

Event MH W System

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1. GENERAL INFORMATION

INTRODUCTION: Congratulations, you have just purchased one of the most innovative and reliable lighting fixtures on the market today! The Event MH™ has been designed to perform reliably for years when the guidelines in this booklet are followed. Please read and understand the instructions in this manual carefully and thoroughly before attempting to operate this unit. These instructions contain important information regarding safety during use and maintenance.

UNPACKING: Thank you for purchasing the Event MH™ by Elation Professional®. Every Event MH™ 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 unit for damage and be sure all accessories necessary to operate the unit have arrived intact. In the event damage has been found or parts are missing, please contact our customer support team for further instructions. Package contents included; 1 DMX cable, 1 safety cable, 2 omega clamps, warranty card, and this user manual.

CUSTOMER SUPPORT: Elation Professional® 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.elationlighting.com for any comments or suggestions. For service related issue please contact Elation Professional®. Service Hours are Monday through Friday 9:00 a.m. to 5:00 p.m. Pacific Standard Time. Please do not return this unit to your dealer without first contacting customer support at the number listed below.

Voice: (323) 582-3322

Fax: (323) 832-9142

E-mail: support@elationlighting.com

Forum: www.ElationLighting.com/forum

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 manufacturer's warranty.

Elation Encourages Recycling: Please do not discard the shipping carton in the trash. Please recycle whenever possible.

WARRANTY REGISTRATION: The Event MH™ carries a two year (730 days) 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 and included in the shipping container. If the unit is under warranty, you must provide a copy of your proof of purchase invoice. Items returned without a R.A. number clearly marked on the outside of the package will be refused and returned at customer's expense. You may obtain a R.A. number by contacting customer support at (323) 582-3322.

Never open this fixture while in use!

This device falls under protection-class 1. Therefore it is essential that the device be grounded properly.

Be sure the available voltage matches the voltage requirements of the unit.

Be sure the power cord is never crimped or damaged. If the power cord is damaged, replace it immediately with a new one of similar power rating.

Always disconnect from main power before performing any type of service or any cleaning procedure.

Only handle the power cord by the plug. Never pull out the plug by tugging the wire portion of the cord.

Please be aware that damages caused by manual modifications to the device are not subject to warranty.

2. SAFETY INSTRUCTIONS



The Event MH™ is an extremely sophisticated piece of electronic equipment. To guarantee a smooth operation, it is important to follow the guidelines in this manual. The manufacturer of this device will not accept responsibility for damages resulting from the misuse of this fixture due to the disregard of the information printed in this manual.

1. Always be sure that the fan and the air inlets remain clean and are never blocked. Allow about 6" (15cm) between this fixture and other devices or a wall to allow for proper cooling.
2. Never touch the fixture during normal operation. This can cause severe personal injuries and/or damage to the fixture.
3. Be sure to unplug the EVENT MH W™ from the power outlet before performing any service related issues.
4. Never look directly into the light source. You risk injury to your retina, which may induce blindness.
5. For safe operation, follow the Installation guide described in chapter two of this manual. Operating the EVENT MH W™ without suited safety aids such as safety cables or clamps can increase the risk of damage and/or personal injury.
6. Installation should only be performed by qualified and certified personnel.
7. When mounting this fixture, use only the original rigging parts included with this fixture. Any structural modification will void the original manufactures warranty and may increase the risk of damage and/or personal injury.
8. To reduce the risk of fire or shock, do not expose this fixture to rain or moisture.
9. Do not attempt to operate this fixture if the power cord has become damaged or frayed.
10. Never charge the Battery and run the fixture on battery power at the same time. This will damage the battery pack.
11. Never dispose of the battery pack in fire or incinerate, doing so may lead to

explosion.

12. When running the fixture with line voltage, be sure to disconnect the battery lead.

Important Notice: Damages resulting from the disregard of safety and general user instructions found in this user manual are not subject to any warranty claims.



CAUTION!

Never touch the device during operation!
The housing may heat up



CAUTION!

Never look directly into the light source,
as sensitive persons may suffer an epileptic shock.

3. FEATURES

- Pan 630° or 540° / Tilt 265°
- Low power consumption
- Runs on Battery or Wall Voltage
- Wireless DMX Receiver Built-in
- Minimal heat emission
- Equipped with 36 one-watt LEDs: (12 red, 12 blue, 12 green)
- High quality Luxeon LEDs manufactured by Lumileds, USA
- 100,000 hours **RATED** LEDs
- Step-less, smooth RGB additive color mixing, 16.7 million colors (24bit)
- Preprogrammed colored macros
- Strobe-effect with a maximum flash rate of 18fps (white or color)
- 12 or 10 DMX-channel operation (16 or 8 bit operation)
- Flicker-free operation for television and film
- Brilliant light output
- 3 operation mode: DMX controlled, stand alone or sound activated (via internal microphone)
- Dimmer intensity from 0%~100%
- Control board with 4-digit display and foil-keyboard
- Digital display can be turned 180° to fit different installation position
- RDMX (Remote DMX addressing from any DMX console)
- Auto test for all functions
- Automatic Pan/Tilt Correction
- USITT DMX-512 Complaint
- Value of each DMX-channel can be displayed
- 8 User Assignable Program Presets - Internal Program: Edit and save programs to the incorporated EEPROM through the front control panel or external controller; you can save a maximum of 48 scenes, and run the saved programs by using the “run” menu on the front control panel

4. GENERAL GUIDELINES

This fixture is a professional lighting effect designed for use on stage, in nightclubs, in theatres, etc. Do not attempt operation or installation without a proper knowledge on how to so.

This fixture was designed for indoor use only, use of this product outdoors will void all warranties written or implied.

Although this fixture has not duty cycle, consistent operational breaks will ensure that the fixture will function properly for many years to come.

Do not shake the fixture around. Avoid brute force when installing or operating the device.

When choosing an installation location, please be sure the fixture will not be exposed to extreme heat, moisture, or dust. The minimum distance between the fixture and a wall or flat surface should be at least .5 meter (about 1.5ft).

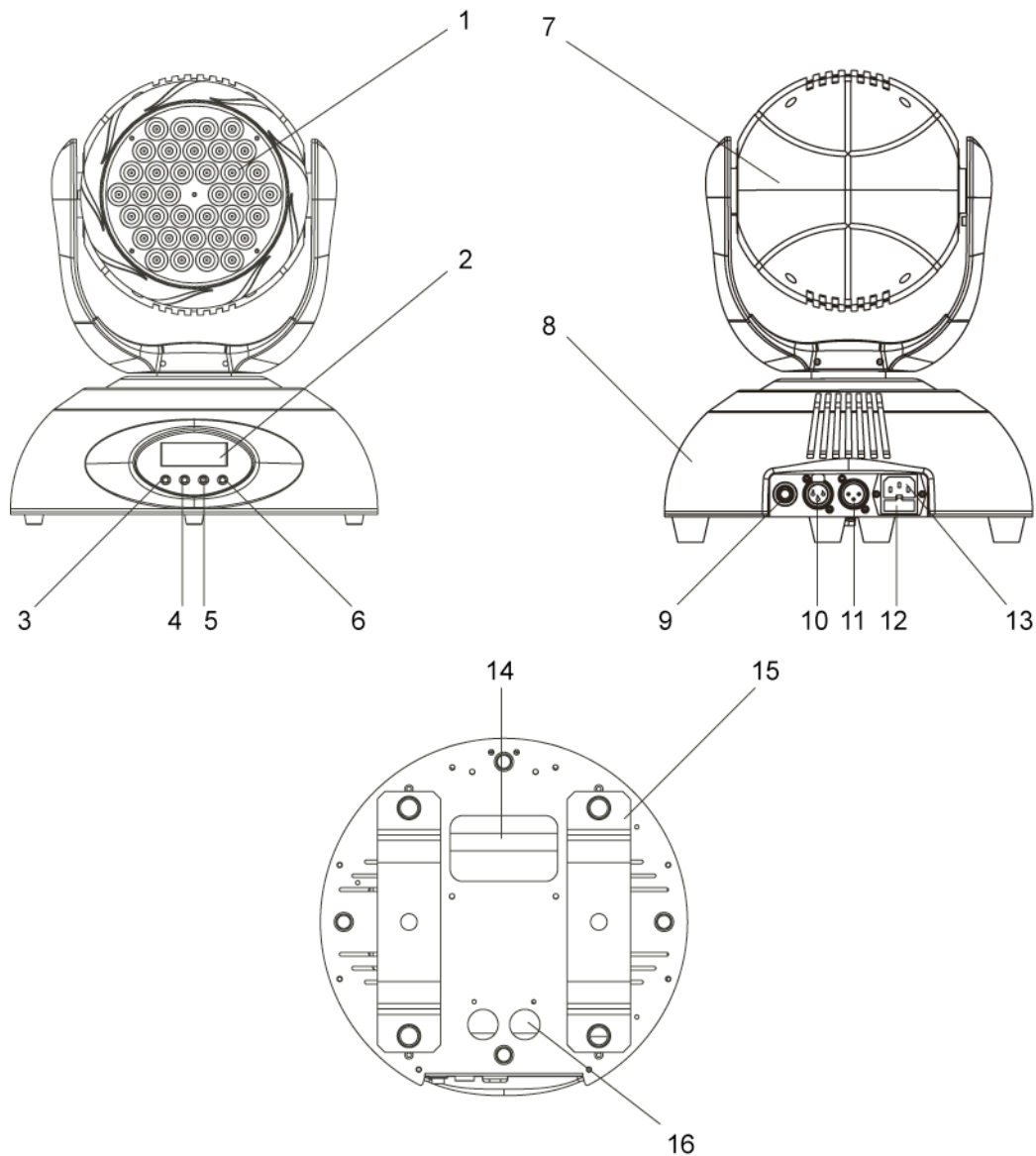
Always install the fixture with an appropriate safety cable. When installing the fixture in a suspended environment always be to use mounting hardware no less than M10 x 25 mm, also be sure the hardware is insert in the pre-arranged mounting holes in the “Omega” clamp (see page 16).

When using the quick release “Omega” cam-lock system, be sure the four quick lock fasteners are locked in the quick lock mounting points properly.

Do not attempt to operate this fixture until you have familiarized yourself with its functions.

Do not permit operation by persons not qualified for operating this type of theatrical fixture; most damages are the result of operations by persons unfamiliar with this type of product.

5. FIXTURE OVERVIEW

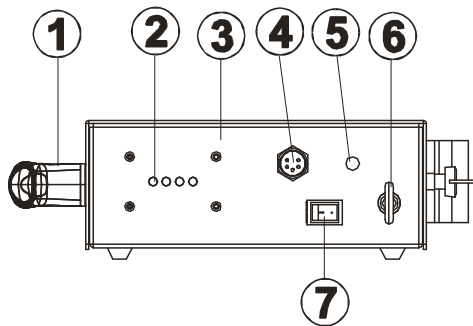


- 1) LED LENS ASSEMBLY – 36 One-watt Lumileds LED's by Luxeon rated at 100,000 hours (12 red, 12 green, 12 blue).
- 2) LED MENU DISPLAY – Four segment LED menu display, details all menu functions.
- 3) MODE/ESC BUTTON – This button is used to access and exit the fixture's on-board

menu system.

