fade speed. The number buttons can also be used to adjust the fade speed and auto run speed.

SELECT PROGRAM (Static Color Mode) - This button activates static color mode. Use the “+” and “-” buttons to scroll through the 32 static colors. You can also use the number buttons 1-32 to input your desired static color number.

Press the Flash Button to activate strobing and use the “+” & “-” buttons to adjust the strobe speed. You can also use the number buttons 0-15 to input the strobe speed.

FLASH - This button will activate the strobe effect. You can control the flash rate by pressing the “+” and “-” buttons. Press this button again to exit strobe mode. This mode works with Static Color Mode and RGB mode.

SPEED - Press this button and use the “+” & “-” buttons to adjust the speed of the Auto run, Color Fade, & Color Change. This button will also control the sound sensitivity adjustment in Sound Active Mode.

DMX MODE - This button will let you select which DMX mode you want to use. Some fixtures will come with different DMX channel modes. This button will switch between the different modes. Please

see pages 18-22 for DMX modes, values, and traits.

SOUND ACTIVE - This button activates sound active mode. Use the “+” and “-” buttons to scroll through the 15 sound modes. You can also use the number buttons 1-15 to input your desired sound mode number. Press the Speed Button and use the “+” & “-” buttons to adjust the sound sensitivity. You can also use the number buttons 1-8 to input the sensitivity level.

SLAVE - This designates the fixture as a slave fixture in a master/slave configuration.

SET ADDRESS - Press this button to set the DMX address. Press this button first, then press the numbers to set the address.

Example: Set DMX Address 1 Press “S-0-0-1”

Set DMX Address 245 Press “S-2-4-5”

R G B - Press either one of these buttons and the press the “+” or “-” to adjust the brightness. You can also use the number buttons to input your desired intensity.

“+” and “-” - Use these buttons to adjust the flash rate, speed of the Auto Run, Color Change, Color Fade, sound sensitivity, and RGB intensity.

DMX Control:

Operating through an DMX controller gives the user the freedom to create their own programs tailored to their own individual needs. Follow the directions below to set your DMX Mode and address.

1. Before connecting to an DMX controller, your fixture has different DMX channel modes, please select your desired mode by pressing the DMX Mode button, then using the “+” or “-” buttons to scroll through the DMX Channel Modes. Set the mode before you address the fixture. See the bottom of this page for the DMX modes.
2. After you have selected your mode, set the DMX address for the fixture by pressing the “S” button. When the “S” button is pressed the LED’s will flash 2-3 times and all the red LED’s will light. Use the number buttons to press in your desired address. See **“SET ADDRESS”** on this page for examples.

Note: When setting the DMX address each time a number is pressed

Jelly GO Par64**ADJ LED RC Operation**

a LED color will glow, when you have set the DMX address correctly all LED's will flash 2-3 times.

3. Now you may connect the fixture via the XLR connections to any standard DMX controller. Please see pages 18-22 to for a detailed descriptions of the DMX modes, values, and traits.

- *If the Red LED's glow you are in DMX Mode 1: 1 DMX Channel.*
- *If the Green LED's glow you are in DMX Mode 2: 2 DMX Channels.*
- *If the Blue LED's glow you are in DMX Mode 3: 3 DMX Channels.*
- *If the Red & Green LED's glow you are in DMX Mode 4: 4 DMX Channels.*
- *If the Red & Blue LED's glow you are in DMX Mode 5: 5 DMX Channels.*
- *If the Green & Blue LED's glow you are in DMX Mode 6: 6 DMX Channels.*
- *If all of the LED's glow you are in DMX Mode 7: 7 DMX Channels.*

