## IRIDIUM



## ARC BAR PRO STROBE RGB+W IP65

Product code: 113532

## IRIDIUM

## Product Overview



## IRIDIUM

## Mechanical Specification



## IRIDIUM

Packaging: Thanks for your purchasing the ARC BAR PRO STROBE. All the lights have been checked and are in excellent operating condition. Please check the shipping carton first. Because there maybe damage occurred during the shipment. Then check the lights carefully and be sure that the light is intact and works normally. In the event damage has been found, spare parts are missing or the lights works abnormally, please contact us for further instructions. And please don't return the light to the dealer before contacting us.

Introduction:The ARC BAR PRO STROBE has four operating modes: DMX mode, Auto mode, Master/Slave and Sound mode. And the light has seven DMX channel. DMX channel is including 3 channel, 10 channel, 22 channel, 36 channel, 50 channel and 92 channel. You can see 13 kinds of shows when you open the Auto mode .All then all the lights in Master/Slave mode will run following the one in Auto mode. Using fog or special effect smoke, you can see better showing effect.

## Warning!

1. For the sake of preventing the risk of electrical shock or fire.
2.Don't look directly at the opening lights all the time, or it may damage your eyes.

## IRIDIUM

## Features

- Light Source: 360pcs white led,192pcs RGB 5050 1W LED
- Beam angle: $90^{\circ}$
- Power consumption: 300W
- Voltage: AC 110-230V $50 / 60 \mathrm{~Hz}$
- Run mode: DMX 512 /Master Slave /Auto Run
- DMX channels: $3,10,22,36,50 \& 92 \mathrm{CH}$
- Built-in Effect: color mixing, variable color chasing, strobing and fading
- Fan controlled by PWM waves
- 4 dimmer curves
- TFT displayer with four buttons
- Material: Aluminum body
- IP65
- Temperature: $-20^{\circ} \mathrm{C} \sim 40^{\circ} \mathrm{C}$
- Dimension: $1017 \times 140 \times 147 \mathrm{~mm}$
- N.W: 6 KG
- G.W: 8 KG


## Accessory

(1) 1/4 turn fast lock $\times 2$
(2) Power cable $x 1$
(3) DMX cable $\times 1$
(4) User manual $x 1$


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## Displayer introduction



1. DMX means the light is in the DMX mode.Similarly,SLAVE means the light is in the SLAVE mode.
2. The color of the point shows the condition of signal transmission. Green represents the good condition, while red represents the signal is interrupted.
3. The item shows the working temperature of the light. When the working temperature exceeds the max temperature,the color of the letters and number will change from white to yellow.
4. This item shows the menu you selected.
5. This item shows the condition of key lock. "Key lock open" means the key lock is open.And "Key lock off" means the key lock is close.

## Programme Menu




| Channel | Value | Function |
| :---: | :---: | :---: |
| 1 | $000-255$ | Flash intensity |
| 2 | $000-255$ | Flash Duration |
| 3 | $000-255$ | Flash Rate |

10 CHANNELS

| Channel | Value | Function |
| :---: | :---: | :---: |
| $\mathbf{1}$ | $000-255$ | Master Dimmer |
| $\mathbf{2}$ | $000-255$ | Flash intensity |
| $\mathbf{3}$ | $000-255$ | Flash Duration |
| $\mathbf{4}$ | $000-255$ | Flash Rate |
| $\mathbf{5}$ | $000-255$ | Color marco 0-51 |
| $\mathbf{6}$ | $000-255$ | Frost Glasses |
| $\mathbf{7}$ | $000-255$ | Red |
| $\mathbf{8}$ | $000-255$ | Green |
| $\mathbf{9}$ | $000-255$ | Blue |
| $\mathbf{1 0}$ | $000-255$ | White |

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| 22 CHANNELS |  |  |
| :---: | :---: | :---: |
| Channel | Value | Function |
| 1 | 000-255 | Master Dimmer |
| 2 | 000-255 | Flash intensity |
| 3 | 000-255 | Flash Duration |
| 4 | 000-255 | Flash Rate |
| 5 | 000-255 | Color marco 0-51 |
| 6 | 000-255 | Frost Glasses |
| 7 | 000-255 | Red 1 |
| 8 | 000-255 | Green1 |
| 9 | 000-255 | Blue1 |
| 10 | 000-255 | Red 2 |
| 11 | 000-255 | Green2 |
| 12 | 000-255 | Blue2 |
| 13 | 000-255 | White section 1-6 |
| 14 | 000-255 | White section 7-12 |
| 15 | 000-255 | Red 3 |
| 16 | 000-255 | Green3 |
| 17 | 000-255 | Blue3 |
| 18 | 000-255 | Red 4 |
| 19 | 000-255 | Green4 |
| 20 | 000-255 | Blue4 |
| 21 | 000-255 | auto 1-15 |
| 22 | 000-255 | auto speed |

