



# INFINIBAR

## Product Manual

English

# Introduction

Thank you for purchasing the Aputure® INFINIBAR.

The Aputure INFINIBAR is a full spectrum LED tube light for cinematographers and lighting professionals. Featuring total color and pixel control in a compact form factor, the INFINIBAR is your new filmmaking paintbrush.

Granting you true creative freedom, the INFINIBAR utilizes advanced wireless connectivity with our innovative Sidus Link mobile app and the industry-standard Lumenradio CRMX for wireless DMX adjustability.

Meet the INFINIBAR. All the color you need in the palm of your hand.

## Important Safety Instructions

**When using this unit, basic safety precautions should always be followed, including the following:**

1. Read and understand all instructions before using.
2. Please keep INFINIBAR away from diskette, credit cards, monitors, mechanical watches, mobile phones, medical devices (pacemakers), etc.
3. Close supervision is necessary when any fixture is used by or near children. Do not leave the fixture unattended while in use.
4. Care must be taken as burns can occur from touching hot surfaces.
5. Do not operate the fixture if a cord is damaged, or if the fixture has been dropped or damaged, until it has been examined by qualified service personnel.
6. Position any power cables such that they will not be tripped over, pulled, or put into contact with hot surfaces.
7. If an extension cord is necessary, a cord with an amperage rating at least equal to that of the fixture should be used. Cords rated for less amperage than the fixture may overheat.
8. Always unplug the lighting fixture from the electrical outlet before cleaning and servicing, or when not in use. Never yank the cord to remove the plug from the outlet.
9. Let the lighting fixture cool completely before storing. Unplug the power cable from lighting fixture before storing and store the cable at assigned space of the flight case.
10. To reduce the risk of electric shock, do not immerse this fixture in water or any other liquids.
11. To reduce the risk of fire or electric shock, do not disassemble this fixture. Contact [cs@aputure.com](mailto:cs@aputure.com) or take the lighting fixture to qualified service personnel when service or repair is required. Incorrect reassembly may cause electric shock when the lighting fixture is in use.
12. The use of any accessory attachment not recommended by the manufacturer may increase the risk of fire, electric shock, or injury to any persons operating the fixture.
13. Please power this fixture by connecting it to a grounded outlet.
14. Please do not block the ventilation or do not look at the LED light source directly when it is powered on. Please do not touch the LED light source in any condition.
15. Please do not place the LED lighting fixture near any flammable object.
16. Only use a dry microfiber cloth to clean the product.
17. Please do not use the light fixture in wet condition on account of electric shock may be caused.
18. Please have the product checked by an authorized service personnel agent if the product has a problem. Any malfunctions caused by unauthorized disassembly are not covered by the warranty. The user may pay for maintenance.
19. We recommend only using the original Aputure cable accessories. Please note that any malfunctions caused by using unauthorized accessories are not covered by the warranty. The user may pay for maintenance.
20. When hanging the product overhead, always ensure an extra safety measure has been attached - such as

a safety chain- that is certified for the weight of the product.

- 21. This product is certified by RoHS, CE, KC, PSE, and FCC. Please operate the product in full compliance with relevant country's standards. Any malfunctions caused by incorrect use are not covered by warranty. The user may pay for maintenance.
- 22. The instructions and information in this manual are based on thorough, controlled company testing procedures. Further notice will not be given if the design or specifications change.

## SAVE THESE INSTRUCTIONS

### FCC Compliance Statement

#### WARNING

Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

#### NOTICE

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation.

If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try reorient or relocate the receiving antenna.

- Increase the separation between the equipment and receiver.
- Connect the equipment to an outlet on a different circuit than the receiver is connected to.
- Consult the dealer or an experienced radio/TV technician for help

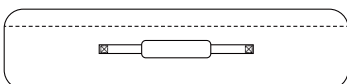
### RF Warning Statement:

This device has been evaluated to meet general RF exposure requirements.

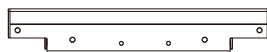
## Components List

Please make sure all accessories listed below are completed before using. If not, please contact with your sellers immediately.

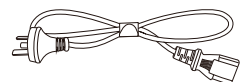
### INFINIBAR PB3



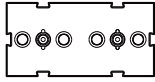
Carrying Case (1pc)



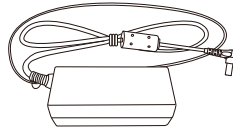
INFINIBAR PB3 (1pc)



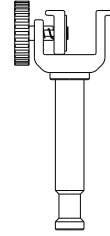
AC Power Cable 1.5m (1pc)



Straight Connector (1pc)



48W Power Adapter (1pc)

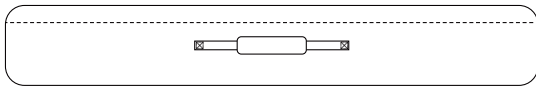


INFINIBAR Clamp (1pc)



Hex Key (1pc)

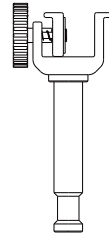
## INFINIBAR PB6



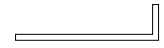
Carrying Case (1pc)



INFINIBAR PB6 (1pc)



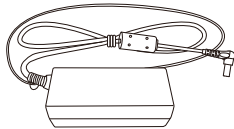
INFINIBAR Clamp (1pc)



Hex Key (1pc)



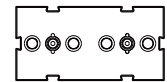
Magnet (2pcs)



48W Power Adapter (1pc)

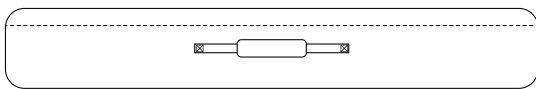


AC Power Cable 1.5m (1pc)

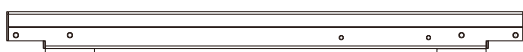


Straight Connector (1pc)

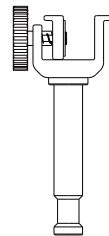
## INFINIBAR PB12



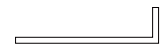
Carrying Case (1pc)



INFINIBAR PB6 (1pc)



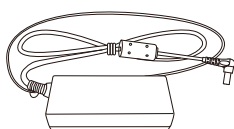
INFINIBAR Clamp (1pc)



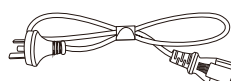
Hex Key (1pc)



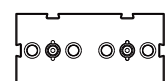
Magnet (2pcs)



48W Power Adapter (1pc)



AC Power Cable 1.5m (1pc)



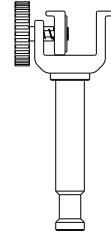
Straight Connector (1pc)



Magnet (2pcs)



