Derby S

LED Effect light

Item ref: 151.601UK

User Manual

> Please read through this manual thoroughly before use, any damage cause by misuse of product will not be covered by warranty.

Thank you for choosing this QTX Derby S LED effect light. Within a lightweight and compact housing design, the Derby S offers a classic derby light effect that covers a wide forward 160° area. It also features 16 ultra-bright white LEDs on the face of the light that add extra dynamic sound-chase and flash effects. This is a great piece of equipment for both permanent installation and mobile gigs.

In the box:
Your DERBY S should arrive with you in a single carton in good condition. The carton should contain
1 x DERBY S main unit with bracket, 1 x UK IEC mains lead, 1 x remote control and 1 x manual.
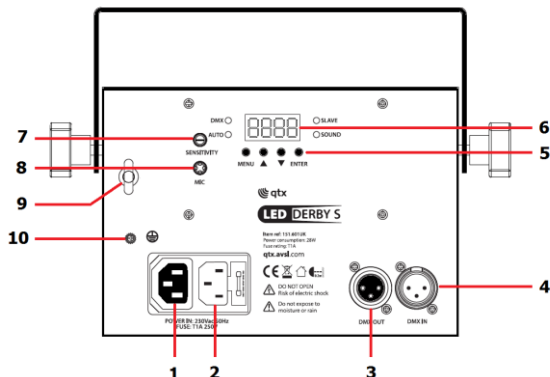
Warning:
To prevent risk of fire or electric shock, do not expose the unit to rain or damp environments. In the event of a spillage, disconnect the mains and allow the unit to dry out naturally. Qualified personnel should then check the unit before continuing use.

> Please do not open cover, contain high voltage. This product is not serviceable or repairable by end user. Please refer to qualified personnel for service and repair.

- Always check the correct supply voltage and the condition of the IEC lead before connecting to a power outlet.
- Always ensure any DMX leads used are in good condition with no shorted connections or damaged plugs.

1. IEC mains out
2. IEC mains in
3. DMX signal out
4. DMX signal in
5. Manual control buttons
6. 7 Segment LCD display
7. Microphone sensitivity adjustment
8. Microphone
9. Eye-bolt for secondary flying point
10. Earth screw DO NOT REMOVE

Manual control menu:
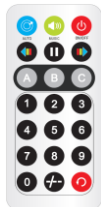
Press the "menu" button to enter the settings menu.
Press "up" and "down" to navigate through various setting options.
Press "enter" to enter the desired setting.
Choose set value by "up" and "down" buttons and confirm setting by pressing "enter".

Menu	Sub menu	Function
AUt	AUtP	Auto derby effect only, SO1-S99 speed adjustment, slow to fast
	AUtF	Auto flash effect only, SO1-S99 speed adjustment, slow to fast
	AUtṁ	Auto derby and flash, SO1-S99 speed adjustment, slow to fast
SoU	SoUP (SP01-SP12)	Sound activated derby effect only (programs 1-12)
	SoUF (SF01-SF10)	Sound activated flash effect only (programs 1-10)
	SoUṁ (Sṁ01-Sṁ03)	Sound activated derby and flash (programs 1-3)
CoL	r000-r255	Manual colour setting, red value 0% to 100% brightness
	9000-9255	Manual colour setting, green value 0% to 100% brightness
	b000-b255	Manual colour setting, blue value 0% to 100% brightness
	U000-U255	Manual colour setting, white value 0% to 100% brightness
	S00-S99	Strobe setting for manual colour setting, slow to fast
Str	St01-St18	18 pre-set strobe light shows
	S00-S99	Strobe light show speed setting, slow to fast
dṁH	1Ch	DMX 1 channel mode, 001-S12 start address setting
	4Ch	DMX 4 channel mode, 001-S12 start address setting
SLA	YES	Slave mode setting
SYS	LEd	Select to toggle 7 segment LCD display on or off after finished setting
	uErS	Software version
	tESt	Unit self-function test
	rESt	Reset to initial factory setting

Remote control:

Button	Function	Description
⏻	On/Off Switch	Press to switch unit on or off
◎	Auto Mode	Press to enter auto mode
🔊	Sound Mode	Press to enter
A	Derby Mode	Press to switch derby effect on and off
B	Flash Mode	Press to switch flash effect on and off
C	Strobe On/Off	Press to enable or disable strobe effect
⏸	Pause	Press to pause the effect
◀ ▶	Derby Colour Setting	Press to cycle through different colour/combination
0 ~ 9	Speed Setting	Speed setting 0=slowest, 9=fastest

Operation:
Derby S can operate in stand-alone, master, slave or DMX modes.

