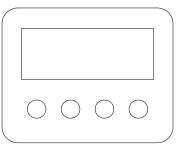
## ElektraLite's ElektraBar

- Press "Menu" to display the root Menu. Those are STAT, AUTO, RUN, DMX and SOUND.
- Press "up" ↑ / "down" ↓ to choose
- Press "ENTER" to confirm



Menu Enter ↑ ↓

0	STAT	R 0-255	Red dimming	
		G 0-255	Green dimming	
		B 0-255	Blue	dimming
		W 0-255	White	dimming
		A 0-255	Ambei	r dimming
		I 0-255	Indigo	dimming
		S 0-255	Strobe	
1	AUTO*	PR01	A000-255	Auto speed
			F000-255	Dimming speed
			S000-255	Strobe speed
		PR02	A000-255	Auto speed
			F000-255	Dimming speed
			S000-255	Strobe speed
		PR03	A000-255	Auto speed
			F000-255	Dimming speed
			S000-255	Strobe speed
2	RUN	DMX	When DMX is dis-engaged, the last DMX signal	
			is locked on and output is maintained	
		STMT		engaged, the setting in
	5111/		STAT(static) is locked on and maintained	
3	DMX	Address 001 – Address 512		
4	SOUND**	Sound activate		
	330112		Count dollvato	

## **DMX Channel Assignments**

Channel	DMX Values	Function
CH1	0-255	Master dimmer
CH2	0-255	Red Led dimming
CH3	0-255	Green Led dimming
CH4	0-255	Blue Led dimming
CH5	0-255	White Led dimming
CH6	0-255	Amber Led dimming
CH7	0-255	Indigo Led dimming
CH8	0-50	No function
	51-100	Built-in program 1
	101-150	Built-in program 2
	151-255	Built-in program 3
CH9	0-209	Synchronous strobe from slow to fast
	210-255	Asynchronous strobe from slow to fast
CH10	0-255	Auto speed form slow to fast
CH11***	0-7	No Dimmer speed (curve)
	8-59	Dimming speed (curve) 1
	60-119	Dimming speed (curve) 2
	120-179	Dimming speed (curve) 3
	180-255	Dimming speed (curve) 4

<sup>\*</sup>There are 3 automatic programs. These programs are fully adjustable in terms of the speed at which the program runs (auto speed), the cross fade from one cue in the program to the next (dimming speed) and the strobe speed.

\*\*\*Dimmer curves serve to smooth the dimming of the leds. The minimum dimmer curve speed (or time) is in #1. The maximum is in #4.

<sup>\*\*</sup>Sound activation will move the auto program from one cue to another by "listening" to the bass beat of the music. Remember no bass beat then the program will remain static in the cue and not move to the next cue.