



Elektralite

eyeBall IP65 (4-in-1, Quad)

USER MANUAL



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1. Unpacking

Thank you for choosing the **Elektralite eyeBall IP65** fixture. For your own safety, please read this manual before installing the fixture. This manual covers important information on installation and applications. Please keep this manual for future reference.

The **eyeBall IP65** fixture uses 7 high powered 12 watt leds in a balanced arrangement giving incredible output. Please unpack it carefully and check whether it was damaged in shipping.

The following items should be in the box with the fixture:-

A short cable with a water resistant connector at one end and an Edison connector at the other.

A short cable with a water resistant connector at one end and a 5pin Male DMX connector at the other.

2. Safety Instructions.

This device has left the factory in perfect condition. In order to maintain this condition and to ensure a safe operation, it is absolutely necessary for the user to follow the safety instructions and warning notes written in this user manual. The **eyeBall IP65** is a high voltage fixture. Be careful when dealing with high voltages.

Please read this manual. If you do not read this manual and damages occur to the eyeBall IP65, then it could void the warranty.

The electric connection must be carry out by a qualified person and it is **absolutely essential that the EyeBall IP65 be grounded**. This is imperative and is a safety issue. So under no circumstances break off the ground pin on the Edison plug or use the fixture where a ground is not present. A ground pin, like the fuse for the **eyeBall IP65** is there for safety.

Always disconnect the **eyeBall IP65** from the power source, when the device is not in use or before cleaning it. Only unplug **eyeBall IP65** from the power cord. Never pull out the plug out by pulling on the power cord.

Please keep the **eyeBall IP65** away from children and the general public. Please be intelligent and use common sense when operating the **eyeBall IP65**.

3. General Guidelines.

ElektraLite eyeBall IP65 is a lighting fixture for professional use.

ElektraLite eyeBall IP65 should only be operated at between 120 to 240 volts.

ElektraLite eyeBall IP65 should not be operated 24/7 (24 hours a day; 7 days a week).

ElektraLite eyeBall IP65 needs operation breaks to ensure that it will work for a long time without problems. Please do not shake the **eyeBall IP65** and avoid using brute force when installing or operating it.

When choosing the location to install the **eyeBall IP65**, please make sure that it is not exposed to extreme heat. Make sure that the fixture has a good amount of free space around it for air flow. Do not install it in a confined space or have insulation around the fixture. The minimum distance between the **eyeBall IP65** and the illuminated surface must be more than 3 feet.

Always mount the **eyeBall IP65** with an appropriate safety cable. Operate the **eyeBall IP65** only when you are familiar with the features on the fixture. Do not permit operation by persons not qualified.

All modifications to the **eyeBall IP65** will invalidate the warranty. There are absolutely no exceptions.

If **eyeBall IP65** is operated in any way different to the one described in this manual, **eyeBall IP65** maybe damaged and the guarantee will be void.

4. Installation

Please ensure that the **eyeBall IP65** is hung using the appropriate "C" clamp or half cheeseboro. A safety chain or cable should also be used as a secondary point of holding the fixture in case the clamp comes loose. **Never hang the fixture without a safety chain or cable.**

If you are not qualified or have any doubts about hanging the **eyeBall IP65** then do **NOT** hang it. Do not clamp the cable to the U bracket or clamp. That is not a secondary safety point.

A secondary safety point is any point that will adequately hold the **eyeBall IP65** if the "C" clamp or half cheeseboro fails. Then the safety cable would be the backup and stop the fixture from falling to the ground. So do **NOT** fix the safety to the same place that the "C" clamp is attached.

The **eyeBall IP65** is kept cool by conducting the heat away from the leds using the body's fin design. As a result the fins and the surrounding area should be "open" all around the fixture. Do not block the fixture into a tight location. For example, do not try to mount the **eyeBall IP65** like a "high hat" in a soffit surrounded by insulation; the fixture would fail to operate due to overheating.

5. Grounding.

Always make sure that there is sufficient grounding (earth) for the fixture. This is not only imperative within the circuit that the fixture is being connected to, but also make sure there is sufficient grounding into the building. All fixtures regardless of manufacturer have a surge at initial "turn-on". Once initial "turn-on" is complete, the surge current (per fixture) will travel down the ground. While each 20 Amp circuit may have the correct size of ground wire, the ground input to the building and/or electrical panel may not be sufficient for the job. As an example, say 100 fixtures are being installed. Therefore 100 AMPS (!!!!) will flow down the ground wire after the initial turn on of the fixtures. The **eyeBall IP65** has a surge current over and above its operating current of approximately 1 Amp at 120 volts. Lack of a sufficient ground cable into the building or on the individual circuits can cause severe damage to the fixture and this is **not** covered under the warranty.

