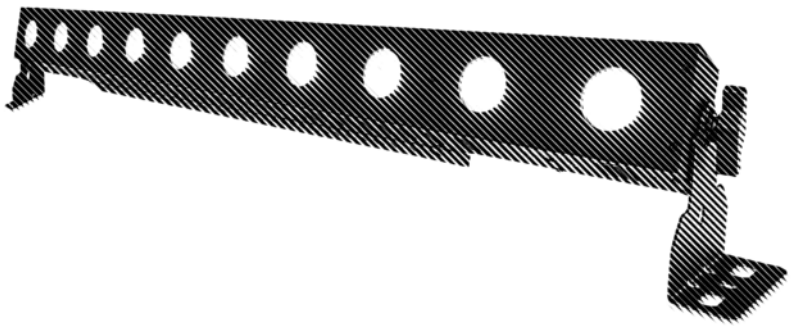
STAIRVILLE



Strip Blinder
LED RGB WW

LED bar

th•mann
MUSIC IS OUR PASSION

user manual

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Table of contents

1 General notes

This user manual contains important information on safe operation of the device. Read and follow all safety notes and all instructions. Save this manual for future reference. Make sure that it is available to all persons using this device. If you sell the device, include the manual for the next owner.

Our products are subject to a process of continuous development. We therefore reserve the right to make changes without notice.

Symbols and signal words

This section provides an overview of the symbols and signal words used in this user manual.

Signal word	Meaning
DANGER!	This combination of symbol and signal word indicates an immediate dangerous situation that will result in death or serious injury if it is not avoided.
WARNING!	This combination of symbol and signal word indicates a possible dangerous situation that can result in death or serious injury if it is not avoided.
NOTICE!	This combination of symbol and signal word indicates a possible dangerous situation that can result in material and environmental damage if it is not avoided.

Warning signs	Type of danger
	Warning – high-voltage.
	Warning – suspended load.

Warning signs	Type of danger
	Warning – danger zone.

2 Safety instructions

Intended use

This device is intended to be used as an electronic illumination effect using LED technics. The device is designed for professional use and is not suitable for use in households. Use the device only as described in this user manual. Any other use or use under other operating conditions is considered to be improper and may result in personal injury or property damage. No liability will be assumed for damages resulting from improper use.

This device may be used only by persons with sufficient physical, sensorial, and intellectual abilities and having corresponding knowledge and experience. Other persons may use this device only if they are supervised or instructed by a person who is responsible for their safety.

Safety

DANGER!

Danger for children

Ensure that plastic bags, packaging, etc. are disposed of properly and are not within reach of babies and young children. Choking hazard!

Ensure that children do not detach any small parts (e.g. knobs or the like) from the unit. They could swallow the pieces and choke!

Never let children unattended use electrical devices.

DANGER!

Electric shock caused by high voltages inside

Within the device there are areas where high voltages may be present. Never remove any covers.

There are no user-serviceable parts inside.

Do not use the device if covers, protectors or optical components are missing or damaged.

DANGER!

Electric shock caused by short-circuit

Always use proper ready-made insulated mains cabling (power cord) with a protective contact plug. Do not modify the mains cable or the plug. Failure to do so could result in electric shock/death or fire. If in doubt, seek advice from a registered electrician.

WARNING!

Eye damage caused by high light intensity

Never look directly into the light source.

WARNING!

Risk of epileptic shock

Strobe lighting can trigger seizures in photosensitive epilepsy. Sensitive persons should avoid looking at strobe lights.

NOTICE!

Risk of fire

Do not block areas of ventilation. Do not install the device near any direct heat source. Keep the device away from naked flames.

NOTICE!

Operating conditions

This device has been designed for indoor use only. To prevent damage, never expose the device to any liquid or moisture. Avoid direct sunlight, heavy dirt, and strong vibrations.

NOTICE!

Power supply

Before connecting the device, ensure that the input voltage (AC outlet) matches the voltage rating of the device and that the AC outlet is protected by a residual current circuit breaker. Failure to do so could result in damage to the device and possibly injure the user.

Unplug the device before electrical storms occur and when it is unused for long periods of time to reduce the risk of electric shock or fire.

3 Features

Special features of the device:

- 10 four-colour LEDs (RGBWW, 10 W each)
- Control via DMX (ten different modes), via RDM and via buttons and display on the unit
- Built-in automatic show programmes
- Master / Slave mode
- Robust metal housing with compact design
- Versatile placement and mounting options
- Looped through mains voltage output for powering further devices

Remote Device Management (RDM)

The device supports RDM protocol communication (Remote Device Management) according to ANSI / ESTA E1.20. It can exchange information with an RDM-compatible controller. Also observe the instruction manual of the controller.

4 Installation

Unpack and carefully check that there is no transportation damage before using the unit. Keep the equipment packaging. To fully protect the device against vibration, dust and moisture during transportation or storage use the original packaging or your own packaging material suitable for transport or storage, respectively.