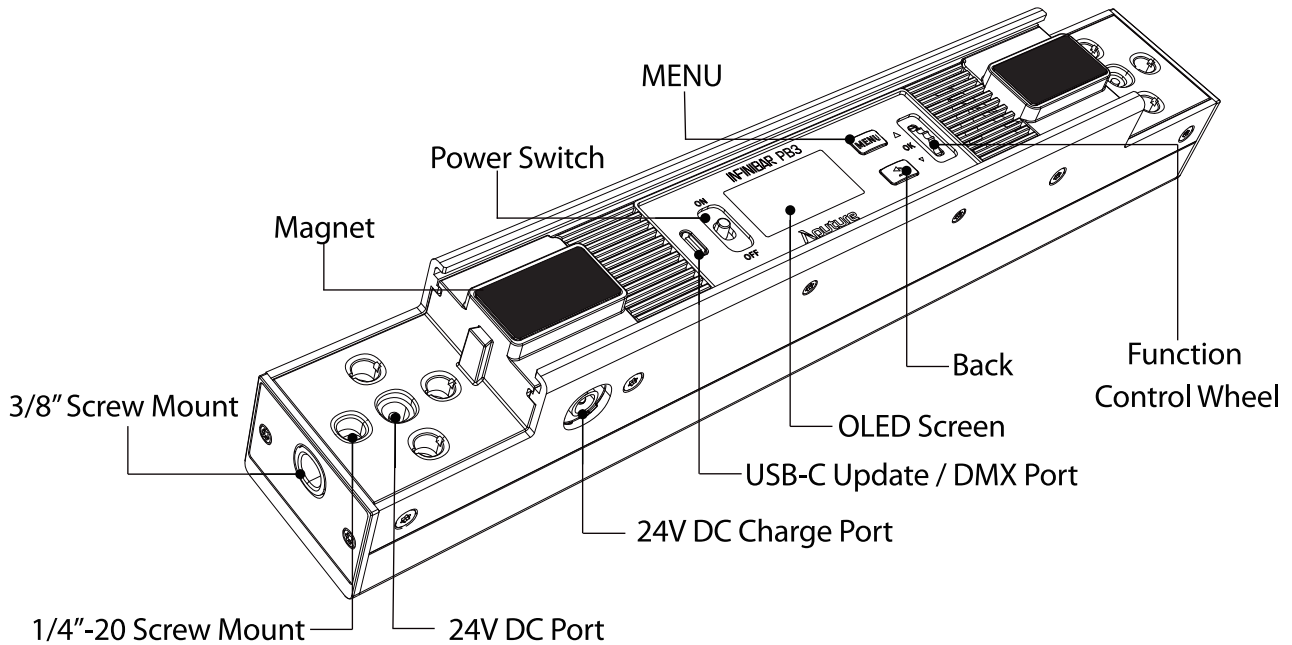
AC Power Cable 1.5m (1pc)



INFINIBAR Clamp (1pc)

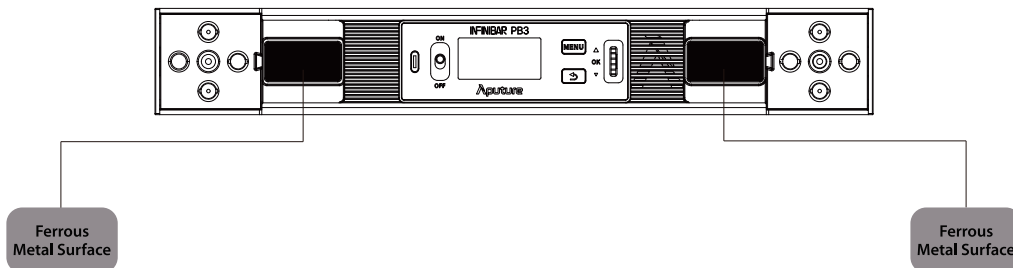
*Tips: The illustrations in the manual are only diagrams for reference. Due to the continuous development of new versions of the product, if there are any differences between the product and the user manual diagrams, please refer to the product itself.*

## Product Details



## Installations

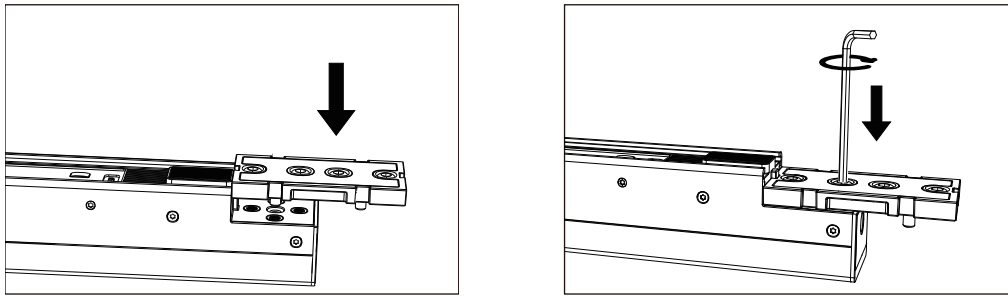
### 1. Magnets



- \* Do not install INFINIBAR on any surface where the temperature is above 80°C, as this may damage the magnet.
- \* Please keep INFINIBAR away from diskette, credit cards, monitors, mechanical watches, mobile phones, medical devices (pacemakers), etc.

## 2. Connectors

Align the connector with the 1/4" thread holes and DC charge port on the back of the fixture and press it down, tighten screws with the hex key.



## 3. Connectors limit

Only PB3 or PB6 or PB12 splicing

|      | Non-closed splicing |                   | Closed-loop splicing |                   |
|------|---------------------|-------------------|----------------------|-------------------|
|      | Input Power Max     | Splicing quantity | Input Power Max      | Splicing quantity |
| PB3  | 144W                | 14 pcs            | 240W                 | 24 pcs            |
| PB6  | 168W                | 8 pcs             |                      | 12 pcs            |
| PB12 | 168W                | 4pcs              |                      | 6pcs              |

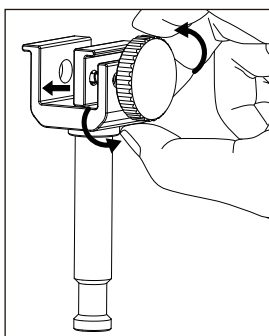
PB3 or PB6 or PB12 mix splicing

|                         | Power Max |
|-------------------------|-----------|
| Splice with PB3         | 144 W     |
| Splice with PB3 or PB12 | 168W      |
| Closed-loop splicing    | 240 W     |

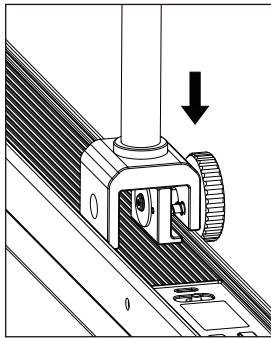
*\*When using the closed-loop connections, please ensure that infinibars are completely closed-loop, otherwise the connectors will be burned and the risk of short circuit will occur.*

*\*The connectors limit is suitable for using a single adapter, and the adapter power is greater than the total input power of the lamps.*

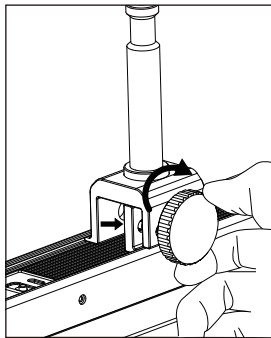
## 4. Clamp installation



- (1) Rotate the lock knob on the side of the clamp and adjust it to the appropriate position ;



- (2) Put the clamp vertically into the groove of the back of the INFINIBAR and adjust it to the appropriate position;

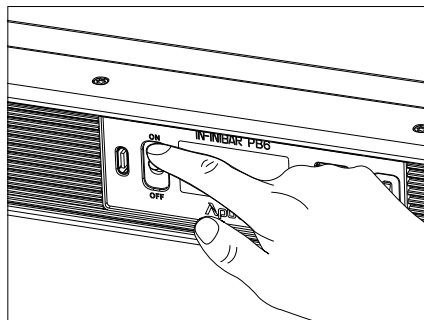


- (3) Rotate the lock knobs to complete the installation of the clamp.

## Operations

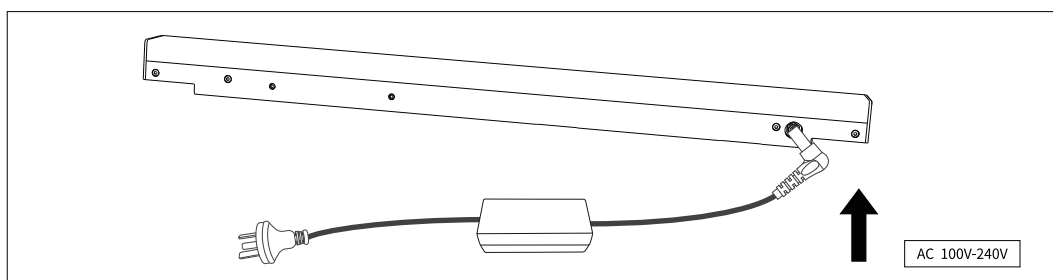
### 1. Power ON/OFF

Adjust the position of the power switch to turn the light on or off.

