Operation Manual

Wall-O-Lite DMX

KINO FLO

LIGHTING SYSTEMS

Assembly and Features

CFX-W48-X120………Wall-O-Lite Fixture, DMX 120 VAC

CFX-W48-X230………Wall-O-Lite Fixture, DMX 230 VAC

W48-F ………………. Accessory Frame

GFR-W48……………Gel Frame
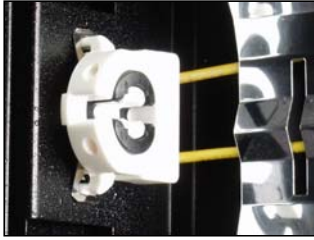
LVR-W48…………….Louver / Black
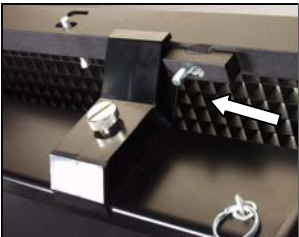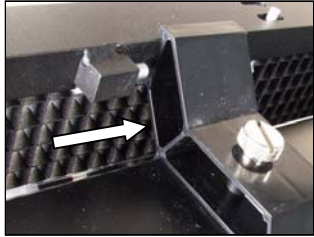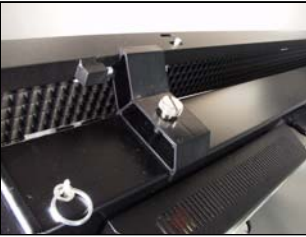
W48-FB……………Frame Bracket with Thumb Screw x 4

Inserting Lamps
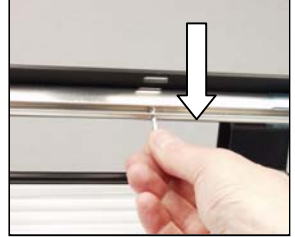
Insert lamps into both lamp holders. Twist ¼ turn to make electrical contact.

Mounting Accessory Frame

- Align the two fixed pins of the Accessory Frame with the Frame Brackets.
- Slide the Frame forward to seat the pins into the Brackets.
- Retract the sliding pins on the Frame to properly seat the Frame on the Brackets.
- Release the pins to lock the Frame in place.

Inserting Gel Frame

The gel frame is secured to the fixture by 4 spring-loaded pins. Align the pins of the gel frame with the oval receptacle holes on the edge of the fixture. Pull back the pins and release into the receptacles to properly secure the gel frame.

Applying Gel to Frame
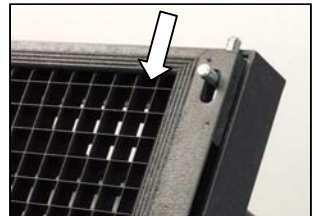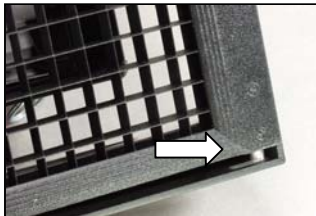
(A)   **(B)**

A) The Gel Frame comes with Gel Clips. Cut the gel to size and use the Clips to fasten the gel to the Frame.

B) Another method is to apply transfer tape directly to the gel frame. The clips are not necessary when taping the gel.

Inserting Louver
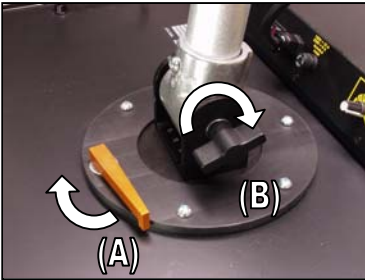
Place the long edge of the Louver with the fixed pins into the Frame. The fixed pins fit into receptacle holes on each corner of the frame. Align the upper corners of the Louver to the Frame. Retract the movable pins to properly seat the Louver. Release the pins to lock in place.

Mounting Options

The Wall-O-Lite can be mounted to a Junior Combo stand or hung from a pipe hanger. The Junior Mount that is included with the fixture is used when mounting on a stand.

Rotation and Tilt Controls
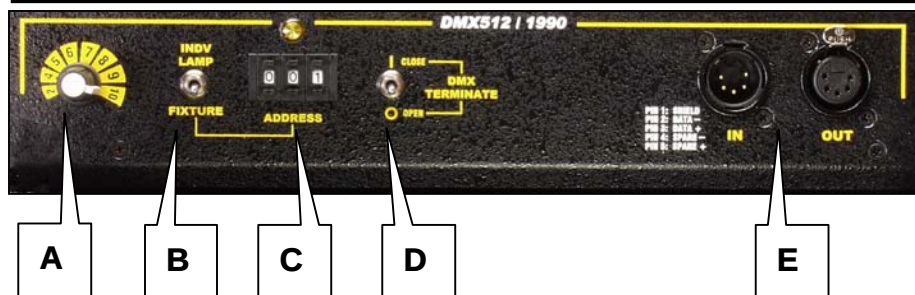
A) The golden lock lever controls the rotation of the fixture.