- 4) UP BUTTON – This button is used to scroll forward when navigating through the fixture's menu system.
- 5) DOWN BUTTON – This button is used to scroll backwards when navigating through the fixture's menu system.
- 6) ENTER BUTTON – This button is used to select and confirm a menu function.
- 7) HEAD FAN ASSEMBLY – This fan is used to cool the internal temperature of the head assembly.
- 8) BASE ASSEMBLY – The main base holds the majority of the electronics and logic boards. The base also provides a means to securely mount the fixture to the floor or ceiling.
- 9) BATTERY POWER INPUT – This jack is used to supply the fixture with power from the external battery pack. ***NEVER attempt to run the fixture on battery power when the battery pack is plugged into wall power.***
- 10) DMX INPUT JACK – This 3-pin XLR jack sends a DMX signal to another DMX fixture. For best results this jack should be terminated if it is the last fixture in a DMX daisy chain (see DMX termination on page 18).
- 11) DMX OUTPUT JACK – This 3-pin XLR jack is receives an incoming DMX signal from a DMX controller.
- 12) FUSE HOLDER – This housing holds a 2A/250v GMA fuse and is designed to protect the electronics in the event of severer power fluctuations. Never defeat this fuse. In the event of fuse failure, always be sure to replace with an exact match fuse unless other wise specified by an authorized Elation Professional technician.

- 13) **POWER CONNECTION** – This cable provides main power to your fixture. Always be sure to use a properly grounded power cable. If this cable ever becomes frayed or damaged this cable should be replaced immediately by a qualified technician.
- 14) **TRANSPORT HANDLE** – This fixture contains a build-in carrying handle be sure to always transport this fixture by the handle and never by grasping the head or yoke assembly.
- 15) **OMEGA CLAMP** – This system allows a quick and efficient means to secure a clamp to the unit. To attach a clamp to the unit, attach a clamp that is rated to handle the weight of the unit to your omega clamp. After a clamp has been attached to the omega clamp, attach the cam locks to the designated position on the bottom of your unit. Lock the cam locks into position by turning the wing nuts 90°.
- 16) **SAFETY CABLE RIGGING POINT** –The fixture provides a built-in rigging point for a safety cable on the underside of the fixture, be sure to use this point and never secure a safety cable to a carrying handle.



- 1) Carrying Handle
- 2) LED Indicators – Battery charge indicators.
- 3) Battery Housing

- 4) Power Output – Used to supply battery power to the Event MH.
- 5) Power Input – Input power connect to charge the battery.
- 6) Safety Hook – Eyehook is design for use with a safety cable for situation that requires the battery pack to be suspended.
- 7) Power Switch – This switch controls output power flow.

6. MOUNTING AND INSTALLATION

Caution: For added protection mount the fixtures in areas outside of walking paths, seating areas, or areas where the fixture might be reached by unauthorized personnel.

Before mounting the fixture to any surface, make sure that the installation area can hold a minimum point load of 10 times the device's weight.

Fixture installation must always be secured with a secondary safety attachment, such as an appropriate safety cable.

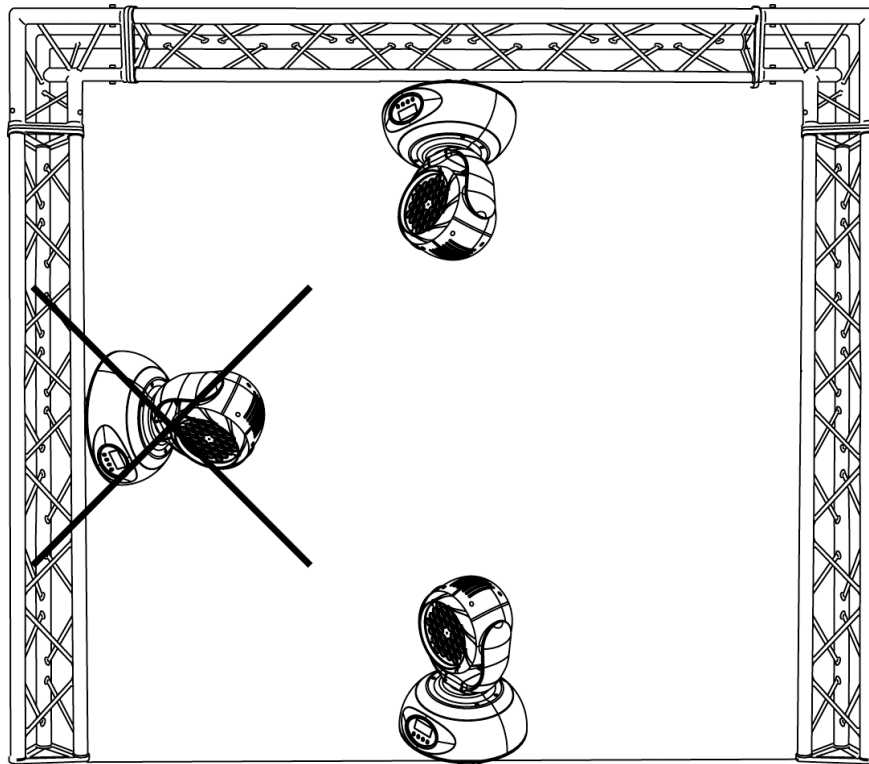
To avoid injury, never stand directly below the device when mounting, removing, or servicing the fixture.



Mounting

The EVENT MH™ is fully operational in two different mounting positions, hanging upside-down from a ceiling, or set on a flat level surface (see illustration on next page). To avoid internal damage to the unit, **never mount the unit on its side in a permanent installation** as illustrated on the next page. This could cause excessive stress on the motors and damage the unit. Be sure this fixture is kept at least 0.5m away from any flammable materials (decoration etc.). Always use and install the supplied safety cable as a safety measure to prevent accidental damage and/or injury in the event the clamp fails.

Be sure to complete all rigging and installation procedures before connecting the main power cord to the appropriate wall outlet.



Mounting points

Overhead mounting requires extensive experience, including amongst others calculating working load limits, a fine knowledge of the installation material being used, and periodic safety inspection of all installation material and the fixture. If you lack these qualifications, do not attempt the installation yourself. Improper installation can result in bodily injury.



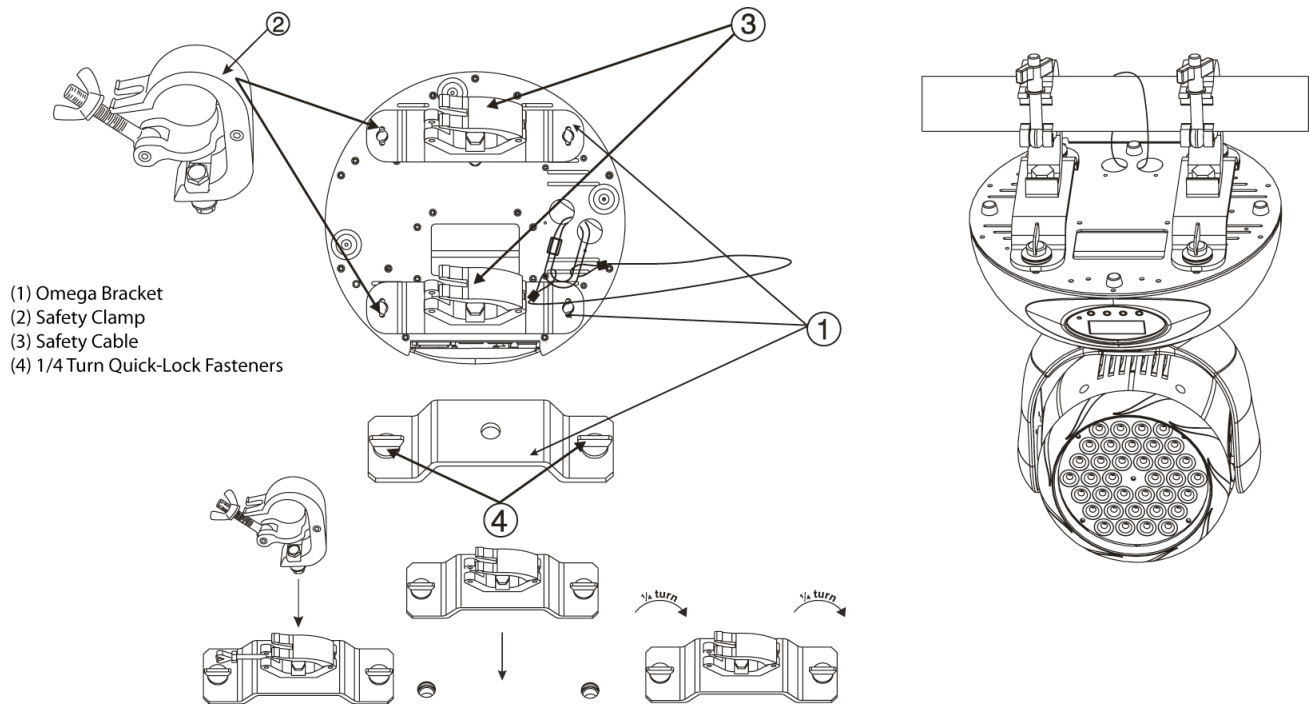
CAUTION!

Be sure all electrical connections are performed by a qualified electrician.

Clamp Mounting

The Event MH™ provides a unique mounting bracket assembly that integrates the hanging yoke as well as the safety cable rigging point in one unit (see the illustration on next page). When mounting this fixture to truss be sure to secure an appropriately rated clamp to the hanging yoke using a M10 screw fitted through the center hole of the hanging yoke. As an

added safety measure be sure to attached at least one properly rated safety cable to the fixture using on of the safety cable rigging point integrated in the bracket assembly



Securing the EVENT MH W™

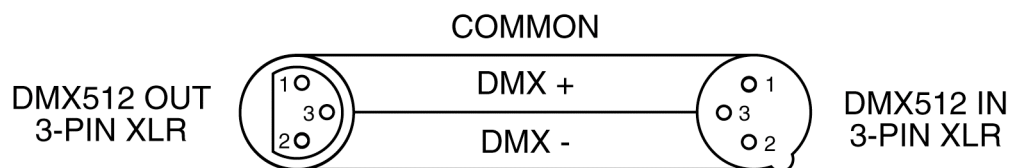
Regardless of the rigging option you choose for your EVENT MH™ always be sure to secure your fixture with a safety cable. The fixture provides a built-in rigging point for a safety cable on the hanging bracket as illustrated above (3). Be sure to only use the designated rigging point for the safety.