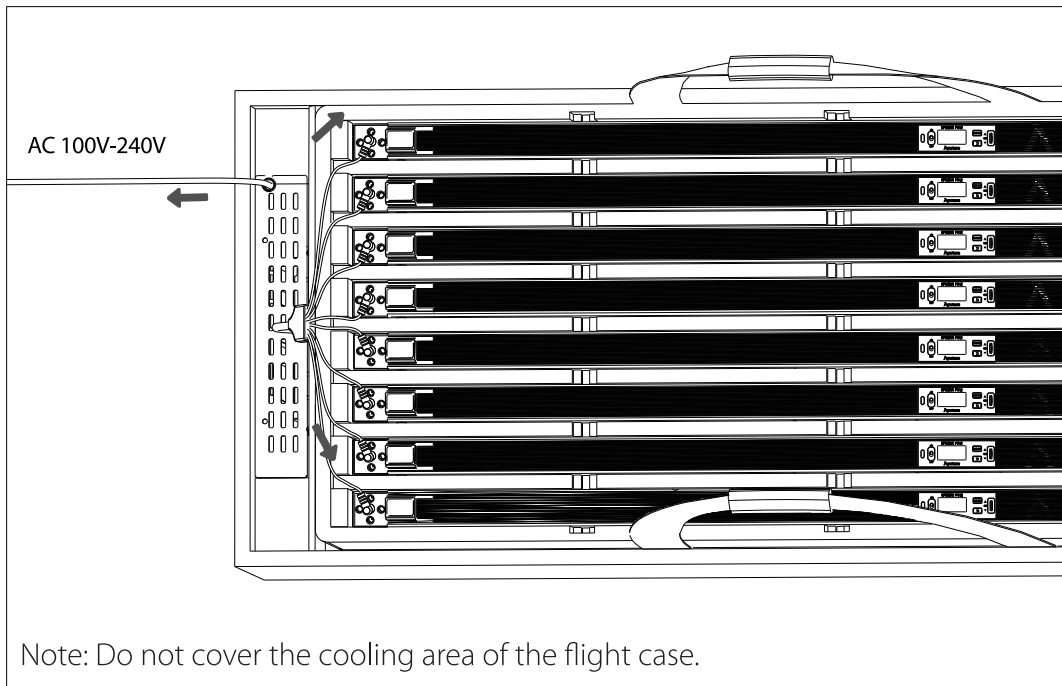
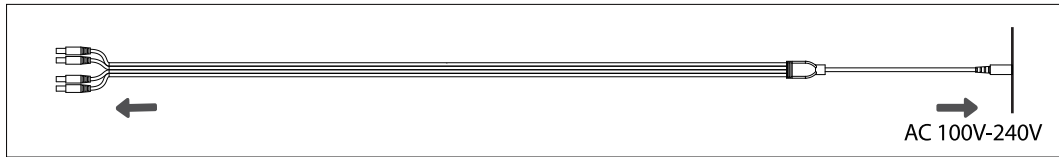


### 2. Powering up the Light

Use the power adapter to charge the lamp

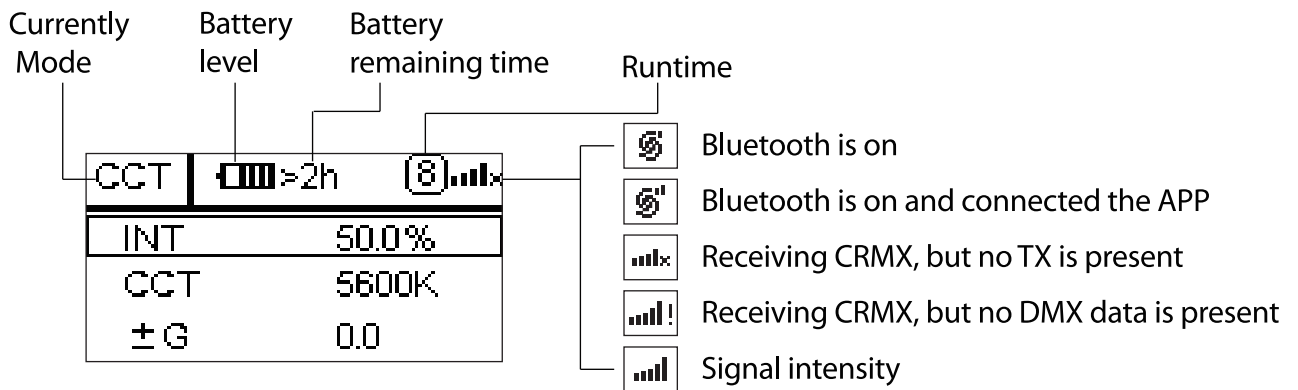


Use the flight case to charge the lamps



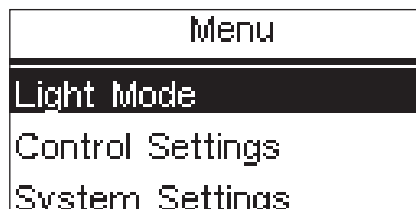
### 3. Manual Control

#### 3.1 UI Introducing



#### 3.2 Menu

Press MENU to access the MENU, rotate and press the control wheel to select Light Mode/ Control Settings/ System Settings.





### 3.3 Light Mode

#### 3.3.1 CCT

Press MENU button to enter the system menu interface, rotate the select wheel and short press to Light Mode and select the CCT.

|     |       |
|-----|-------|
| CCT | 5m    |
| INT | 8.0%  |
| CCT | 5600K |
| G/M | 0.0   |

INT (Intensity):0-100%;  
 CCT(Corelated color temperature):2000K-10000 K;  
 G/M (Green /Magenta):-1.0-+1.0;

#### 3.3.2 HSIC+

Press MENU button to enter the system menu interface, rotate the select wheel and short press to Light Mode and select the HSIC+.

|       |       |     |
|-------|-------|-----|
| HSIC+ | >2h   | (8) |
| INT   | 50.0% |     |
| HUE   | 0 °   |     |
| SAT   | 100 % | ▼   |

NT(Intensity):0-100%;  
 HUE(Hue):0.1-360°;  
 SAT(Saturation): 0-100%;  
 CCT(Corelated color temperature): 2000K-10000K.  
 G/M (Green /Magenta):-1.0-+1.0;

#### 3.3.3 RGB

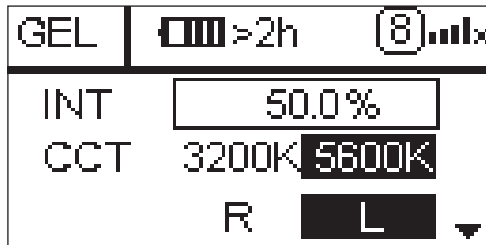
Press MENU button to enter the system menu interface, rotate the select wheel and short press to Light Mode and select the RGB.

|     |       |
|-----|-------|
| RGB | 5m    |
| INT | 50.0% |
| R   | 50.0% |
| G   | 50.0% |

INT(Intensity):0-100 %;  
 R(Red): 0-100%;  
 G(Green):0-100%;  
 B(Blue):0-100%;

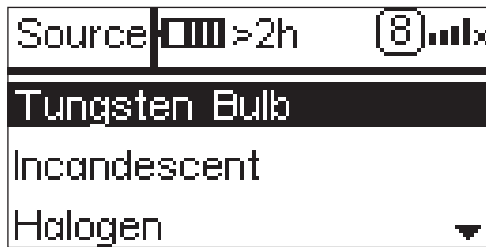
#### 3.3.4 GEL

Press MENU button to enter the system menu interface, rotate the select wheel and short press to Light Mode and select the GEL. You can set 3200K or 5600K as the light color temperature, and select the Rosco or LEE GEL Lighting Filter paper.