One further check : the ground to neutral voltage for each circuit. In a lot of buildings, voltages across these can damage fixtures or cause operational problems both for the fixture and DMX. Please review these two important points with a qualified electrical contractor. If in any doubt have an independent qualified third party electrical contractor check the installation, **well before** commencing installation.

6. DMX-512 Control Connection and Power Connection

POWER:

The **eyeBall IP65** comes with an Edison 120V connector to an outdoor water resistant connector cable. Extension cables (water resistant connector to water resistant connector) are available as accessories. Make sure that any connecting cables are plugged in tightly and the collar is also screwed on tightly so the cables are water tight. Failure to do this will cause the fixture to fail and can damage both the fixture with the “bad” connection and other fixtures in the same circuit.

DMX 512 CONTROL:

The **eyeBall IP65** come with a 5 pin XLR connector to an outdoor water resistant 3 pin connector cable.

Extension cables (water resistant connector to water resistant connector) are available as accessories. Make sure that any connecting cables are plugged in tightly and the collar is also screwed on tightly so the cables are water tight. Failure to do this will cause the DMX signal to fail and can damage both the fixture with the “bad” connection and other fixtures in the same DMX circuit.



7. Accessories.

Barndoors.

Barndoors are available from your ElektraLite Dealer. They can be easily fitted to the front of the fixture.

8. Menus in the fixture.

Root Menu	Sub Menu 1	Sub Menu 2
STAT (STATIC LOOK)	R(ED)	000-255
	G(REEN)	000-255
	B(LUE)	000-255
	W(HITE)	000-255
	S(STROBE)	000-255
AUTO (AUTOMATIC)	AT 01 THROUGH TO AT10	
	PR 01 THROUGH TO PR10	
RUN	DMX	
	STMT	
DMX	ASSIGN DMX CHANNEL	001-512
PERS (PERSONALITY)	STAG(E)	
	ARC1	
	ARC1.d	
	ARC2	
	AR2.d	
	AR2.S	
	HSV	
	4CH	
ID	ID 001 THROUGH 255	D001 – D255
EDIT	PR01	SC01 THROUGH TO SC99
(MAKING OWN AUTO	PR02	SC01 THROUGH TO SC99
SCENES)	PR03	SC01 THROUGH TO SC99
	PR04	SC01 THROUGH TO SC99
	PR05	SC01 THROUGH TO SC99
	PR06	SC01 THROUGH TO SC99
	PR07	SC01 THROUGH TO SC99
	PR08	SC01 THROUGH TO SC99
	PR09	SC01 THROUGH TO SC99
	PR10	SC01 THROUGH TO SC99
SET	UPLD	Password required
	DV	NTSC or PAL
	RGBW	ON or OFF
	DIM	OFF, DIM1, DIM2, DIM3 or DIM4
	ID	ON or OFF
	REST (RESET)	*Password required
CAL1	WT01 THROUGH TO WT11	
CAL2	RGBW	
KEY	OFF	**See Below
	ON	

*The Password for the reset is using the up and down buttons when in the reset menu. The screen will initially display []. The following needs to be pressed ↑↓↑↓ then press Enter. The screen will then display the word "OK" for 2 seconds and the fixture will reset.

**The Password for Key Lock is the same as reset. If key lock is ON then every time you power up the eye Ball the Password is requested. The password must be put in the eye Ball display otherwise no changes can be made to the operation of the eye Ball.

9. Static Look.

The **eyeBall IP65** can be set to a single static look quickly.

Use the Menu button to get to **STAT**.

Press Enter.

The next screen will read R.000. This is addressing the RED leds.

Use the ↑ or ↓ to increase or decrease the output of the leds.

Numbers are expressed in DMX values so 0 is no output and 255 is highest output.

Press Enter to save the value.

The screen will automatically advance to the next set of leds which are GREEN.

Use the ↑ or ↓ to increase or decrease the output of the leds.

Numbers are expressed in DMX values so 0 is no output and 255 is highest output.

Press Enter to save the value.

The screen will automatically advance to the next set of leds BLUE and the procedure is repeated for them and the last set of leds which are WHITE.

The screen will then automatically advance to the strobe. S.000 means the strobe is off

Use the ↑ or ↓ to increase or decrease the speed of the strobing or leave at S.000 if you want no strobe.