You can install the device on the wall, the ceiling or on the floor. The scope of delivery includes two adjustable mounting brackets with locking screws; the brackets can also be used as feet to set it up.

WARNING!

Risk of injury caused by falling objects

Make sure that the installation complies with the standards and rules that apply in your country. Always secure the device with a secondary safety attachment, such as a safety cable or a safety chain.

NOTICE!

Risk of overheating

Always ensure sufficient ventilation.

The ambient temperature must always be below 40 °C (104 °F).

NOTICE!

Use of stands

When mounting the device onto a stand, ensure that the stand is in a safe and stable position and that the weight of the device does not exceed the maximum permissible load capacity of the stand.

NOTICE!

Possible data transmission errors

For error-free operation make use of dedicated DMX cables and do not use ordinary microphone cables.

Never connect the DMX input or output to audio devices such as mixers or amplifiers.

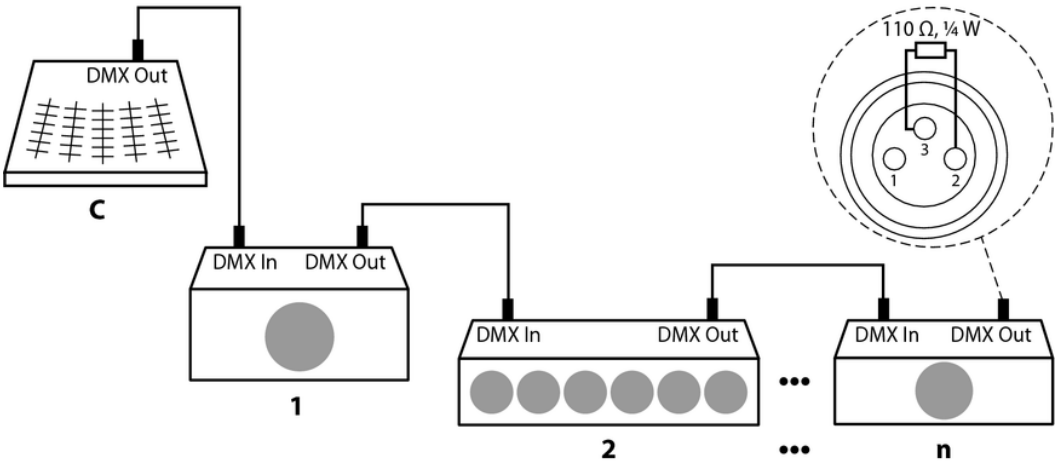
Please note that this device must not be connected to a dimmer.

5 Starting up

Create all connections while the device is off. Use the shortest possible high-quality cables for all connections. Take care when running the cables to prevent tripping hazards.

Connections in DMX mode

Connect the DMX input of the device to the DMX output of a DMX controller or another DMX device. Connect the output of the first DMX device to the input of the second one, and so on to form a daisy chain. Always ensure that the output of the last DMX device in the daisy chain is terminated with a resistor (110 Ω, ¼ W).