7. UNDERSTANDING DMX

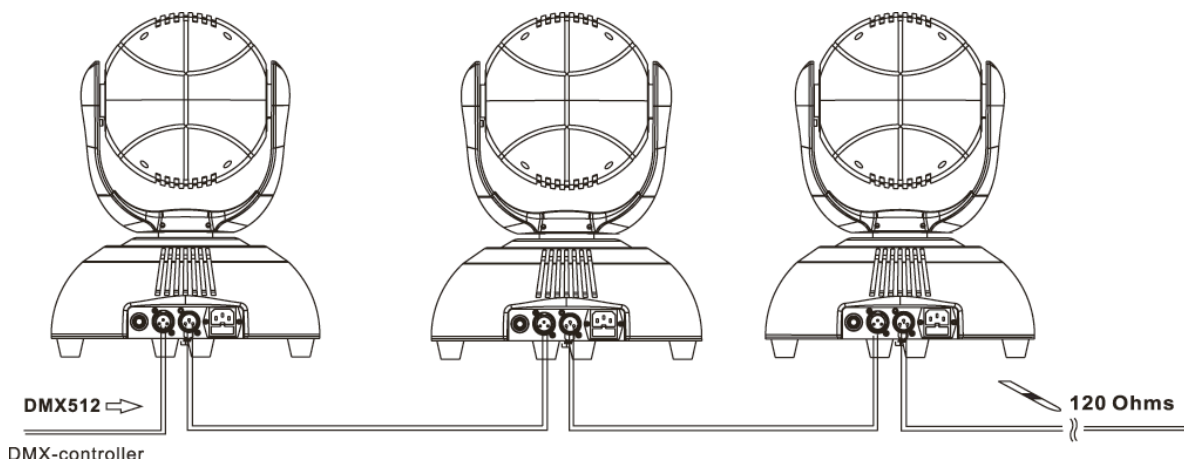
Data Cable (DMX Cable) Requirements (For DMX and Master/Slave Operation):

Your fixture and your DMX controller require a standard 3-pin XLR connector for data input and data output (see figure below). Be sure to only use properly rated DMX cables for DMX operation and not standard audio cables. If you are constructing your own cables be sure to use two conductor shielded digital cable rated at a 120 ohms (this cable can be purchased at almost all professional sound and lighting stores). Your cables should be made with a male and female 3-pin XLR connector on either end of the cable.

Please note; this is not the same as audio microphone cable. Audio cable has a different resistance rating.

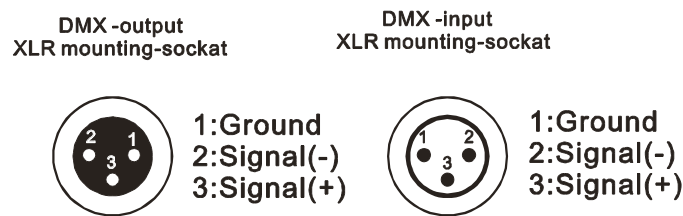


Be sure to follow the above figure when making your own cables. Do not use the ground lug on the XLR connector. Do not connect the cable's shield conductor to the ground lug or allow the shield conductor to come in contact with the XLR's outer casing. Grounding the shield could cause a short circuit and erratic behavior.



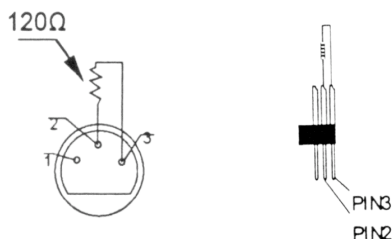
DMX-512 control connection

Connect the provided XLR cable to the female 3-pin XLR output of your controller and the other side to the male 3-pin XLR input of the moving head (Please refer to the diagram on the previous page). You can link multiple DMX fixtures together through DMX cables as illustrated on the previous page. Always be sure to daisy-chain your in and out data connections, never split or “Y” your DMX connections unless you are using an approved DMX splitter such as the Elation Opto Branch 4™ or DMX Branch/4™.



DMX-512 connection with DMX terminator

Although a DMX line may operate normally without one, we always recommend the use of a terminator on the last fixture to avoid erratic behavior. A terminator is a 120 ohm 1/4 watt resistor that is connected between pins 2 and 3 of a male XLR connector (DATA + and DATA -). A DMX Terminator is inserted in the female XLR connector of the last fixture in your DMX chain. Using a cable terminator (Elation part number Z-DMX/T) will decrease the possibilities of erratic behavior. In instances where a DMX splitter is used, you must be sure to terminate all open lines. For example if using an Elation DMX Branch/4™ with four line outputs you must be sure to 4 DMX terminators, one for each output.



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.

5-Pin XLR DMX Connectors. Some manufactures use 5-pin XLR connectors for DATA transmission in place of 3-pin. 5-pin XLR fixtures may be implemented in a 3-pin XLR DMX line. When inserting standard 5-pin XLR connectors in to a 3-pin line a cable adaptor must

be used, these adaptors are readily available at most electric stores. The following chart 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		Pin 4 - Do Not Use
Not Used		Pin 5 - Do Not Use

Fixture DMX addressing;

All fixtures should be given a DMX starting address when using a DMX controller, so the correct fixture responds to the correct control signal. This digital starting address is the channel number from which the fixture starts to “listen” to the digital control information sent out from the DMX controller. The allocation of this starting DMX address is achieved by setting the correct DMX address on the digital display located on the head of the fixture.

You can set the same starting address for all fixtures or a group of fixtures, or set different address for each individual fixture. Be advised that setting all your fixtures to the same DMX address will subsequently control all fixtures in the same fashion, in other words, changing the settings of one channel will affect all the fixtures simultaneously.

If you set each fixture to a different DMX address, each unit will start to “listen” to the channel number you have set, based on the quantity of control channels (DMX channels) of each fixture. That means changing the settings of one channel will only affect the selected fixture.

In the case of the Event MH™, which is a 12 channel fixture(default setting), you should set the starting DMX address of the first unit to 1, the second unit to 13 (12 + 1), the third unit to 25 (12 + 13), and so on.

Note: During start-up the Event MH™ will automatically detect whether a DMX data signal is being received or not. If DMX data signal is being received, the display will show **"A.XXX"** (XXX representing the actual DMX address). If the fixture is not receiving a DMX signal the display will flash **"A.XXX"** (XXX representing the actual DMX address).

If your fixture is connected to a DMX controller and the display is flashing (not receiving a DMX signal), please check the following:

- The 3 PIN XLR plug (cable with DMX signal from controller) is not connected or is not inserted completely into the DMX input jack.
- The DMX controller is switched off or defective.
- The DMX cable or connector is defective.
- A DMX terminator has been inserted into the last fixture in your DMX chain.

8. FIXTURE MENU

On-Board System Menu: The EVENT MH™ comes with an easy to navigate system menu. This next section will detail the functions of each command in the system menu.

LED Control Panel: The control panel located on the top, front of the fixture allows you to access the main menu and make all necessary adjustments to the **Event MH™**. During normal operation, tapping the “**MODE/ESC**” key once will access the fixture’s main menu. Once in the main menu you can navigate through the different functions and access the sub-menus with the **Up** and **Down** buttons. Once you reach a field that requires adjusting, tap the **ENTER** button to activate that field and use the **UP** and **Down** button to adjust the field. Tapping the **Enter** button once more will confirm your setting. Once a setting is saved the LED will briefly readout **PASS** to confirm a new setting has been made and locked into memory. You may exit the main menu at any time without making any adjustments by tapping the **MODE/ESC** button.

MODE/ESC Button - To access the main menu locate the MODE/ESC button on the front of the unit. Press this button to activate the system menu. Tap the UP button until you reach the function you wish to change. When you reach the function you wish to change tap the ENTER button once to select that menu function. When a function is selected the menu will begin to flash, use the UP or DOWN button to change the function. Once your changes are made tap the ENTER button yet again to lock the change in the system menu. To exit without making any changes tap the MODE/ESC button.

Default settings shaded.

0	ADDR	AXXX A001		Indicate the starting DMX address A001 also is the setting for slave
1	TEST	T-01~T-XX		Automatically test the function
2	PLAY	RUN	MSTR/ALON	Runs fixture as “master” or “alone” for auto
		AUDI	MSTR/ALON	Runs fixture as “master” or “alone” for audio

		AUTO	Clos/Hold/Auto/Audi		Runs fixture for no DMX
3	RESE	ALL			Reset all motors and returns fixture to home
		SCAN			Reset only motors for pan/tilt
4	TIME	LIFE	0000~9999		Displays the total fixture running time
		CODE	(Password is 038)		Password for Clear Timer Code is "038"
		CLFE	ON/OFF		Clear fixture time
5	RPAN	ON/OFF			Reverses the pan movements
6	RTLT	ON/OFF			Reverses the tilt movements
7	FINE	ON/OFF			Switch between 16 bit/8 bit
8	DEGR	630/540			Pan degree select
9	MIC	M-XX			Mic sensitivity
10	DISP	VALU	D-XX D-00 (DXXX)		Display the DMX512 value of each channel
		D ON	ON/OFF		Display turn off after 2mins
		FLIP	ON/OFF		This function will reverse the display 180
11	SPEC	RDMX	ON/OFF		Change DMX address via external controller
		SPOT	ON/OFF		Lamp optimization
		DFSE	ON/OFF		Resets all the fixture functions to default
		FEED	ON/OFF		Pan/tilt feedback (error correction) on/off
		SPEE	SP-1/SP-2		Movement Mode Select
		FANS	HIGH/AUTO		Fan's mode select
		WDMX	ON/OFF/REST		WDMX control
		VER	V1.0~V9.9		Software version
		ADJU	CODE	CXXX	Fixture code *code is "C050"
			CH01~CH30	XXXX(-128~127)	Motor Calibration
12	EDIT	STEP	S-01 ~S-48		Set the amount of your program
		SCXX	C-01~C-30	0 1 XX(00~FFH) 3 0 XX(00~FFH)	Edit the channels of each scene
			TIME	XXXX(000.2s~199.8s)	Time for each scene
			CEDT	ON/OFF	Edit program via controller
		REC.	RE.XX		Auto Save
		RUN	ON/OFF		Program test

Main Menu Functions

MODE - SET - ADJUST - LINE - EDIT

MODE - Main menu 0

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

MODE - ADDR
RUN
DISP

ADDR - DMX address setting, Slave setting

MODE - ADDR - VALUE - ADDRESS
SLAVE - ON/OFF
E6DC - ON/OFF

VALUE - DMX address setting

With this function, you can adjust the desired DMX-address via the Control Board.

This function is used to set or adjust the fixture's starting DMX address. Every device controlled by DMX has to have a unique starting address. The addressing feature is what allows DMX to function properly. The DMX address of a fixture is what allows it to communicate with a controller properly. The DMX addressing also allows the fixture to ignore any DMX information coming from the controller that is not meant specifically for the fixture. Because each fixture is connected in a daisy-chain fashion it is imperative to assign a

proper and unique starting DMX address to each and every fixture. The DMX address is non-destructive and will remain in the fixture's memory even when the power to the unit is switched off. Memory is backed-up and retain by an internal power source that should last about five years. For proper DMX addressing see Section 9/Page 34 of this user manual.

SLAV - Slave setting

With this function, you can define the device as slave.

