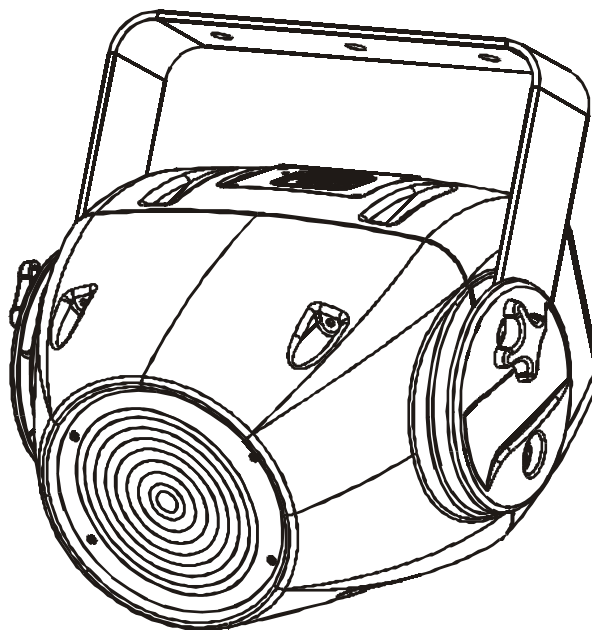


**PAINTCAN USER MANUAL**  
(V3.3)



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For your own safety, please read this user manual carefully before installing **Paintcan**.

Every person involved with the installation, operation and maintenance of **Paintcan** has to:  
-be qualified  
-follow carefully the instructions of this manual

## **INTRODUCTION:**

Thank you for choosing **Paintcan**.

When you unpack **Paintcan**, there should be in the box the fixture, a power cable, a safety cable and a CD. Please check carefully that there is no damage caused in shipping. If you notice any damage then immediately let your shipper know and the dealer from whom you purchased **Paintcan**.

## **FEATURES:**

- operation mode is by DMX 512 utilizing (8 channels).
- colors: 1 color wheel with 3 dichroic filters plus CT to 5600°K, White and rainbow effect.
- strobe : via color wheel's closed and open position being utilized.
- dimmer : in built electronic fully adjustable from 0% to 100%
- Advanced **C**yan **M**agenta and **Y**ellow color mixing system .
- auto-program: 8 preprograms can be selected
- display: can be inverted (180)° when **Paintcan** is hung upside down.
- local or remote resetting of motors
- auto test for all functions
- value of each DMX-channel can be displayed
- editable program:
  - edit and save a program to the on board processor using either the controls on the front panel or using an external controller like an **Elektralite CP-20**. A maximum 48 scenes/cues/looks can be saved on board. The resultant saved program can be played back from the "run" menu accessed from the front display panel

## **SAFETY INSTRUCTIONS.**

This fixture has left the factory in perfect condition. In order to maintain this condition and to ensure a safe operation, it is absolutely essential for the user to follow the safety instructions and warning notes written in this user manual. **Paintcan** 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 Paintcan, then it could void the warranty.**

During shipping, **Paintcan** may have been exposed to high temperature changes or humidity changes. So, as a precaution, do not switch **Paintcan** on immediately. Condensation can damage **Paintcan** so leave **Paintcan** switched off until it has reached room temperature.

The electric connection must be carried out by a qualified person and it is absolutely essential that **Paintcan** be grounded.

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

**Take care, Paintcan will heat up when it is turned on and it could be very hot to touch.**

Please keep **Paintcan** away from children and the general public. Please be intelligent and use common sense when operating **Paintcan**. **If you don't understand what that means don't touch the Paintcan!**

## **GENERAL GUIDELINES.**

**Paintcan** is a lighting fixture for professional use on stages, in clubs, theatres, churches etc.

**Paintcan** should only be operated at 120 volts and only indoors.

**Paintcan** should not be operated 24/7 (24 hours a day; 7 days a week). **Paintcan** needs operation breaks to ensure that it will work for a long time without problems. Please do not shake **Paintcan** and avoid using brute force when installing or operating it.

**Please remember just because you cannot see any output of light from the fixture that does not mean the fixture is off.** Turn the fixture off when not using it. If you don't, fans can accumulate dust and dirt. Lamp life will be 'ticking' down, if a preheat setting above zero has been chosen.

When choosing the location to install **Paintcan**, please make sure that it is not exposed to extreme heat, moisture or dust. The minimum distance between **Paintcan** and the illuminated surface must be more than 3 feet.

Always mount **Paintcan** with an appropriate safety cable. If you use the quick lock cam to hang **Paintcan**, please make sure the 4 quick lock fasteners are locked into position correctly.

Operate **Paintcan** only when you are familiar with the features on the fixture. Do not permit operation by persons not qualified for operating it.

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

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

# INSTALLATION INSTRUCTIONS.

## A) INSTALLING OR REPLACING THE LAMP

Only install the lamp when **Paintcan** is unplugged from 120 volts.

The lamp must be replaced when it has reached the end of its lamp life or if it is damaged or deformed.

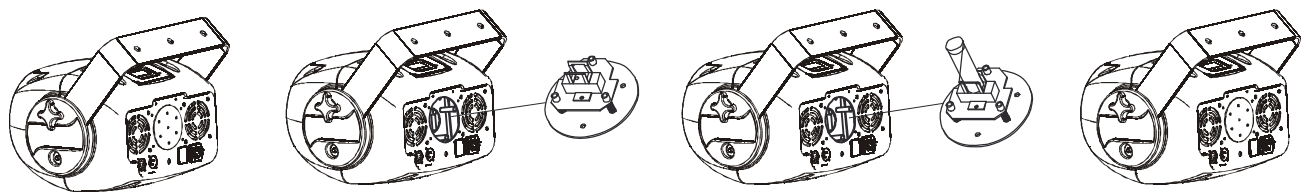
Before replacing the lamp let the lamp cool down. During operation, the lamp can reach very high temperature.

