



QUICK START GUIDE



Lightdrop™ (AL3-series)

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This instruction manual is part of the device, and persons operating the device must have access to it at all times. Safety precautions mentioned in the instruction manual have to be observed. If the device is being sold, this instruction manual has to be included.

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Technical Data

Light Sources

Illuminants	5mm bullet LEDs with 15 or 120 degree beam angle (2 versions)
# of LEDs	AL3-S: 16 (4xR, 4xG, 4xB, 4xW) AL3-M: 96 (24xR, 24xG, 24xB, 24xW)
LED Power	AL3-S: 1.7W AL3-M: 10.2W

Power Supply

AL3-S charger	AC 110-240V, DC 5V, 0.5A
AL3-M charger	AC 110-240V, DC 5V, 2.5A
Rechargeable Battery	AL3-S: 3.7V, 9.45AH AL3-M: 5V, 1.57AH
Battery runtime	8 – 24h (depending on selected colors, brightness, programs etc.)

Wireless Module

Available versions	RF (radio frequency), IR (infra-red)
Range	IR: up to 10m RF: up to 300m
RF Frequency	Europe: 868–869.750MHz US: 902–928MHz

Housing

Material	POM housing + PMMA cover
Size	AL3-S: Ø59mm x H43.5mm (Ø2.3" x H1.7") AL3-M: Ø90mm x H55mm (Ø3.5" x H2.2")
Weight	AL3-S: 140g (0.3lb) AL3-M: 500g (1.1lb)

Environment

Operational Temp Environment	0 ~ 50 °C work temperature Indoor and Outdoor (splash-proof)
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Basics

AL3-S



- 1 LED light sources
- 2 window for IR reception
- 3 ON/OFF and Enter button
- 4 indicator LED

AL3-M



Overview

This Lightdrop™ is designed for event illumination and decorative lighting. Due to its integrated battery and wireless module, it offers an uncomplicated setup without the need to lay cables for control and power supply.

The Lightdrop™ offers several mounting possibilities. Due to its magnetic/Velcro underside it can be quickly attached to walls, ceilings or under tables and chairs. It can also be used to light up a range of optional decorative objects.

A Lightdrop™ can be used as a standalone light since basic illumination can be started with the touch button. However, for better setting of colors, programs and additional functions, it is recommended to use it together with the AsteraTouch™, the ARC2 controller or the IR controller.

For larger setups, Lightdrops™ can be grouped and paired with other wireless Astera lights. This can be done with the AsteraTouch™, the ARC2 or the Wireless DMX transmitter.

Buttons & Operation

To power on the unit, hold the ON/OFF button for 2-3 secs.
To power off the unit, hold the ON/OFF button for 2-3 secs.

To choose basic colors or a rainbow effect, turn the unit on, then hold down the button until the light turns into the blue blinking mode. Push the button several times to cycle through the basic colors until the rainbow effect. When the desired color is displayed, hold the button until the LEDs stop blinking and the light begins normal operation.

To do a Factory Reset, turn the unit on. Then hold down the button until: unit turns off > turns on > blue blinking > turns off again

When the unit turns off for the second time, a factory reset has been completed.

While powered up, the indicator LED will show the battery charge state:

red – orange – green corresponding to the charge state

While charging, the LED will blink in green.

Battery Runtime

With the AsteraTouch™ or ARC2 controller, the Lightdrop™ can be set to 3 different power schemes:

- NORMAL POWER where the light lasts 8 hours when displaying white and over 20 hours when displaying red.
- MAXIMUM RUNTIME will set a reduced brightness but much longer runtime.
- HIGH-BRIGHTNESS offers 30% brighter light but the battery will also drain faster.

Troubleshooting

Problem: LEDs do not turn on when you switch it on

Cause: Due to the vast number of settings, one can not always predict behavior of the units, if setup was already done earlier.
Solution: Use the ARC2 to set the brightness to another value.

Problem: Units behave incorrectly

Cause: Due to the vast number of settings, one can not always predict behavior of the units, if setup was already done earlier.
Solution: Do FACTORY RESET on units and/or remote control.

Problem: When connected with the charger, units go on, then off, then on, then off but refuse to charge the battery

Cause: Battery is completely empty and not strong enough to light up and charge units at the same time.
Solution: While the LEDs are on, switch off the unit by pressing its power button. Then charge for 30mins.

Problem: The indicator is not blinking when charging

Cause: DC plug or AC input not settled well or battery is already full.
Solution: Discharge the battery a little or check whether the DC has been plugged in or whether the AC input has any problems.

Problem: Units go out of battery after only 6 hours of operation.

Cause: The units last only 8 hours with COLD WHITE, if the LED POWER is set to NORMAL. For HIGH BRIGHTNESS the run time is shorter than 8 hours.

Safety



Before you operate the unit, read this manual carefully.
Always make sure to include this manual if you hand out the unit to another person.
Keep in mind that this manual cannot address all possible dangers and environments. Please use your own caution when operating.



Only qualified personnel may repair this product.
Don't open the case.



Do not operate the unit in high temperature conditions or outdoors. It will cause abnormal function or damage to the product.



The Li-ion is inbuilt, please avoid bumping or plunging, it will cause FIRE or EXPLOSION.
Never store the battery when fully drained. Always recharge immediately when empty.



Make sure to fully charge all AL3 units before storing them.
Partially charged batteries will lose capacity.

Disposal

Follow local ordinances and/or regulations for disposal.



PACKAGING:
The unit is shipped in protective packaging.
This packaging can be recycled.



UNIT:
Don't throw the unit into the garbage at the end of its lifetime.
Make sure to dispose it according to your local ordinances and/or regulations, to avoid polluting the environment.



BATTERIES:
Don't throw empty batteries into the garbage.
Bring them to a collection point for used batteries.