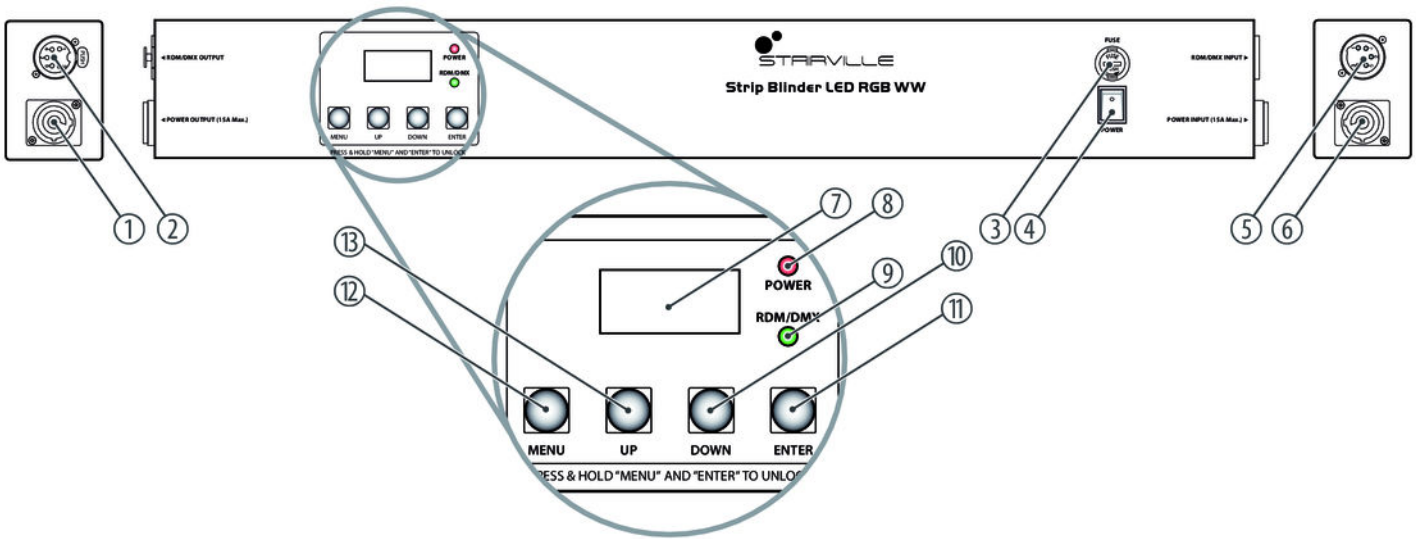
Connections in master/slave mode

When you configure a group of devices in master/slave mode, the first unit will control the other units for an automatic, sound-activated, synchronized show. This function is ideal when you want to start a show immediately. Connect the DMX output of the master device to the DMX input of the first slave device. Then connect the DMX output of the first slave device to the DMX input of the second slave device and so on.

Starting the device

Connect the device to the power supply to start operation. After a few seconds, the display indicates that a reset is in progress. The device is then ready for use.

6 Connections and controls



1	*[POWER OUTPUT]* Lockable output socket (Power Twist) for the power supply of further units.
2	*[RDM/DMX OUTPUT]* RDM / DMX output
3	*[FUSE]* Fuse holder
4	*[POWER]* Main switch. Turns the device on and off.
5	*[RDM/DMX INPUT]* RDM / DMX input
6	*[POWER INPUT]* Lockable input socket (Power Twist) for power supply.
7	Display

8	*[POWER]* The red LED lights up when the unit is operational after power up.
9	*[RDM/DMX]* The green control LED indicates that a signal is being received at the RDM/DMX input.
10	Button *[DOWN]* Navigates downwards in a menu list. Decreases the displayed value by one.
11	Button *[ENTER]* Activates the main menu and toggles between menu items.
12	Button *[MENU]* Selects an option of the respective operating mode.
13	Button *[UP]* Navigates upwards in a menu list. Increases the displayed value by one.

7 Operating

7.1 Main menu

Press *[MENU]* to activate the main menu. Use *[ENTER]* to select a submenu. When the display shows the desired submenu, press *[UP]* or *[DOWN]* to change the indicated value. To close the sub menu, press *[MODE]*.

If you don't press any button for about 45 seconds, the buttons will be locked and the display turns off. To unlock the buttons press *[MENU]* and *[ENTER]* simultaneously for about five seconds.

The device has an automatic button lock function against unintentional adjustment. To deactivate the button lock function keep *[MENU]* and *[ENTER]* pressed until the display lights up.

The following table shows the setting options.

Main menu	Menu level 2	Menu level 3	Menu level 4
	Meaning		
'DMX'	*'DMX Ch'*	Selecting a DMX mode	
		'1 pixel'	4-channel mode (with 8 bit resolution) 8-channel mode (with 16 bit resolution)
		'2 pixel'	8-channel mode (with 8 bit resolution) 16-channel mode (with 16 bit resolution)

Main menu	Menu level 2	Menu level 3	Menu level 4
	Meaning		
		'5 pixel'	20-channel mode (with 8 bit resolution) 40-channel mode (with 16 bit resolution)
		'10 pixel'	40-channel mode (with 8 bit resolution) 80-channel mode (with 16 bit resolution)
		'9 DMX Ch'	9-channel mode
		'6 DMX Ch'	6-channel mode
	'DMX Addr'	*'001' … '512'*	Setting the DMX address
	'DMX Bit'	*'8 bit', '16 bit'*	Selecting the resolution
	'DMX Fade'	*'Fade on'*	Immediate response to DMX commands

Main menu	Menu level 2	Menu level 3	Menu level 4
	Meaning		
		'Fade off'	Response to DMX commands with a slight delay
'Chase'	Preprogrammed automatic show		
	'Program'	Selecting a show	
		'prog'	*'prog:01'* … *'prog:10'*
	'Speed'	Running speed	
		'speed'	*'speed:01'* … *'speed:99'*
	'Fade'	Fade effect	
		'fade'	*'fade:000'* … *'fade:100'*
	'Dimmer'	Brightness	
		'dimm'	*'dimm:000'* … *'dimm:255'*
'Manual'	Manual colour mixing		

Main menu	Menu level 2	Menu level 3	Menu level 4
	Meaning		
	'Red'	*'R:000'* … *'R:255'*	Intensity red (0 % to 100 %)
	'Green'	*'G:000'* … *'G:255'*	Intensity green (0 % to 100 %)
	'Blue'	*'B:000'* … *'B:255'*	Intensity blue (0 % to 100 %)
	'White'	*'W:000'* … *'W:255'*	Intensity white (0 % to 100 %)

7.2 Functions in 4-channel DMX mode (1 pixel, 8 bit)

Channel	Value	Function
1	0…255	Intensity red (0 % to 100 %)
2	0…255	Intensity green (0 % to 100 %)