During the installation of the lamp do **not** touch the glass bulbs with bare hands. Always use a cloth to handle the lamps during insertion and removal. Your hands can leave a residue on the lamp which will cause it to deform when the lamp is hot.

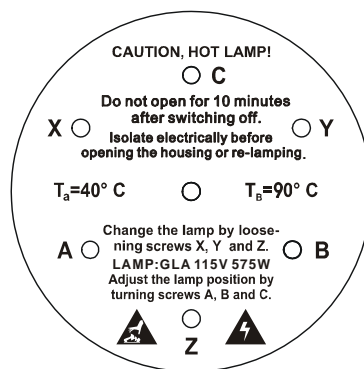
Do not install a lamp with a higher wattage. They generate temperatures higher than **Paintcan** operating temperature and will damage the fixture both physically and electronically.

For the installation, you need one GLA or GLC 120v halogen lamp :

### Procedure :



- 1) Unscrew the 2 screws on the back of the housing, holding the plate where the lamp is located.
- 2) Gently pull the socket holder using the knob in the middle.
- 3) Carefully insert the lamp into the socket. Please remember there is only one way to insert the lamp. Look at the holes in the lamp socket and compare with the lamp's pins. Gently slide the lamp and its lamp holder back into place and fasten the 2 screws.
- 4) On the access plate there are 3 small screws marked A, B and C. which are used to adjust the lamp. You can adjust the 3 screws to fine-tune the position of the lamp and get the maximum light output.



Do **not ever** operate **Paintcan** with the cover open. All lamps, regardless of the manufacturer or type, can be very volatile and can **explode**. Great caution must be exercised when working with these lamps otherwise **serious injury can happen**.

Using different lamp manufacturers, where one has several fixtures being used together, can result in severe differences in the colors. So beware. Also incorrect lamp adjustment can result in both color differences and low output of the lamp.

## B) MOUNTING PAINTCAN

The installation of **Paintcan** has to be built and constructed in a way that it can hold 10 times the weight for 1 hour without any deformation.

The installation must always be secured with a secondary safety device (a safety cable or chain for example).

Never stand directly below **Paintcan** when mounting, removing or servicing **Paintcan**.

The installer should make sure that **Paintcan** is installed correctly and that the installation is checked by an expert on a regular basis.

If you are a rental house utilizing **Paintcan**, then use the appropriate half coupler ( $\frac{1}{2}$  cheeseboro) or “C” clamp to secure the fixture to the truss or pipe. Remember to tighten down the cheeseboro or “C” clamp before raising the truss. Don't laugh! It has been done before now. Fixtures hopping down a truss, is not a safe sight to see!!

### **Caution:**

**Paintcan** should be installed outside areas where people can reach it, walk by it or be seated underneath it when being installed. Overhead mounting requires experience including, amongst other things, calculating the working load limits and installation material being used. Periodic safety inspections should be done of **Paintcan**. If you do not have the qualifications and experience, do not attempt the installation. Improper installation can result in bodily injury to yourself or others.

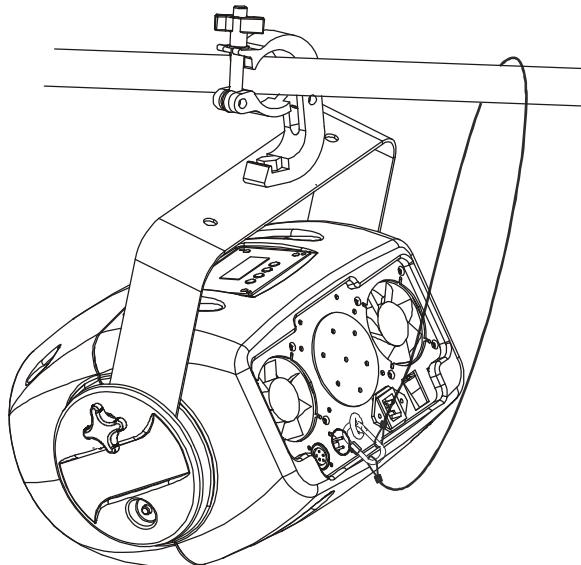
Before mounting make sure that the installation area can hold a minimum point load of 10 times **Paintcan's** weight.

Once installed then connect **Paintcan** to the correct power source. 120 volts A.C.

Do not connect it to a dimmer circuit, even if that dimmer circuit has a non dim setting.

Do not connect to a circuit which has “high electrical noise” such as large AC motors which have not been correctly suppressed. This can interfere with the operation of the **Paintcan** causing it to ghost the lamp or pulse the dimmer.

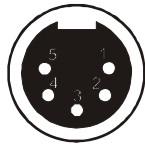
Please refer to the picture below:



## DMX-512 CONTROL CONNECTION

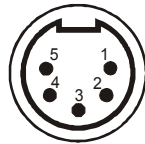
Connect the provided XLR cable to the female 5-pin XLR output of your **Elektralite CP10xt** or other DMX controller. The other end should be connected to the male 5-pin XLR input of **Paintcan**. Then daisy-chain out of the first **Paintcan** and into the next **Paintcan**. Never “Y” split the DMX connection. If you need more cable, then it should be two core, screened cable fitted with a 5 pin XLR input and output connector. Please refer to the diagram below.

DMX -output  
XLR mounting-socket



1:Ground  
2:Signal(-)  
3:Signal(+)  
4:N.A.  
5:N.A.