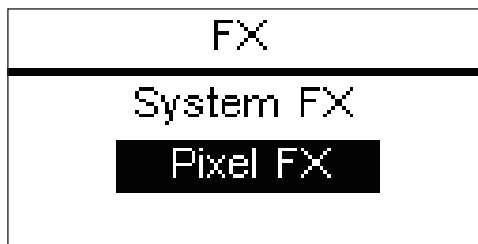


### 3.3.5 Source

Press MENU button to enter the system menu interface, rotate the select wheel and short press to Light Mode and select the Source. You can choose 46 preset light source effects.

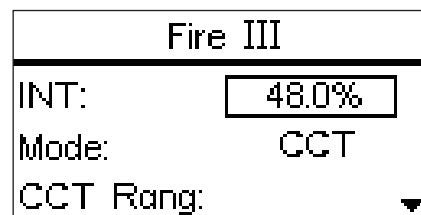
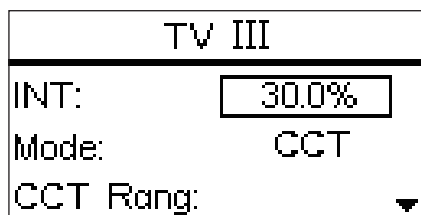
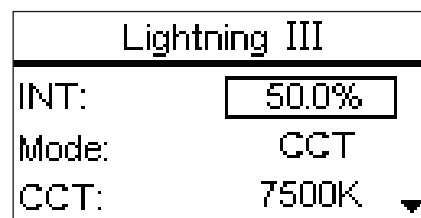
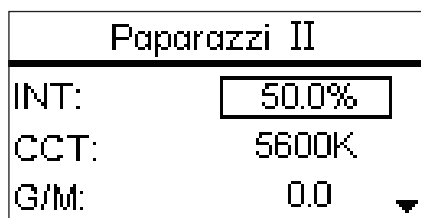


### 3.3.6 FX



#### 3.3.6.1 System FX

Access the System FX, rotate and press the control wheel to select Paparazzi II / Lightning III / TV III / Fire III / Faulty Bulb III / Pulsing III / Cop car III / Party Lights II / Fireworks II . Each FX has multiple parameters that can be changed to customize the effects.



| Faulty Bulb III |                                    |
|-----------------|------------------------------------|
| INT:            | <input type="text" value="50.0%"/> |
| Mode:           | CCT                                |
| CCT:            | 5600K ▼                            |

| Pulsing III |                                    |
|-------------|------------------------------------|
| INT:        | <input type="text" value="50.0%"/> |
| Mode:       | CCT                                |
| CCT:        | 5600K ▼                            |

| Cop Car III |                                    |
|-------------|------------------------------------|
| INT:        | <input type="text" value="50.0%"/> |
| Color:      | R+B                                |
| FRQ:        | Quint ▼                            |

| Party Light II |                                    |
|----------------|------------------------------------|
| INT:           | <input type="text" value="50.0%"/> |
| SAT:           | 100%                               |
| Speed:         | 2S ▼                               |

| Fireworks II |                                    |
|--------------|------------------------------------|
| INT:         | <input type="text" value="50.0%"/> |
| Mode:        | HUE                                |
| Intervals:   | ▼                                  |

### 3.3.6.2 Pixel FX

Press the control wheel to select Pixel FX, rotate and press the control wheel to select Color Fade/Color Cycle /One Pixel Chase/Two Pixel Chase/Three Pixel Chase/Rainbow/Pixel Fire. Each FX has multiple parameters that can be changed to customize the effects.

| Color Fade |                                    |
|------------|------------------------------------|
| Color INT: | <input type="text" value="50.0%"/> |
| Color No:  | 4                                  |
| Color 1:   | CCT5600K ▼                         |

| Color Cycle |                                    |
|-------------|------------------------------------|
| Color INT:  | <input type="text" value="50.0%"/> |
| Color No:   | 4                                  |
| Color 1:    | CCT5600K ▼                         |

| One Color Chase |                                    |
|-----------------|------------------------------------|
| Pixel INT:      | <input type="text" value="50.0%"/> |
| Bkgd INT:       | 50.0%                              |
| Pixel Size:     | S   <b>M</b>   L ▼                 |

| Two Color Chase |                                    |
|-----------------|------------------------------------|
| Pixel INT:      | <input type="text" value="50.0%"/> |
| Bkgd INT:       | 50.0%                              |
| Pixel Size:     | S   <b>M</b>   L ▼                 |

| Three Color Chase |                                    |
|-------------------|------------------------------------|
| Pixel INT:        | <input type="text" value="50.0%"/> |
| Bkgd INT:         | 50.0%                              |
| Pixel Size:       | S   <b>M</b>   L ▼                 |

| Rainbow    |                                    |
|------------|------------------------------------|
| Pixel INT: | <input type="text" value="50.0%"/> |
| Speed:     | 100cm/s                            |
| Move:      | LT   <b>RT</b> ▼                   |

| Pixel Fire |  |
|------------|--|
| INT Range: | <input type="text" value="50.0%"/> - 75.0% |
| Bkgd INT:  | 50.0% ▼                                    |

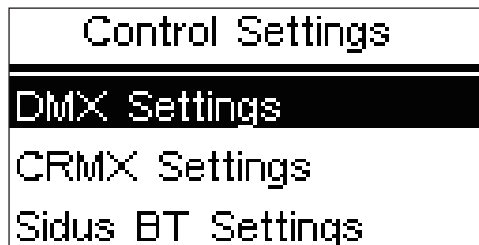
### 3.3.7 Sidus FX

Press MENU to access the system menu, rotate and press the control wheel to select Custom FX. You can choose to enter Picker FX or Music FX. Each type can save 10 custom FXs. In the name of each FX, "NO FX" means unsaved FX, and "Untitled" means saved FX.

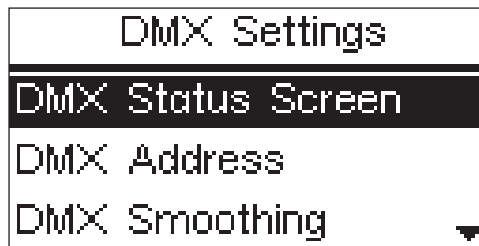


### 3.4 Control Settings

Press MENU to access the system MENU, Rotate and press the control wheel to select Control Settings.

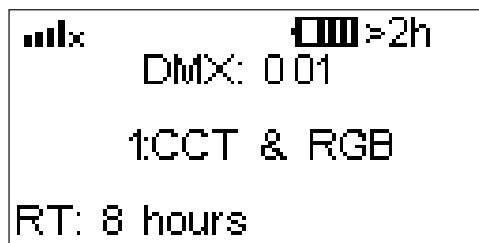


#### 3.4.1 DMX Settings



In DMX Mode, you can choose the following options.

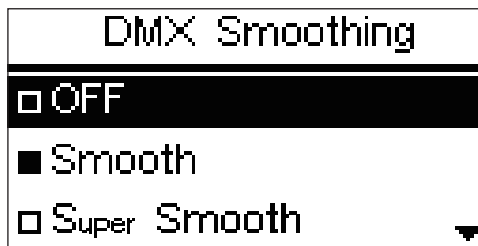
(1) DMX Status Screen: displays information including: DMX Address, CRMX reception strength, DMX Profile in use and the Runtime.