S.001 is the slowest and S.020 is the fastest strobing.

Press Enter to save the value. It will automatically bring you back to the output screen again for the RED set of leds.

Press the Menu button to exit out of **STAT** and back to the Root directory.

If the **STAT** look is required to be running, then do not exit out of **STAT**.

If you unplug the fixture and then re-power it and it was in **STAT**, then the fixture will power up and go straight into the preset "static look".

10. Run Mode.

Run allows the fixture to operate in either DMX or STMT operation.

Using the Menu button in the root menu go to RUN.

Press Enter to get to DMX mode. To get to STMT mode use the ↑ or ↓ and then press ENTER to save this setting.

STMT MODE allows the fixture to work in one of two ways when the DMX is disconnected (by unplugging the DMX or turning off the board).

1. The fixture will maintain the last dmx signal packet and "freeze" the fixtures output there until the DMX input signal returns.
2. The fixture switches to the static setting which has been set in the STATIC menu. See Chapter 9 on how to set up a Static Look.

SLAVE MODE. Is an automatic select mode. No need to have it in the fixture menu. If DMX is not connected and one fixture is in PR01-10 or AT01-10 and all other fixtures in the chain are in either DMX or STMT mode then the set up is "slave mode". Any fixtures set up this way will mimic the output from the (one) master fixture. The master fixture is the one in any one of the automatic shows PR01-10 or AT01-10.

11. DMX 512 Setting (address).

Sets up the address for the dmx.

Using the Menu button in the root menu go to **DMX**

Press Enter to get into DMX menu and the display will read the current dmx channel.

The display will read for example **d.001**

This means the fixture's current address is **001**

To change it, use the ↑ or ↓ buttons to get to the correct address.

Press Enter to save the dmx address. The display will momentarily display the word "OK" and then go back to the DMX menu.

To exit out to the root directory, use the menu button.

12. Fixture Personality.

There are several different choices on how the fixture will operate. What these "Personalities" do in terms of their channel assignments is detailed in the tables on pages 10 and 11. To change a Personality use the Menu button to get to **PERS** then

Press Enter and then using the ↑ or ↓ buttons go to the personality required.

Press Enter to save the Personality.

13. ID Address.

A fixture can be addressed (controlled) through the dmx or instead it can have its own unique ID address. There are a total of 255 different ID addresses from 1 to 255. To set up the address for a fixture, use the Menu button in the root menu go to **ID** Press Enter and then using the ↑ or ↓ buttons, to select the ID address. Press Enter to save the address. For the ID address to work you must chose the US id personality. This allows you to access the ID address system on channel 4.

Set the DMX address to d.001 for the fixture. So if ID address 123 is chosen then go to channel 4 on the lighting board and set the level at 123. You will then be controlling only fixture(s) with ID address 123.

14. SET. (Set has several Sub Menus which allow functions to be used).

1). REST

This resets all values to their default.

Using the Menu button, go through the Root Menu until **SET**. Press Enter and then use the ↑ or ↓ buttons to get to **REST**. Press Enter. The display will have 4 dots across the bottom. The password needs to be entered. The password is the following sequence using the ↑ and ↓ buttons.

↑ ↓ ↑ ↓ then press Enter once, to complete the reset. The display will read "OK" followed by a return to the REST sub menu. The Menu button will need pressing to return to the Root Menu. Only when at the Root Menu will dmx control work. Please note the Reset also takes the dmx address back to 001.

2). DIM

The Dim function allows different Dimmer curves to be chosen. There are 5 choices.

Choice 1 :- this is Dim OFF. The Dimmer curve is 0 which means any change in dimmer level is instantaneous.

Choice 2:- Dim 1. The dimmer curve has the shortest fade in and fade out time.

Choice 3:- Dim 2. The dimmer curve has the 2nd shortest fade in and fade out time.

Choice 4:- Dim 3. The dimmer curve has the 3rd shortest fade in and fade out time

Choice 5:- Dim 4. The dimmer curve has the longest fade in and the fade out time.

Using the Menu button, go through the Root Menu until **Set**. Press Enter and then use the ↑ or ↓ buttons to get to **DIM**.

Press Enter and then use the ↑ or ↓ buttons to get to the DIM choice required. Once chosen, press Enter to save it and then use the Menu button to exit back to the root directory.