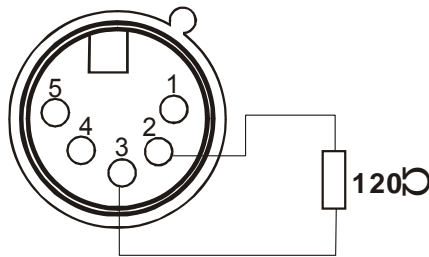
DMX -input  
XLR mounting-socket

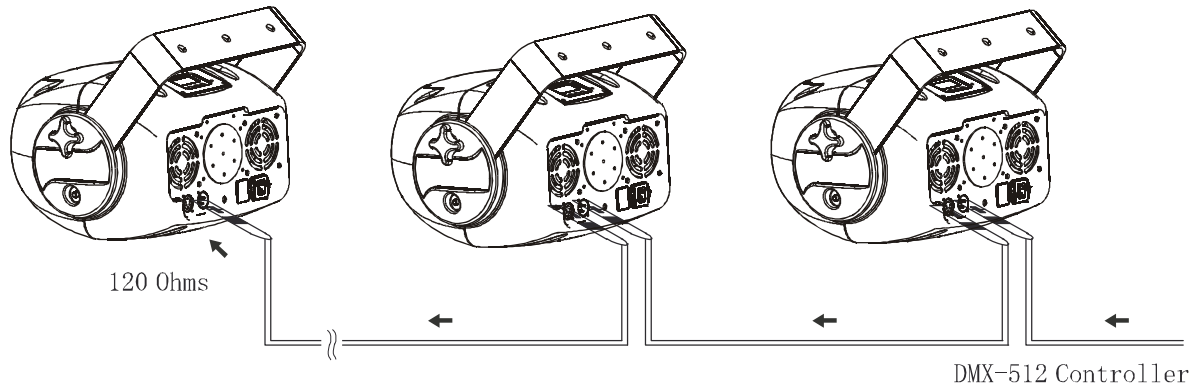


1:Ground  
2:Signal(-)  
3:Signal(+)  
4:N.A.  
5:N.A.

## DMX-512 CONNECTION WITH DMX TERMINATOR

For installations where the DMX cable has to run a long distance or is in an electrically “noisy” environment, it is recommended that a DMX terminator is used. This helps prevent corruption of the digital control signal. The DMX terminator is simply a 5 pin XLR plug (male) with a 120 Ω resistor connected between pins 2 and 3. It is then plugged into the output XLR socket of the last **Paintcan** in the chain. Please see illustration below.





## PROJECTOR DMX START ADDRESS SELECTION

All **Paintcans** need be given a DMX starting address when using a DMX signal, so that the correct **Paintcan** responds to the correct control signals. This digital starting address is the channel number from which **Paintcan** starts to “listen” to the digital control information sent out from the **Elektralite CP10xt** or other DMX controller. The allocation of this starting address is done by setting the correct number on the display located on the base of **Paintcan**.

You can set the same starting address for all fixtures or group of fixtures, like all the **Paintcans** in your plot, or you can make different address for each individual fixture.

If you set the same address, all the fixtures will start to “listen” to the same control signal from the same channel number. In other words, changing the settings of one channel will affect all the fixtures simultaneously.

If you set a different address, each unit will start to “listen” to the channel number you have set, based on the quantity of control channels of the fixture. That means changing the settings of one channel will affect only the selected fixture.

In the case of this **Paintcan**, which is an 8 channel fixture, you should set the starting address of the first unit to 1, the second **Paintcan** to 9 (8 + 1), the third to 17 (16 + 1), and so on.

### Note:

After switching on, **Paintcan** will automatically detect whether DMX 512 data is received or not. If the data is received, the display will show “**A.001**” or whatever the address is set to, like “**A.017**” If there is no data received at the DMX-input, the display flashes “**A001**” or whatever the actually set address is. The important thing to remember is the address is flashing. Now this situation can occur if:

- the 5 PIN XLR plug (cable with DMX signal from the controller) is not connected to the input of **Paintcan**.
- or
- the controller is switched off or defective.
- or
- if the cable or connector is defective
- or
- if the signal wires are swap in the input connector. In others words, pins 1, 2 and/or 3 are not the same at both ends. Believe it or not this is very easy to do if the person making the cable does not look at the pin numbers in the connector. The numbers of the pins and the color of the cable need to match. Don't just “look” at the cable and assume they are correct!

If the **Paintcans** in a DMX chain overlap by one channel, it means that channel 8 of the first fixture and channel 1 of the second fixture will be controlled together. The result is, it will appear that fixture one will have a “mind-of-its-own” and do things without any control. This is the inbuilt programs that you have activated when trying to control the color wheel (channel 1) of the second fixture. Go back and check the dmX addresses.

## DISPLAY PANEL

The Display Panel offers several features: for example, you can simply set the starting address, run the pre-programmed “shows” or reset the fixtures motors.

The main menu is accessed by pressing the Mode/esc-button until the display starts flashing. Browse through the menu by pressing the Up-button or Down-button. Press the Enter-button in order to select the desired menu. You can change the selection by pressing the Up-button or Down-button. Confirm every selection by pressing the Enter-button. You can leave every mode by pressing the Mode/esc-button . The functions provided are described in the following sections.

