TPR ENTERPRISES, LTD.

Phantom RGB Instruction Manual

The Phantom RGB is a high power color changing flood/spot light for use in Architectural and Entertainment markets. It is available in 100W and 200W. The available beam angles are 15, 25 and 45 degree. The Phantom units operate from a DMX512 protocol, and have on board programs for testing.

Specification:

Material:	Aluminum Alloy, Tempered Glass Lens
Rotary Angle:	180 degrees
Input Voltage:	120/240VAC
Power Factor:	0.95
Protection Rating:	IP65
Operating Temp:	-4F to 104F
Modes:	Independent, Master Slave, DMX

Phantom 200W   **Phantom 100W**

Addressing:

On the back of the unit is a digital readout with A and B buttons. In Independent mode (DMX not connected) you can access pre-programmed shows. The display will show both letters and numbers. Button A selects the digital display 1-3. Push button A until you see the letter "P". Pause until it stops flashing. Push button A again and it will jump to the second digit. Push button B to change from A to 9. Pause until it stops flashing. Push button A again to jump to the third digit. Push button B to change from 1 to 9. Pause until it stops flashing. The P display designates pre-programmed shows. The H display is the show selection. The Y display is the measure of brightness or speed of a pre-programmed show. See below.

In DMX operation with a DMX signal connected, push button A to select digit 1, then push button B to address channel number (100's). When you select the desired number from 0-9, pause until it stops flashing. Push button A again to select digit 2, then push button B to address channel number (10's). When you select the desired number from 0-9, pause until it stops flashing. Push button A again to select digit 3, then push button B to address channel number (1's). When you select the desired number from 0-9, pause until is stops flashing.

You have now completed selecting your desired DMX address.

Box 1 is always P

H Value	Y Value	H Value	Y Value
1 Static Red	1–9 is Brightness	7 Static White	1–9 is Brightness
2 Static Green	1–9 is Brightness	8 Multicolor	1–9 is Speed
3 Static Yellow	1–9 is Brightness	9 Single Color Fade	1–9 is Speed
4 Static Blue	1–9 is Brightness	A Multicolor Fade	1–9 is Speed
5 Static Purple	1–9 is Brightness	B Multicolor Snap	1–9 is Speed
6 Static Cyan	1–9 is Brightness	C Autofunction	1–9 is Loops