Jelly GO Par64**1 Channel - DMX Values & Functions**

Channel	Value	Function
1	1 - 7	<u>COLOR MACROS</u>
	8 - 15	BASTARD AMBER
	16 - 23	MEDIUM AMBER
	24 - 31	PALE AMBER GOLD
	32 - 39	GALLO GOLD
	40 - 47	GOLDEN AMBER
	48 - 55	LIGHT RED
	56 - 63	MEDIUM RED
	64 - 71	MEDIUM PINK
	72 - 79	BROADWAY PINK
	80 - 87	FOLLIES PINK
	88 - 95	LIGHT LAVENDER
	96 - 103	SPECIAL LAVENDER
	104 - 111	LAVENDER
	112 - 119	INDIGO
	120 - 127	HEMSLEY BLUE
	128 - 135	TIPTON BLUE
	136 - 143	LIGHT STEEL BLUE
	144 - 151	LIGHT SKY BLUE
	152 - 159	SKY BLUE
	160 - 167	BRILLIANT BLUE
	168 - 175	LIGHT GREEN BLUE
	176 - 183	BRIGHT BLUE
	184 - 191	PRIMARY BLUE
	192 - 199	CONGO BLUE
	200 - 207	PALE YELLOW GREEN
	208 - 215	MOSS GREEN
	216 - 223	PRIMARY GREEN
	224 - 231	DOUBLE CTB
	232 - 239	FULL CTB
	240 - 247	HALF CTB
	248 - 255	DARK BLUE
		WHITE

Jelly GO Par64 2 Channel - DMX Values & Functions		
Channel	Value	Function
1	1 - 255	COLOR MACROS (See 1 Channel DMX mode for colors)
2	1 - 255	DIMMER 0% - 100%

Jelly GO Par64 3 Channel - DMX Values & Functions		
Channel	Value	Function
1	1 - 255	RED 0% - 100%
2	1 - 255	GREEN 0% - 100%
3	1 - 255	BLUE 0% - 100%

Jelly GO Par64 4 Channel - DMX Values & Functions		
Channel	Value	Function
1	1 - 255	RED 0% - 100%
2	1 - 255	GREEN 0% - 100%
3	1 - 255	BLUE 0% - 100%
4	1 - 255	MASTER DIMMER 0% - 100%

Jelly GO Par64 5 Channel - DMX Values & Functions		
Channel	Value	Function
1	1 - 255	RED 0% - 100%
2	1 - 255	GREEN 0% - 100%
3	1 - 255	BLUE 0% - 100%
4	1 - 255	MASTER DIMMER 0% - 100%
5	1 - 255	COLOR MACROS (See 1 Channel DMX mode for colors)

Channels 1, 2, and 3 will not work, when Channel 5 is being used.

Jelly GO Par64 6 Channel - DMX Values & Functions		
Channel	Value	Function
1	1 - 255	RED 0% - 100%
2	1 - 255	GREEN 0% - 100%
3	1 - 255	BLUE 0% - 100%
4	1 - 255	COLOR MACROS (See 1 Channel DMX mode for colors)
5	0 - 15 16 - 255	<u>STROBING</u> NOTHING STROBING SLOW - FAST
6	1 - 255	MASTER DIMMER 0% - 100%

Channels 1, 2, and 3 will not work, when Channel 4 is being used.

Jelly GO Par64 7 Channel - DMX Values & Functions		
Channel	Value	Function
1	1 - 255	RED 0% - 100%
2	1 - 255	GREEN 0% - 100%
3	1 - 255	BLUE 0% - 100%
4	1 - 255	COLOR MACROS (See 1 Channel DMX mode for colors)
5	0 - 15 16 - 255	<u>STROBING/PROGRAM SPEED</u> NOTHING STROBING/SPEED CONTROL SLOW - FAST
6	0 - 7 8 - 15 16 - 23 24 - 31 32 - 39 40 - 47 48 - 55 56 - 63 64 - 71 72 - 79 80 - 87 88 - 95 96 - 103 104 - 111 112 - 119 120 - 127 128 - 135 136 - 143 144 - 151 152 - 159 160 - 167	<u>PROGRAMS/SOUND ACTIVITY</u> OFF PROGRAM 1 PROGRAM 2 PROGRAM 3 PROGRAM 4 PROGRAM 5 PROGRAM 6 PROGRAM 7 PROGRAM 8 PROGRAM 9 PROGRAM 10 PROGRAM 11 PROGRAM 12 PROGRAM 13 PROGRAM 14 PROGRAM 15 PROGRAM 16 SOUND MODE 1 SOUND MODE 2 SOUND MODE 3 SOUND MODE 4

