



Starzone Inferno DMX

ORDERCODE 31323



SHOWELECTRONICS FOR PROFESSIONALS

Congratulations!

You have bought a great, innovative product from Showtec.

The Showtec Inferno brings excitement to any venue. Whether you want simple plug-&-play action or a sophisticated DMX show, this product provides the effect you need.

You can rely on Showtec, for more excellent lighting products.

We design and manufacture professional light equipment for the entertainment industry.

New products are being launched regularly. We work hard to keep you, our customer, satisfied.

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You can get some of the best quality, best priced products on the market from Showtec.

So next time, turn to Showtec for more great lighting equipment.

Always get the best -- with Showtec !

Thank you!



Showtec Inferno™ Product Guide

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WARNING

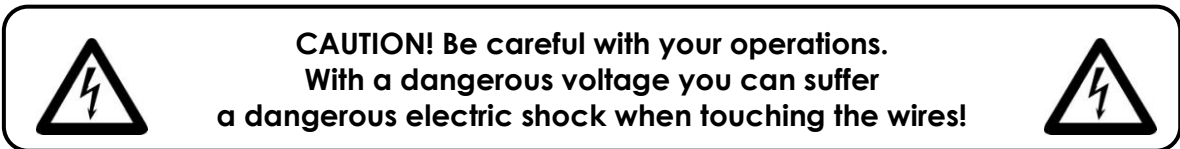


**FOR YOUR OWN SAFETY, PLEASE READ THIS USER MANUAL CAREFULLY
BEFORE YOUR INITIAL START-UP!**

SAFETY INSTRUCTIONS

Every person involved with the installation, operation and maintenance of this device has to:

- be qualified
- follow the instructions of this manual



Before your initial start-up, please make sure that there is no damage caused by transportation. Should there be any, consult your dealer and do not use the device.

To maintain perfect 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 manual.

Please consider that damages caused by manual modifications to the device are not subject to warranty.

This device contains no user-serviceable parts. Refer servicing to qualified technicians only.

IMPORTANT:

The manufacturer will not accept liability for any resulting damages caused by the non-observance of this manual or any unauthorized modification to the device.

- Never let the power-cord come into contact with other cables! Handle the power-cord and all connections with the mains with particular caution!
- Never remove warning or informative labels from the unit.
- Never use anything to cover the ground contact.
- Never run the device without lamp!
- Never ignite the lamp if the objective-lens or any housing-cover is open, as discharge lamps may expose and emit a high ultraviolet radiation, which may cause burns.
- Never lift the fixture by holding it at the projector-head, as the mechanics may be damaged. Always hold the fixture at the transport handles.
- Never look directly into the light source.
- Never leave any cables lying around.
- Do not insert objects into air vents.
- Do not connect this device to a dimmerpack.
- Do not switch the device on and off in short intervals, as this would reduce the lamp's life.
- Do not touch the device's housing bare-handed during its operation (housing becomes very hot).
- Do not shake the device. Avoid brute force when installing or operating the device.
- Only use device indoor, avoid contact with water or other liquids.
- Only operate the fixture after having checked that the housing is firmly closed and all screws are tightly fastened.
- Only operate the device after having familiarized with its functions.
- Avoid flames and do not put close to flammable liquids or gases.

- Always replace the lamp, when it is damaged or deformed due to the heat.
- Always keep case closed while operating.
- Always allow free air space of at least 50 cm around the unit for ventilation.
- Always disconnect power from the mains, when device is not used, before cleaning or when replacing lamp! Only handle the power-cord by the plug. Never pull out the plug by tugging the power-cord.
- Make sure you clean the fan once a month. Otherwise dust will cause the fan to stop and the device will become damaged due to overheating. Then the warranty will become void.
- Make sure that the device is not exposed to extreme heat, moisture or dust.
- Make sure that the available voltage is not higher than stated on the rear panel.
- Make sure that the power-cord is never crimped or damaged. Check the device and the power-cord from time to time.
- If the lens is obviously damaged, it has to be replaced. So that its functions are not impaired, due to cracks or deep scratches.
- If device is dropped or struck, disconnect mains power supply immediately. Have a qualified engineer inspect for safety before operating.
- If the device has been exposed to drastic temperature fluctuation (e.g. after transportation), do not switch it on immediately. The arising condensation water might damage your device. Leave the device switched off until it has reached room temperature.
- If your Showtec device fails to work properly, discontinue use immediately. Pack the unit securely (preferably in the original packing material), and return it to your Showtec dealer for service.
- For adult use only. Lighteffect must be installed out of the reach of children. Never leave the unit running unattended.
- For replacement use lamps and fuses of same type and rating only.
- Allow time to cool down, before replacing lamp.
- This device falls under protection class I. Therefore it is essential to connect the yellow/green conductor to earth.
- During the initial start-up some smoke or smell may arise. This is a normal process and does not necessarily mean that the device is defective.
- Repairs, servicing and electric connection must be carried out by a qualified technician.
- WARRANTY: Till one year after date of purchase.