Channel	Value	Function
3	0…255	Intensity blue (0 % to 100 %)
4	0…255	Intensity white (0 % to 100 %)

7.3 Functions in 6-channel DMX mode (8 bit)

Channel	Value	Function
1	0…255	Intensity red (0 % to 100 %)
2	0…255	Intensity green (0 % to 100 %)
3	0…255	Intensity blue (0 % to 100 %)
4	0…255	Intensity white (0 % to 100 %)
5	0…255	Dimmer (0 % to 100 %)
6	Strobe effect	

Channel	Value	Function
	0…239	Strobe effect, increasing speed
	240…255	No strobe effect (full on)

7.4 Functions in 8-channel DMX mode (2 pixels, 8 bit)

Channel	Value	Function
1	0…255	Intensity red (0 % to 100 %), LEDs 1…5
2	0…255	Intensity green (0 % to 100 %), LEDs 1…5
3	0…255	Intensity blue (0 % to 100 %), LEDs 1…5
4	0…255	Intensity white (0 % to 100 %), LEDs 1…5
5	0…255	Intensity red (0 % to 100 %), LEDs 6…10
6	0…255	Intensity green (0 % to 100 %), LEDs 6…10

Channel	Value	Function
7	0…255	Intensity blue (0 % to 100 %), LEDs 6…10
8	0…255	Intensity white (0 % to 100 %), LEDs 6…10

7.5 Functions in 8-channel DMX mode (1 pixel, 16 bit)

Channel	Value	Function
1 (upper byte) 2 (lower byte)	0…65535	Intensity red (0 % to 100 %)
3 (upper byte) 4 (lower byte)	0…65535	Intensity green (0 % to 100 %)

Channel	Value	Function
5 (upper byte) 6 (lower byte)	0…65535	Intensity blue (0 % to 100 %)
7 (upper byte) 8 (lower byte)	0…65535	Intensity white (0 % to 100 %)

7.6 Functions in 9-channel DMX mode (8 bit)

Channel	Value	Function
1	0…255	Intensity red (0 % to 100 %)
2	0…255	Intensity green (0 % to 100 %)
3	0…255	Intensity blue (0 % to 100 %)
4	0…255	Intensity white (0 % to 100 %)

Channel	Value	Function
5	Operating mode	
	0…15	All LEDs light up (full on RGBW)
	16…127	Colour selection
	128…255	Selecting a automatic show
6	0…255	Running speed automatic show, increasing
7	0…255	Fade effect, increasing speed
8	0…255	Dimmer (0 % to 100 %)
9	Strobe effect	
	0…239	Strobe effect, increasing speed
	240…255	No strobe effect (full on)

7.7 Functions in 16-channel DMX mode (2 pixels, 16 bit)

Channel	Value	Function
1 (upper byte) 2 (lower byte)	0…65535	Intensity red (0 % to 100 %), LEDs 1…5
3 (upper byte) 4 (lower byte)	0…65535	Intensity green (0 % to 100 %), LEDs 1…5
5 (upper byte) 6 (lower byte)	0…65535	Intensity blue (0 % to 100 %), LEDs 1…5
7 (upper byte) 8 (lower byte)	0…65535	Intensity white (0 % to 100 %), LEDs 1…5
9 (upper byte) 10 (lower byte)	0…65535	Intensity red (0 % to 100 %), LEDs 6…10
11 (upper byte) 12 (lower byte)	0…65535	Intensity green (0 % to 100 %), LEDs 6…10

Channel	Value	Function
13 (upper byte) 14 (lower byte)	0…65535	Intensity blue (0 % to 100 %), LEDs 6…10
15 (upper byte) 16 (lower byte)	0…65535	Intensity white (0 % to 100 %), LEDs 6…10

7.8 Functions in 20-channel DMX mode (5 pixels, 8 bit)

Channel	Value	Function
1	0…255	Intensity red (0 % to 100 %), LEDs 1, 2
2	0…255	Intensity green (0 % to 100 %), LEDs 1, 2
3	0…255	Intensity blue (0 % to 100 %), LEDs 1, 2
4	0…255	Intensity white (0 % to 100 %), LEDs 1, 2

Channel	Value	Function
5	0…255	Intensity red (0 % to 100 %), LEDs 3, 4
6	0…255	Intensity green (0 % to 100 %), LEDs 3, 4
7	0…255	Intensity blue (0 % to 100 %), LEDs 3, 4
8	0…255	Intensity white (0 % to 100 %), LEDs 3, 4
9	0…255	Intensity red (0 % to 100 %), LEDs 5, 6
10	0…255	Intensity green (0 % to 100 %), LEDs 5, 6
11	0…255	Intensity blue (0 % to 100 %), LEDs 5, 6
12	0…255	Intensity white (0 % to 100 %), LEDs 5, 6
13	0…255	Intensity red (0 % to 100 %), LEDs 7, 8
14	0…255	Intensity green (0 % to 100 %), LEDs 7, 8
15	0…255	Intensity blue (0 % to 100 %), LEDs 7, 8
16	0…255	Intensity white (0 % to 100 %), LEDs 7, 8
17	0…255	Intensity red (0 % to 100 %), LEDs 9, 10