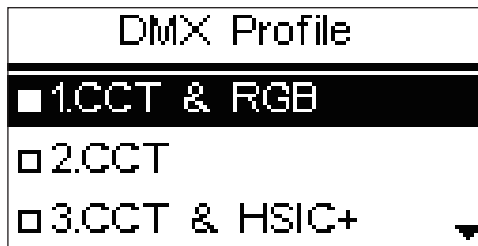
(2) DMX Address: set the DMX address of the device.



(3) DMX Smoothing: set the smoothness of DMX dimming. You can choose between Smooth, Super Smooth and OFF.

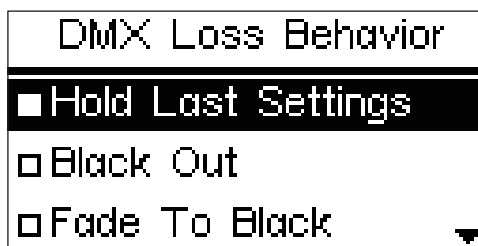


(4) DMX Profile: Refer to the DMX Chart for details.



(5) DMX Loss Behavior:

- ① Hold Last Settings – holds the last control levels after the DMX signal is lost;
- ② Black Out – black out after the DMX signal is lost;
- ③ Fade to Black – fade to black over 3 seconds after the DMX signal is lost;
- ④ Hold 2 mins & Fade Out – hold the last control signal for 2 minutes and fade out over 60 seconds after the DMX signal is lost;

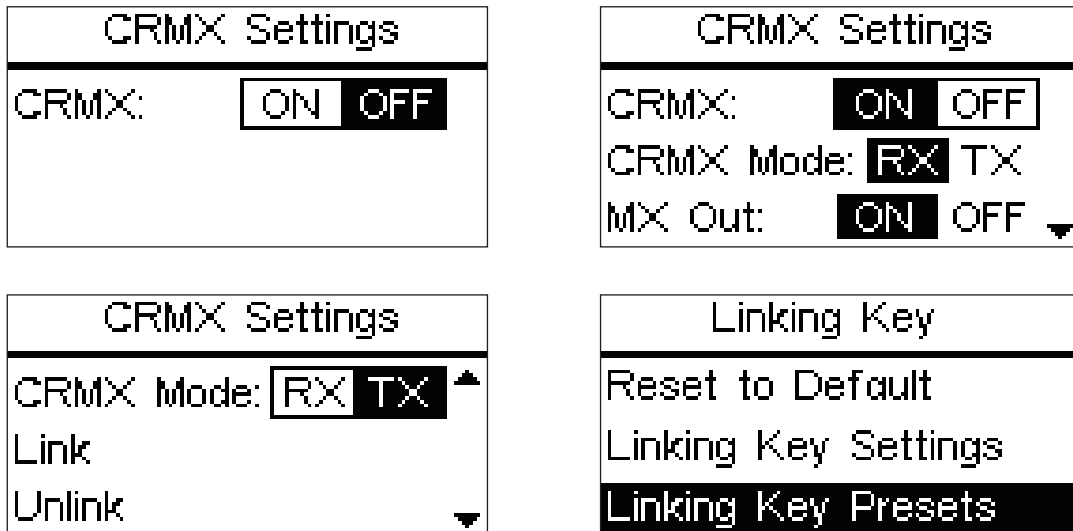


### 3.4.2 CRMX Settings

Users can press the Select knob to turn on/off CRMX. CRMX default is OFF; "CRMX Mode" default is RX (Receiver), "CRMX to DMX512": default is ON, CRMX in and DMX out; "Linking key": Set or revise the Linking Key.

- (1) TX(Transmitter) mode and without Linking Key, click "Link", connect the RX device without Linking key.
- (2) TX mode and with Linking Key: click "Link", connect the RX device with the same Linking key.
- (3) RX mode, when setting Linking Key, the device will be the status of waiting for connection, which can be only connected by the TX device with the same Linking Key.

(4) "Set to default" or "unlinked" will set the linking key to "00000000".



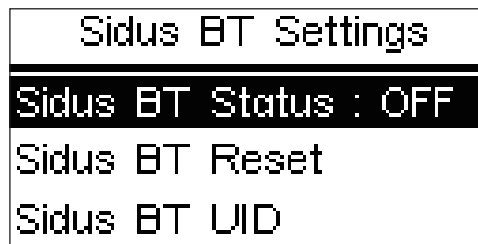
### 3.4.3 Sidus BT Settings

Press MENU to access the system menu, rotate and press the control wheel to select BT Setting mode.

**BT Status:** Rotate and press the control wheel to turn on/off Bluetooth.

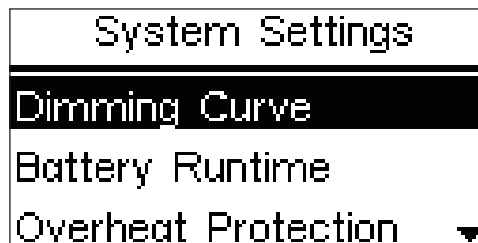
**BT Reset:** Reset the INFINIBAR Bluetooth connection, and your mobile phone or tablet will be able to connect to and control the light with Sidus Link App.

**BT UID:** See the Bluetooth Unique Identifier.



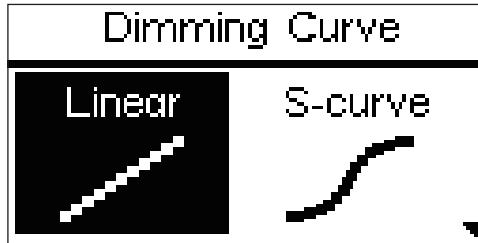
### 3.5 System Settings

Press MENU to access the system menu, rotate and press the control wheel to select System Settings.



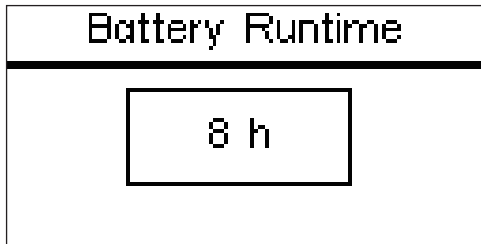
#### 3.5.1 Dimming Curve

The following Dimming Curves are available: Linear, Logarithmic, S-Curve and Exponential.



### 3.5.2 Battery Runtime

Press MENU to access the system menu, rotate and press the control wheel to select Runtime. Maximum brightness will be adjusted based on current power to set 2/4/6/8 hours, or select **Standard** maximum power output. And there will be an icon on the top menu bar.



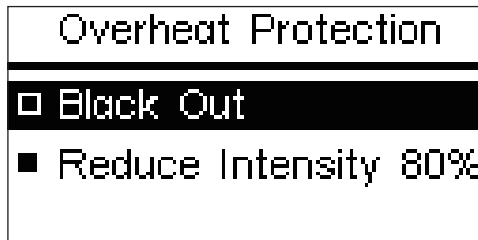
|     |       |     |
|-----|-------|-----|
| CCT | >2h   | (8) |
| INT | 50.0% |     |
| CCT | 5600K |     |
| ±G  | 0.0   |     |

*\* To ensure the accuracy of battery runtime, please confirm that the battery is at 100% charge when setting the "Battery Runtime."*

### 3.5.3 Overheat Protection

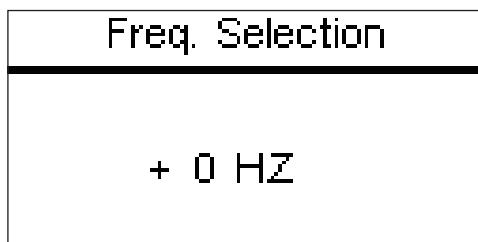
Access the System Settings, rotate and press the control wheel to select Overheat Protection Black Out: Black Out the fixture when it overheats.