B) The black knob controls the tilt.

Accessory part #MTP-WH is used to operate the mount from a Junior Pipe Hanger.

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Wall-O-Lite DMX Control Panel


A) Manual Selector Dial: Turns lamps on and off manually without connecting DMX Cable to Fixture.

B) Individual Lamp / Fixture Switch: Converts between INDIVIDUAL LAMP and FIXTURE methods of DMX control.

C) DMX Address: Sets DMX Address of Fixture.

D) DMX TERMINATE Switch: Terminates DMX signal at the end of Fixture series.

E) DMX-In & DMX-Out: DMX-IN receives DMX signals from Dimmer Board, DMX-OUT relays DMX signal through to other Fixtures or Instruments.

Power Panel

F) Power Switch: Has a built-in indicator light, which can detect if AC power is present in power cord. "O" = OFF position

G) Fuse: Provides circuit protection. *Note: If Fuse is "blown" or "open" replace with same type of fuse rating as marked.*

IMPORTANT!
The dimmer board/light console should have its channel set to LINEAR light output response. (LINEAR response is the default setting on most dimmer boards.)

Power Requirements

Provide 120 Volt AC primary power.
Do not dim the fixture through a dimming circuit.
If powering the fixtures through a dimmer board, set the dimmer profile to non-dim.

Load Considerations:
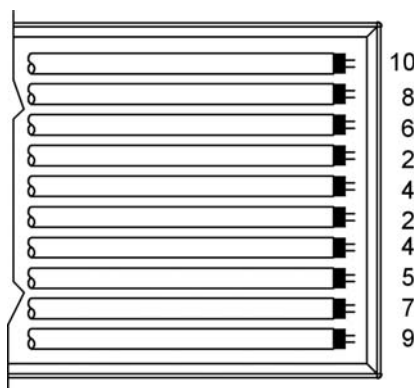
Kino Flo ballasts are not power factor corrected. They will draw <u>double</u> the current on the neutral from what is being drawn on the two hot legs. On large installations it may be necessary to double your neutral run so as not to exceed your cable capacity.

Manual Operation

The DMX Wall-O-Lite Fixture may be operated manually with the Manual Lamp Selector Dial. The Dial enables you to turn lamps on and off with an "inside-out" pattern (i.e., if all lamps are on, the outside tubes will turn off first).

Note: In lamp position 2 and 4, two lamps light simultaneously. In positions 5-10 individual lamps light.

DMX Wall-O-Lite Switching

Note: Manual lamp switching is disabled as soon as DMX cables are applied.

DMX Operation

DMX Addressing

Prior to hanging any instruments set the DMX address of each Fixture.

Push the tabs above or below the number window to set the address.
(Valid addresses range from 001 to 512.) The yellow light above the address block will illuminate if a DMX signal is present.

After the DMX address is entered, the Wall-O-Lite Fixture automatically assigns the next 7 addresses to lamp positions 4 - 10.

Note: Manual lamp switching is disabled as soon as the DMX cables are applied. For Manual control with DMX cables plugged in, set address to "000". There is a 5 second delay when switching between DMX and Manual control.

The **DMX Terminate Switch** must be set to open **(O)** on Fixtures within the DMX chain.

Set to closed (**I**) when the Fixture is the last DMX control device in the chain.

Note: When the last Fixture's DMX Term is set to "I," it will absorb all energy in the DMX line, ensuring DMX signals are transmitted correctly. If a signal is not terminated, it is called a "Reflected Wave," and may create transmission errors by causing valid DMX signals to be canceled.

Any theatrical lighting board with DMX 512 protocol can be used to individually turn **on/off** lamps in a Fixture.

Wall-O-Lites can be jumpered using the IN and OUT ports. As many as 100 Fixtures can be jumpered on one chain as long as the DMX cable run remains under 1000 feet or 40 x 25ft DMX cables.

Note: When operating Fixtures at great distances from the dimmer board it is recommended to use Opto-Isolators to provide DMX signal amplification.

Do Not use Microphone Cables and other, general purpose, two-core Cables designed for audio or signaling use. They are not suitable for DMX512. Problems due to incorrect cabling may not be immediately apparent. Microphone Cables may appear to work fine, but systems built with such Cables may *fail* or be prone to *random errors.* Cable must comply with EIA-485 (RS485).

DMX Cables
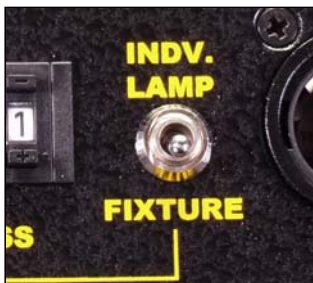
The Fixture uses five-pin XLR male and female connectors to receive DMX signals from the Dimmer Board and jumper the Fixtures in a series. DMX pin-out wiring follows the USITT DMX512 standard:

> **Pin 1: Shield**
> **Pin 2: Data -**
> **Pin 3: Data +**
> **Pin 4: Spare -**
> **Pin 5: Spare +**

Note: Pin four and five in the Fixture are connected internally as Pin four to four and Pin five to five. Connecting Pin four and five as the pass-thru allows secondary data to be passed through for other equipment.