### DEFAULT SETTINGS SHADED.

#### MAIN FUNCTIONS

Default settings shaded.

|   | Main menu | Sub. menu  | Display          | Extension                      | Function                                     |                                     |
|---|-----------|------------|------------------|--------------------------------|--|-------------------------------------|
| 0 | MODE      | ADDR       | VALU             | A001~A511 (AXXX)               | DMX address setting                          |                                     |
|   |           |            | SLAV             | ON/OFF                         | (SLAV)                                       | Slave setting                       |
|   |           | RUN        | AUTO             | ALON                           | (AU-A)                                       | Automatic Run in Stand Alone        |
|   |           |            |                  | MAST                           | (AU-M)                                       | Automatic Run as Master             |
|   |           |            | SOUN             | ALON                           | (SO-A)                                       | Sound-controlled Run in Stand Alone |
|   |           |            |                  | MAST                           | (SO-M)                                       | Sound-controlled Run as Master      |
|   |           | DISP       | VALU             | D-XX D-00 (DXXX)               | Display the DMX 512 value of each channel    |                                     |
|   |           |            | RDIS             | ON/OFF                         | Reverse display                              |                                     |
|   |           |            | CLDI             | ON/OFF                         | Shut off LED display                         |                                     |
| 1 | SET       | HEAT       | H-XX             |                                | Dimming intensity of Pre-heat (0% or 1~ 10%) |                                     |
|   |           | MIC        | M-XX             |                                | Mic sensitivity                              |                                     |
|   |           | AUTO       | ON/OFF           |                                | Automatic Run by no DMX                      |                                     |
|   |           | SOUN       | ON/OFF           |                                | Sound Run by no DMX                          |                                     |
|   |           | FANS       | AUTO/ HIGH/LOW   |                                | Fan's mode select                            |                                     |
|   |           | REST       |                  |                                | Reset  |                                     |
|   |           | LODA       | ON/OFF           |                                | Restore factory settings                     |                                     |
|   |           | VER        | V-1.0~V-9.9      |                                | Software version                             |                                     |
| 2 | ADJU      | LADJ       | ON/OFF           |                                | Lamp adjustment                              |                                     |
|   |           | TEST       | T-01~T-30        |                                | Test function of each channel                |                                     |
|   |           | WHEL       | CODE             | CXXX                           | Fixture code *code is “C050”                 |                                     |
|   |           |            | CH01~CH30        | XXXX(-128~127)                 | Motor Calibration                            |                                     |
| 3 | TIME      | MATI       | 0000~9999(hours) |                                | Fixture running time                         |                                     |
|   |           | LATI       | 0000~9999(hours) |                                | Lamp running time                            |                                     |
|   |           | CLMT       | ON/OFF           |                                | Clear fixture time                           |                                     |
|   |           | CLLT       | ON/OFF           |                                | Clear lamp time                              |                                     |
| 4 | EDIT      | STEP       | S-01 ~S-48       |                                | Steps of Program Run                         |                                     |
|   |           | REC.       | RE.XX            |                                | Auto Save Scene                              |                                     |
|   |           | SC01 ~SC48 | C-01~C-30        | 01 XX(00~FFH)<br>30 XX(00~FFH) | Edit the channels of each scene              |                                     |
|   |           |            | TIME             | TXXX(001~999)                  | Time for each scene                          |                                     |
|   |           |            | CNIN             | ON/OFF                         | Edit program via controller                  |                                     |



## Main functions

MODE - SET - ADJU - TIME - Edit

MODE - Main menu 0

1. Press [MODE/ESC] to enter the main menu "MODE" (display flashing)
2. Press [ENTER] and select "ADDR", "RUN" or "DISP" by pressing [UP] or [DOWN] button.
3. Press [ENTER] for selecting the desired sub menu.

MODE - ADDR  
RUN  
DISP

ADDR - DMX address setting, Slave setting

MODE - ADDR - VALU - ADDR-ADJUST  
SLAV - ON/OFF

VALU - DMX address setting

With this function, you can adjust the desired DMX-address via the Control Board.

1. Select "VALU" by pressing [UP] or [DOWN] button.
2. Press [ENTER], adjust the DMX address by pressing [UP] or [DOWN] button.
3. Press [ENTER] to confirm or pressing [MODE/ESC] to return to main menu.

SLAV - Slave setting

With this function, you can define the device as slave.

1. Select "SLAV" by pressing [UP] or [DOWN] button.
2. Press [ENTER], the display shows "ON" or "OFF".
3. Press [UP] to select "ON" if you wish to enable this function or press [DOWN] to select "OFF" if you don't.
4. Press [ENTER] to confirm or press [MODE/ESC] to return to main menu.

RUN - Program Run, Master setting

With the function "RUN", you can run the internal program. You can set the number of steps under Step. You can edit the individual scenes under Edit. You can run the individual scenes either automatically (AUTO), i.e. with the adjusted Step-Time or sound-controlled (SOUN). The selection "ALON" means Stand Alone-mode and "MAST" that the device is defined as master.

MODE - RUN - AUTO - ALON  
| NAST  
SOUN - ALON  
| NAST

1. Select "AUTO" or "SOUN" by pressing [UP] or [DOWN] button.
2. Press [ENTER] for selecting the desired extension menu.

3. Select "ALON" or "MAST" by pressing [UP] or [DOWN] button.
4. Press [ENTER] to confirm or Press [MODE/ESC] to return to the main menu.

**dISP** - Display the DMX-value, Reverse display, Shut off LED display

**node** - **dISP** - **VALU** - **d-00**  
**rdIS** - **ON/OFF**  
**CLdI** - **ON/OFF**

**VALU** - Display the DMX 512 value of each channel

With this function you can display the DMX 512 value of each channel.

