



TPR ENTERPRISES, LTD.

Phantom RGBW (4in1) Instruction Manual

The Phantom RGBW is a high power color changing flood/spot light for use in Architectural and Entertainment markets. Available in 60W, 150W & 250W. The available beam angles are 15, 30 and 40 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: 100/277VAC
 Power Factor: 0.95
 Protection Rating: IP65
 Operating Temp: -4F to 104F
 Modes: Independent, Master Slave, DMX
 DMX Channels: RGBW (4-channel)



Phantom 150W RGBW LED Flood (shown)

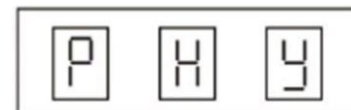
Addressing:



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 it 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 Brightness Level	B - S. White + R+G	1-9 Brightness Level
2 - Static Green	1-9 Brightness Level	C - S. White + B	1-9 Brightness Level
3 - Static Yellow	1-9 Brightness Level	D - S. White + B+R	1-9 Brightness Level
4 - Static Blue	1-9 Brightness Level	E - S. White + B + G	1-9 Brightness Level
5 - Static Magenta	1-9 Brightness Level	F - S. White + R+G+B	1-9 Brightness Level
6 - Static Cyan	1-9 Brightness Level	G - Multi-color Changing	1-9 Speed Level
7 - Static R+G+B	1-9 Brightness Level	H - Single Fading	1-9 Speed Level
8 - Static White	1-9 Brightness Level	L - Multi-color Fading	1-9 Speed Level
9 - S. White + Red	1-9 Brightness Level	P - Multi-color Flashing	1-9 Speed Level
A - S. White + Grn	1-9 Brightness Level	U - AutoRun-All	1-9 Loop