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36 CHANNELS

| Channel | Value | Function |
| :---: | :---: | :---: |
| 1 | 000-255 | Master Dimmer |
| 2 | 000-255 | Flash intensity |
| 3 | 000-255 | Flash Duration |
| 4 | 000-255 | Flash Rate |
| 5 | 000-255 | Color marco 0-51 |
| 6 | 000-255 | Frost Glasses |
| 7 | 000-255 | Red 1 |
| 8 | 000-255 | Green1 |
| 9 | 000-255 | Blue1 |
| 10 | 000-255 | Red 2 |
| 11 | 000-255 | Green2 |
| 12 | 000-255 | Blue2 |
| 13 | 000-255 | Red 3 |
| 14 | 000-255 | Green3 |
| 15 | 000-255 | Blue3 |
| 16 | 000-255 | Red 4 |
| 17 | 000-255 | Green4 |
| 18 | 000-255 | Blue4 |
| 19 | 000-255 | White section 1-3 |
| 20 | 000-255 | White section 4-6 |
| 21 | 000-255 | White section 7-9 |
| 22 | 000-255 | White section 10-12 |
| 23 | 000-255 | Red 5 |
| 24 | 000-255 | Green5 |
| 25 | 000-255 | Blue5 |
| 26 | 000-255 | Red 6 |

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| $\mathbf{2 7}$ | $000-255$ | Green6 |
| :---: | :---: | :---: |
| $\mathbf{2 8}$ | $000-255$ | Blue6 |
| $\mathbf{2 9}$ | $000-255$ | Red 7 |
| $\mathbf{3 0}$ | $000-255$ | Green7 |
| $\mathbf{3 1}$ | $000-255$ | Blue7 |
| 32 | $000-255$ | Red 8 |
| 33 | $000-255$ | Green8 |
| 34 | $000-255$ | Blue8 |
| 35 | $000-255$ | auto 1-31 |
| 36 | $000-255$ | auto speed |

50 CHANNELS

| Channel | Value | Function |
| :---: | :---: | :---: |
| $\mathbf{1}$ | $000-255$ | Master Dimmer |
| $\mathbf{2}$ | $000-255$ | Flash intensity |
| $\mathbf{3}$ | $000-255$ | Flash Duration |
| $\mathbf{4}$ | $000-255$ | Flash Rate |
| $\mathbf{5}$ | $000-255$ | Color marco 0-51 |
| $\mathbf{6}$ | $000-255$ | Frost Glasses |
| $\mathbf{7}$ | $000-255$ | Red 1 |
| $\mathbf{8}$ | $000-255$ | Green1 |
| $\mathbf{9}$ | $000-255$ | Blue1 |
| 10 | $000-255$ | Red 2 |
| 11 | $000-255$ | Green2 |
| $\mathbf{1 2}$ | $000-255$ | Blue2 |
| 13 | $000-255$ | Red 3 |
| 14 | $000-255$ | Green3 |
| 15 | $000-255$ | Blue3 |
| 16 | $000-255$ | Red 4 |

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| 17 | 000-255 | Green4 |
| :---: | :---: | :---: |
| 18 | 000-255 | Blue4 |
| 19 | 000-255 | Red 5 |
| 20 | 000-255 | Green5 |
| 21 | 000-255 | Blue5 |
| 22 | 000-255 | Red 6 |
| 23 | 000-255 | Green6 |
| 24 | 000-255 | Blue6 |
| 25 | 000-255 | White section 1-2 |
| 26 | 000-255 | White section 3-4 |
| 27 | 000-255 | White section5-6 |
| 28 | 000-255 | White section 7-8 |
| 29 | 000-255 | White section 9-10 |
| 30 | 000-255 | White section 11-12 |
| 31 | 000-255 | Red 7 |
| 32 | 000-255 | Green7 |
| 33 | 000-255 | Blue7 |
| 34 | 000-255 | Red 8 |
| 35 | 000-255 | Green8 |
| 36 | 000-255 | Blue8 |
| 37 | 000-255 | Red 9 |
| 38 | 000-255 | Green9 |
| 39 | 000-255 | Blue9 |
| 40 | 000-255 | Red 10 |
| 41 | 000-255 | Green10 |
| 42 | 000-255 | Blue10 |
| 43 | 000-255 | Red 11 |
| 44 | 000-255 | Green11 |
| 45 | 000-255 | Blue11 |