1. Select "VALU" by pressing [UP] or [DOWN] button.
2. Press [ENTER] to confirm; the display shows "D-00". In this setting, the DMX-adjustment of every channel will be displayed.
3. Press [UP] or [DOWN] button in order to select the desired channel. If you select "D-2" the display will only show the DMX-value of the 2<sup>th</sup> channel.
4. Press [ENTER] to confirm or Press [MODE/ESC] to return to the main menu.
5. The display shows "D- XX", "X" stands for the DMX-value of the selected channel.

**rdIS** - Reverse display

With this function you can rotate the display by 180°.

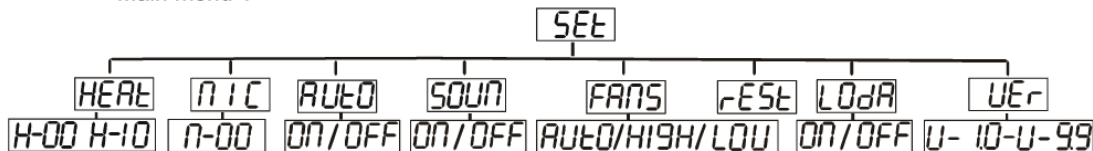
1. Select "RDIS" by pressing [UP] or [DOWN] button.
2. Press [ENTER], the display shows "ON" or "OFF".
3. Press [UP] to select "ON" if you wish to enable this function or press [DOWN] button to "OFF" if you don't; the display will rotate by 180°.
4. Press [ENTER] to confirm or Press [MODE/ESC] to return to the main menu.

**CLdI** - Shut off LED display

With this function you can shut off the LED display after 2 minutes.

1. Select "CLDI" by pressing [UP] or [DOWN] button.
2. Press [ENTER], the display shows "ON" or "OFF".
3. Press [UP] to select "ON" if you wish to enable this function or press [DOWN] button to "OFF" if you don't.
4. Press [ENTER] to confirm or Press [MODE/ESC] to return to the main menu.

**SEt** - Main menu 1



1. Press [MODE/ESC] to enter the main menu (display flashing).
2. Press [UP] or [DOWN] button. To select "SET".

**HEAt** - Adjust dimming intensity

With this function you can adjust the dimming intensity.

1. Select "HEAT" by pressing [UP] or [DOWN] button.
2. Press [ENTER], the display shows "H-XX", "XX" stands for the number from 0 to 10.
3. Press [ENTER] to confirm or press [MODE/ESC] to return to the main menu.

Please note if the preheat value is 0, when channel 6 (the dimmer channel) is at 0 dmx value, then the lamp will be completely off.

This is recommended for places where the fixtures maybe run for several hours and where there will be a lot of "off" time for the fixture. For example, store displays or church services or industrial presentations.

If using 0 preheat PLEASE make sure the lighting board actually will go down to 0 dmx value for the dimmer channel.

There are boards that do NOT actually go to 0 dmx value. The display on the lighting board may say 0 but in actual fact the board does output a small dmx value like 1 or 2. That value is enough for the lamp to be ON and not OFF.

A preheat value above 0 is good for lamp life when the fixture will be faded up and down regularly, or flashed/bumped up and down a lot. Working examples of this situation is in theatrical shows or rock-n-roll concerts.

A preheat value stops the filament from firing from off to on and back again too quickly.

If a preheat value is too high, the lamp will appear to be on and will of course never 'appear' to be off.

This is called "GHOSTING" of the lamp. The preheat should be set, so the lamp filament is just 'on' and not really that visible to the naked eye.

### **MIC** - Mic sensitivity

With this function you can adjust the sensitivity of the microphone.

1. Select "MIC" by pressing [UP] or [DOWN] button.
2. Press [ENTER], the display shows "M-XX", "XX" stands for the number from 0 to 99.
3. Press [ENTER] to confirm or Press [MODE/ESC] to return to the main menu.

### **AUTO** - Automatic Run by no DMX

With this function you can automatic run the device by no DMX.

1. Select "AUTO" by pressing [UP] or [DOWN] button.
2. Press [ENTER], the display shows "ON" or "OFF".
3. Press [UP] to select "ON" if you wish to enable this function or "OFF" if you don't.
4. Press [ENTER] to confirm or Press [MODE/ESC] to return to the main menu.

### **SOUN** - Sound Run by no DMX

With this function you can sound run the device by no DMX.

1. Select "SOUN" by pressing [UP] or [DOWN] button.
2. Press [ENTER], the display shows "ON" or "OFF".
3. Press [UP] to select "ON" if you wish to enable this function or "OFF" if you don't.
4. Press [ENTER] to confirm or Press [MODE/ESC] to return to the main menu.

### **FANS** - Fan's mode select

With this function you can select the Fan's mode.

1. Select "FANS" by pressing [UP] or [DOWN] button.
2. Press [ENTER], the display shows "AUTO", "HIGH" or "LOW".
3. Select "AUTO", "HIGH" or "LOW" by pressing [UP] or [DOWN] button.
4. Press [ENTER] to confirm or Press [MODE/ESC] to return to the main menu.

### **REST** - Reset

With this function you can reset the device via the Control Board.

1. Select "REST" by pressing [UP] or [DOWN] button.
2. Press [ENTER] to reset or Press [MODE/ESC] to return to the main menu.

### **LOdA** - Restore factory settings

With this function you can restore the factory settings of the device. All settings will be set back to the default values (shaded). Any edited scenes will be lost.

1. Select "LOdA" by pressing [UP] or [DOWN] button.
2. Press [ENTER], the display shows "ON" or "OFF".
3. Press [UP] to select "ON" if you wish to enable this function or press [DOWN] button to "OFF" if you don't.
4. Press [ENTER] to confirm or Press [MODE/ESC] to return to the main menu.

### **UEr** - Software version

With this function you can display the software version of the device.

