

# GR0410 KALEIDO DMXSPECIFICATIONS

A KALEIDO unit receives :

2 channels (remote switch/dimmer) starting from the DMX address given;

1 channel for colour selection, or 3 channels for CMY colours starting from the second address.

With consecutive channels (Double DMX Address = option 4.Off) you obtain the following:

Channel	Function (Fixed Colours = OFF)	Function (Fixed Colours = ON)
1	Lamp ON/OFF	Lamp ON/OFF
2	Black Out + Dimmer + Strobe	Black Out + Dimmer + Strobe
3	Yellow	Pre-set colours
4	Cyan	(empty)
5	Magenta	(empty)

NOTE: when option 3 is set to OFF, lamp ON/OFF is not available.

## LAMP ON/OFF

When the DMX value of the lamp ON/OFF channel corresponds to the lamp OFF position for more than 4 seconds, the lamp will be switched OFF until the DMX value of this channel is set to the lamp ON position.

NOTE: switching the lamp OFF will not be available if the LAMP ON/OFF channel is set to lamp OFF when the unit is powered up. This will prevent the accidental switching off of the lamp if the projector is connected to controllers that send neutral channel values when the unit is powered up.

Range	Values
OFF	128..255
ON	0..127

## Black Out/Dimmer/Strobe channel

Range	Values	Notes
Open	240..255	
Strobe 2.5/sec	220..239	
Strobe 2.0/sec	200..219	
Strobe 1.5/sec	180..199	
Strobe 1.0/sec	160..179	
Open	128..159	
Dimmer 0%	127	Totally open
Dimmer 25%	98	
Dimmer 50%	68	
Dimmer 75%	38	
Dimmer 100%	0	Totally closed

## Yellow, Cyan and Magenta channels

*When option 4 = Off*

Channels control the filters insertion proportionally.

Function	DMX Values
0%..100%	2..255
White	0..1

*When option 4 = On*

Channel Y selects one particular colour among the 64 available and channels C and M are ignored.

Colour/s	DMX Values
White	0..3
White->Yellow	4..7, 8..11, 12..15, 16..19, 20..23, 24..27, 28..31
Yellow->Green	28..31, 32..35, 36..39, 40..43, 44..47, 48..51, 52..55, 56..59
Green->Cyan	56..59, 60..63, 64..67, 68..71, 72..75, 76..79, 80..83, 84..87
Cyan->White	84..87, 88..91, 92..95, 96..99, 100..103, 104..107, 108..111
White->Magenta	112..115, 116..119, 120..123, 124..127, 128..131, 132..135, 136..139
Magenta->Wood	136..139, 140..143, 144..147, 148..151, 152..155, 156..159, 160..163
Wood->Cyan	164..167, 168..171, 172..175, 176..179, 180..183, 184..187, 188..191
Magenta->Red	192..195, 196..199, 200..203, 204..207, 208..211, 212..215, 216..219
Red->Yellow	216..219, 220..223, 224..227, 228..231, 232..235, 236..239, 240..243
White	244..255

## USER INTERFACE

The on-board control allows the DMX addressing configuration and some ON/OFF and numerical options setting.

Numerical options can be used only when the unit is on Master mode.

Lamp life and use meter can also be accessed from the on-board control.

The lamp life counter can be easily reset by the user.

### Green and Red LED

LED Condition	Meaning	Visualisation
Green(fixed)	Correct DMX signal input	Standard
Green (flashing)	Absent or wrong DMX signal input	Standard
Green(fixed)	DMX transmission	Master On
Red(flashing)	DMX address change	Address change
Red (fixed)	Options modification	Options change

### Standard Visualization (DMX slave mode)

Display shows DMX address of the unit on standard visualization.

Fixed or flashing green LED status shows either correct or absent DMX input.

Push (ENTER) key for 5 seconds to visualise the lamp life meter.

Push (ENTER) key for 20 seconds to visualise the unit use meter.

Press (ENTER) and (+) keys contemporarily for 5 seconds to set to zero the lamp life meter. Operation will be confirmed by a flashing display.

Push (SELECT) key to access the ON/OFF status of different options. Visualise options by pressing (SELECT) key.