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| $\mathbf{4 6}$ | $000-255$ | Red 12 |
| :---: | :---: | :---: |
| $\mathbf{4 7}$ | $000-255$ | Green12 |
| $\mathbf{4 8}$ | $000-255$ | Blue12 |
| $\mathbf{4 9}$ | $000-255$ | auto 1-31 |
| $\mathbf{5 0}$ | $000-255$ | auto speed |


| 92 CHANNELS |  |  |
| :---: | :---: | :---: |
| Channel | Value | Function |
| 1 | 000-255 | Master Dimmer |
| 2 | 000-255 | Flash intensity |
| 3 | 000-255 | Flash Duration |
| 4 | 000-255 | Flash Rate |
| 5 | 000-255 | Color marco 0-51 |
| 6 | 000-255 | Frost Glasses |
| 7 | 000-255 | Red 1 |
| 8 | 000-255 | Green1 |
| 9 | 000-255 | Blue1 |
| 10 | 000-255 | Red 2 |
| 11 | 000-255 | Green2 |
| 12 | 000-255 | Blue2 |
| 13 | 000-255 | Red 3 |
| 14 | 000-255 | Green3 |
| 15 | 000-255 | Blue3 |
| 16 | 000-255 | Red 4 |
| 17 | 000-255 | Green4 |
| 18 | 000-255 | Blue4 |
| 19 | 000-255 | Red 5 |
| 20 | 000-255 | Green5 |

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| 21 | 000-255 | Blue5 |
| :---: | :---: | :---: |
| 22 | 000-255 | Red 6 |
| 23 | 000-255 | Green6 |
| 24 | 000-255 | Blue6 |
| 25 | 000-255 | Red 7 |
| 26 | 000-255 | Green7 |
| 27 | 000-255 | Blue7 |
| 28 | 000-255 | Red 8 |
| 29 | 000-255 | Green8 |
| 30 | 000-255 | Blue8 |
| 31 | 000-255 | Red 9 |
| 32 | 000-255 | Green9 |
| 33 | 000-255 | Blue9 |
| 34 | 000-255 | Red 10 |
| 35 | 000-255 | Green10 |
| 36 | 000-255 | Blue10 |
| 37 | 000-255 | Red 11 |
| 38 | 000-255 | Green11 |
| 39 | 000-255 | Blue11 |
| 40 | 000-255 | Red 12 |
| 41 | 000-255 | Green12 |
| 42 | 000-255 | Blue12 |
| 43 | 000-255 | White section 1 |
| 44 | 000-255 | White section 2 |
| 45 | 000-255 | White section3 |
| 46 | 000-255 | White section 4 |
| 47 | 000-255 | White section 5 |
| 48 | 000-255 | White section 6 |
| 49 | 000-255 | White section 7 |
| 50 | 000-255 | White section 8 |

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| 51 | 000-255 | White section9 |
| :---: | :---: | :---: |
| 52 | 000-255 | White section 10 |
| 53 | 000-255 | White section 11 |
| 54 | 000-255 | White section 12 |
| 55 | 000-255 | Red13 |
| 56 | 000-255 | Green13 |
| 57 | 000-255 | Blue13 |
| 58 | 000-255 | Red 14 |
| 59 | 000-255 | Green14 |
| 60 | 000-255 | Blue14 |
| 61 | 000-255 | Red 15 |
| 62 | 000-255 | Green15 |
| 63 | 000-255 | Blue15 |
| 64 | 000-255 | Red 16 |
| 65 | 000-255 | Green16 |
| 66 | 000-255 | Blue16 |
| 67 | 000-255 | Red 17 |
| 68 | 000-255 | Green17 |
| 69 | 000-255 | Blue17 |
| 70 | 000-255 | Red 18 |
| 71 | 000-255 | Green18 |
| 72 | 000-255 | Blue18 |
| 73 | 000-255 | Red 19 |
| 74 | 000-255 | Green19 |
| 75 | 000-255 | Blue19 |
| 76 | 000-255 | Red 20 |
| 77 | 000-255 | Green20 |
| 78 | 000-255 | Blue20 |
| 79 | 000-255 | Red 21 |
| 80 | 000-255 | Green21 |