1. Select "VER" by pressing [UP] or [DOWN] button.
2. Press [ENTER], The display will show "V-XX", "XX" stands for the version number, such as the display may also show, "V-2.0", "V-9.9"etc.

3. Press [ENTER] to confirm or press [MODE/ESC] to return to the main menu.

**ADJU** - Main menu 3

```

ADJU - LADJ - ON/OFF
      |
      v
      TEST - T-01-T-30
      |
      v
      WHEL - CODE - C000
            |
            v
            CH01-CH30
  
```

1. Press [MODE/ESC] to enter the main menu (display flashing).
2. Press [UP] or [DOWN] button to select "ADJU".

**LADJ** - Lamp adjustment

With this function you can adjust the lamp via the Control Board. The shutter opens and the lamp can be adjusted. In this mode, the device will not react to any control signal.

1. Select "LADJ" by pressing [UP] or [DOWN] button.
2. Press [ENTER], the display shows "ON" or "OFF".
3. Press [UP] to select "ON" if you wish to enable this function or press [DOWN] button to select "OFF" if you don't.
4. Press [ENTER] to confirm or Press [MODE/ESC] to return to the main menu.

**TEST** - Test function of each channel

With this function you can test each channel on its (correct) function.

1. Select "TEST" by pressing [UP] button.
2. Press [ENTER], the display shows "T-XX", "X" stands for the channel number.
3. The current channel will be tested.
4. Select the desired channel by pressing [UP] or [DOWN] button.
5. Press [ENTER] to confirm or Press [MODE/ESC] to return to the main menu.

**WHEL** - Fixture code and motor fix

1. Select "WHEL" by pressing [UP] or [DOWN] button.
2. Press [ENTER], the display shows "CODE" or "CH01-CH30".
3. Select "CODE" or "CH01-CH30" by pressing [UP] or [DOWN] button.
4. Press [ENTER] to confirm or Press [MODE/ESC] to return to the main menu.

**TINE** - Main menu 3

```

TINE - NAT 1 - 0000-9999
      |
      v
      LAT 1 - 0000-9999
      |
      v
      CLNE - ON/OFF
      |
      v
      CLLE - ON/OFF
  
```

1. Press [MODE/ESC] to enter the main menu (display flashing).
2. Press [UP] or [DOWN] button to select "TIME".

### **MAT1** - Fixture running time

With this function you can display the running time of the device.

1. Select "MAT1" by pressing [UP] or [DOWN] button.
2. Press [ENTER], the display shows "XXXX", "X" stands for the number of hours.
3. Press [ENTER] to confirm or Press [MODE/ESC] to return to the main menu.

### **LAT1** - Lamp running time

With this function you can display the running time of the lamp.

1. Select "LAT1" by pressing [UP] button.
2. Press [ENTER], the display shows "XXXX", "X" stands for the number of hours.
3. Press [MODE/ESC] to return to the main menu.

### **CLMT** - Clear fixture time

With this function you can clear the running time of the device.

1. Select "CLMT" by pressing [UP] or [DOWN] button.
2. Press [ENTER], the display shows "ON" or "OFF".
3. Press [UP] to select "ON" if you wish to enable this function or press [DOWN] button to "OFF" if you don't.
4. Press [ENTER] to confirm or Press [MODE/ESC] to return to the main menu.

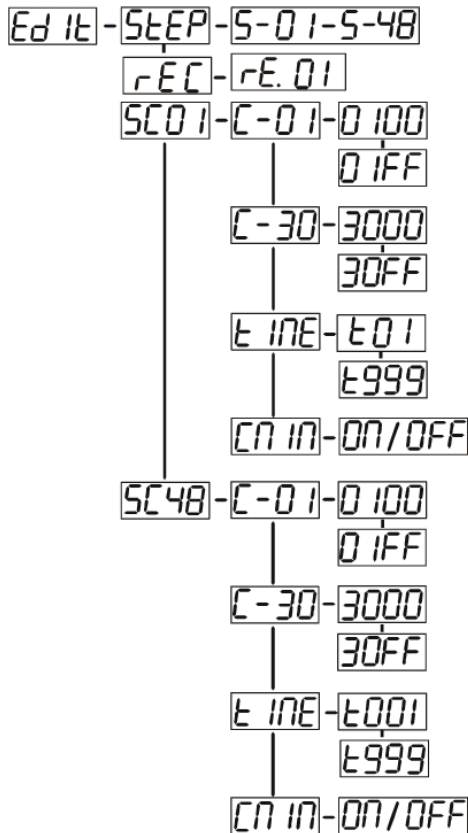
### **CLLT** - Clear lamp time

With this function you can clear the running time of the lamp. Please clear the lamp time every time you replace the lamp.

1. Select "CLLT" by pressing [UP] or [DOWN] button.
2. Press [ENTER], the display shows "ON" or "OFF".
3. Press [UP] to select "ON" if you wish to enable this function or press [DOWN] button to "OFF" if you don't.
4. Press [ENTER] to confirm or Press [MODE/ESC] to return to the main menu.

**Ed It** - Main menu 5

1. Press [MODE/ESC] to enter the main menu (display flashing).
2. Press [UP] or [DOWN] button to select "EDIT".



**STEP** - Define the number of steps in Run  
 With this function you can define the number of steps in the Program Run.

With this function you can define the number of steps in the Program Run.

1. Select "STEP" by pressing [UP] or [DOWN] button.
2. Press [ENTER], the display shows "S-XX", "X" stands for the total amount of steps you want to save, so you can call up to 48 scenes in "RUN". For example if the "XX" is 05, it means that "RUN" will run the first 5 scenes you saved in "EDIT".
3. Press [ENTER] to confirm or Press [MODE/ESC] to return to the main menu.