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

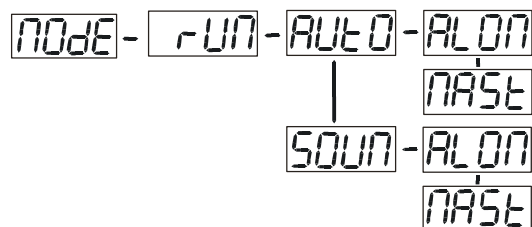
EB00 -DMX address setting via controller

With this function, you can adjust the desired DMX-address via an external controller.

This function can only be activated when the DMX-value of all other channels is set to "0" on the controller. See "Remote DMX Addressing on page 35

run - Program Run, Master setting

With the function "RUN", 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" means Stand Alone-mode and "MAST" that the device is defined as master.



1. Select "AUTO" or "SOUN" by pressing [UP] or [DOWN] button.
2. Press [ENTER] for selecting the desired extension menu.
3. Select "ALON" or "MAST" by pressing [UP] or [DOWN] button.
4. Press [ENTER] to confirm or Press [MODE/ESC] to return to the main menu.

d15P - Display the DMX-value, Reverse display, Shut off LED display

node - d15P - VALU - d-00
 rd15 - ON/OFF
 CLd1 - ON/OFF

VALU - Display the DMX 512 value of each channel

With this function you can display the DMX 512 value of each channel.

1. Select "VALU" by pressing [UP] or [DOWN] button.
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] or [DOWN] button in order to select the desired channel. If you select "D-12" the display will only show the DMX-value of the 12th channel.
4. Press [ENTER] to confirm or Press [MODE/ESC] to return to the main menu.
5. The display shows "D- XX", "X" stands for the DMX-value of the selected channel.

rd15 - Reverse display

With this function you can rotate the display by 180°.

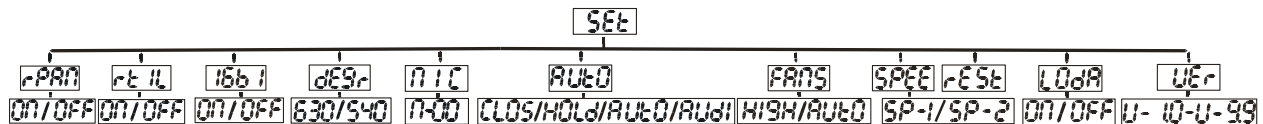
1. Select "RDIS" by pressing [UP] or [DOWN] button.
2. Press [ENTER], the display shows "ON" or "OFF".
3. Press [UP] to select "ON" if you wish to enable this function or press [DOWN] button to "OFF" if you don't; the display will rotate by 180°.
4. Press [ENTER] to confirm or Press [MODE/ESC] to return to the main menu.

CLd1 - Shut off LED display

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

1. Select "CLDI" by pressing [UP] or [DOWN] button.
2. Press [ENTER], the display shows "ON" or "OFF".
3. Press [UP] to select "ON" if you wish to enable this function or press [DOWN] button to "OFF" if you don't.
4. Press [ENTER] to confirm or Press [MODE/ESC] to return to the main menu.

- Main menu 1



1. Press [MODE/ESC] to enter the main menu (display flashing).
2. Press [UP] or [DOWN] button. to select "SET".

- Pan Reverse

With this function you can reverse the Pan-movement.

1. Select "RPAN" by pressing [UP] or [DOWN] button.
2. Press [ENTER], the display shows "ON" or "OFF".
3. Press [UP] to select "ON" if you wish to enable this function or press [DOWN] button to "OFF" if you don't.
4. Press [ENTER] to confirm or Press [MODE/ESC] to return to the main menu.

- Tilt Reverse

With this function you can reverse the Tilt-movement.

1. Select "RTIL" by pressing [UP] or [DOWN] button.
2. Press [ENTER], the display shows "ON" or "OFF".
3. Press [UP] to select "ON" if you wish to enable this function or press [DOWN] button to "OFF" if you don't.
4. Press [ENTER] to confirm or Press [MODE/ESC] to return to the main menu.

16b1 - Switch 16 bit/8 bit

With this function you can switch the device from 16 bit to 8 bit resolution.

1. Select "16BI" by pressing [UP] or [DOWN] button.
2. Press [ENTER], the display shows "ON" or "OFF".
3. Press [UP] to select "ON" if you wish to enable this function or press [DOWN] button to "OFF" if you don't.
5. Press [ENTER] to confirm or Press [MODE/ESC] to return to the main menu.

DEGR - Pan degree select

With this function you can select pan angle 630° or 540°.

1. Select "DEGR" by pressing [UP] or [DOWN] button.
2. Press [ENTER], the display shows "630" or "540".
3. Press [UP] to select "630" or press [DOWN] button to select "540".
4. Press [ENTER] to confirm or Press [MODE/ESC] to return to the main menu.

MIC - Mic sensitivity

With this function you can adjust the sensitivity of the microphone.

1. Select "MIC" by pressing [UP] or [DOWN] button.
2. Press [ENTER], the display shows "M-XX", "XX" stands for the number from 0 to 99.
3. Press [ENTER] to confirm or Press [MODE/ESC] to return to the main menu.

AUTO - Automatic Run by no DMX

With this function you can automatic run the device by no DMX.

1. Select "AUTO" by pressing [UP] or [DOWN] button.
2. Press [ENTER], the display shows "CLOS", "HOLD", "AUTO" or "AUDI".
3. Press [UP] or [DOWN] button to select "CLOS", "HOLD", "AUTO" or "AUDI", the default is "HOLD".
4. Press [ENTER] to confirm or Press [MODE/ESC] to return to the main menu.

FANS - Fan's mode select

With this function you can select the Fan's mode.

1. Select "FANS" by pressing [UP] or [DOWN] button.
2. Press [ENTER], the display shows "HIGH" or "AUTO".
3. Select "HIGH" or "AUTO" by pressing [UP] or [DOWN] button.
4. Press [ENTER] to confirm or Press [MODE/ESC] to return to the main menu.

- Movement mode select

With this function you can select the movement mode.

1. Select "SPEE" by pressing [UP] or [DOWN] button.
2. Press [ENTER], the display shows "SP-1" or "SP-2".
3. Select "SP-1" or "SP-2" by pressing [UP] or [DOWN] button.
4. Press [ENTER] to confirm or Press [MODE/ESC] to return to the main menu..

- Reset

With this function you can reset the device via the Control Board.

1. Select "REST" by pressing [UP] or [DOWN] button.
2. Press [ENTER] to reset or Press [MODE/ESC] to return to the main menu.

- Restore factory settings

With this function you can restore the factory settings of the device. All settings will be set back to the default values (shaded). Any edited scenes will be lost.

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

—WDMX control

1. Select "WDMX" by pressing [UP] or [DOWN] button.
2. Press [ENTER], the display shows "ON", "OFF" or "REST"

2. Press [UP] to select “ON” if you wish to enable this function, press [DOWN] button to “OFF” if you don’t,

With the function “REST” you can remove the device from wireless DMX.

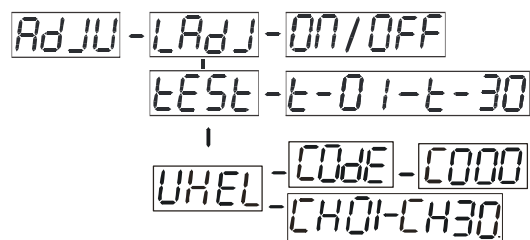
4. Press [ENTER] to confirm or Press [MODE/ESC] to return to the main menu.

VER - Software version

With this function you can display the software version of the device.

1. Select “VER” by pressing [UP] or [DOWN] button.
2. Press [ENTER], The display will show “V-XX”, “XX” stands for the version number, such as the display may also show, “V-1.0”, “V-9.9” etc.
3. Press [ENTER] to confirm or Press [MODE/ESC] to return to the main menu.

ADJU - Main menu 2



1. Press [MODE/ESC] to enter the main menu (display flashing).
2. Press [UP] or [DOWN] button to select “ADJU”.

LADJ - Lamp adjustment

With this function you can adjust the lamp via the Control Board. 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] or [DOWN] button.
2. Press [ENTER], the display shows “ON” or “OFF”.
3. Press [UP] to select “ON” if you wish to enable this function or press [DOWN] button to select “OFF” if you don’t.
4. Press [ENTER] to confirm or Press [MODE/ESC] to return to the main menu.

TEST - Test function of each channel

With this function you can test 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] or [DOWN] button.
5. Press [ENTER] to confirm or Press [MODE/ESC] to return to the main menu.

WHEL - Fixture code and motor fix

1. Select "WHEL" by pressing [UP] or [DOWN] button.
2. Press [ENTER], the display shows "CODE" or "CH01-CH30".
4. Select "CODE" or "CH01-CH30" by pressing [UP] or [DOWN] button.
5. Press [ENTER] to confirm or Press [MODE/ESC] to return to the main menu.

TIME - Main menu 3

TIME - LIFE - 0000-9999
 CODE - 0038
 CLFE - ON/OFF

1. Press [MODE/ESC] to enter the main menu (display flashing).
2. Press [UP] or [DOWN] button to select "TIME".

LIFE - Fixture running time

With this function you can display the running time of the device.

1. Select "LIFE" by pressing [UP] or [DOWN] button
2. Press [ENTER], the display shows "XXXX", "X" stands for the number of hours.
3. Press [MODE/ESC] to return to the main menu

CODE - Time password

With this function you can display the running time of the lamp.

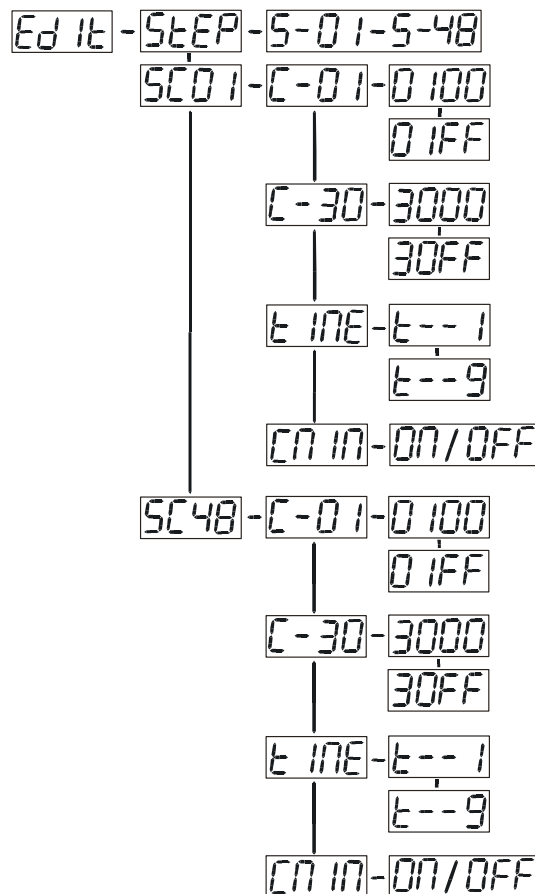
1. Select "CODE" by pressing [UP] button.

