

# DMX STROBE CANNON MODULE

## Installation and Operating Instructions

### DMX MODELS w/HYPERFLASH

|             |             |                 |
|-------------|-------------|-----------------|
| 120V/ 240V  |             |                 |
| 0477 / 0479 | SCM-56Q-DMX | (PAR 56 MODULE) |
| 0476 / 0478 | SCM-64Q-DMX | (PAR 64 MODULE) |

**IMPORTANT:** Read all instructions before installing or operating strobe. For continued protection against electrical shock, always connect the green or green/yellow (ground) wire to a suitable ground or plug into a grounded outlet.

**WARNING:** Never look directly into flash tube! Always unplug the strobe from its power source and allow ample time for the lamp to cool before replacing! Replace only with Diversitronics, Inc. #6091 Lamp. Hazardous voltage inside. Do not expose to rain or moisture. Do not remove any screws or cover! Not for residential use. Keep front of strobe at least 3 feet from any flammable material. Always use safety cables when mounting fixtures. Never run power control wires in the same conduit. Always refer servicing to qualified service personnel!

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The PAR 56 and 64 strobe modules are designed to be installed into standard theatrical PAR cans (56 or 64).

## INSTALLATION

1. Unplug PAR can line cord.
2. Remove incandescent PAR lamp and connector.
3. Connect strobe cannon module to power wires with wire nuts provided.  
120 volt models HOT=Blk, NEU=Wht, GROUND=Grn.  
220 volt models HOT=Brn, NEU=Blu, GROUND=Grn./Yel.
4. Fish control cables through rear of PAR can and connect to appropriate connectors.  
Close cover. Note: Cover may not close with some PAR cans, if this happens try inserting the module into the cover first then close.

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## OPERATION

**ANALOG INPUT JACK:** Analog input is connected to the strobe through this four pin modular handset jack. The Diversitronics Model RC-A singlechannel remote control plugs directly into this jack. Buy any 10 volt control source can be connected to this input using the following pin assignments:(two pigtailed are provided with each unit) (The +12v source, pin 3, can be used for stand alone mode)

Yellow Pin 1 = Intensity control (Do not exceed 24 volts on any input)  
Green Pin 2 = Rate control  
Red Pin 3 = +12 Volt (50ma Source)  
Black Pin 4 = Common

**ANALOG OUTPUT JACK:** This jack provides a convenient way to daisy-chain the analog signal to several strobes from one controller. All inputs except Pin 3 (+12v Source) are fed through to the output connector. The maximum number of strobes that can be daisy-chained is ten. Max cable length 1000feet.

Diversitronics has modular connectors, cable, and tools available to make your own connecting cables. These parts are also available through electronic parts distributors. Contact factory for part numbers. Optional single channel (RC-A), stand alone (ALC), and 4 channel (PS4M-A) controls are available.

**DMX INPUT CONNECTOR:** This (standard DMX) 5-pin XLR connector inputs the DMX signal to the strobe.

**DMX OUTPUT CONNECTOR:** This (standard DMX) 5-pin XLR connector provides signal thru DMX source to additional DMX loads. An End-of-line terminator resistor of 100-120 ohm is recommended.

**DMX CHANNEL SELECT DIP SWITCH:** This sets the strobe to respond to a given pair of DMX channels. Set it to the DMX channel you want the strobe Intensity Control to respond. Rate control will automatically respond to the next channel. For example, if you want the strobe to respond to DMX channel 148 (Intensity) & 149 (Rate) set DIP switch as follows:

**DIP  
SWITCH**

**OFF ON**

|   |     |       |
|---|-----|-------|
| # | 256 |       |
| # | 128 |       |
| # | 64  |       |
| # | 32  | 128   |
| # | 16  | + 16  |
| # | 8   | + 4   |
| # | 4   | ----- |
| # | 2   | 148   |
| # | 1   |       |

When the DIP switch is set to zero (all off) the strobe will be locked in the analog mode and will ignore DMX inputs.

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**SINGLE FLASH OPERATION:** Can be performed in analog or DMX modes by keeping the rate input at zero and going from zero to some positive value on the intensity input. The strobe will then flash once at the intensity value inputted.

**HOW HYPERFLASH WORKS:** Hyperflash is controlled by the rate input channel only. The intensity channel must be off to be in the Hyperflash mode. Any positive input on the intensity channel will deactivate Hyperflash and the strobe will return to normal operation.

With the intensity channel set to zero, bumping the rate channel to a given level (see table) will trigger a HyperBlast flash in one of 5 modes (see table). The rate channel must return to zero before another HyperBlast can be activated.

| Rate Input Level | HYPERBLAST<br>MODE | Recycle Time |
|------------------|--------------------|--------------|
| 1 - 20%          | Continuous         | Continuous   |
| 21 - 40%         | Lightning          | 1/2 second   |
| 41 - 60%         | Fade Off           | 1.4 seconds  |
| 61 - 80%         | Crossfade          | 2.25 seconds |
| 61 - 100%        | Hyperflash         | 1/2 second   |

Proper planning & the correct number of fixtures can guarantee continuous HYPERFLASH chase sequences without interruption.

**POWER LED:** This LED lights when main power is applied to the strobe.

**TEMP / STATUS LED:** This LED stays on continuously when a temperature overload exists (the internal temperature of the strobe exceeds 55 degrees C). Under this condition, the strobe automatically shuts off. When no overload exists, the LED blinks when an input signal is present. If the LED blinks but the strobe does not flash, a bad lamp or faulty power supply could exist.

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