NOTE: To access KALEIDO as a slave unit, set its DMX address as 1 and all options to OFF.

### Standard Visualization (DMX master mode)

Display shows 1.ON on standard visualization. This indicates option 1 (Master mode) is active.

Fixed green LED is lit.

When the projector is set to Master mode, it will be ready for option setting on start up. In this case push (SELECT) twice to visualize use meter and lamp life meter.

Push (ENTER) key for 5 seconds to visualise the lamp life meter.

Push (ENTER) key for 20 seconds to visualise the unit use meter.

Press (ENTER) and (+) keys contemporarily for 5 seconds to set to zero the lamp life meter. Operation will be confirmed by a flashing display.

### DMX address change

This projector can follow two independent DMX addresses:

- Address 1: remote lamp ON/OFF + dimmer (2 channels)
- Address 2: colours (3 channels if option 2 is OFF; 1 channel if option 2 is ON)

DMX address of the unit can be changed by using (+) and (-) keys when red LED is flashing. Push (ENTER) to confirm the DMX address assigned. Operation will be confirmed by a flashing display.

## Options menu (On/Off and numeric)

ON/OFF options can be modified when red LED is fixed.

Push (SELECT) to pass to following options until you get to standard visualization.

When the ON/OFF or numeric option has been selected, push (+) or (-) to change it. Push (ENTER) to confirm the desired option. Operation will be confirmed by a flashing display.

## Options on MASTER mode setting:

Display	Option name	Description
<b>1.On</b>	<b>Dmx Master</b>	If set to ON, the unit will be the MASTER of the chain and will forward DMX information to the other units. The sequence is made of 20 colour scenes maximum. All 5 channels of the unit are sent on each scene. When option 1 is set to ON (MASTER) following options are not available. Change DMX address is not possible when the unit is on MASTER mode. All SLAVE unit must have their DMX address set to 1.
<b>P.00</b> <b>C.00</b>	<b>Program Number (1..8)</b> <b>Colour Number (00..60)</b>	Automatic program number or fixed colour number on automatic (00 = white) colours corresponds to pre-set colours scheme (see channel Y)
<b>SP.0</b>	<b>Program Speed (1...9)</b>	Scene change speed; 1 indicates maximum speed n scene change. Scene change time is shown in the scheme below:  01: 2 / 4 sec. 02: 4 / 8 sec. 03: 6 / 10 sec. 04: 8 / 12 sec. 05: 11 / 15 sec. 06: 16 / 20 sec. 07: 21 / 25 sec. 08: 26 / 30 sec. 09: 1 / 6 sec.
<b>PA.0</b>	<b>Program Pause (0...9)</b>	Additional pause at the end of the automatic movement. Pause length is added to the SP time as shown in previous scheme:  0 (no additional pause) 1 15 sec 2 30 sec 3 1 minutes 4 1.5 minutes 5 2 minutes 6 2.5 minutes 7 3 minutes 8 3.5 minutes 9 4 minutes

		NOTE: when very long pauses have been selected it is possible to see a preview of the sequence by pushing (ENTER) when you want to change the scene.
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## Options on SLAVE mode setting:

Display	Option name	Description
1.Of	<b>Dmx Slave</b>	If option is set to OFF the unit receives instructions from a DMX controller. All SLAVE units must have their DMX addresses set to 1.
2.on/off	<b>Fixed colours</b>	If this option is set to ON, the unit will utilise only one DMX channel (yellow) instead of three to choose one of the three pre-set colours. The number of pre-set colours is 64. When this option is set to OFF Cyan and Magenta channels are ignored. Otherwise it will use all three channels to obtain the colour.
3.on/off	<b>Remote lamp switch</b>	When this option is set to ON the unit will accept remote switch.
4.of/off	<b>Double DMX address</b>	This option activates the two DMX addresses mode (the first one for dimmer and lamp on/off; the second one for colours).
9.on/off	<b>Test</b>	This option selects the test mode for calibration. Select 9.ON to access the fastest strobe speed and colour filters movement. Select 9.OFF and no DMX signal to access the slowest strobe speed and colours filters movement

NOTE: the unit deactivates option 9 when finding it set to ON on start-up.  
All other ON/OFF options will be set to OFF.