

Model 1500-DMX and 3000-DMX Linear Strobes

Installation and Operating Instructions

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. #0439 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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MOUNTING: A 1/4 x 20 stud is provided at the rear of the strobe for mounting. A mounting bracket. Diversitronics Inc. Part #0435 is also available. Outdoor models have mounting ears welded on rear enclosure. Outdoor strobes must be mounted on vertical plane only, (i.e. facing forward).

OPERATION: All models operate from DMX-512 or ANALOG (0-10v) inputs. If both inputs are connected DMX gets priority.

Analog inputs are connected to the strobe through a four pin modular handset jack (ANALOG INPUT). The Diversitronics Model RC-A single channel remote control plugs directly into this jack. But any 0-10 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 28 volts on any input) |
| Green | Pin 2 = Rate control |
| Red | Pin 3 = +12 Volt (50ma Source) |
| Black | Pin 4 = Common |

A corresponding output connector (ANALOG OUTPUT) is provided to allow DAISY-chaining of 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 1000 feet.

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) and 4 channel (PS4M-A) remote and the new (Strobe Runner) controls are available.

DMX inputs and outputs are connected to the strobe using DMX-512 standard and 5-pin XLR connectors.

For maximum noise immunity, the DMX input signal is terminated into 100ohms and the DMX output is active driven. However, if the strobes mainpower is disconnected, the terminator is removed and a straight through input to output connection is made on the DMX lines (Passive connection).

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 strove Intensity Control to respond. Rate control will automatically respond to the next channel. For example, if you want the strobe to respond to DMX channels 148 (Intensity) & 149 (Rate) set DIP switch as follows:

| DIP SWITCH | | 128 |
|---------------|-------|-------|
| | | +16 |
| | | +4 |
| | | ----- |
| | | 148 |
| OFF | ON | |
| # | 256 | |
| | # 128 | |
| # | 64 | |
| # | 32 | |
| | # 16 | |
| # | 8 | |
| | # 4 | |
| # | 2 | |
| # | 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.

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 MODE | 3000-DMX Recycle Time |
|------------------|--------------------|--------------------------|
| 1 - 20% | Continuous | Continuous |
| 21 - 40% | Lightning | 1 second |
| 41 - 60% | Fade Off | 3 seconds |
| 61 - 80% | Up/Down Fade | 5 seconds |
| 61 - 100% | Short Hyperflash | 1 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 blinks with the flash signal and stays on continuously when a temperature overload condition exists. If it is blinking, but the strobe is not flashing, the problem could be a bad lamp or power supply.

COOLING SYSTEM: The strobe has an automatic air cooling system. The fan only comes on when the internal temperature exceeds 40C and will go off when the temperature falls below 32C. OD Strobes have no fans

Duty Cycle increases with reduced rate & intensity settings to 100% at less than 50% int or 8 flashes / sec.

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