OPERATING DETERMINATIONS

This device is not designed for permanent operation. Consistent operation breaks will ensure that the device will serve you for a long time without defects.

The minimum distance between light-output and the illuminated surface must be more than 0.8 meter.

The maximum ambient temperature t_a must never be exceeded.

If this device is operated in any other way, than the one described in this manual, the product may suffer damages and the warranty becomes void.

Any other operation may lead to dangers like short-circuit, burns, electric shock, lamp explosion, crash etc.

You endanger your own safety and the safety of others!

Rigging

Please follow the European and national guidelines concerning rigging, trussing and all other safety issues.

Do not attempt the installation yourself !

Always let the installation be carried out by an authorized dealer !

Procedure:


- If the projector is lowered from the ceiling or high joists, professional trussing systems have to be used.
- Use a clamp to mount the projector, with the mounting-bracket, to the trussing system.
- The projector must never be fixed swinging freely in the room.
- The installation must always be secured with a safety attachment, e.g. an appropriate safety net or safety-cable.
- When rigging, derigging or servicing the projector, always make sure, that the area below the installation place is blocked and staying in the area is forbidden.

Improper installation can cause serious damage to people and property !

Connection with the mains

Connect the device to the mains with the power-plug.

Always pay attention, that the right color cable is connected to the right place.

International	EU Cable	UK Cable	US Cable	Pin
L	BROWN	RED	YELLOW/COPPER	FASE
N	BLUE	BLACK	SILVER	NUL
	YELLOW/GREEN	GREEN	GREEN	EARTH

Make sure that the device is always connected properly to the earth!

Description of the device

Features

The Showtec Inferno is a lighteffect with high output and great effects.

- Standalone mode
- DMX-512
- 1channels
- Variable direction and variable speed
- Flowing Fire Effect
- Fixed Colour
- LCD Display
- Variable focus
- Lamp: EFP GZ6.35 12V 100W (not included) Ordercode: 80810 / 80810O / 80810S / 82399 / 82403
- Fuse F1A / 250V
- Optional Flightcase available (D7578)