Channel	Value	Function
18	0…255	Intensity green (0 % to 100 %), LEDs 9, 10
19	0…255	Intensity blue (0 % to 100 %), LEDs 9, 10
20	0…255	Intensity white (0 % to 100 %), LEDs 9, 10

7.9 Functions in 40-channel DMX mode (10 pixels, 8 bit)

Channel	Value	Function
1	0…255	Intensity red (0 % to 100 %), LED 1
2	0…255	Intensity green (0 % to 100 %), LED 1
3	0…255	Intensity blue (0 % to 100 %), LED 1
4	0…255	Intensity white (0 % to 100 %), LED 1
5	0…255	Intensity red (0 % to 100 %), LED 2

Channel	Value	Function
6	0…255	Intensity green (0 % to 100 %), LED 2
7	0…255	Intensity blue (0 % to 100 %), LED 2
8	0…255	Intensity white (0 % to 100 %), LED 2
9	0…255	Intensity red (0 % to 100 %), LED 3
10	0…255	Intensity green (0 % to 100 %), LED 3
11	0…255	Intensity blue (0 % to 100 %), LED 3
12	0…255	Intensity white (0 % to 100 %), LED 3
13	0…255	Intensity red (0 % to 100 %), LED 4
14	0…255	Intensity green (0 % to 100 %), LED 4
15	0…255	Intensity blue (0 % to 100 %), LED 4
16	0…255	Intensity white (0 % to 100 %), LED 4
17	0…255	Intensity red (0 % to 100 %), LED 5
18	0…255	Intensity green (0 % to 100 %), LED 5

Channel	Value	Function
19	0…255	Intensity blue (0 % to 100 %), LED 5
20	0…255	Intensity white (0 % to 100 %), LED 5
21	0…255	Intensity red (0 % to 100 %), LED 6
22	0…255	Intensity green (0 % to 100 %), LED 6
23	0…255	Intensity blue (0 % to 100 %), LED 6
24	0…255	Intensity white (0 % to 100 %), LED 6
25	0…255	Intensity red (0 % to 100 %), LED 7
26	0…255	Intensity green (0 % to 100 %), LED 7
27	0…255	Intensity blue (0 % to 100 %), LED 7
28	0…255	Intensity white (0 % to 100 %), LED 7
29	0…255	Intensity red (0 % to 100 %), LED 8
30	0…255	Intensity green (0 % to 100 %), LED 8
31	0…255	Intensity blue (0 % to 100 %), LED 8

Channel	Value	Function
32	0…255	Intensity white (0 % to 100 %), LED 8
33	0…255	Intensity red (0 % to 100 %), LED 9
34	0…255	Intensity green (0 % to 100 %), LED 9
35	0…255	Intensity blue (0 % to 100 %), LED 9
36	0…255	Intensity white (0 % to 100 %), LED 9
37	0…255	Intensity red (0 % to 100 %), LED 10
38	0…255	Intensity green (0 % to 100 %), LED 10
39	0…255	Intensity blue (0 % to 100 %), LED 10
40	0…255	Intensity white (0 % to 100 %), LED 10

7.10 Functions in 40-channel DMX mode (5 pixels, 16 bit)

Channel	Value	Function
1 (upper byte) 2 (lower byte)	0…65535	Intensity red (0 % to 100 %), LEDs 1, 2
3 (upper byte) 4 (lower byte)	0…65535	Intensity green (0 % to 100 %), LEDs 1, 2
5 (upper byte) 6 (lower byte)	0…65535	Intensity blue (0 % to 100 %), LEDs 1, 2
7 (upper byte) 8 (lower byte)	0…65535	Intensity white (0 % to 100 %), LEDs 1, 2
9 (upper byte) 10 (lower byte)	0…65535	Intensity red (0 % to 100 %), LEDs 3, 4
11 (upper byte) 12 (lower byte)	0…65535	Intensity green (0 % to 100 %), LEDs 3, 4

Channel	Value	Function
13 (upper byte) 14 (lower byte)	0…65535	Intensity blue (0 % to 100 %), LEDs 3, 4
15 (upper byte) 16 (lower byte)	0…65535	Intensity white (0 % to 100 %), LEDs 3, 4
17 (upper byte) 18 (lower byte)	0…65535	Intensity red (0 % to 100 %), LEDs 5, 6
19 (upper byte) 20 (lower byte)	0…65535	Intensity green (0 % to 100 %), LEDs 5, 6
21 (upper byte) 22 (lower byte)	0…65535	Intensity blue (0 % to 100 %), LEDs 5, 6
23 (upper byte) 24 (lower byte)	0…65535	Intensity white (0 % to 100 %), LEDs 5, 6