2. Press [ENTER], the display shows “C038”, “038” is password of clear open time.
3. Press [MODE/ESC] to return to the main menu.

CLFE - Clear fixture time

With this function you can clear the running time of the device.

1. Select “CLFE” by pressing [UP] or [DOWN] button
2. Press [ENTER], the display shows “ON” or “OFF”.
3. Press [UP] to select “ON” if you wish to enable this function or Press [DOWN] to select “OFF” if you don’t.
4. Press [ENTER] to confirm or press [MODE/ESC] to return to main menu.



Edit - Main menu 4

1. Press [MODE/ESC] to enter the main menu (display flashing).
2. Press [UP] or [DOWN] button to select “EDIT”.

STEP - Define the number of steps in Run

With this function you can define the number of steps in the Program Run.

1. Select "STEP" by pressing [UP] or [DOWN] 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 confirm or press [MODE/ESC] to return to main menu.

SC01 - Editing the channels of the individual scenes

With this function you can edit the program to be called up in Run.

a) Editing via the Control Board

1. Select "SC01" by pressing [UP] or [DOWN] 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] or [DOWN] button
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] or [DOWN] button
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 [DOWN] button
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] or [DOWN] button.
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 [MODE/ESC] 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] or [DOWN] button
2. Press [ENTER], the display shows "SC01".
3. Press [ENTER], the display shows "C-01".
4. Select "CNIN" by pressing [UP] or [DOWN] button
5. Press [ENTER], the display shows "OFF".
6. Press [UP] or [DOWN] button, 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 [MODE/ESC] to exit. The number of steps can be defined under "STEP" and the scenes can be called up under "RUN"

9. DMX ADDRESSING

Setting the DMX address - After the fixture is turned “ON” it will immediately complete a reset process that test all the fixture’s functions. When the reset process concludes the LCD will display the fixture’s current DMX address. If the fixture is not receiving a DMX signal, the display will flash continuously. To set or adjust a DMX address, please follow the procedure below:

1. Toggle through the menu by pressing the Up and Down buttons until the display reads “Set DMX Address.” Tap the enter button to make changes to the address.
2. While the current three-digit address is flashing use the “UP” and “DOWN” buttons to select a new address. Once the new address has been selected, lock the new address into the fixture’s memory by pressing the “ENTER” button.

The DMX address is non-volatile and will remain in the fixture’s memory even when the power to the unit is switched off. Memory is backed-up and retain by an internal power source that should last about five years

Remote DMX addressing (RDMX) / Address Via DMX- This function allows the DMX address to be changed remotely from a DMX console. This setting requires special settings for both the controller and the fixture. RDMX is on by default. Follow the procedure listed below to access the RDMX functions:

Fixture Settings:

1. Access the main menu and use the UP or DOWN to get to the “Personality” menu, then press ENTER.
2. Once in the “Personalities” menu, tap the UP or Down to get to the “Status Settings “ menu, press ENTER.
3. Once in the “Status Settings” tap the UP or Down to get to the “Address via DMX” function and press ENTER. “Address via DMX” is the function that turns the RDMX function on and off.
4. Press the UP button to display “ON” to activate this function, or “OFF” to deactivate this function.
5. Press ENTER to confirm.

6. Press MODE/ESC to return to the main menu.















Controller Settings:

1. Set the DMX value of channel 1 to a value of 7.
2. Set the DMX value of channel 2 to a value of 7 or 8. When channel 2 is set to "7" you can adjust the starting address between 1 and 255. When set to "8" you can adjust the starting address between 256 and 511.
3. Use channel 3 to set your desired DMX starting address. **For example:** If you want to set the starting address to 57, set channel 1 to a value of "7," set channel 2 to a value of "7" and use channel 3 to set your address to 57 by selecting a channel value of 57. Example 2: If you want to set the starting address to 420, set channel 1 to a value of "7," channel 2 to "8" and channel 3 to "164" ($256+164=420$).
4. ***Wait for approximately 20 seconds for the unit to complete the address reset function.***

10. DMX CHANNEL TRAITS

The chart below details the channel layout for 12 DMX channels (default).

In 8bit mode the “Pan Fine” and “Tilt Fine” channels are not used, thus converting the fixture into a 10-channel DMX fixture.

%	1 Pan	2 Pan High Resolution	3 Tilt	4 Tilt High Resolution	5 RED	6 GREEN	7 BLUE	8 Strobe	9 General dimming	10 RAINBOW	11 Movement Speed	12 Internal Program
100% 75% 50% 25% 0%								 RANDOM STROBE  PULSE-EFFECT IN SEQUENCES  STROBE EFFECT 		 CROSSFADING COLOURS  RAINBOW COLOURS NO FUNCTION	NO FUNCTION BLACKOUT BY MOVEMENT Max Min Moving speed Max	Auto program by music Program 7 Program 6 Program 5 Program 4 Program 3 Program 2 Program 1 No function All motor reset Scan motor reset Normal

CHANNEL 1: Pan Movement (max. 540°)

CHANNEL 2: 16bit Pan Movement (pan fine)

CHANNEL 3: Tilt Movement (max. 265°)

CHANNEL 4: 16bit Tilt Movement (tilt fine)

CHANNEL 5: Red LEDs

CHANNEL 6: Green LEDs

CHANNEL 7: Blue LEDs

CHANNEL 8: Shutter, Strobe Control (0~13Hz, Variable, Random, Pulse)

CHANNEL 9: Dimmer Control

CHANNEL 10: Color Macros (Rainbow)

CHANNEL 11: Pan/Tilt Speed Control

CHANNEL 12: Special (Auto program control and motor reset)

DMX channel function and values (12 Channel Mode):**Channel 1 - PAN movement 8bit:****Channel 2 – Pan fine****Channel 3 - TILT movement 8bit:****Channel 4 – Tilt fine****Channel 5 - Red LEDs:**

0-255	Red (0-Off, 255-100% Red)
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Channel 6 - Green LEDs:

0-255	Green (0-Off, 255-100% Green)
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Channel 7 - Blue LEDs:

0-255	Blue (0-Off, 255- 100% Blue)
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Channel 8 - Shutter, strobe:

0-31	LEDs off
32-63	LEDs on
64-95	Strobe effect slow to fast
96-127	LEDs on
128-159	Pulse-effect in sequences
160-191	LEDs on
192-223	Random strobe effect slow to fast
224-255	LEDs on

Channel 9 - Dimmer (intensity):

0-255	Intensity 0 to 100%
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Channel 10 - Macros (Rainbow):

0-7	No function
8-231	Rainbow colors
232-255	Cross fading colors from slow to fast

Channel 11 - Speed pan/tilt movement:

0-225	Max to min speed
226-235	Blackout by movement
236-255	No function

Channel 12– reset, internal programs:

0-79	Normal
------	--------

80-84	All motors reset
85-87	Pan & Tilt motors reset
88-99	No function
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	Sound Active

DMX channel function and values (10 Channel Mode):

Channel 1 - PAN movement 8bit:

Channel 2 - TILT movement 8bit:

Channel 3 - Red LEDs:

0-255 Red (0-Off, 255-100% Red)

Channel 4 - Green LEDs:

0-255 Green (0-Off, 255-100% Green)

Channel 5 - Blue LEDs:

0-255 Blue (0-Off, 255- 100% Blue)

Channel 6 - Shutter, strobe:

0-31	LEDs off
32-63	LEDs on
64-95	Strobe effect slow to fast
96-127	LEDs on
128-159	Pulse-effect in sequences
160-191	LEDs on
192-223	Random strobe effect slow to fast
224-255	LEDs on

Channel 7 - Dimmer (intensity):

0-255 Intensity 0 to 100%

Channel 8 - Macros (Rainbow):

0-7 No function

8-231	Rainbow colors
232-255	Cross fading colors from slow to fast

Channel 9 - Speed pan/tilt movement:

0-225	Max to min speed
226-235	Blackout by movement
236-255	No function

Channel 10– reset, internal programs:

0-79	Normal
80-84	All motors reset
85-87	Pan & Tilt motors reset
88-99	No function
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	Sound Active

11. ERROR CODES:

When power is applied, the unit will automatically enter a “reset/test” mode. This mode brings all the internal motors to a home position. If there is an internal problem with one or more of the motors an error code will flash in the display in the form of “XXEr” where as XX will represent a function number. For example, when the display shows “02Er,” it means there is some type of error with the channel 2 motor. If there are multiple errors during the start-up process they will all flash in the display. For example: if the fixture has errors on channel 1, channel 2, and channel 5 all at the same time, you will see the error message “01Er”, “02Er,” and “05Er” flash repeated 5 times.

If an error does occur during the initial start-up procedure the fixture will self-generate a second reset signal and try to realign all the motors and correct the errors, if the error persists after a second attempt a third attempt will be made.

If after a third attempt all the errors have not been corrected the fixture will make the following determinations: 1) 3 or more errors - The fixture cannot function properly with three or more errors therefore the fixture will place itself in a stand-by mode until subsequent repairs can be made. 2) Less than 3 errors - The fixture has less than 3 errors, therefore most other functions will work properly. The fixture will attempt to operate normally until the errors can be corrected by a technician. The errors in question will remain flashing in the display as a reminder of internal errors.

01Er – PAN movement error:

The yoke is not located in the default position after start-up or after a reset command. This message will appear after a fixture reset if the pan-yoke’s magnetic-indexing circuit malfunctions (sensor failed or magnet is missing) or there is a stepper motor failure (defective motor or a defective motor IC drive on the main PCB).

03Er – TILT movement error:

The head is not located in the default tilt position after start-up or after a reset command. This message will appear after a fixture reset if the tilt magnetic-indexing circuit malfunctions (sensor failed or magnet is missing) or there is a stepper motor failure (defective motor or a defective motor IC drive on the main PCB).

12. OPERATION

Operating Modes: *The Event MH™ can operate in several different modes. This next section will detail the differences in the operating modes.*

- **Auto Program Mode (Master)** - The fixture will chase through the built-in programs, sending a DMX control signal to all other fixtures connect via DMX cables instruction for a synchronized light show.
- **Auto Program Mode (Stand-alone)** - The fixture will chase through the built-in program. This feature is great for store front with custom logos, where as the logos need to be displayed but the use of a controller is unwanted.
- **Music Control Mode (Stand-alone)** - The fixture will react to sound, chasing through the built-in programs. Great for small clubs or DJs that do not want to bother with programming.
- **Music Control Mode (Master/Slave)** - You can daisy chain up to 16 fixtures together to get a synchronized light show without the need of an external controller. The fixtures will react to sound, chasing to a synchronized light show.
- **Set To Slave** – This function will set the fixture to slave mode for use in either the auto program or music control program modes.
- **DMX control mode** - This function will allow you to control each individual fixtures traits with a standard DMX-512 controller such as the Elation® Show Designer 2 or Show Designer 3.

12.1 Stand-Alone Operation (Auto Program or Music Control): This mode allows a single fixture to run to the built-in programs with or without sound. Only use this mode when running a single fixture, or when running several fixtures as individuals.