**REC** -Auto Save  
 With this function you can automatic save the number of steps in the Program Run.

1. Select "REC" by pressing [UP] or [DOWN] button.
2. Press [ENTER], the display shows "RE.XX", "XX" stands for the number from 1 to 400.
3. Press [ENTER] to confirm or Press [MODE/ESC] to return to the main menu.

**SC01** - Editing the channels of the individual scenes  
 With this function you can edit the program to be called up in Run.

a) Editing via the Control Board

1. Select "SC01" by pressing [UP] or [DOWN] button.
2. Press [ENTER], the display shows "SCXX", "X" stands for the scene no. to be edited.
3. Change the scene no. by pressing [UP] or [DOWN] button.
4. Press [ENTER], the display shows "C-X", "X" stands for the channel no. Such as "C-01", it means you are editing channel 1 of the selected scene.
5. Select the channel no. you would like to edit by pressing [UP] or [DOWN] button.
6. Press [ENTER] to enter editing for the selected channel, the fixture reacts to your settings. The display shows the DMX value of the edited channel. Such as "11XX", it stands for in the channel 11 of the editing scene, the DMX value is XX, XX is a hexadecimal number value "01-FF".
7. Adjust the desired DMX value by pressing [UP] or [DOWN] button.
8. Press [ENTER] in order to edit other channels of this scene.
9. Repeat steps 5-9 until you finish setting all the DMX values for all channels of this scene.
10. Once all the channels completed, the display will flash "TIME"
11. Press [ENTER] to edit the time needed, the display shows "TXXX", "XXX" stands for the time needed to run the current scene, value "001-999". E.g., "002" means you need 0.4ms (002\*0.2ms) to run the current scene.
12. Adjust the desired time by pressing [UP] or [DOWN] button.
13. Press [ENTER] to save the settings for the scene you are editing, the display will change to the next

scene automatically.

14. Repeat step 3-14 to edit and other scenes, you can edit and save a maximum of 48 scenes.
  15. Press [MODE/ESC] to exit. The number of steps can be defined under "STEP" and the scenes can be called up under "RUN"
- b) Editing via the external controller Call up the first scene in your controller now.
1. Select "SC01" by pressing [UP] or [DOWN] button.
  2. Press [ENTER], the display shows "SC01".
  3. Press [ENTER], the display shows "C-01".
  4. Select "CNIN" by pressing [UP] or [DOWN] button.
  5. Press [ENTER], the display shows "OFF".
  6. Press [UP] or [DOWN] button .the display shows "ON".
  7. Press [ENTER], the display shows "SC02". You successfully downloaded the first scene.
  8. Adjust the Step-time as described above under point 12.
  9. Call up the second scene in your controller now.
  10. Repeat steps 5-11 until all desired scenes are downloaded.
  11. Press [MODE/ESC] to exit. The number of steps can be defined under "STEP" and the scenes can be called up under "RUN"

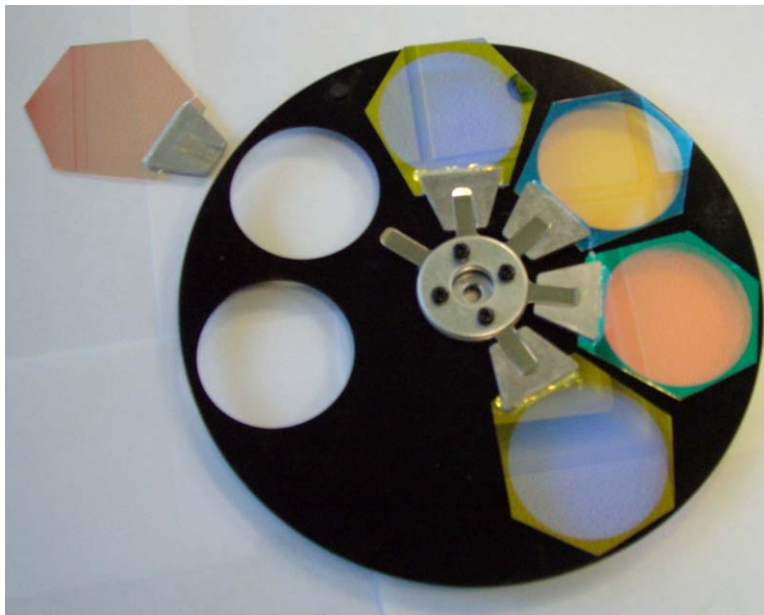
## DMX VALUES AND FUNCTIONS :

| <b><u>Channel 1 - Color Wheel</u></b>             |  |  |
|---|--|--|
| 0-21  | Closed (no light output)                                 |  |
| 22-43   | Open / white   |  |
| 44-65   | Color 1  |  |
| 66-87   | Color 2  |  |
| 88-109  | Color 3  |  |
| 110-127   | Color Correction to 5600K                                |  |
| 128-187   | Forwards rainbow effect from fast to slow                |  |
| 188-193   | No rotation  |  |
| 194-255   | Backwards rainbow effect from slow to fast               |  |
|   |  |  |
| <b><u>Channel 2 - Cyan</u></b>                    |  |  |
| 0-255   | Cyan (0-white, 255-Cyan)                                 |  |
|   |  |  |
| <b><u>Channel 3 - Magenta</u></b>                 |  |  |
| 0-255   | Magenta (0-white, 255- Magenta)                          |  |
|   |  |  |
| <b><u>Channel 4 - Yellow</u></b>                  |  |  |
| 0-255   | Yellow (0-white, 255-Yellow)                             |  |
|   |  |  |
| <b><u>Channel 5 - Speed Of CMY And Dimmer</u></b> |  |  |
| 0-255   | Speed Max - >Min   |  |
|   |  |  |
| <b><u>Channel 6 - Dimmer (intensity)</u></b>      |  |  |
| 0-255   | Intensity 0- no output 255- Maximum Output               |  |
|   |  |  |
| <b><u>Channel 7 - Zoom</u></b>                    |  |  |
| 0-255   | Zoom 40 - Zoom 20 (Widest beam = 0, Smallest beam = 255) |  |
|   |  |  |