NOTE:- When the DIM function is already in the personality, then the DIM choice above does not operate. The control of the DIM function defaults to the channel in the personality. So for example if choice 2 is chosen above but the personality chosen is ARC1, then DMX channel 4 will override choice 2 and allow the operator to have complete control.

Conversely, if 4CH is chosen as a personality (which does **NOT** have a dimmer curve (speed) control channel) then choice 2 will be operational. Be Vigilant.

3).DV

The **DV** setting allows the ability of the leds to not flicker when using video camera.

The choices are NTSC or PAL. NTSC is the USA system.

Go through the Root Menu until **Set**. Press Enter and then use the ↑ or ↓ buttons to get to **DV**.

Press Enter and then use the ↑ or ↓ buttons to get to either NTSC or PAL. Once chosen, press Enter to save the setting and the Menu to exit back to the Root Menu.

4).RGBW

The **RGBW** setting allows the ability to calibrate the white achieved when mixing RGB.

When **RGBW** is set to OFF, the output when Red, Green, and Blue is at maximum is 255 for all three colors. By definition this combination produces a white with a blue tinge which affects all other colors if cameras and other video equipment are "keyed" to this.

When **RGBW** is set to ON, the output can be white balanced to whatever looks good on camera, for example. It also serves to balance the white into a "warm" white which makes people look a lot better when they are in the light!

See Cal 2, on page 9, for white calibration instructions when the **RGBW** is turned ON.

To turn **RGBW** either OFF or ON, go through the Root Menu until **RGBW**. Press Enter and then use the ↑ or ↓ buttons to get to either OFF or ON. Once chosen, press Enter to save the setting and then Menu to exit out back to the Root Menu.

5).ID.

ID must be turned ON for it to work on dmx channel 11 in the STAG **Personality**, for example.

Go through the Root Menu until **ID**. Press Enter and then use the ↑ or ↓ buttons to get to either OFF or ON. Once chosen, press Enter to save the setting and then Menu to exit out back to the Root Menu.

6). **UPLD**. Custom programs can be uploaded from a master fixture into a slave fixture.

First:- connect the fixtures to power and have a dmx cable going from the Master (dmx out) to the Slave (dmx in).

Second:- using the Master fixture. Go through the Root Menu until **Set**. Press Enter and then use the ↑ or ↓ buttons to get to UPLD. Press Enter. The display will have 4 dots across the bottom. The password needs to be entered. The password is the following sequence using the ↑ and ↓ buttons.

↑ ↓ ↑ ↓ press Enter once complete. The upload will start immediately.

The upload average time for transmission is about 30 seconds.

While the upload is in progress the display will be flashing in YELLOW.

Once upload is complete and successful the word END will appear in green

If there is a problem, red will be the color noted.

Several fixtures may be linked together in the master/slave scenario and programmed simultaneously.

15. CAL 1

There are 11 preprogrammed white settings which can be accessed via DMX channel 6.

The 11 settings are labeled WT 01 through to WT11.

Each of the settings can be adjusted/edited.

To do this, go through the Root Menu until **CAL 1**. Press Enter and then use the ↑ or ↓ buttons to get to the WT to be edited; for example WT01. Press Enter. The display will read R223 which is the default setting for the Red LED value (dmx 223) for WT01. To change this value, use the ↑ or ↓ button. Once the correct value is chosen press Enter to save and automatically the Green value will be present (which is G255). Again use the ↑ or ↓ to change the value and press Enter to save and move automatically to the Blue value (B029). Again use the ↑ or ↓ to change the value and press Enter to save and move automatically back to the Red value. Use the Menu button to exit out to the Root Menu. As there are 11 different white settings, there values can all be changed. See channel 6 on the DMX chart for the complete listing and what each of the white's color temperature is set to.

16. CAL 2

When RGBW is turned on under the SET menu, then CAL2 will allow you to set up the white balance for the RGB components.

To adjust the white balance, go through the Root Menu until **CAL 2.**, the screen will read RGBW press enter again. The screen will display R255, use the ↑ or ↓ to set the Red component to the value required. Press Enter to save and the screen will automatically advance to the value for G (G255 for example). Again, use the ↑ or ↓ to make the adjustment you require for the Green leds. Press Enter to save and the screen will automatically advance to the value of B (B128 for example). Press Enter to save and the screen will advance to the Red led value. Press Menu to exit and get back to the Root Menu.

Now whenever the white is output using the Red, Green and Blue components, the values are as per what is recorded in **CAL 2**.

17. KEY

The Key function is an access password for the fixture. The **KEY** can be turned OFF or ON which then deactivates or activates the password.