- Mount your fixture in a secure and stable manner.
- For functionality without sound control: Access the “Function” menu and select the “Auto Program” function, this will give you access to the “Auto Program” submenu. See page 25 for the menu breakdown. Once in the “Auto Program” submenu select “Alone”

- For functionality that chases to sound: Access the “Function” menu and select the “Music Control” function, this will give you access to the “Music Control” submenu. See page 22 for the menu breakdown. Once in the “Music Control” submenu select “Alone”

12.2 Master-Slave Operation (Auto Program or Music Control): This function allows up to 16 fixtures to be linked together to provide a synchronized light show without the use of a controller. Only use this when linking several Event MH together for use without a controller. Any fixture can act as a “Master or a “Slave.”

- Using DMX cables, daisy chain your fixtures together. See “Understanding DMX Section 7/Page 17.
- For the unit functioning as the “Master” unit follow the same procedures listed in the previous section “Stand-Alone section.
- For the “Slave” units, access the “Set To Slave” settings in the “Function Mode” menu and assign each slave fixture a designation (Slave 1, Slave 2, Slave 3...etc).

12.3 Universal DMX Control: This function allows you to use a universal DMX-512 controller such as the Elation® Show Designer 2™ or Elation® Show Designer 3™ to control head movement, the color wheel, the shutter (strobe), and all other DMX traits. A DMX controller allows you to create unique programs tailored to your individual needs. The Event MH™ uses 12 DMX channels. See page 37 for detailed description of the DMX traits. To control your fixture in DMX mode, follow the set-up procedures beginning on page 17 as well as the set-up specifications that are included with your DMX controller. Use the controller’s faders to control the various DMX fixture traits. This will allow you to create your own programs.


- Follow the instruction on page 35 to set the DMX address.
- Be sure to use a terminator on the last fixture, especially for longer cable runs (more than a 100 feet).
- For help operating in DMX, consult the user manual that came with your DMX controller.

13. USING THE BUILT-IN WIRELESS DMX SYSTEM

The Event MH comes equipped with an Elation Wireless DMX Receiver built-in. This receiver is fully compatible with your existing Elation Wireless DMX System.

13.1 Working with the Wireless DMX (WDMX) System:

- To turn the system “On” or “Off,” access the main menu and toggle to Personality - Wireless DMX. The next menu selection will allow the user to Activate the system, Deactivate the system, or Reset the system. Activate turns the system on, Deactivate turn the system off, and Reset clears the link between the fixture and a transmitter.
- **PLEASE NOTE:** When the WDMX system is activate the link between the built-in DMX “IN” XLR jacks is electronically turned off, but the “OUTPUT” DMX XLR jacks will function normally.
- If a fixture is powered on when the built-in WDMX system is activated, the fixture will automatically scan for a wireless DMX signal from an Elation wireless transmitter. If no wireless signal is received the fixture will electronically switch to wired mode.

WARNING!	
	Never connect a fixture to a controller via a DMX cable when the WDMX system is in use. This could cause serious damage to the controller.

13.2 Setting up the WDMX system:

- 1) Follow the instructions that come with your wireless transmitter and connect the transmitter to your DMX controller.
- 2) To sync your fixture with your wireless transmitter follow the steps below:
 - a) Initially, the WDMX indicator on the fixture should be solid red
 - b) Press and hold the configuration button on your WDMX transmitter for about 3 seconds. The red/green LED indicators on the transmitter and the fixture should then begin to flash rapidly for about 5~ 10 seconds while the two system pair
 - c) Once the fixture is paired with the transmitter (T1), the WDMX status indicators

on the both the fixture and the transmitter will stop flashing and glow solid green. If the pairing is unsuccessful repeat the process until the pairing is secured.

- d) The fixture will store the pairing information inside a nondestructive memory bank once a link is created between the fixture and a transmitter. The fixture will remember the paired transmitter even if the fixture is turned off for extended periods of time.

13.3 Clearing Transmitter Link:

- 1) Access the fixture's main menu and toggle to Personality - Wireless DMX – Reset. Select "Reset" to clear any existing link between the fixture and a transmitter. The WDMX indicator on the fixture will turn solid red when the link is severed.
- 2) You may also clear the link from the transmitter. First, be sure the fixture(s) is powered on, and then hold down the configuration button on the transmitter for at least 5 seconds. This will automatically clear the link between the transmitter and any fixture that is powered on. All WDMX indicators will glow solid red if the procedure was successful.

13.4 WDMX Indicators:

- 1) Rapid flashing Red/Green: Syncing in to a transmitter.
- 2) Slow flashing Red/Green: Paired with a transmitter. Transmitter is not receiving a DMX signal from a controller.
- 3) Solid Green: Paired with a transmitter and receiving DMX data.
- 4) Solid Red: Not paired with a transmitter (free)

14. WORKING WITH BUILT-IN PROGRAMS

The fixture comes equipped with a built-in DMX recorder that allows custom programs to be installed and recalled directly from the fixture's control board. Programs can be created and stored using the fixture's control board or by using an external DMX controller. The following instructions will detail the procedures for using the on-board system menu as well as using a DMX compliant controller.

Memory Statistics:

Total Number of Programs: 8

Maximum Number of Steps (Scenes) per a Program: 48

Total Number of Scenes (Steps): 250

Step 1 – Building Scenes.

The control will store a maximum of 250 scenes. These scenes are then used to create the programs. A program can store one or a maximum of 64 scenes. Keep in mind that a scene can only be access when it is stored in a "Program." If you wish to build a static scene (a scene consisting of no movement) for a logo or gobo projection, the scene must be stored inside a program. To build scenes follow the instructions below:

- Access the main menu and toggle to "Edit Programs" which is menu function 8.
- Then tap the "ENTER" button and toggle to "Edit Scenes," menu function 8-3.
- When you get to the "Edit Scenes" function tap the "ENTER" button. The screen will then change to Edit Scene 001, this will be menu function 8-3-1. You can then press the "ENTER" button to begin to edit scene 1 or use the "UP" and "DOWN" buttons to toggle to access scenes 2-250.
- Once in the scene edit screen you have access to the functions listed below.
Tapping the "ENTER" button will instantly allow you to change the values of the selected function in real time. The values can be adjusted from 0~250. Once you achieved your desired value tap the "ENTER" button once again to automatically lock the value into the scenes memory. You can repeat the procedure for all functions listed below:
 - "Auto Program" – Allows access to all 12 of the channel's DMX traits.
 - "PAN" – pan movement.

- “PAN-Fine” – precision pan movement.
- “TILT” – tilt movement.
- “TILT-Fine” – precision tilt movement
- “Move Speed” – adjust pan and tilt motor speed
- “Color Macro” – select a built-in color mixing macro
- “RED” – adjust the cyan flag value
- “GREEN” – adjust the magenta flag value
- “BLUE” – adjust the yellow flag value
- “Strobe” – adjust the strobe
- “Dimmer” – adjust the dimmer intensity
- “Scene Time” – set the hold time for the scene
- “Input By Out” – this function will store a scene from an external DMX console. See the next section for scene editing via an external DMX controller.

Step 1B – Building Scenes from an External DMX Controller.

The fixture includes a simple built-in DMX recorder. This recorded allow you to build a scene using your own DMX console and then send that scene to the fixture to be stored inside one of the fixture scene storage banks. Many people may find this procedure easier and quicker than using the on board menu functions as in “Step 1.” To store a scene from an external DMX controller follow the procedures below:

- Using your DMX controller build and store scenes as you normally would.
- Once you have built all your required scenes, enter the fixtures main menu and toggle to “Edit Programs” – “Edit Scenes”
- Using the UP and DOWN buttons to select a scene bank to store your scene. You may choose a bank from 1 ~ 250.
- Once you reach your desired bank press the ENTER button and use the UP and DOWN button to reach “Input by Outside”
- Next, select a scene on your DMX console and press the ENTER button on the fixture. The scene should then be stored to the fixtures internal memory EPROM.
- Follow the next section to build a program with your scenes.

Step 2 – Editing Programs.

The control will store a maximum of 10 programs. A program can store one or a maximum of 64 scenes. Keep in mind that a scene can only be accessed when it is stored inside one of the 10 available programs. Follow the procedure below to build an internal program:

- Access the main menu and toggle to “Edit Programs” which is menu function 8.
- Then tap the “ENTER” button and toggle to “Program 1” menu function 8-2-1.
- When you get to the “Program 1” function tap the “ENTER” button. The screen will then change to Edit Steps 01, this will be menu function 8-2-1-1. Use the “UP” and “DOWN” buttons to toggle through the scenes created in “Step 1.” Press the “ENTER” button to add a scene to the program. Tapping the “Enter” button will automatically lock the selected scene into the programs’ memory. Repeat the process until all the desired scenes have been added to the program. Each program can store a maximum of 64 scenes.
- To test the program access “Program Test” in the “Program Edit” menu function.

Step 3 – Playing a Program

To initiate a program follow the procedure below:

- Access the main menu and use the “Up” and “Down” to toggle to “Function Mode” and tap the “Enter” button.
- In the next screen select “Auto Program” and tap the “Enter” button.
- There are now two selections, “Master” and “Alone.” Select “Master” when running multiple fixtures in a master/slave configuration. See section 12.2 “Master/ Slave Operation” on page 41 for proper set-up instructions. Select “Alone” when running a single fixture or when multiple fixtures in stand-alone mode. See section 12.1 “Stand-Alone Operation” on page 41 for proper set-up instructions.

A Master unit can send up to 3 different data groups to the Slave units, i.e. a Master unit can start 3 different Slave units, which run 3 different programs. The Master unit sends the 3 program parts in a continuous loop.



The Slave unit receives data from the Master unit according to the group which the Slave unit was assigned to. If e.g. a Slave unit is set to “Slave 1” in the menu “Set to Slave”, the Master unit sends “Auto Program Part 1” to the Slave unit. If set to “Slave 2”, the Slave unit receives “Auto Program Part 2”.

To start a Auto Program please proceed as follows:

1. Slave-Setting

- Select “Function Mode” by turning the encoder.
- Press the Enter button to confirm.
- Select “Set to slave” by turning the encoder.
- Press the Enter button to confirm.
- Turn the encoder to select “Slave 1”, “Slave 2” or “Slave 3”.
- Press the Enter button to confirm.
- Press the Mode/Esc button in order to return to the main menu.

2. Automatic Program Run

- Select “Function Mode” by turning the encoder.
- Press the Enter button to confirm.
- Select “Auto Program” by turning the encoder.
- Press the Enter button to confirm.
- Turn the encoder to select “Master” or “Alone”. The selection "Alone" means Stand Alone-mode and "Master" that the device is defined as master.
- Press the Enter button to confirm.
- Press the Mode/Esc button in order to return to the main menu.

3. Program selection for Auto Pro Part

- Select “Edit program” by turning the encoder.
- Press the Enter button to confirm.
- Select “Select programs” by turning the encoder.
- Press the Enter button to confirm.
- Turn the encoder to select “Auto Pro Part 1”, “Auto Pro Part 2” or “Auto Pro Part 3”, and

thus select which Slave program is to be sent. Selection “Part 1” means, that the Slave unit runs the same program as the master units.