Jelly GO Par64 7 Channel - DMX Values & Functions		
Channel	Value	Function
6	168 - 175 176 - 183 184 - 191 192 - 199 200 - 207 208 - 215 216 - 223 224 - 231 232 - 239 240 - 247 248 - 255	PROGRAMS/SOUND ACTIVITY SOUND MODE 5 SOUND MODE 6 SOUND MODE 7 SOUND MODE 8 SOUND MODE 9 SOUND MODE 10 SOUND MODE 11 SOUND MODE 12 SOUND MODE 13 SOUND MODE 14 SOUND MODE 15
7	1 - 255	MASTER DIMMER 0% - 100%

Channels 1, 2, and 3 will not work, when Channel 4 is being used.

When using Channel 6 values 8-135, Channel 5 will control the speed of the programs.

When using Channel 6 values 136-255, Channel 5 will control the sound sensitivity. Sound sensitivity control will start working after Channel 5 is past the DMX value of 31.

Battery Status:

This function is used to check the life status of the battery. Plug the fixture in and press the MODE button until “bXXX” is displayed. “XXX” represents an number between “000” and “100”. The number that is displayed is the remaining battery life. If “b---” is displayed, it means the battery is dead or you are running the unit on AC power. **Please do not let the battery fully die, this severly shortens the life of the battery.**

Example: If “b050” is displayed, the battery is at half life. If “b025” is displayed, the battery is at 25% life.

NOTE: When the battery is charging or if the battery life is below 30% the digital display will flicker.

Battery Recharge: To recharge the battery, plug the supplied AC cord into the AC input on the side of the unit and plug the other end into a matching power supply. It takes about 6.5 hours to reach full charge.

For a faster recharge, put the Load Switch in the “Off” position and the Battery Switch in the “ON” position.

With this feature you can connect the fixtures to one another using the IEC input and output sockets. The quantity that can be connected is 30 fixtures maximum. After 30 fixtures you will need to use a new power outlet. They must be the same fixtures. DO NOT mix fixtures.

Disconnect the unit from its power source. Remove the power cord from the unit. Once the cord has been removed, you will find that the fuse holder is located inside the power socket. Insert a flat-head screw driver into the power socket and gently pry out the fuse holder. Remove the bad fuse and replace with a new one. The fuse holder also has a holder for a spare fuse.

Listed below are a few common problems the user may encounter, with solutions.

Unit not responding to DMX:

1. Check that the DMX cables are connected properly and are wired correctly (pin 3 is “hot”; on some other DMX devices pin 2 may be ‘hot’). Also, check that all cables are connected to the right connectors; it does matter which way the inputs and outputs are connected.

Unit does not respond to sound:

1. Quiet or high pitched sounds will not activate the unit.
2. Make sure that Sound Active mode is activated.

Due to fog residue, smoke, and dust cleaning the internal and external optical lenses must be carried out periodically to optimize light output.

1. Use normal glass cleaner and a soft cloth to wipe down the outside casing.
2. Clean the external optics with glass cleaner and a soft cloth every 20 days.
3. Always be sure to dry all parts completely before plugging the unit back in.

Cleaning frequency depends on the environment in which the fixture operates (i.e. smoke, fog residue, dust, dew).

MANUFACTURER'S LIMITED WARRANTY

A. American DJ, Inc. hereby warrants, to the original purchaser, American DJ and American Audio products to be free of manufacturing defects in material and workmanship for a prescribed period from the date of purchase (see specific warranty period on reverse). This warranty shall be valid only if the product is purchased within the United States of America, including possessions and territories. It is the owner's responsibility to establish the date and place of purchase by acceptable evidence, at the time service is sought.