Mounting of the Phantom RGB fixtures is accomplished via the mounting holes on the Trunion Yoke. The unit can be rotated 180 degree allowing for multiple configurations.
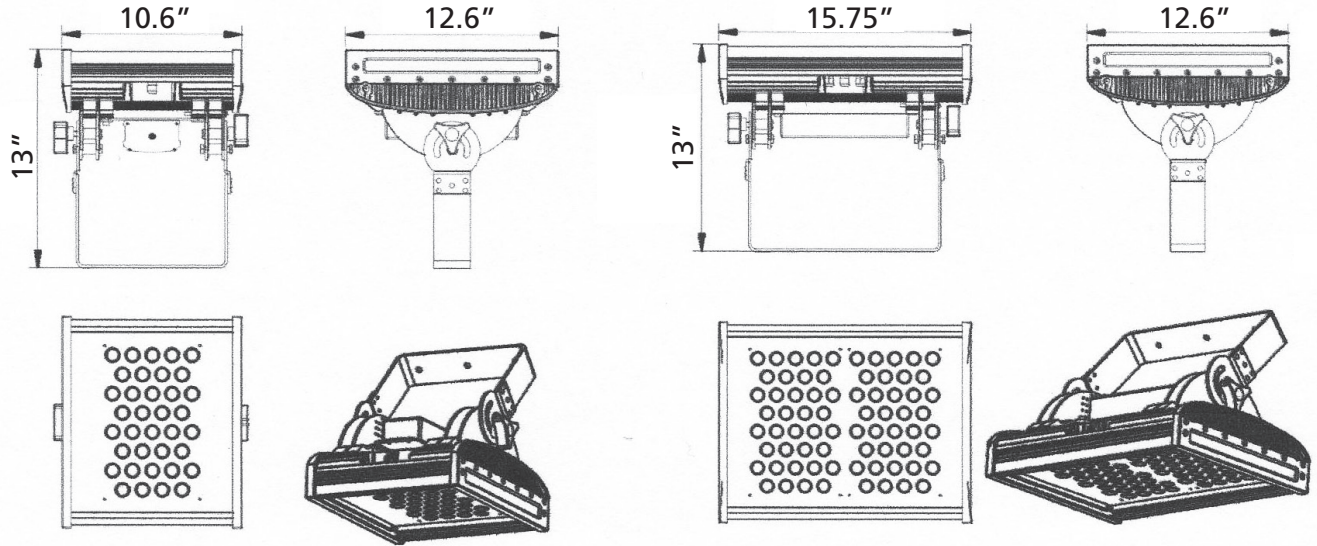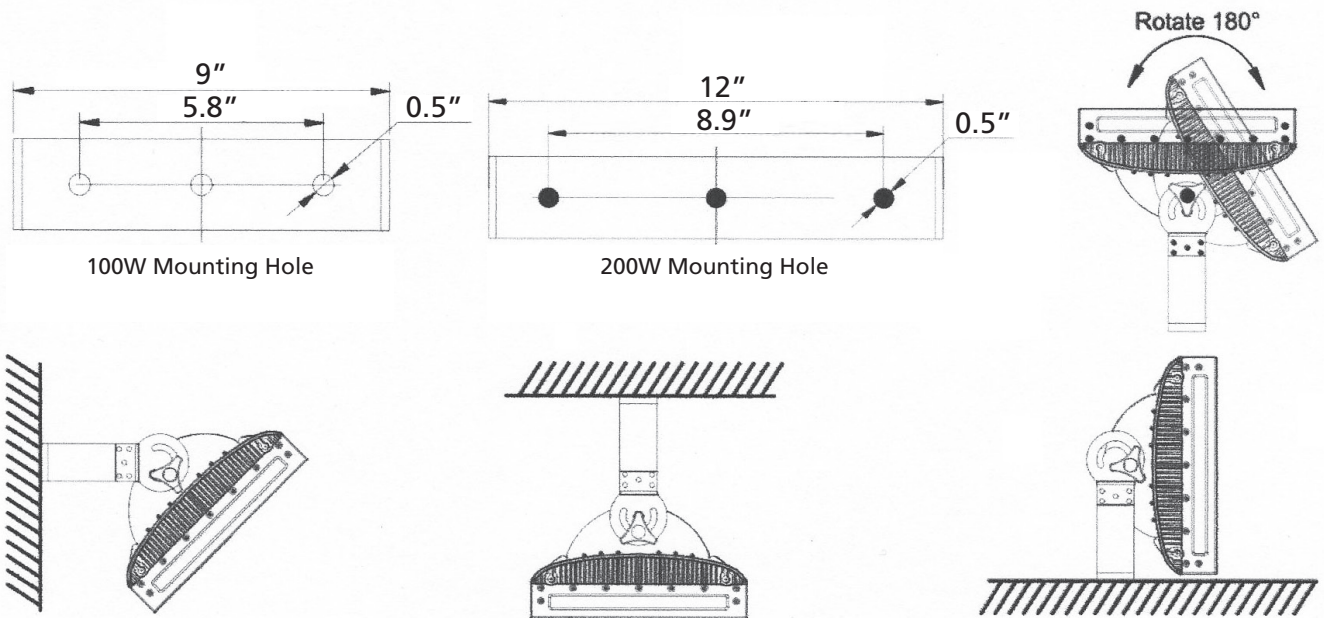

FIGURE 1

100W Mounting Hole

200W Mounting Hole

Rotate 180°

FIGURE 2