- Press the Enter button to confirm.
- Press the Mode/Esc button in order to return to the main menu.

4. Program selection for Edit Program

- Select “Edit program” by turning the encoder.
- Press the Enter button to confirm.
- Select “Edit program” by turning the encoder.
- Press the Enter button to confirm.
- Turn the encoder to select the desired program. With this function you can edit specific scenes into a specific program.
- Press the Enter button to confirm.
- Press the Mode/Esc button in order to return to the main menu.

5. Automatic Scene Recording

- Select “Edit program” by turning the encoder.
- Press the Enter button to confirm.
- Select “Edit scenes” by turning the encoder.
- Turn the encoder to select the desired scene numbers. You can program a maximum number of 250 • Turn the encoder to select the desired scene numbers. You can program a maximum number of 250 scenes.
- Press the Enter button to confirm.
- Press the Mode/Esc button in order to return to the main menu.

Example:

Program 2 includes scenes: 10, 11, 12, 13

Program 4 includes scenes: 8, 9, 10

Program 6 includes scenes: 12, 13, 14, 15, 16

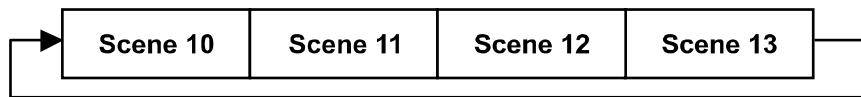
Auto Pro Part 1 is Program 2;

Auto Pro Part 2 is Program 3;

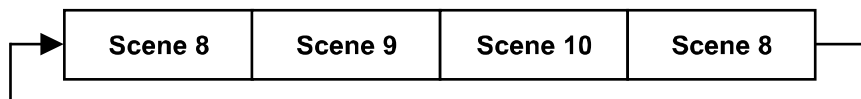
Auto Pro Part 3 is Program 6

The 3 Slave groups run the Auto Program in certain time segments, as shown in the following picture:

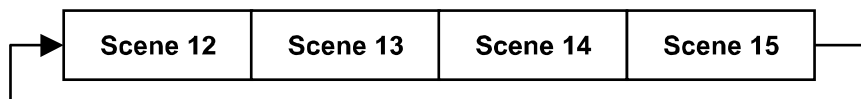
Part 1:



Part 2:



Part 3:



15. CLEANING AND MAINTENANCE

Please refer to the following points during normal inspection:

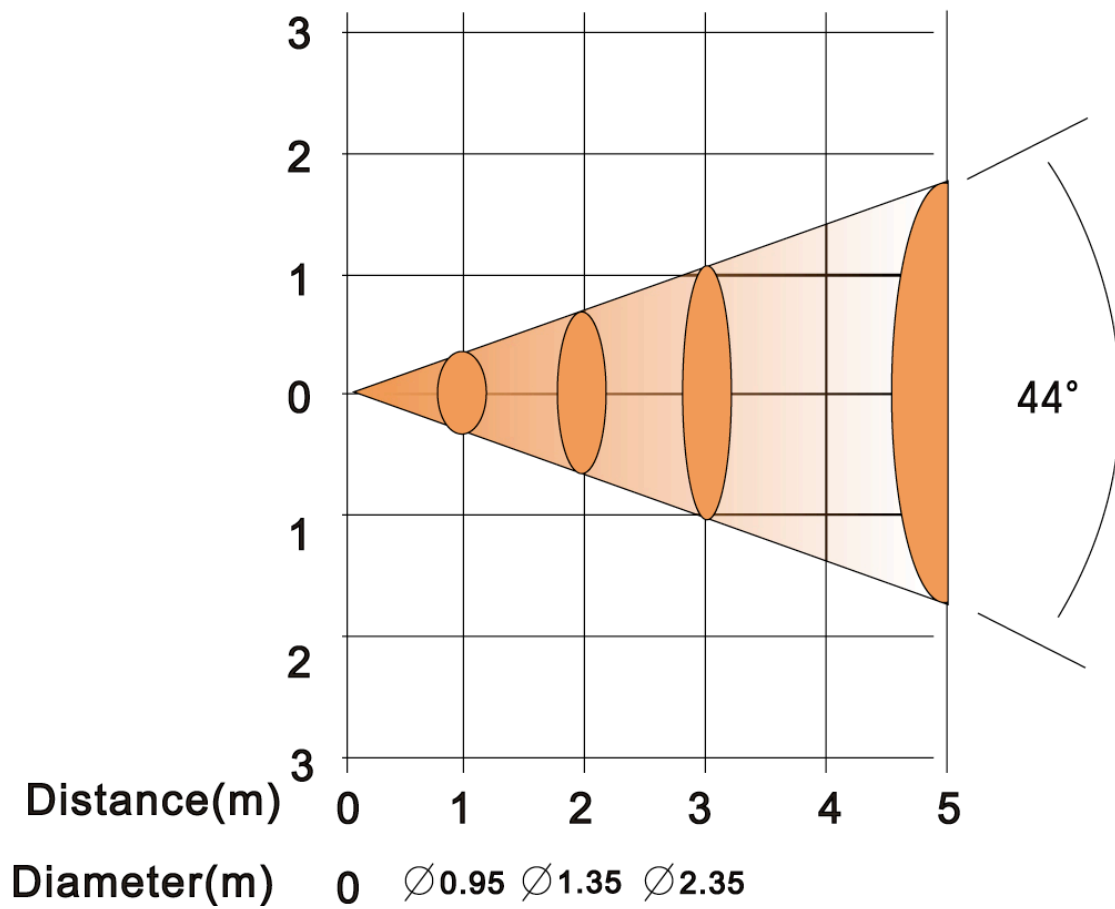
1. Be sure all screws and fasteners are securely tightened at all times. Loose screws may fall out during normal operation resulting in damage or injury as larger parts could fall.
2. There must not be any deformations on the housing, color lenses, rigging hardware and rigging points (ceiling, suspension, trussing). Deformations in the housing could allow for dust to enter into the motor assemblies. Damaged rigging points or unsecured rigging could cause the unit to fall and seriously injure a person.
3. All mechanical parts and motors should not show any traces of serious wear and should rotate freely.
4. Electric power supply cables must not show any damage, material fatigue or sediments. Never remove the ground prong from the power cable.

Further instructions depending on installation and usage have to be adhered to by a skilled installer and any safety problems should be addressed before attempting operation.

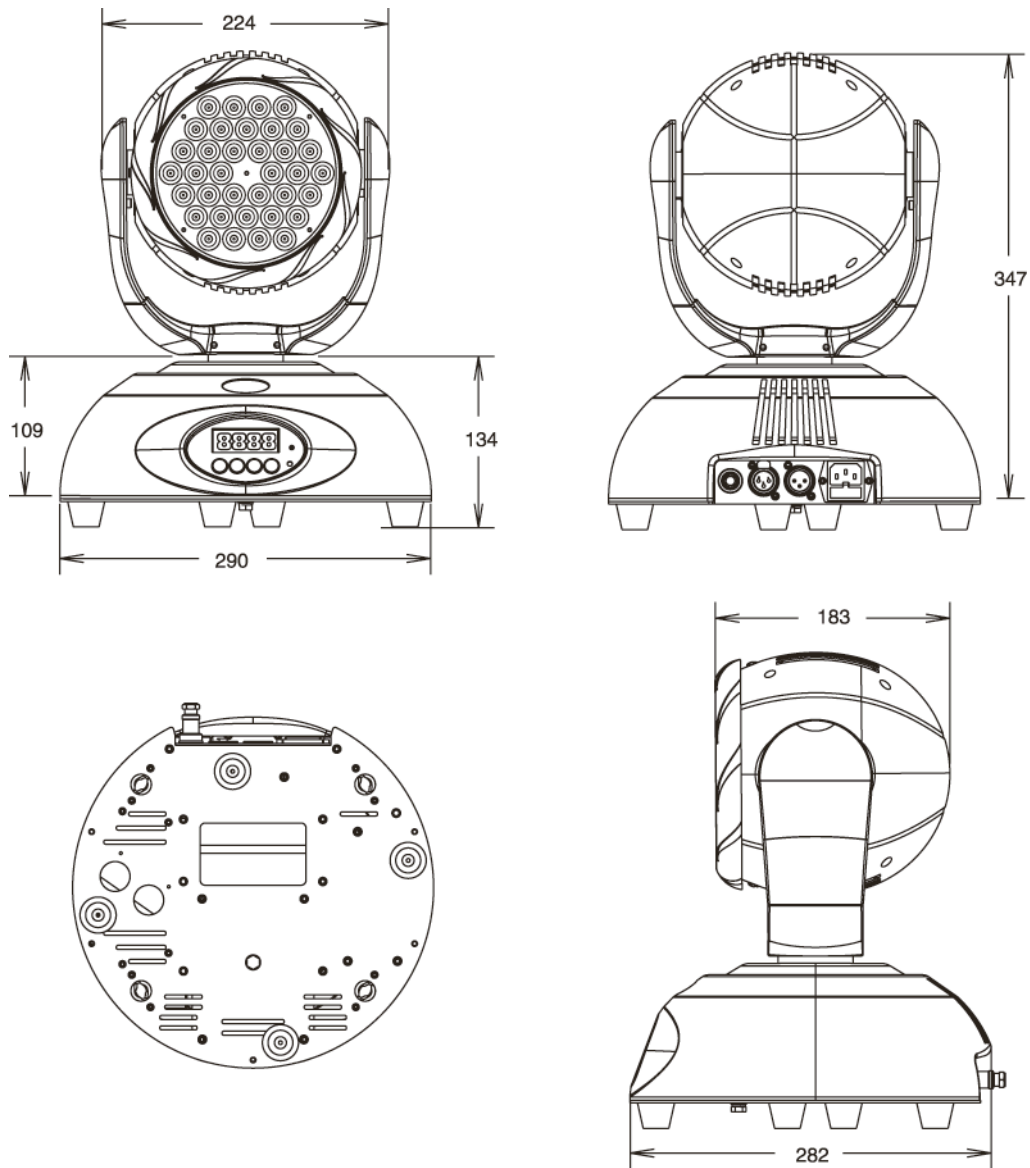
We recommend frequent cleaning of the device; this will ensure operational longevity and crisp light output. When cleaning, please use a moist, lint-free cloth. Never use alcohol or solvents.

There are no user serviceable parts inside this. Please refer all other service related issues to an authorized Elation service technician.