B. For warranty service you must obtain a Return Authorization number (RA#) before sending back the product. Contact American DJ, Inc. Service Department at 800-322-6337. Send the product only to the American DJ, Inc. factory. All shipping charges must be pre-paid. If the requested repairs or service (including parts replacement) are within the terms of this warranty, American DJ, Inc. will pay return shipping charges only to a designated point within the United States. If the entire instrument is sent, it must be shipped in its original package. No accessories should be shipped with the product. If any accessories are shipped with the product, American DJ, Inc. shall have no liability whatsoever for loss of or damage to any such accessories, nor for the safe return thereof.

C. This warranty is void if the serial number has been altered or removed; if the product is modified in any manner which American DJ, Inc. concludes, after inspection, affects the reliability of the product; if the product has been repaired or serviced by anyone other than the American DJ, Inc. factory unless prior written authorization was issued to purchaser by American DJ, Inc.; if the product is damaged because not properly maintained as set forth in the instruction manual.

D. This is not a service contract, and this warranty does not include maintenance, cleaning or periodic check-up. During the period specified above, American DJ, Inc. will replace defective parts at its expense with new or refurbished parts, and will absorb all expenses for warranty service and repair labor by reason of defects in material or workmanship. The sole responsibility of American DJ, Inc. under this warranty shall be limited to the repair of the product, or replacement thereof, including parts, at the sole discretion of American DJ. All products covered by this warranty were manufactured after January 1, 1990, and bear identifying marks to that effect.

E. American DJ, Inc. reserves the right to make changes in design and/or improvements upon its products without any obligation to include these changes in any products theretofore manufactured. No warranty, whether expressed or implied, is given or made with respect to any accessory supplied with products described above. Except to the extent prohibited by applicable law, all implied warranties made by American DJ, Inc. in connection with this product, including warranties of merchantability or fitness, are limited in duration to the warranty period set forth above. And no warranties, whether expressed or implied, including warranties of merchantability or fitness, shall apply to this product after said period has expired. The consumer's and/or Dealer's sole remedy shall be such repair or replacement as is expressly provided above; and under no circumstances shall American DJ, Inc. be liable for any loss or damage, direct or consequential, arising out of the use of, or inability to use, this product.

This warranty is the only written warranty applicable to American DJ and American Audio Products and supersedes all prior warranties and written descriptions of warranty terms and conditions heretofore published.

MANUFACTURER'S LIMITED WARRANTY PERIODS:

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- All American Audio V-Plus Series Amplifiers = 3-year (1095 day) Limited Warranty
- American DJ Lighting and American DJ Branded Products = 1-year (365 day) Limited Warranty (Such as: Special Effect Lighting, Intelligent Lighting, UV lighting, Strobes, Fog Machines, Bubble Machines, Mirror Balls, Par Cans, Trussing, Lighting Stands etc. excluding Laser Products, lamps, and Star Tec Series)
- American DJ Laser Products and Star Tec Products = 90-Day Limited Warranty
- American DJ L.E.D. Products = 3-year (1095 day) Limited Warranty (excluding motors, PCB boards, and power supplies, which have a 1-year (365 day Limited Warranty) and batteries which have a 180 day limited warranty).

Model: Jelly GO Par64

Voltage:	100V ~ 240V/50~60Hz
Battery Life:	8 Hours Full On (Full Charge)
LEDs:	176 x 10mm LED's (58 Red, 60 Green, & 58 Blue)
Beam Angle:	30 Degrees
Working Position:	Any safe working position
Power Draw:	22W
Power Cord Daisy Chain:	30 Fixtures Max.
Fuse:	1 Amp
Weight:	5lbs./ 2.2Kgs.
Dimensions:	10.5" (L) x 10.25" (W) x 4.5" (H) 262 x 260 x 110mm
Colors:	RGB Color Mixing
DMX Channels:	7 DMX Modes: 1 Channel Mode, 2 Channel Mode, 3 Channel Mode, 4 Channel Mode, 5 Channel Mode 6 Channel Mode, & 7 Channel Mode
Warranty*:	3 Year (1,095 days) Limited Warranty

*See Warranty page for details

Auto Sensing Voltage: This fixture contains a automatic voltage switch, which will auto sense the voltage when it is plugged into the power source.

Please Note: Specifications and improvements in the design of this unit and this manual are subject to change without any prior written notice.

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