Overview



Fig. 1

- 1) Mounting bracket
- 2) Lens
- 3) Fixation screw

Backside

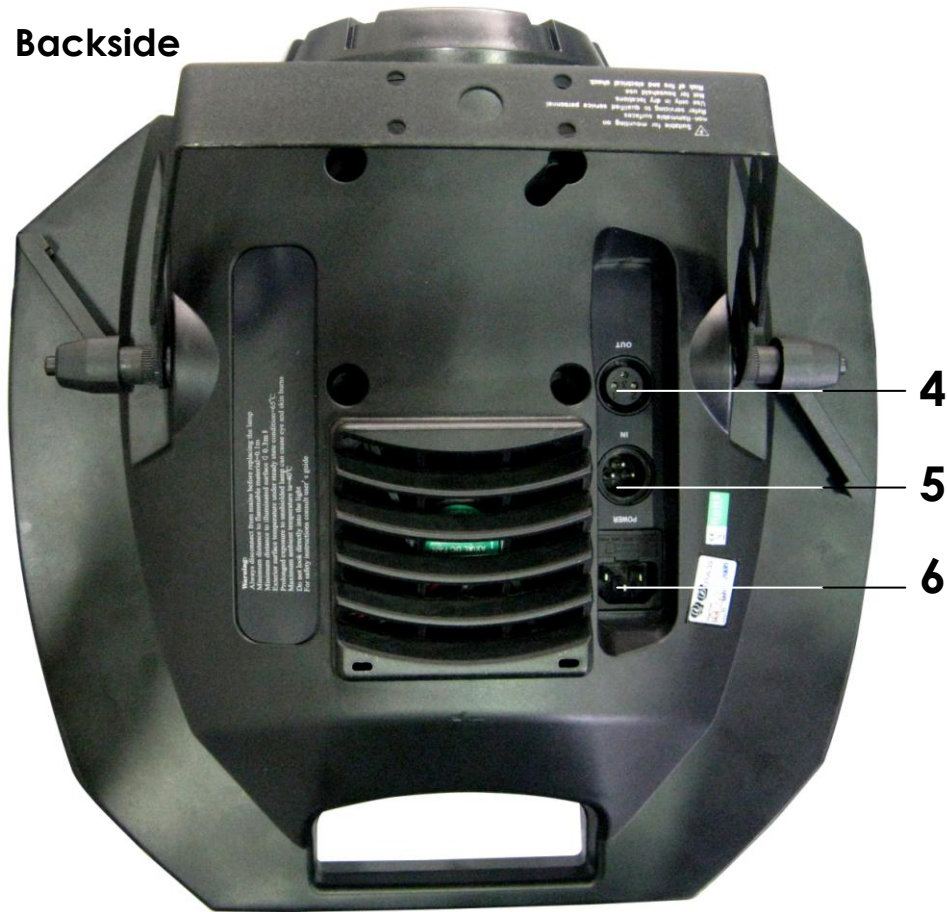


Fig. 2

- 4) DMX signal connector (OUT)
- 5) DMX signal connector (IN)
- 6) IEC Power connector + Fuse

Installation

Installing the Lamp

The Showtec Inferno uses the EFP GZ6.35 12V 100W (80810 / 80810O / 80810S / 82399 / 82403) reflectorbulb as manufactured by all popular manufacturers. Use only the appropriate lamp for your unit. Note that, product versions that use other lamps, may be offered in the future. Check your product specification label for information.

Always disconnect from electric mains power supply before changing lamps.

The lamp has to be replaced when it is damaged or deformed due to the heat.

Do not install lamps with a higher wattage! Lamps with a higher wattage generate temperatures the device was not designed for.

Damages caused by non-observance are not subject to warranty.

Procedure :

1. Loosen the 6 screws on the back of the housing.
2. Gently remove the plastic housing.
3. Read lamp instructions. Do not touch the lamp bulb glass. (See Figure 3.)
Oil on hands shortens the lamp life. (If you touch the bulb glass, wipe off the glass with a clean, lint-free towel and rubbing alcohol.)
4. Insert the lamp pins into the small holes in the lamp socket.
5. Push the metal housing back and fasten the screws snugly.



Fig. 3

Set Up and Operation

Before plugging the unit in, always make sure that the power supply matches the product specification voltage. Do not attempt to operate a 120V specification product on 230V power, or vice versa.

The Inferno is a simple plug-&-play device. After you have connected this device, all you have to do is, turn one of the 2 controls. With the top control you can control the speed, with the bottom control you can control the Sound activity.

One Inferno

1. Fasten the Inferno onto firm trussing. Leave at least 1 meter on all sides for air circulation.
2. Plug one end of the electric mains power cord into the IEC socket on the unit.
Then plug the other end of the cord into a proper electric power supply socket.
3. If the display shows **6000** - **6255** , you can change the speed of the gobo-wheel by using the Up/Down buttons.

Multiple Inferno's

1. Fasten the effect light onto firm trussing. Leave at least 1 meter on all sides for air circulation.
2. Use a 3-p XLR cable to connect the Inferno's and other devices.
The pins:



1. Earth
2. Signal -
3. Signal +

3. Link the units as shown in (figure 4), Connect a DMX signal cable from the first unit's DMX "out" socket to the second unit's "in" socket. Repeat this process to link the second, third, and fourth units.
4. Supply electric power: Plug electric mains power cords into each unit's IEC socket, then plug the other end of the mains power cord into proper electric power supply sockets, starting with the first unit. Do not supply power before the whole system is set up and connected properly.

Multiple Inferno's Set Up



Fig. 4

Note : Link cables before connecting electric power

DMX Protocol

The Inferno can be operated with a controller in **control mode** or without the controller in **stand-alone mode**.