To set the **KEY** go through the Root Menu until **KEY**, press Enter and use the ↑ or ↓ to set the **KEY** to either OFF or ON. If the **Key** is turned ON then a password is required to go into sensitive Menus and to change functions.

The password is ↑ ↓ ↑ ↓ (Up + Down + Up + Down)

16. The Personalities of the eyeBall IP65 RGBW.

(for the personality **STAG** please refer to the DMX channel assignments on page 12.

STAG uses all 11 channels as shown in the dmx channel assignment table).

ARC.1

1	0-255	RED
2	0-255	GREEN
3	0-255	BLUE
4	0-50	Linear dimmer speed (DIM=OFF)
	51-100	nonlinear speed 1 (DIM1)
	101-150	nonlinear speed 2 (DIM2)
	151-200	nonlinear speed 3 (DIM3)
	201-255	nonlinear speed 4 (DIM4)

ARC1.D

1	0-255	MASTER DIMMER
2	0-255	RED
3	0-255	GREEN
4	0-255	BLUE
5	0-50	Linear dimmer speed (DIM=OFF)
	51-100	nonlinear speed 1 (DIM1)
	101-150	nonlinear speed 2 (DIM2)
	151-200	nonlinear speed 3 (DIM3)
	201-255	nonlinear speed 4 (DIM4)

ARC2

1	0-255	RED
2	0-255	GREEN
3	0-255	BLUE
4	0-255	WHITE
5	0-50	Linear dimmer speed (DIM=OFF)
	51-100	nonlinear speed 1 (DIM=1)
	101-150	nonlinear speed 2 (DIM=2)
	151-200	nonlinear speed 3 (DIM=3)
	201-255	Nonlinear speed 4 (DIM=4)

ARC2.D		
1	0-255	MASTER DIMMER
2	0-255	RED
3	0-255	GREEN
4	0-255	BLUE
5	0-255	WHITE
6	0-50	Linear dimmer speed (DIM=OFF)
	51-100	Nonlinear speed 1 (DIM1)
	101-150	Nonlinear speed 2 (DIM2)
	151-200	Nonlinear speed 3 (DIM3)
	201-255	Nonlinear speed 4 (DIM4)

ARC2.S

1	0-255	MASTER DIMMER
2	0-255	RED
3	0-255	GREEN
4	0-255	BLUE
5	0-255	WHITE
6	0-255	STROBE (0 to 8 is no strobe. From slow at 9 to maximum flash rate at 255)
7	0-50	Linear dimmer speed (DIM=OFF)
	51-100	nonlinear speed 1 (DIM1)
	101-150	nonlinear speed 2 (DIM2)
	151-200	nonlinear speed 3 (DIM3)
	201-255	nonlinear speed 4 (DIM4)

HSV

1	0-255	H hue
2	0-255	S saturation level
3	0-255	V brightness
4	0-50	Linear dimmer speed (DIM=OFF)
	51-100	nonlinear speed 1 (DIM1)
	101-150	nonlinear speed 2 (DIM2)
	151-200	nonlinear speed 3 (DIM3)
	201-255	nonlinear speed 4 (DIM4)

4CH

1	0-255	Red
2	0-255	Green
3	0-255	Blue
4	0-255	White

DMX Channel Assignments.