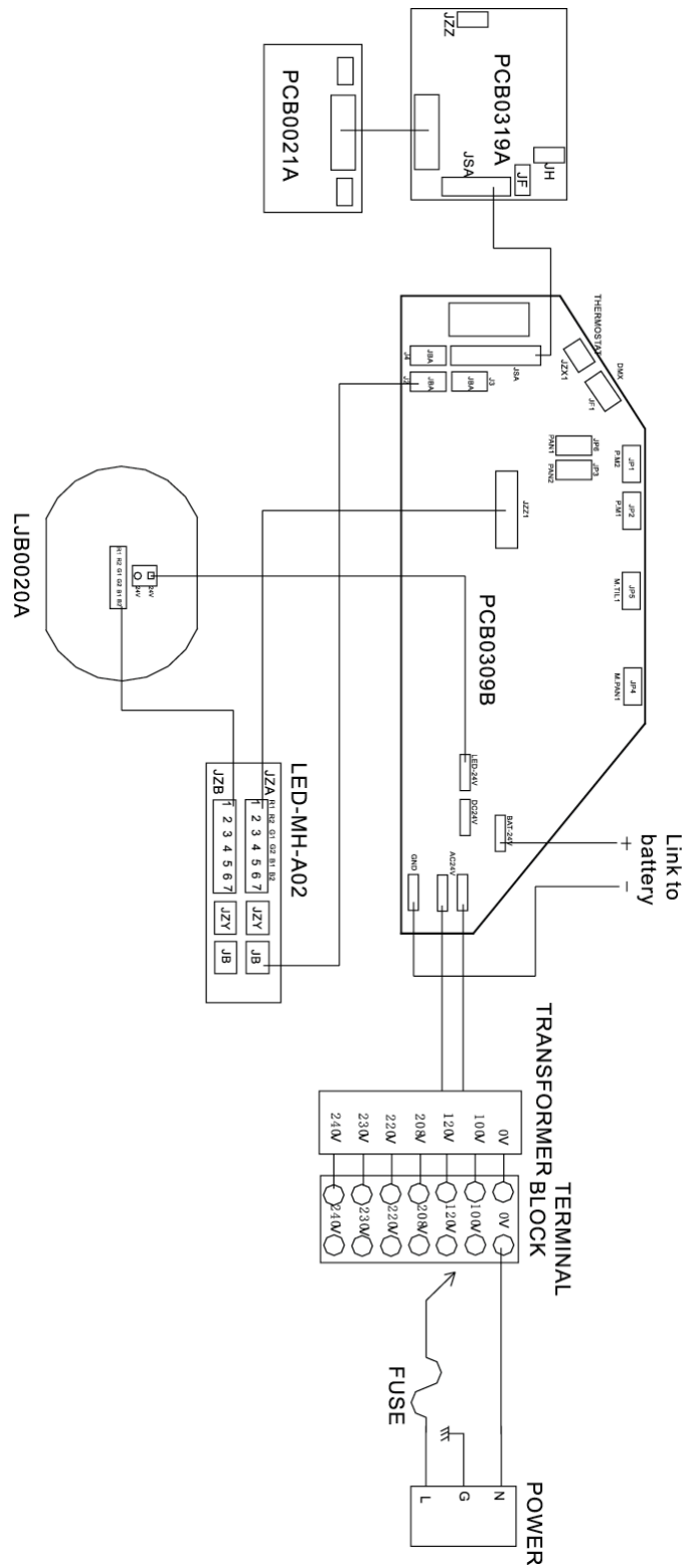
Should you decide to service the fixture yourself please order genuine Elation parts directly from Elation.

16. PHOTOMETRIC DATA:**Beam angle 44°****Intensity (LUX)****2760 724 329**

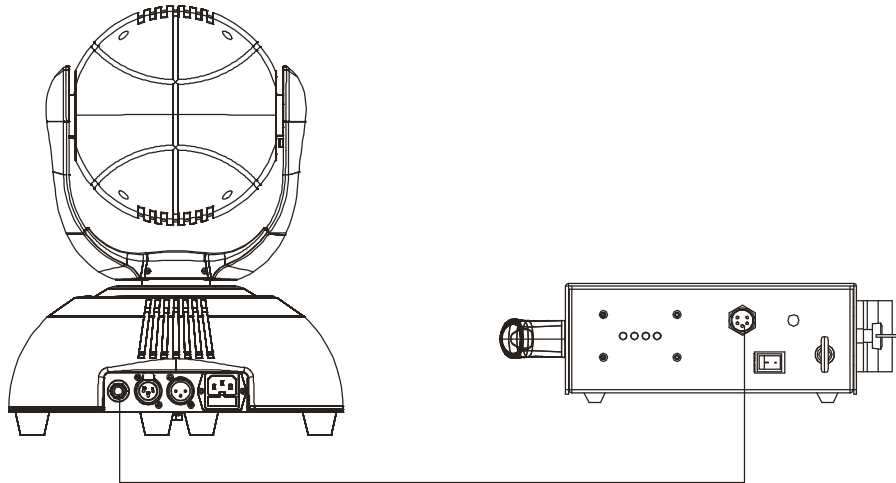
17. DIMENSIONAL DRAWINGS:



18. CIRCUIT SCHEMATIC:



19. BATTERY PACK



The battery pack can supply power to fixture for up to 8 hours of normal operation.


Be sure to charge the battery pack for at least 12 hours before first use. Normal charging time after the initial charge should be about 6 hours.

To run the fixture on battery power, connect the fixture to the battery pack as illustrated above and turn the battery power pack on.

LED Indicators:

There are four LED indicators on the battery pack that detail the current battery charge status. Use the reference chart below to track the battery charge:

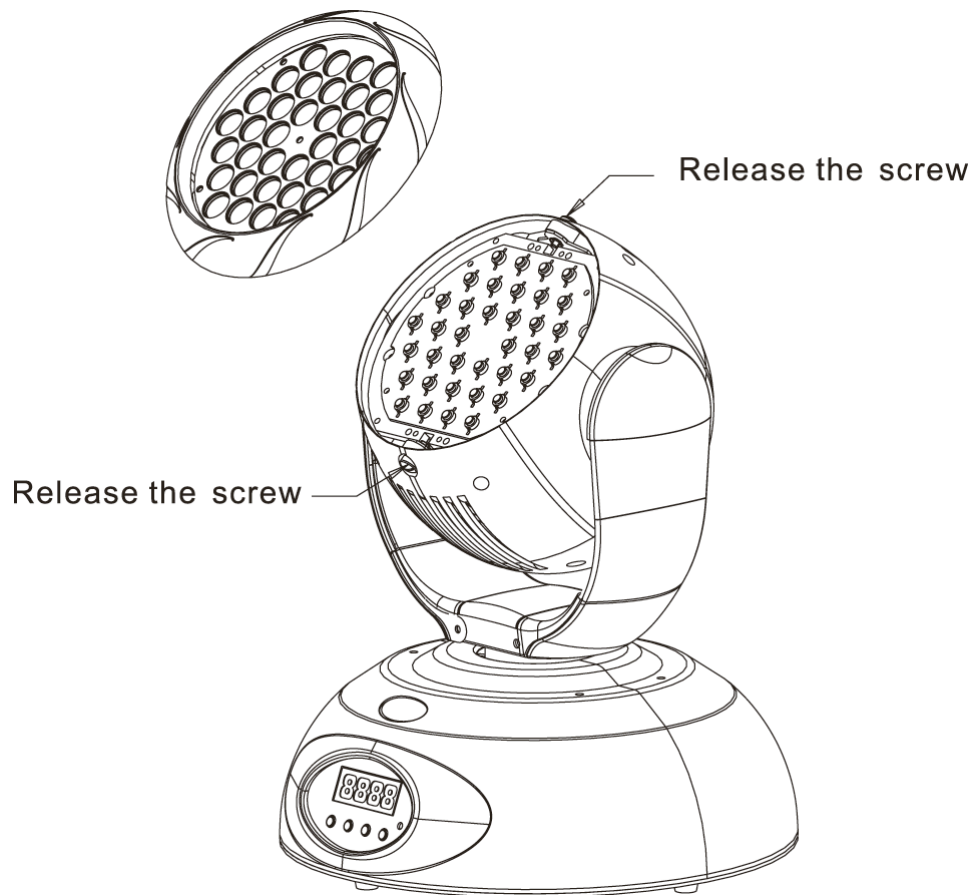
- *Led No. 1,2,3,4 ON = the Battery life is 100%
- *Led No. 1 ,2 ,3 ON = the Battery life is 75%
- *Led No. 1,2 ON = the Battery life is 50%
- *Led No. 1 ON = the Battery life is 25%



CAUTION!

Never have the battery pack plugged in to wall power while running the fixture on battery power.

20. LENS REPLACEMENT



The Event MH has a removable face that allows for different lens kits and a frost filter. This will allow the beam angle to be changed to allow for a softer output, or a more narrow or wider beam. To change the lens assembly loosen the two retain screws on the top and lower portion of the head as indicated above.

21. 2-YEAR LIMITED WARRANTY

A. Elation Professional® hereby warrants, to the original purchaser, Elation Professional® products to be free of manufacturing defects in material and workmanship for a period of two years, (730 days) from the date of purchase. 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, send the product only to the Elation Professional® factory. All shipping charges must be pre-paid. If the requested repairs or service (including parts replacement) are within the terms of this warranty, Elation Professional® 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, Elation Professional® shall have no liability what so ever 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 Elation Professional® concludes, after inspection, affects the reliability of the product; if the product has been repaired or serviced by anyone other than the Elation Professional® factory unless prior written authorization was issued to purchaser by Elation Professional®; 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, Elation Professional® will replace defective parts at its expense, and will absorb all expenses for warranty service and repair labor by reason of defects in material or workmanship. The sole responsibility of Elation Professional® under this warranty shall be limited to the repair of the product, or replacement thereof, including parts, at the sole discretion of Elation Professional®. All products covered by this warranty were manufactured after January 1, 1990, and bare

identifying marks to that effect.

E. Elation Professional® 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.

F. 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 Elation Professional® 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 Elation Professional® be liable for any loss or damage, direct or consequential, arising out of the use of, or inability to use, this product.

G. This warranty is the only written warranty applicable to Elation Professional® Products and supersedes all prior warranties and written descriptions of warranty terms and conditions heretofore published.

22. TECHNICAL SPECIFICATIONS

Power supply	
Power consumption	120v, 50/60Hz
Power Consumption	120w (maximum power draw)
Fuse protection	120V = 2A/250V, GMA (5x20mm fine-wire fuse) 220V = 1A/250V, GMA (5x20mm fine-wire fuse)
Light Source	
Type	36 x 1w Lumileds LEDs
Life time	100,000 Hrs Rated
Color	
12 x Red LEDs ~ 12 Green LEDs ~ 12 Blue LEDs	
Strobe / Dimmer	
Strobe-effect with variable speed 1 - 18 flashes per second	
Continuously mechanical dimmer 0 - 100%	
DMX Channels	
12 (16bit – default) or 10 (8bit – user selectable)	
Drive	
Standard DMX-512, 3 pole XLR; [+] = Pin 3 [-] = Pin 2 [Ground] = Pin 1. Starting DMX [001].	
Pan / Tilt	
Pan- movement	540°/630° in max. 2.0 seconds, 16 bit resolution
Tilt- movement	265° in max. 1.5 seconds, 16 bit resolution
Weights and measures	
Dimensions	29cm (W) x 28.2cm (L) x 34.7cm (H) ~ Head vertical
Weight (net)	15.8Kgs / 35Lbs (including battery)

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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