**Reduce Intensity:** Set to 70% of the maximum intensity when INFINIBAR is overheated.



### 3.5.4 Frequency Selection

Access the System Settings, rotate and press the control wheel to select Frequency Selection. Rotate the control wheel to adjust the light frequency by 100Hz every turn.



### 3.5.5 Studio Mode

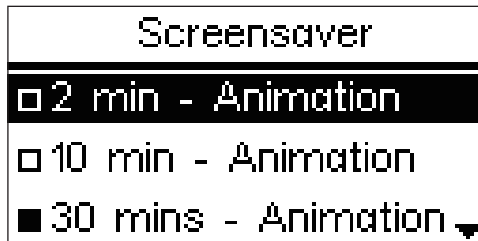
Access the System Settings, rotate and press the control wheel to select Studio Mode. Rotate and select to turn on or turn off the Studio Mode.

When the studio mode is turned on, the power supply of the lamp can be turned on directly; when the studio mode is turned off, you need to turn on the toggle switch to running the lamp.



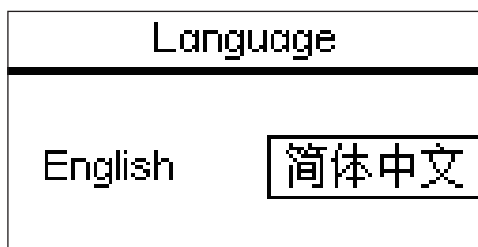
### 3.5.6 Screensaver

Access the system Settings, rotate and press the control wheel to select Screensaver mode. You can choose to turn the animation on after 2/10/30 minutes or turn off the screen after 2/10 minutes.



### 3.5.7 语言/Language

Access the system Settings, rotate and press the control wheel to select Language , Rotate and press the control wheel to select English or Simplified Chinese.



### 3.5.8 Update Firmware

Access the system Settings, rotate and press the control wheel to select Update. Update Firmware: Select "Yes" to update via USB-C.

Firmware update also be done via Sidus Link app using OTA (Over the Air Technology). Firmware Version: See the current fixture firmware version.





### 3.5.9 Factory Reset

Press **MENU** to access the system menu, rotate and press the control wheel to select Factory Reset.

**Factory Setting are:**

**Light Mode:** Intensity 50%, CCT 5600K, G/M 0;

**Language:** English;

**BT Status:** ON;

**DMX:** Address 001, Profile CCT&RGB, Hold Last Setting. Overheat Protection: Reduce Intensity

**Runtime:** Standard

**Reset Sidus BT:** "Yes", Bluetooth will be reset and the status is ON; "NO", keep the currently status.

**Unlink CRMX:** "Yes" unlink the CRMX and clear all the information and CRMX will be OFF; "NO" keep the currently status.

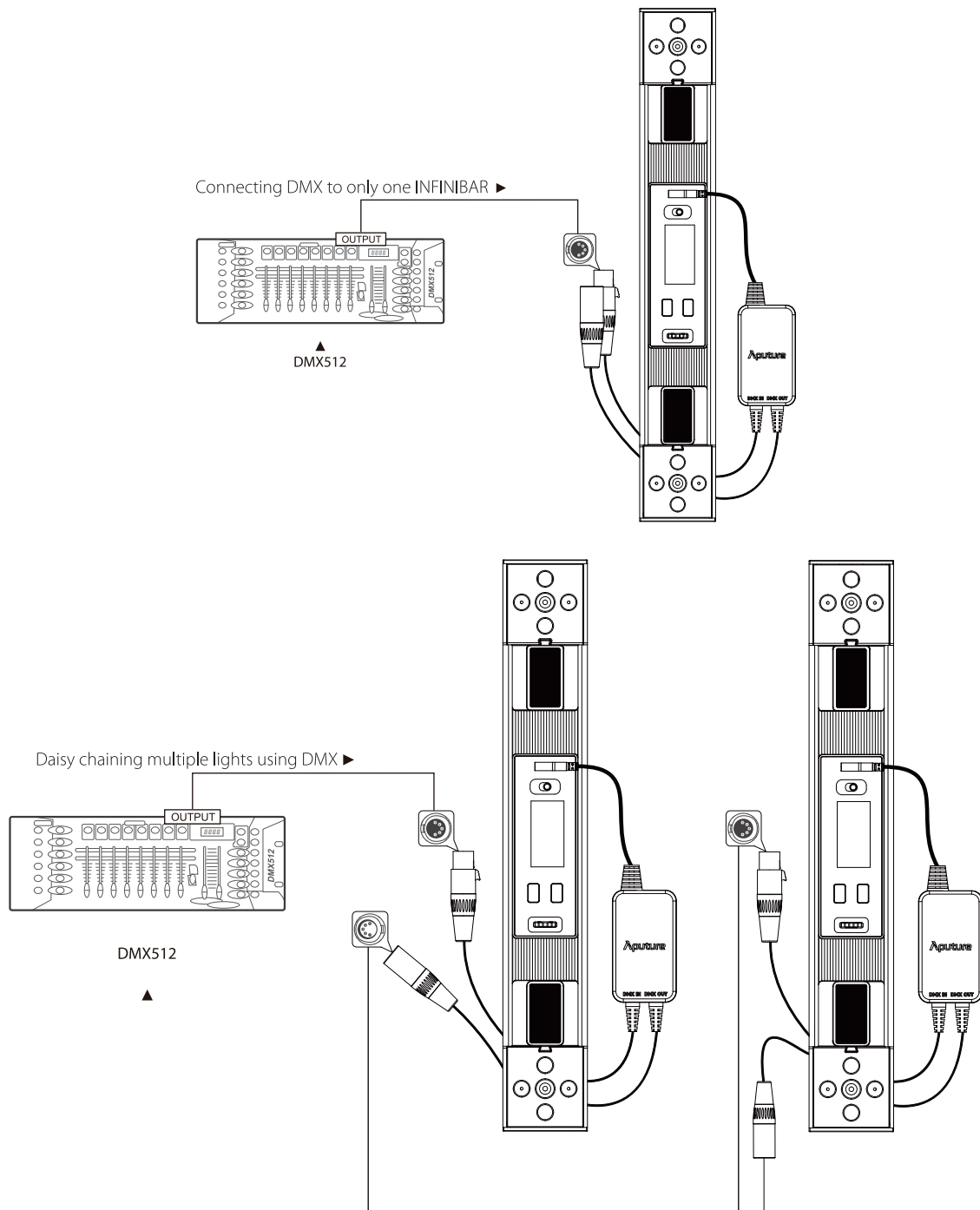
| Factory Reset                           |    |
|---|----|
| <input checked="" type="checkbox"/> YES | NO |

| Factory Reset                           |    |
|---|----|
| Reset Sidus BT?                         |    |
| <input checked="" type="checkbox"/> YES | NO |

| Factory Reset                           |    |
|---|----|
| Unlink CRMX?                            |    |
| <input checked="" type="checkbox"/> YES | NO |

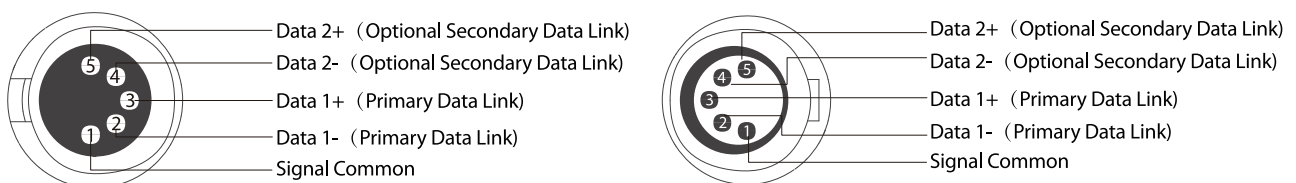
## 4. Manual Control

### 4.1 Connect a standard DMX Controller



\* USB-C to 5-Pin XLR In & Out adapter sold separately

### 4.2 DMX Interface



### 4.3 Channel selection

In DMX mode, match the channel of your DMX controller with the light, and then adjust accordingly.