Channel	Value	Function
25 (upper byte) 26 (lower byte)	0…65535	Intensity red (0 % to 100 %), LEDs 7, 8
27 (upper byte) 28 (lower byte)	0…65535	Intensity green (0 % to 100 %), LEDs 7, 8
29 (upper byte) 30 (lower byte)	0…65535	Intensity blue (0 % to 100 %), LEDs 7, 8
31 (upper byte) 32 (lower byte)	0…65535	Intensity white (0 % to 100 %), LEDs 7, 8
33 (upper byte) 34 (lower byte)	0…65535	Intensity red (0 % to 100 %), LEDs 9, 10
35 (upper byte) 36 (lower byte)	0…65535	Intensity green (0 % to 100 %), LEDs 9, 10

Channel	Value	Function
37 (upper byte) 38 (lower byte)	0…65535	Intensity blue (0 % to 100 %), LEDs 9, 10
39 (upper byte) 40 (lower byte)	0…65535	Intensity white (0 % to 100 %), LEDs 9, 10

7.11 Functions in 80-channel DMX mode (10 pixels, 16 bit)

Channel	Value	Function
1 (upper byte) 2 (lower byte)	0…65535	Intensity red (0 % to 100 %), LED 1
3 (upper byte) 4 (lower byte)	0…65535	Intensity green (0 % to 100 %), LED 1

Channel	Value	Function
5 (upper byte) 6 (lower byte)	0…65535	Intensity blue (0 % to 100 %), LED 1
7 (upper byte) 8 (lower byte)	0…65535	Intensity white (0 % to 100 %), LED 1
9 (upper byte) 10 (lower byte)	0…65535	Intensity red (0 % to 100 %), LED 2
11 (upper byte) 12 (lower byte)	0…65535	Intensity green (0 % to 100 %), LED 2
13 (upper byte) 14 (lower byte)	0…65535	Intensity blue (0 % to 100 %), LED 2
15 (upper byte) 16 (lower byte)	0…65535	Intensity white (0 % to 100 %), LED 2

Channel	Value	Function
17 (upper byte) 18 (lower byte)	0…65535	Intensity red (0 % to 100 %), LED 3
19 (upper byte) 20 (lower byte)	0…65535	Intensity green (0 % to 100 %), LED 3
21 (upper byte) 22 (lower byte)	0…65535	Intensity blue (0 % to 100 %), LED 3
23 (upper byte) 24 (lower byte)	0…65535	Intensity white (0 % to 100 %), LED 3
25 (upper byte) 26 (lower byte)	0…65535	Intensity red (0 % to 100 %), LED 4
27 (upper byte) 28 (lower byte)	0…65535	Intensity green (0 % to 100 %), LED 4

Channel	Value	Function
29 (upper byte) 30 (lower byte)	0…65535	Intensity blue (0 % to 100 %), LED 4
31 (upper byte) 32 (lower byte)	0…65535	Intensity white (0 % to 100 %), LED 4
33 (upper byte) 34 (lower byte)	0…65535	Intensity red (0 % to 100 %), LED 5
35 (upper byte) 36 (lower byte)	0…65535	Intensity green (0 % to 100 %), LED 5
37 (upper byte) 38 (lower byte)	0…65535	Intensity blue (0 % to 100 %), LED 5
39 (upper byte) 40 (lower byte)	0…65535	Intensity white (0 % to 100 %), LED 5