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| 81 | $000-255$ | Blue21 |
| :--- | :--- | :--- |
| 82 | $000-255$ | Red 22 |
| 83 | $000-255$ | Green22 |
| 84 | $000-255$ | Blue22 |
| 85 | $000-255$ | Red 23 |
| 86 | $000-255$ | Green23 |
| 87 | $000-255$ | Blue23 |
| 88 | $000-255$ | Red 24 |
| $\mathbf{8 9}$ | $000-255$ | Green24 |
| 90 | $000-255$ | Blue24 |
| 91 | $000-255$ | auto 1-31 |
| 92 | $000-255$ | auto speed |

## IRIDIUM

## DMX-512 addressing with ID address

1. Follow instructions 1 for DMX 512 addressing.
2. Activate ID addressing in each fixture by setting panel function "ID ON/OFF" to ON. "Settings" to "ID ON/OFF" to "ON" For every DMX 512 starting address the user can set 66 separate ID addresses. Set ID addresses in each fixture by setting panel function "ID address" to incremental values.(I.e. 1, 12, 24, 36 etc...) "Settings" to "address" to "01~66".



## UPLOAD



First, set one light, which involves the program you have edited in EDIT menu and want to upload, in Master mode,and others in Slave mode.

Then,connect all the lights with DMX cables.Finally,select the UPLOAD menu of the Master light and press ENTER.All the programs edited in the Master light will be uploaded to the Slave lights.

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DMX MODE-In this menu, you can connect several pieces of lights with DMX cable and control them with the control console.
Press "ENTER" and then press "UP" or "DOWN" to "Address" or "DMX Channel" and press "ENTER".

1) " $X X X$ " will be showed in "Address", " $X X X$ " means the Address $001-512$. You can press "UP" or
"DOWN"to select the address you desired.
2) "Channel $[x x]$ " will be showed in "DMX Channels", "XX" means 5 kinds of DMX Channels Modes. You can press "UP" or "DOWN" to select the Channel Mode you desired.

DIMMER CURVE-In this menu, you can choose the mode you desired.

1. Press "ENTER" and then press "UP" or "DOWN" to "Dimmer Curve" to choose as below modes.
2. Press "ENTER" you can see 4 items as below:
1) Standard
2) Stage/TV
3) Architec
4) Theatre

DMX STATE-In this menu,you can choose the DMX signal you desired.

1. Press "ENTER" and then press "UP" or "DOWN" to "DMX STATE".
2. Press "ENTER" and you can choose "BLACKOUT" or "DMX HOLD" ; "BLACKOUT" means cut off the DMX signal and "DMX HOLD" means connect DMX signal.

SLAVE MODE-In this menu, you can choose one light as the MASTER light and other lights in SLAVE Mode will run follow the MASTER light.

1. Press "ENTER" and then press "UP" or "DOWN" to "SLAVE Mode".
2. Press "ENTER" and "SLAVE" will be showed, then press "ENTER" to choose.

## AUTO MODE-In this menu, you can choose your desired AUTO Mode and adjust the running

 speed.1. Press "ENTER" and then press "UP" or "DOWN" to "AUTO MODE".
2. Press "ENTER" you can see 2 items as below:
1) SPEED - It provides "01-31" for you choose.
2) AUTO MODE - It provides "AUTO 1-AUTO 13" for you choose.

## STATIC COLOR-In this menu,you can choose the modes you need.

1. Press "ENTER" and then press "UP" or "DOWN" to "AUTO MODE".
2. Press "ENTER" you can see 8 items as below:
1) RED
2) GREEN
3) BLUE
4) WHITE
5) AMBER
6) UV
7) COLOR - You can choose "1-63" in this menu.
8) STROBE - You can choose " $0-20$ " in this menu.

## CCT-In this menu, you can choose the brightness you desired.

1. Press "ENTER" and then press "UP" or "DOWN" to "CCT".
2. Press "ENTER" you can chooose from " 2700 K " to " 8000 K " as you need.

SET UP-In this menu, you can adjust the values of the function.