\* The default DMX channel is 001.

\* The range of DMX channels is 1 to 512.

### 4.4 DMX Profile

The INFINIBAR offers a variety of DMX modes. Please find a detailed overview of all DMX modes in the document, DMX Chart is available for free download on the Aputure official website <https://www.aputure.com>.

## 5.Using the Sidus Link APP

You can download the Sidus Link app from the iOS App Store or Google Play Store for enhancing the functionality of the light. Please visit [Sidus.link/app/help](https://sidus.link/app/help) for more details regarding how to use the app to control your Aputure lights.



Get Sidus Link<sup>®</sup> App



[Sidus.link/app/help](https://sidus.link/app/help)

## Specifications

|   |  |                              |   |
|---|--|------------------------------|---|
| <b>Adapter Input Power</b>                | PB3: 10W<br>PB6: 20W<br>PB12: 40W  | <b>Power Output</b>          | PB3: 6.5W<br>PB6: 14W<br>PB12: 27W                                      |
| <b>CCT Range</b>                          | 2000 K - 10000 K   | <b>Battery</b>               | PB3: 7.4 V/2000 mAh<br>PB6: 7.4 V/4000 mAh<br>PB12: 7.4 V/8000 mAh      |
| <b>CRI</b>                                | ≥ 96   | <b>Battery Runtime</b>       | 100% Intensity:<br>PB3: 120 mins<br>PB6: 100 mins<br>PB12: 80 mins      |
| <b>TLCI</b>                               | ≥ 98   | <b>Charging time</b>         | PB3: 115 mins<br>PB6: 115 mins<br>PB12: 210 mins                        |
| <b>Control Methods</b>                    | Sidus Link APP, DMX<br>, CRMX, On-board  | <b>Operating Temperature</b> | -10 - +45 °C  |
| <b>Dimensions (L x W x H)</b>             | PB3: 304 x 45 x 52 mm /<br>12.0 x 1.7 x 2.0 in<br>PB6: 604 x 45 x 43 mm /<br>23.8 x 1.7 x 1.7 in<br>PB12: 1204 x 45 x 43 mm /<br>47.4 x 1.7 x 1.7 in | <b>Weight</b>                | PB3: 598 g / 1.3 lbs<br>PB6: 1000 g / 2.2 lbs<br>PB12: 1955 g / 4.3 lbs |
| <b>Flight case maximum charging power</b> | 270 W  | <b>Flight case Size</b>      | 1436x595x216 mm<br>/ 57x23x9 in   |
| <b>Weight (Flight case)</b>               | 20 kg / 44 lbs   | <b>Weight (with lamps)</b>   | 55 kg / 121 lbs   |

*\*This data is based on average brightness measurements, there will be slight variations between lights.*

## Photometrics

### INFINIEAR PB3

| <b>CCT</b> | <b>0.5 m</b> | <b>1 m</b> |
|------------|--------------|------------|
| 2,000 K    | 448 lux      | 85 lux     |
| 2,700 K    | 486 lux      | 127 lux    |
| 3,200 K    | 512 lux      | 130 lux    |
| 4,300 K    | 540 lux      | 137 lux    |
| 5,600 K    | 545 lux      | 144 lux    |
| 6,500 K    | 544 lux      | 147 lux    |
| 7,500 K    | 544 lux      | 145 lux    |
| 10,000K    | 497 lux      | 135 lux    |
| R          | 111 lux      | 40 lux     |
| G          | 353 lux      | 98 lux     |
| B          | 56 lux       | 20 lux     |

## INFINIEAR PB6

| <b>CCT</b> | <b>0.5 m</b> | <b>1 m</b> |
|------------|--------------|------------|
| 2,000 K    | 635 lux      | 200 lux    |
| 2,700 K    | 935 lux      | 282 lux    |
| 3,200 K    | 940 lux      | 288 lux    |
| 4,300 K    | 978 lux      | 301 lux    |
| 5,600 K    | 1026 lux     | 317 lux    |
| 6,500 K    | 1048 lux     | 326 lux    |
| 7,500 K    | 1046 lux     | 328 lux    |
| 10,000K    | 960 lux      | 288 lux    |
| R          | 189 lux      | 78 lux     |
| G          | 608 lux      | 188 lux    |
| B          | 97 lux       | 39 lux     |

## INFINIEAR PB12

| <b>CCT</b> | <b>0.5 m</b> | <b>1 m</b> |
|------------|--------------|------------|
| 2,000 K    | 975 lux      | 350 lux    |
| 2,700 K    | 1350 lux     | 532 lux    |
| 3,200 K    | 1410 lux     | 542 lux    |
| 4,300 K    | 1500 lux     | 564 lux    |
| 5,600 K    | 1600 lux     | 593 lux    |
| 6,500 K    | 1650 lux     | 607 lux    |
| 7,500 K    | 1650 lux     | 617 lux    |
| 10,000K    | 1510 lux     | 563 lux    |
| R          | 227 lux      | 85 lux     |
| G          | 793 lux      | 297 lux    |
| B          | 131 lux      | 49 lux     |

# Detailed Parameters of FX Control

## System FX

|                     |           |                                    |  |  |
|---------------------|-----------|------------------------------------|--|--|
| <b>Paparazzi II</b> | INT       | 0% - 100%                          |  |  |
|                     | CCT       | 2000 K - 10000 K                   |  |  |
|                     | G/M       | -1.0 - +1.0                        |  |  |
|                     | Intervals | [ 0.2S - 1.0S ] - [ 2.0S - 18.0S ] |  |  |
|                     | Status    | Stop / Loop                        |  |  |

|                     |                      |                                    |                  |                  |             |
|---------------------|----------------------|------------------------------------|------------------|------------------|-------------|
| <b>LightningIII</b> | INT                  | 0% - 100%                          |                  |                  |             |
|                     | Mode                 | CCT                                | 2000 K - 10000 K | G/M              | -1.0 - +1.0 |
|                     |                      | HSI                                | 1 - 360°         | SAT              | 0 - 100 %   |
|                     |                      |                                    | CCT              | 2000 K - 10000 K |             |
|                     | Intervals            | [ 1.5S - 3.0S ] - [ 2.6S - 30.0S ] |                  |                  |             |
| Status              | Stop / Trigger /Loop |                                    |                  |                  |             |

|               |             |                                  |   |                  |             |
|---------------|-------------|----------------------------------|---|------------------|-------------|
| <b>TV III</b> | INT         | 0% - 100%                        |   |                  |             |
|               | Mode        | CCT                              | [ 2000 K - 9900 K ] -<br>Range [ 2100 K - 10000 K ] | G/M              | -1.0 - +1.0 |
|               |             | HSI                              | [ 0° - 359° ] - [ 1° - 360 ° ]                      | SAT              | 0 - 100 %   |
|               |             |                                  | CCT   | 2000 K - 10000 K |             |
|               | Intervals   | [ 0.5S - 2S ] - [ 5.0S - 15.0S ] |   |                  |             |
| Status        | Stop / Loop |                                  |   |                  |             |

|                 |             |               |   |                  |             |
|-----------------|-------------|---------------|---|------------------|-------------|
| <b>Fire III</b> | INT         | 0% - 100%     |   |                  |             |
|                 | Mode        | CCT           | [ 1400 K - 9900 K ] -<br>Range [ 1800 K - 10000 K ] | G/M              | -1.0 - +1.0 |
|                 |             | HSI           | [ 0° - 359° ] - [ 1° - 360 ° ]                      | SAT              | 0 - 100 %   |
|                 |             |               | CCT   | 2000 K - 10000 K |             |
|                 | FRQ         | 60 - 240 /min |   |                  |             |
| Status          | Stop / Loop |               |   |                  |             |