| <b>Channel 8 – Lamp on/off, reset, internal programs</b> |   |  |
|--|---|--|
| 0-19   | color change normal (snap to each color)                  |  |
| 20-39  | color change to any position (rolling through the colors) |  |
| 40-59  | no function   |  |
| 60-79  | no function   |  |
| 80-99  | Motor reset   |  |
| 100-119  | Internal program 1  |  |
| 120-139  | Internal program 2  |  |
| 140-159  | Internal program 3  |  |
| 160-179  | Internal program 4  |  |
| 180-199  | Internal program 5  |  |
| 200-219  | Internal program 6  |  |
| 220-239  | Internal program 7  |  |
| 240-255  | Internal program 8  |  |

**Please note:-** The color wheel with removable colors was added to the Paintcan features. If you have this new wheel please refer to the photo below on how to replace/remove colors.



## ERROR MESSAGE

When you turn on **Paintcan**, it will do a reset first. If everything is fine with it then you will see the DMX address on the display at the end of the reset procedure. If you get an **01er** or **02er** or **07er** then you have a problem. You can of course get multi errors. The error codes will flash for 5 times and then the **Paintcan** will automatically start another reset to see if it can fix the problem. This will go on for a total of 3 resets.

At the end of 3 resets if the **Paintcan** has less than 3 error messages then the channels that can work properly will do so and the ones showing the error will not work. If the **Paintcan** has 3 errors, then all the channels cannot work properly, so the **Paintcan** will not work.

Here's a list of the errors:-

### **01ER:**

(Color-wheel error) This message will appear after the reset of the fixture when the magnetic-indexing circuit malfunctions; meaning that the sensor failed **or** magnet missing **or** the stepper-motor is defective **or** the driver chip on the main circuit card. The result is that the color wheel is not located in the default position after the reset is completed.

### **02ER:**

(Cyan-color mixing leaves error) This message will appear after the reset of the fixture when the magnetic-indexing circuit malfunctions; meaning that the sensor failed **or** magnet missing **or** the stepper-motor is defective **or** the driver chip on the main circuit card. The cyan leaves are not located in the default position after the reset is completed.

### **07ER:**

(Zoom-error) This message will appear after the reset of the fixture when the magnetic-indexing circuit malfunctions; meaning the sensor failed **or** magnet missing **or** the stepper-motor is defective **or** the driver chip on the main circuit card. The zoom is not located in the default position after the reset is completed.

## CLEANING AND MAINTENANCE

The following points have to be considered during the inspection:

- 1) All screws for installing the devices or parts of the device have to be tightly connected and must not be corroded.
- 2) There must not be any deformation on the fixture or the suspension point. In other words check the truss, ceiling, threaded rods or whatever is holding up the fixture. That also includes the safety cable or chain!
- 3) Mechanical moving parts must not show any traces of wearing and must not rotate out of balance.
- 4) The electric power supply cables must not show any damage, material fatigue or sediment.

We recommend frequent cleaning of the device. Please use a moist, lint- free cloth. Never use alcohol or solvents. **PLEASE clean around the fans and any air vents. If you do not do this regularly you will dramatically decrease the life of the lamp and the fixture itself. If it cannot "breath" it is going to die!!! Use a vacuum cleaner NOT an air hose/can. Unless you prefer to blow the dust all over the colors and gobos!!!**

There are no serviceable parts inside the device, except for the lamp. Please refer to the instructions under "Installation instructions" for lamp change.

Should you need any spare parts, please order genuine parts from your local dealer.

## **TECHNICAL SPECIFICATIONS**

**Power supply :**

□120VAC,60Hz

**Power consumption :** max. □650W

**Lamp :** □ GLA or GLC 575 only.

**Motors :** 5 micro motors

**Packing dimensions :** 48x35x46cm (19"x14"x18¼")

**Net weight :** □11KGS (24 pounds)

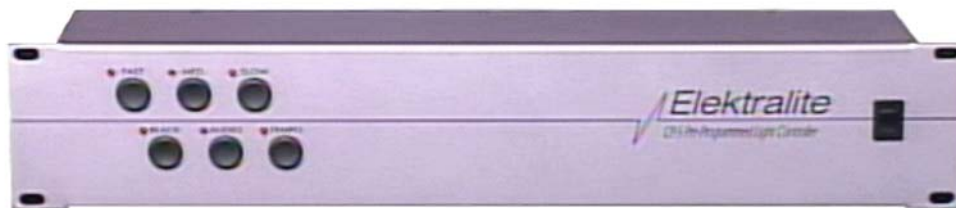
**Gross weight:** □13KGS (29 pounds)

***Remark :*** We obviously try not to have any errors in the manual but errors and omissions for information in this manual has to be excepted. Further all information is subject to change without prior notice.

Last updated June3rd 2010.

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[Also check out our website at [www.myelektrolite.com](http://www.myelektrolite.com)]

**CP-3 CONTROLLER.**



**CP-10XT CONTROLLER.**



**CP-16 /24 CONTROLLER.**



**CP-20XT CONTROLLER.**