1. Press "ENTER" and then press "UP" or "DOWN" to "SET UP".
2. Press "ENTER" and there has 6 options then press "ENTER" to choose the options and press "UP" or "DOWN" to choose the value you desired as below:
1) IR - You can press "ON" or "OFF" to choose whether you need to controll by this mode.
2) Dimmer All - You can adjust the brightness of colors.
3) Wihte Balace - You can select "RED" "GREEN" "BLUE" "WHITE" you need.
4) Key Lock - You can choose "ON" or "OFF" to make the Key Lock turn on or off.
5) Display - You can choose "ON" or "30s" to make the position of the light screen.
6) Max temp - You can set the your desired Max working temperature of the light with passcode in this menu.When the working temperature beyond max temperature of default settings, the color of letter "Temp XX" will show the color from white to yellow.Meanwhile, the light will adjust the working temperature automatically.

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INFORMATION-In this menu, you can learn about the information of RDM, software and hardware of the light.
1.Press "ENTER" and then press "UP" or "DOWN" to "INFORMATION".
2.Press "ENTER" and you can see 3 items as below:

1) RDM - It shows RDM information.
2) Hardware - It shows the Hardware information.
3) Software - It shows the Software information.

FACTORY RESET-In this menu, you can reset all the value of the system.

1. Press "ENTER" and then press "UP" or "DOWN" to "FACTORY RESET".
2. Press "ENTER" to reset all the values of the system.

## IRIDIUM

## Mounting

When installing the unit, the trussing or area of installation must be able to hold 10 times the weight without any deformation. When installing the unit must be secured with a secondary safety attach-ment, e.g. and appropriate safety cable. Never stand directly below the unit when mounting, removing, or servicing the unit.
Overhead mounting requires extensive experience, including calculat-ing working load limits, installation material being used, and perodic safety inspection of all installation material and unit. If you lack these qualifcations, do not attempt the installation yourself.
The installaiton should be checked by a skilled person once a year.


The ARC BAR PRO STROBE is fully operational in three different mounting positions, hanging upside-down from a ceiling, set on a flat level surface or mount the unit on its side. Be sure this fxture is kept at least 0.5 m away from any flammable materials (decoration etc.). And you'd better use and install the supplied safety cable as a safety measure to prevent accidental damage and/or injury in the event the clamp fails (see next page).

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## CABLE CONNECTORS

Cabling must have a male XLR connector on one end and a female XLR connector on the other end.

DMX connector configuration

caution:Do not allow contact between the ground and the fixture's chassis ground. Grounding the ground can cause a ground loop, and your fixture may perform erratically. Test cables with an ohm meter to verify positive pole and to make sure the pins are not grounded or shorted to the shield or each other.

## 3-PIN TO 5-PIN CONVERSION CHART

Note! If you use a controller with a 5 pin DMX output connector, you need to use a 5 pin to 3 pin adapter. The chart below details a proper cable conversion:

3-PIN TO 5-PIN CONVERSION CHART

| Conductor | 3 Pin Female (output) | 5 Pin Male (Input) |
| :---: | :---: | :---: |
| Ground/Shield | Pin 1 | Pin 1 |
| Data ( - ) signal | Pin 2 | Pin 2 |
| Data ( + ) signal | Pin 3 | Pin 3 |
| Do not use |  | Do not use |
| Do not use |  | Do not use |

## IRIDIUM

## RDM---Remote Device Management

RDM is a wild version of the DMX512-A protocol, allowing dimming stations and other control devices to be discovered through a DMX512 network, and then configuring, status monitoring, and managing intermediate and line end devices.

It allows two-way communication between the lighting device or system controller and the connected RDM compatible device through the standard DMX. This protocol will allow these devices to be configured, monitored, and managed in a manner that does not interfere with the normal operation of standard DMX512 devices that do not recognize the RDM protocol.
Allow a controller or test device to find other devices that can be RDM, such as computer lights or dimming cabinets, and remotely manage them through this connection intelligence. Including the ability to remotely set the initial address of the DMX512, query the device's errors or statistics, and achieve most of the configuration settings that are usually done on the front panel of the device. RDM can run with the new RDM device or any original DMX512 product on the same data link without any performance impact. Since RDM runs on the first team DMX512 link, the only infrastructure upgrade required by RDM is to upgrade the existing data distributor to implement a two-way mode to support RDM.

The RDM information is transmitted through the first pair of DMX512 data channels. RDM uses packets that include non-zero initial codes to start and control communications. This alternating(rotating) session and waiting for indicative responses is performed in a semi-duplex format. The second data pair is not used for any RDM function.

Two-way data transmission-each vendor's equipment can exchange data, Art-net can only transmit data, can not exchange with each other.
Its functions are as followed:


## IMPORTER

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