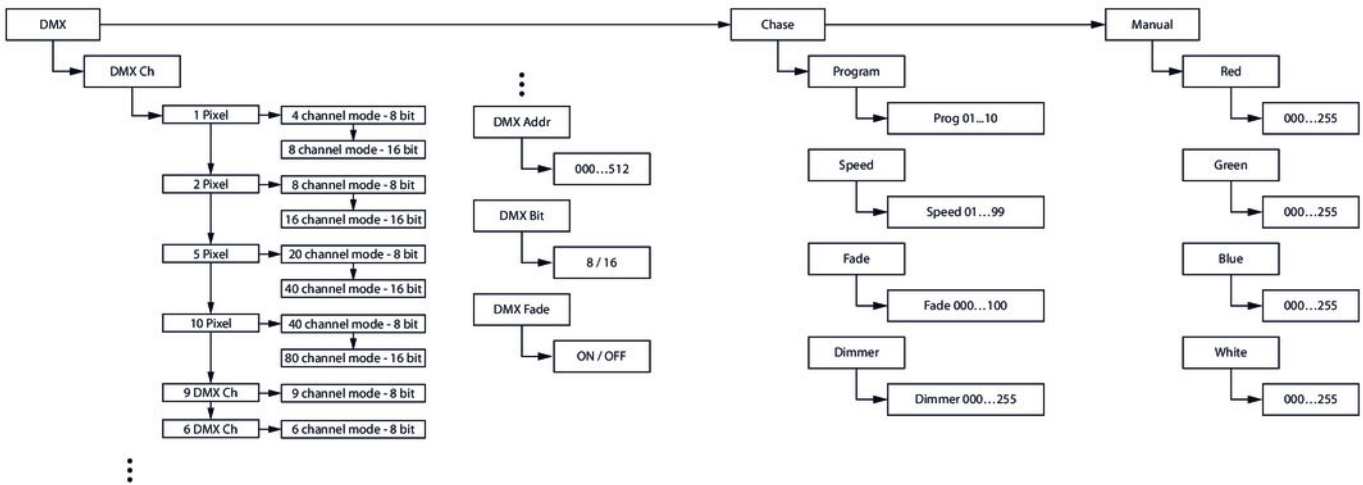
Channel	Value	Function
41 (upper byte) 42 (lower byte)	0…65535	Intensity red (0 % to 100 %), LED 6
43 (upper byte) 44 (lower byte)	0…65535	Intensity green (0 % to 100 %), LED 6
45 (upper byte) 46 (lower byte)	0…65535	Intensity blue (0 % to 100 %), LED 6
47 (upper byte) 48 (lower byte)	0…65535	Intensity white (0 % to 100 %), LED 6
49 (upper byte) 50 (lower byte)	0…65535	Intensity red (0 % to 100 %), LED 7
51 (upper byte) 52 (lower byte)	0…65535	Intensity green (0 % to 100 %), LED 7

Channel	Value	Function
53 (upper byte) 54 (lower byte)	0…65535	Intensity blue (0 % to 100 %), LED 7
55 (upper byte) 56 (lower byte)	0…65535	Intensity white (0 % to 100 %), LED 7
57 (upper byte) 58 (lower byte)	0…65535	Intensity red (0 % to 100 %), LED 8
59 (upper byte) 60 (lower byte)	0…65535	Intensity green (0 % to 100 %), LED 8
61 (upper byte) 62 (lower byte)	0…65535	Intensity blue (0 % to 100 %), LED 8
63 (upper byte) 64 (lower byte)	0…65535	Intensity white (0 % to 100 %), LED 8

Channel	Value	Function
65 (upper byte) 66 (lower byte)	0…65535	Intensity red (0 % to 100 %), LED 9
67 (upper byte) 68 (lower byte)	0…65535	Intensity green (0 % to 100 %), LED 9
69 (upper byte) 70 (lower byte)	0…65535	Intensity blue (0 % to 100 %), LED 9
71 (upper byte) 72 (lower byte)	0…65535	Intensity white (0 % to 100 %), LED 9
73 (upper byte) 74 (lower byte)	0…65535	Intensity red (0 % to 100 %), LED 10
75 (upper byte) 76 (lower byte)	0…65535	Intensity green (0 % to 100 %), LED 10

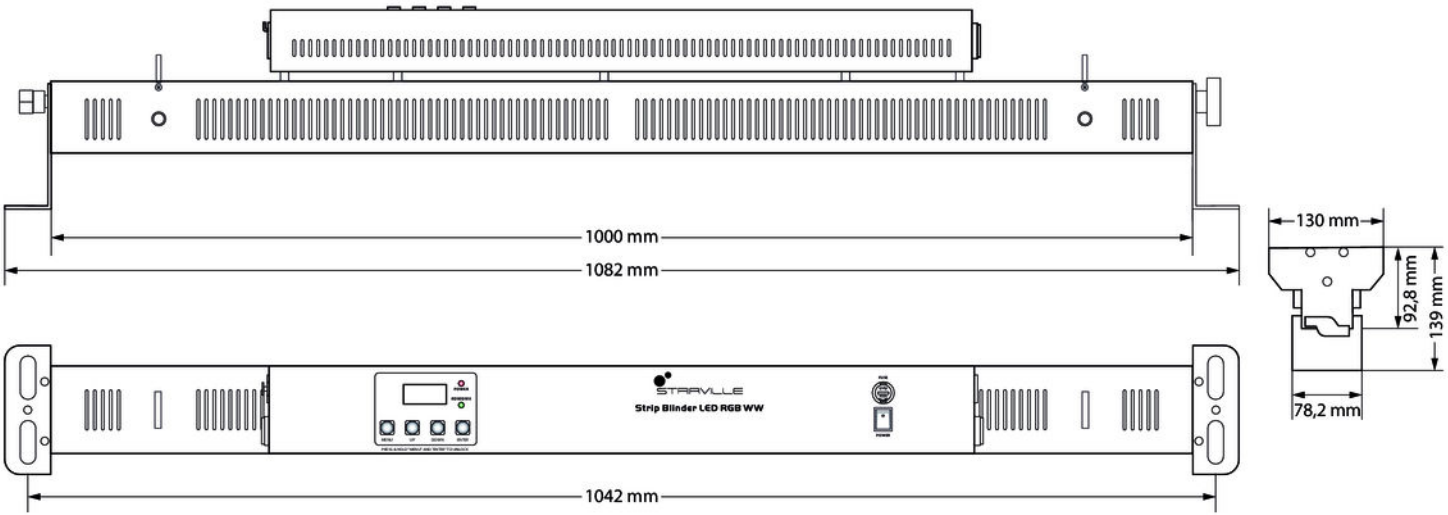
Channel	Value	Function
77 (upper byte) 78 (lower byte)	0…65535	Intensity blue (0 % to 100 %), LED 10
79 (upper byte) 80 (lower byte)	0…65535	Intensity white (0 % to 100 %), LED 10