Stand-alone
3 separate stand-alone modes – Auto, Sound-activated and Strobe – accessible from rear panel settings or via remote control.

Master/slave:
More than one Derby S can be linked together via DMX connection for a synchronised light show. Simply set the master unit to Auto, Sound-activated or Strobe mode, and set slave units to slave mode. Daisy chain the DMX signal output from master to all slave units.

DMX mode:
The Derby S can be controlled by DMX signal, simply connect the DMX signal source to the DMX in of the unit via a balanced XLR lead. Extra fixtures can be controlled by the same DMX signal by looping through the DMX out on the Derby S. To enter DMX mode, select d̄H from the menu and choose which channel mode you wish to use (1 or 4 channel mode). Confirm the correct DMX start address, flashing address value indicates the unit has correctly entered DMX mode and awaiting for DMX signal. The DMX address value will remain lit as soon as DMX signal is detected from the DMX connection.

DMX channel value reference:

1 channel mode:

Channel	DMX Value	Function
Channel 1	000-009	Black out
	010-050	Derby and flash auto
	051-090	Derby only auto
	091-130	Flash only auto
	131-170	Derby and flash sound-activated
	171-210	Derby only sound-activated
	211-255	Flash only sound-activated

4 channel mode:

Channel	DMX Value	Function
Channel 1	000-005	Black out
	006-020	Derby red only
	021-035	Derby green only
	036-050	Derby blue only
	051-065	Derby white only
	066-080	Derby red/green only
	081-095	Derby red/blue only
	096-110	Derby red/white only
	111-125	Derby green/blue only
	126-140	Derby green/white only
	141-155	Derby blue/white only
	156-170	Derby red/green/blue only
	171-185	Derby red/green/white only
	186-200	Derby green/blue/white only
	201-215	Full on
	216-230	Auto single colour chase
	231-255	Auto single/multi-colour chase
Channel 2	000-005	Strobe off
	006-255	Strobe speed setting slow to fast
Channel 3	000	Rotation off
	001-127	Rotation position
	128-255	Continuous rotation speed slow to fast
Channel 4	000-009	Flash off
	010-019	Flash chase program 1 (slow to fast)
	020-029	Flash chase program 2 (slow to fast)
	030-039	Flash chase program 3 (slow to fast)
	040-049	Flash chase program 4 (slow to fast)
	050-059	Flash chase program 5 (slow to fast)
	060-069	Flash chase program 6 (slow to fast)

	070-079	Flash chase program 7 (slow to fast)
	080-089	Flash chase program 8 (slow to fast)
	090-099	Flash chase program 9 (slow to fast)
	100-109	Flash chase program 10 (slow to fast)
	110-119	Flash chase program 11 (slow to fast)
	120-129	Flash chase program 12 (slow to fast)
	130-139	Flash chase program 13 (slow to fast)
	140-149	Flash chase program 14 (slow to fast)
	150-159	Flash chase program 15 (slow to fast)
	160-169	Flash chase program 16 (slow to fast)
	170-179	Flash chase program 17 (slow to fast)
	180-255	Flash chase program 18 (slow to fast)

Specifications

Power	110-240Vac, 50/60Hz (IEC)
Power consumption	28W
Fuse rating	T1A
LED type	4 x 3W RGBW LED, 16 x 0.5W white LED
DMX channels	1 or 4 channels
Dimensions	190 x 258 x 182 mm
Weight	2.0kg
LED safety standard	BSEN62471:2008

Troubleshooting

No power (mains)	Check mains voltage is correct and outlet is switched on
	Check IEC lead and fuse (if fuse continually blows, refer to your dealer)
No LED display	Press any control panel button and check LED setting in menu
No light output	Check control panel mode settings (standby, slave, sensitivity, DMX)
	Check DMX settings from controller (dimmer levels, blackout etc.)
No strobe output	Check strobe settings on control panel or from DMX controller
	Check Mic sensitivity is not set to minimum
Unresponsive to DMX	Check that unit is in DMX mode and ensure DMX address remains lit to confirm receiving DMX signal
	Check DMX controller is not set to black out
	Check DMX controller is on correct fixture/page
	Check master dimmer value
	Check correct DMX address is set
	Check DMX connection and leads
Overheating/ cutting out	Ensure adequate ventilation and unit is not too close to a heat source

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This product is classed as Electrical or Electronic equipment and should not be disposed
with other household or commercial waste at the end of its useful life.
The goods must be disposed of according to your local council guidelines.