NOTE: If a Fixture or Ballast loses its DMX signal it will hold it's last DMX command. For this reason it is important to turn a Fixture or Ballast off using the DMX commands. For example if you try to turn off the lights by turning off the dimmer board the lights will remember their last DMX command and stay on. The Fixtures or Ballasts require a DMX "Off" or " Black-out" command in order to turn off.

Fixture Mode

Setting the unit to "Fixture Mode" allows the user to re-create the "Inside-Out" pattern of the manual switch.

One of the best applications for the "Fixture Mode" is when lighting Blue and Green Screens or large Cycloramas.
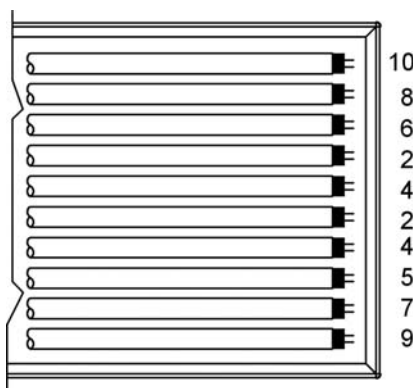
For example: One row of fixtures can be set to Fixture mode on a common address. When the fader on the dimmer board is brought up or down all the Fixtures on that address will have the same lamps turned on.

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Dimmer level - Lamp response

Sliding the fader on the dimmer board from 0 ~ 100 controls the number of lamps that are on within a fixture.
Note: the lamps may respond ± 4 channel levels, depending on the dimmer board.

Wall-O-Lite Lamp Sequence

DMX Lamp Sequence	
Lamp #	**Dimmer Level**
Lamp 2	6
Lamp 2~4	19
Lamp 2~5	32
Lamp 2~6	45
Lamp 2~7	57
Lamp 2~8	69
Lamp 2~9	82
Lamp 2~10	95

Individual Lamp Mode

Setting the unit to "Individual Lamp" mode allows each lamp position within the fixture **Sequence** to have it's own address. Although this option will use up a lot of addresses, it may be preferable for certain situations.

The "Individual Lamp" mode is useful in achieving light effects like flickering, chasing or creating light patterns.

After the DMX address is entered, the DMX Wall-O-Lite automatically assigns the next 7 addresses to lamp positions 4 -10. For the sake of simplification it is advisable to select address sequences such as 1, 10, 20, 30, 40 and so on.

For example, if the DMX Wall-O-Lite base address is set at 001, the configuration below will provide eight lamps individually addressable through DMX512.
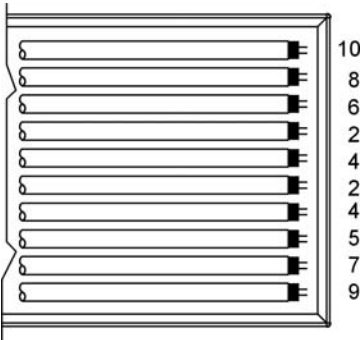

Image 80 Address Sequence DMX Address = 001	
Lamp #	**DMX Address**
Lamp 2	1
Lamp 4	2
Lamp 5	3
Lamp 6	4
Lamp 7	5
Lamp 8	6
Lamp 9	7
Lamp 10	8

Accessories

MTP-WH Hanging Adapter

XLR-515 DMX Cable 5 Pin, 15ft
XLR-525 DMX Cable 5 Pin, 25ft

Cases

KAS-W48-1 KAS-W48-2 KAS-48

Part Number	Description	Dimensions	Weight (Empty)	Holds
KAS-W48-1	Wall-O-Lite Ship Case (1)	59" x 11" x 34" 150cm x 28cm x 86.5cm	67 lb / 30.1Kg	Wall-O-Lite Fixture (1)
KAS-W48-2	Wall-O-Lite Ship Case (2)	54" x 15.5" x 34" 137cm x 39.5cm x 86.5cm	87lb / 39.2Kg	Wall-O-Lite Fixture (2)
KAS-48	4ft Lamp Ship Case	52.5" x 10.5" x 11" 133.5cm x 26.5cm x 28cm	15.5lb / 6.8Kg	4ft Lamps(20)

Fixture Specifications

Model: DMX Wall-O-Lite

Power requirements: 120VAC or 230VAC
Amperage: 11.4 amps at 120VAC, 5.8 amps at 230VAC
Weight w/ lamps: 44.1lb / 19.8Kg
Dimensions: 52.5" x 30.5" x 8.5"
133.5cm x 77.5cm x 21.5cm
Lamp Switching: 10-4/2/Off
Lamp type: F40T12

Environmental: Disposal of Old Electrical & Electronic Equipment.

This symbol on the product or on its packaging indicates that this product shall not be treated as household waste. This product is made of recyclable materials and should be disposed of in accordance with local and state regulations.

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