7.12 Menu overview



8 Technical specifications

Number of DMX channels	4, 6, 9, 16, 20, 40 or 80, depending on operating mode
Illuminant	10 four-colour LEDs (RGBWW, 10 W each)
Beam angle	approx. 18°
Operating supply voltage	100 – 240 V ~ 50/60 Hz
Power consumption	max. 100 W
Fuse	5 mm × 20 mm, 3.15 A, 250 V, slow-blow
Protection class	IP20
Dimensions (W × D × H, incl. stand)	1042 mm × 78 mm × 146 mm (incl. bracket)
Weight	7 kg


1000 mm
1082 mm
130 mm
92,8 mm
139 mm
78,2 mm
STARVLLE
Strip Blinder LED RGB WW
1042 mm

9 Plug and connection assignment

Introduction

This chapter will help you select the right cables and plugs to connect your valuable equipment so that a perfect light experience is guaranteed.

Please take our tips, because especially in 'Sound & Light' caution is indicated: Even if a plug fits into a socket, the result of an incorrect connection may be a destroyed DMX controller, a short circuit or 'just' a not working light show!

DMX connections

A five-pin XLR socket serves as DMX output, a five-pin XLR plug serves as DMX input. The drawing below and the table show the pin assignment of a matching coupling.

Pin	Assignment
1	Ground (shielding)
2	Signal inverted (DMX–, 'cold')
3	Signal (DMX+, 'hot')
4	unused / second connection (DMX–)
5	unused / second connection (DMX+)

10 Troubleshooting

NOTICE!

Possible data transmission errors

For error-free operation make use of dedicated DMX cables and do not use ordinary microphone cables.

Never connect the DMX input or output to audio devices such as mixers or amplifiers.

In the following we list a few common problems that may occur during operation. We give you some suggestions for easy troubleshooting:

Symptom	Remedy
The unit does not work, no light, the display is dark	Check the mains connection and the main fuse.
Apparently no function despite proper power supply	Check if the unit is in DMX mode or in ‘slave’ mode. If so, check the unit in another mode.
No response to the DMX controller	1. If the device is in DMX mode but the *[RDM/DMX]* LED is not lit, no DMX signal is being received. Check whether the DMX controller is switched on. Check the DMX connectors and cables for proper connection.
	2. If the unit is in DMX mode and a DMX controller is connected and turned on, the *[RDM/DMX]* LED lights. If it doesn't, no valid DMX signal is received. Check whether the DMX controller is switched on. Check the DMX connectors and cables for proper connection.
	3. If the *[RDM/DMX]* LED lights and yet there is no response, check the address settings and the DMX polarity.

Symptom	Remedy
	4. Try using another DMX controller.
	5. Check whether the DMX cables run near or parallel to high-voltage cables that may cause damage or interference to a DMX interface circuit.

If the procedures recommended above do not succeed, please contact our Service Center. You can find the contact information at *www.thomann.de*.

11 Cleaning

Optical lenses

Clean the optical lenses, that are accessible from the outside, regularly in order to optimize the light output. The frequency of cleaning depends on the operating environment: wet, smoky or particularly dirty surroundings can cause more accumulation of dirt on the optics of the device.

- Clean with a soft cloth using our lamp and lens cleaner (item no. 280122).
- Always dry the parts carefully.

Fan grids

The fan grids of the device must be cleaned on a regular basis to remove dust and dirt. Before cleaning, switch off the device and disconnect AC-powered devices from the mains. Use a lint-free damp cloth for cleaning. Never use solvents or alcohol for cleaning.

12 Protecting the environment

Disposal of the packaging material

For the transport and protective packaging, environmentally friendly materials have been chosen that can be supplied to normal recycling.

Ensure that plastic bags, packaging, etc. are properly disposed of.

Do not just dispose of these materials with your normal household waste, but make sure that they are collected for recycling. Please follow the notes and markings on the packaging.

Disposal of your old device

This product is subject to the European Waste Electrical and Electronic Equipment Directive (WEEE) in its currently valid version. Do not dispose with your normal household waste.

Dispose of this device through an approved waste disposal firm or through your local waste facility. When discarding the device, comply with the rules and regulations that apply in your country. If in doubt, consult your local waste disposal facility.

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