|                        |             |                                   |                  |                  |             |
|------------------------|-------------|-----------------------------------|------------------|------------------|-------------|
| <b>Faulty Bulb III</b> | INT         | 0% - 100%                         |                  |                  |             |
|                        | Mode        | CCT                               | 2000 K - 10000 K | G/M              | -1.0 - +1.0 |
|                        |             | HSI                               | 1 - 360°         | SAT              | 0 - 100 %   |
|                        |             |                                   | CCT              | 2000 K - 10000 K |             |
|                        | Intervals   | [ 0.3S - 1.8S ] - [ 1.8S - 7.5S ] |                  |                  |             |
| Status                 | Stop / Loop |                                   |                  |                  |             |

|                    |             |               |                  |                  |             |
|--------------------|-------------|---------------|------------------|------------------|-------------|
| <b>Pulsing III</b> | INT         | 0% - 100%     |                  |                  |             |
|                    | Mode        | CCT           | 2000 K - 10000 K | G/M              | -1.0 - +1.0 |
|                    |             | HSI           | 1 - 360°         | SAT              | 0 - 100 %   |
|                    |             |               | CCT              | 2000 K - 10000 K |             |
|                    | Pluses      | 10 - 200 /min |                  |                  |             |
| Status             | Stop / Loop |               |                  |                  |             |

|                    |        |  |  |  |
|--------------------|--------|--|--|--|
| <b>Cop Car III</b> | INT    | 0% - 100%  |  |  |
|                    | Colors | R / B / R+B / B+W / R+B+W                          |  |  |
|                    | FRQ    | Single / Double / Quad / Quint / Quint all / Cycle |  |  |
|                    | Status | Stop / Loop  |  |  |

|                       |        |             |
|-----------------------|--------|-------------|
| <b>Party Light II</b> | INT    | 0% - 100%   |
|                       | SAT    | 0 - 100%    |
|                       | Speed  | 1 - 60S     |
|                       | Status | Stop / Loop |

|                    |           |                                  |
|--------------------|-----------|----------------------------------|
| <b>Firework II</b> | INT       | 0% - 100%                        |
|                    | Mode      | CCT / HUE / CCT+HUE              |
|                    | Intervals | [ 0.5S - 9S ] - [ 2.0S - 11.0S ] |
|                    | Status    | Stop / Loop                      |

## Pixel FX

|                   |                     |   |
|-------------------|---------------------|---|
| <b>Color Fade</b> | INT                 | 0% - 100%   |
|                   | Color No            | 1 / 2 / 3 / 4   |
|                   | Color 1             | Black /   |
|                   | Color 2             | HUE: 30° / 60° / 90° / 120° / 150° / 180° / 210° / 240° / 270° / 300° / 300° / 360° |
|                   | Color 3             | /   |
|                   | Color 4             | CCT: 2500K 3200K / 4300K / 5600K / 6500K / 7500K                                    |
|                   | Speed               | 1 - 640 cm/s  |
|                   | Move                | Left / Right  |
| Status            | Play / Pause / Stop |   |

|                    |                     |  |
|--------------------|---------------------|--|
| <b>Color Cycle</b> | INT                 | 0% - 100%  |
|                    | Color No            | 1 / 2 / 3 / 4  |
|                    | Color 1             | Black /  |
|                    | Color 2             | HUE: 30° / 60° / 90° / 120° / 150° / 180° / 210° / 240° / 270° / 300° / 300° / |
|                    | Color 3             | 360° /   |
|                    | Color 4             | CCT: 2500K 3200K / 4300K / 5600K / 6500K / 7500K                               |
|                    | Transfer            | Step / Smooth  |
|                    | Speed               | 0.1 - 10.0S  |
| Move               | Left / Right        |  |
| Status             | Play / Pause / Stop |  |

|                        |  |  |
|------------------------|--|--|
| <b>One Pixel Chase</b> | Pixel INT  | 0% - 100%  |
|                        | Bkgd INT   | 0% - 100%  |
|                        | Pixel Size   | S / M / L  |
|                        | Departure  | 1 Way / 2 Way  |
|                        | Color 1  | Black (Background Only) /  |
|                        | Color 2  | HUE: 30° / 60° / 90° / 120° / 150° / 180° / 210° / 240° / 270° / 300° / 300° / |
|                        | Background   | 360° /   |
|                        |  | CCT: 2500K 3200K / 4300K / 5600K / 6500K / 7500K                               |
|                        | Speed  | 1 - 640 cm/s   |
| Move                   | Left / Right / Loop (1 Way) Bounce / Cross (2 Way) |  |
| Status                 | Play / Pause / Stop                                |  |

|                        |  |   |
|------------------------|--|---|
| <b>Two Pixel Chase</b> | Pixel INT  | 0% - 100%   |
|                        | Bkgd INT   | 0% - 100%   |
|                        | Pixel Size   | S / M / L   |
|                        | Departure  | 1 Way / 2 Way   |
|                        | Color 1  | Black (Background Only) /   |
|                        | Color 2  | HUE: 30° / 60° / 90° / 120° / 150° / 180° / 210° / 240° / 270° / 300° / 300° / 360° |
|                        | Color 3  | /   |
|                        | Color 4  | CCT: 2500K 3200K / 4300K / 5600K / 6500K / 7500K                                    |
|                        | Background   |   |
| Speed                  | 1 - 640 cm/s                                       |   |
| Move                   | Left / Right / Loop (1 Way) Bounce / Cross (2 Way) |   |
| Status                 | Play / Pause / Stop                                |   |

|                          |  |   |
|--------------------------|--|---|
| <b>Three Pixel Chase</b> | Pixel INT  | 0% - 100%   |
|                          | Bkgd INT   | 0% - 100%   |
|                          | Pixel Size   | S / M / L   |
|                          | Departure  | 1 Way / 2 Way   |
|                          | Color 1  | Black (Blackground Only) /  |
|                          | Color 2  | HUE: 30° / 60° / 90° / 120° / 150° / 180° / 210° / 240° / 270° / 300° / 300° / 360° |
|                          | Color 3  | /   |
|                          | Color 4  | CCT: 2500K 3200K / 4300K / 5600K / 6500K / 7500K                                    |
|                          | Color 5  |   |
| Color 6                  |  |   |
| Blackground              |  |   |
| Speed                    | 1 - 640 cm/s                                       |   |
| Move                     | Left / Right / Loop (1 Way) Bounce / Cross (2 Way) |   |
| Status                   | Play / Pause / Stop                                |   |

|                |        |                     |
|----------------|--------|---------------------|
| <b>Rainbow</b> | INT    | 0% - 100%           |
|                | Speed  | 1 - 640 cm/s        |
|                | Move   | Left / Right        |
|                | Status | Play / Pause / Stop |

|                   |                       |   |
|-------------------|-----------------------|---|
| <b>Pixel Fire</b> | INT Range             | [ 0% - 75% ] - [ 25% - 100% ]   |
|                   | Bkgd INT              | 0% - 100%   |
|                   | Fire 1                | Black /   |
|                   | Blackground           | HUE: 30° / 60° / 90° / 120° / 150° / 180° / 210° / 240° / 270° / 300° / 300° / 360° |
|                   |                       | /   |
|                   |                       | CCT: 2500K 3200K / 4300K / 5600K / 6500K / 7500K                                    |
| Frequency         | 1 - 10 Hz             |   |
| Move              | Horizontal / Vertical |   |
| Status            | Play / Pause / Stop   |   |