1	Grand Master for RGBW	0-255
2	RED Leds (or chase speed when anyone of PR01 thru PR10 in Ch08 is operational)	0-255
3	GREEN Leds (or cross fade time when anyone of PR01 thru PR10 in Ch08 is operational)	0-255
4	Blue Leds	0-255
5	White Leds	0-255
6	No effect	0-09
	Crossfade Red 255 Green 000→255 Blue 000	010-029
	Crossfade Red 255→000 Green 255 Blue 000	030-049
	Crossfade Red 000 Green 255 Blue 000→255	050-069
	Crossfade Red 000 Green 255→000 Blue 255	070-089
	Crossfade Red 000→255 Green 000 Blue 255	090-109
	Crossfade Red 255 Green 000 Blue 255→000	110-129
	Crossfade Red 255 Green 000→255 Blue 000→255	130-149
	Crossfade Red 255→000 Green 255→000 Blue 255	150-169
	Crossfade Red 255 Green 255 Blue 255 White 255	170-200
	Snap to White 1 (approximately 3200°K)	201-205
	Snap to White 2 (approximately 3400°K)	206-210
	Snap to White 3 (approximately 4200°K)	211-215
	Snap to White 4 (approximately 4900°K)	216-220
	Snap to White 5 (approximately 5600°K)	221-225
	Snap to White 6 (approximately 5900°K)	226-230
	Snap to White 7 (approximately 6500°K)	231-235
	Snap to White 8 (approximately 7200°K)	236-240
	Snap to White 9 (approximately 8000°K)	241-245
	Snap to White 10 (approximately 8500°K)	246-250
	Snap to White 11 (approximately 10000°K)	251-255
7	Strobe Non operational	000-009
	Slow synchronized flash	010-049
	Asynchronous slow flash	050-099
	Random Slow flash	100-149
	Asynchronous fast flash	150-199
	Synchronous fast flash	200-255
8	No effect/function	000-040
	AT 01 (Automatic program 01)	041-070
	AT 02 (Automatic program 02)	071-080
	AT 03 (Automatic program 03)	081-090
	AT 04 (Automatic program 04)	091-100
	AT 05 (Automatic program 05)	101-110
	AT 06 (Automatic program 06)	111-120
	AT 07 (Automatic program 07)	121-130
	AT 08 (Automatic program 08)	131-140
	AT 09 (Automatic program 09)	141-150
	AT 10 (Automatic program 10)	151-160
	PR01 (programmable Automatic program 01)	161-170
	PR02 (programmable Automatic program 02)	171-180
	PR03 (programmable Automatic program 03)	181-190

DMX Channel Assignments (Cont.)

8 (cont)	PR04 (Programmable Automatic program 04)	191-200
	PR05 (Programmable Automatic program 05)	201-210
	PR06 (Programmable Automatic program 06)	211-220
	PR07 (Programmable Automatic program 07)	221-230
	PR08 (Programmable Automatic program 08)	231-240
	PR09 (Programmable Automatic program 09)	241-250
	PR10 (Programmable Automatic program 10)	251-255
9	Crossfade time for AT01-AT10 on channel 08	000-255
10	Dim 00 (straight line dimmer)	000-009
	Dim 01 (dimmer curve 1. Shortest fade time)	010-069
	Dim 02 (dimmer curve 2. 2 nd Shortest fade time)	070-129
	Dim 03 (dimmer curve 3. 3 rd Shortest fade time)	130-189
	Dim 04 (dimmer curve 4. Longest fade time)	190-255
11	All fixtures are address	000
	ID 01 through 255 correspond to dmx addresses 001 through 255 respectively	001-255

18. Cleaning and maintenance.

Now ignoring maintenance and cleaning is very good way of creating problems "down the road" and many companies and installations do just that. However the net result is, no matter what the fixture, premature failure!

Changing the oil in a car most people do on a regular basis.

So with the fixtures regular maintenance it an excellent practice, if you want the fixtures to last.

So what is the maintenance for the fixture?

The clear front glass cover for the lenses should be cleaned so the light output is maintained. With the **eyeBall IP65** turned off, use only a moist lint-free cloth, and clean the glass cover. Never use alcohol or solvents to clean the fixture. Never spray anything onto the fixture at the front or in any place on the fixture.

Clean the heat sink "fins" at the back of the fixture. This is the way the fixture keeps the leds cool and operational. The fastest way to reduce the life of the leds is to let them over heat.

Finally inspect all cable **REGULARLY**, to make sure they have no cracks in the outer sheathing.

19. Technical Specification.

- Operating voltage 100 – 250v
- Frequency 50 – 60 Hertz
- 7 x 12 watt quad leds
- 110 VI

Elektralite is a division of Group One. Group One and its divisions are constantly improving their product range and we reserve the right to make changes without prior notice.

Other Products.

Elektralite has other great products that are manufactured under the Elektralite product line.

Go check out the website at www.myelektralite.com

A preview of the products include:-

Elektralite Audience Blinder



Elektralite Elektrabar with glare shield for perfect cuts



Utilizing homogenized 6-in-1 leds. RGBWAI where the I is indigo (not UV) ; this way perfect pastels like Lee 170 Lavender are flawlessly achieved.

The Elektralite 1018



Using 18 high powered 12 watt leds, the Elektralite 1018 is available using 4-in-1 or 6-in-1 leds. Each led can produce any combination of colors as each led is either an RGBW or RGBWAI device

Elektralite ML602



The ML902 utilizes a 120 watt Led and is brighter than a 250 discharge light source. Features include:- Color wheel, two gobo wheels, rotating gobos, rotating 3 facet prism, focus, dimmer, strobe and 16 bit pan and tilt.