DMX Channels

Channel 1 - Dimmer / Shutter

0	Stop
1-127	Forwards continuous rotating from slow to fast
128-255	Backwards continuous rotating from fast to slow

Control Panel

When the indicator light is on, means the Inferno is working

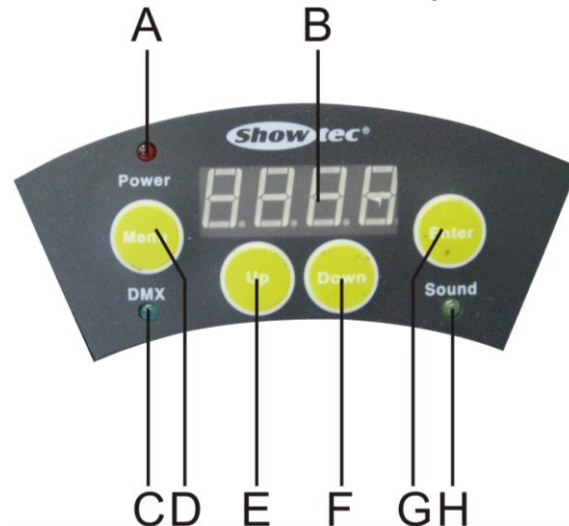


Fig. 5

A. Power LED
B. Display
C. DMX LED

D. [MENU] Button
E. Up Button
F. Down Button

G. [ENTER] Button
H. Sound LED

DMX Control Mode

The fixtures are individually addressed **A001 - A511** on a data-link and connected to the controller. The fixtures respond to the DMX signal from the controller. (When you select the DMX address and save it, the controller will display the saved DMX address the next time.)

DMX Addressing

The control panel on the front side of the Inferno allows you to assign the DMX fixture address, which is the first channel from which the Inferno will respond to the controller.

Please note when you use the controller, the unit has **1** channel.

When using multiple Inferno's, make sure you set the DMX addresses right.

Therefore, the DMX address of the first Inferno should be **1 (A001)**; the DMX address of the second Inferno should be **1+1=2 (A002)**; the DMX address of the third Inferno should be **2+1=3 (A003)**, etc. Please, be sure that you don't have any overlapping channels in order to control each Inferno correctly.

If two or more Inferno's are addressed similarly, they will work similarly.

For address settings, please refer to the instructions under "Addressing" (menu **A001**)

Controlling:

After having addressed all Inferno fixtures, you may now start operating these via your lighting controller.

Note: After switching on, the Inferno will automatically detect whether DMX 512 data is received or not. If there is no data received at the DMX-input, the "**LED**" on the control panel will not flash.

The problem may be:

- The XLR cable from the controller is not connected with the input of the Inferno.
- The controller is switched off or defective, the cable or connector is defective, or the signal wires are swapped in the input connector.

Note: It's necessary to insert a XLR termination plug (with 120 Ohm) in the last fixture in order to ensure proper transmission on the DMX data link.



For synchronous operation of multiple fixtures the fixtures must all be connected on a data-link and be given the same DMX address.

Note: Disconnect the fixtures from the DMX controller before master/slave operating, otherwise data collisions can occur and the fixtures will not work properly!

It's necessary to insert the XLR termination plug (with 120 Ohm) into the input of the master fixture and into the output of the last slave fixture in the data-link, in order to ensure proper transmission on the data link.

From the master's control panel it is possible to control any slave in a master/slave chain.

Control Board

NO.	Characters displayed	Functions
1		DMX address
2		Change the gobo-wheel speed

Maintenance

The operator has to make sure that safety-relating and machine-technical installations are to be inspected by an expert after every four years in the course of an acceptance test.

The operator has to make sure that safety-relating and machine-technical installations are to be inspected by a skilled person once a year.

The following points have to be considered during the inspection:

1. All screws used for installing the device or parts of the device have to be tightly connected and must not be corroded.
2. There may not be any deformations on housings, fixations and installation spots.
3. Mechanically moving parts like axles, eyes and others may not show any traces of wearing.
4. The electric power supply cables must not show any damages or material fatigue.

The Showtec Inferno requires almost no maintenance. However, you should keep the unit clean.

Otherwise, the fixture's light-output will be significantly reduced. Disconnect the mains power supply, and then wipe the cover with a damp cloth. Do not immerse in liquid. Wipe lens clean with glass cleaner and a soft cloth. Do not use alcohol or solvents.

The front PC lens will require weekly cleaning, as smoke-fluid tends to build up residues, reducing the light-output very quickly.

The cooling-fans and the internal lenses should be cleaned monthly with a soft brush. Dust will cause the fan to stop and the device will become damaged due to overheating. Then the warranty will become void.

Please clean internal components once a year with a light brush and vacuum cleaner.

Keep connections clean. Disconnect electric power, and then wipe the DMX and audio connections with a damp cloth. Make sure connections are thoroughly dry before linking equipment or supplying electric power.

Changing the Lamp

1. Disconnect mains power supply. Loosen the 6 screws on the cover.
Remove the cover and gently pull out the lamp socket.
2. With one hand holding the lamp socket, pull the lamp out of the lamp socket with the other.
3. Follow directions for installing a new lamp, page 7.

Replacing a Fuse

Power surges, short-circuit or inappropriate electrical power supply may cause a fuse to burn out. If the fuse burns out, the product will not function whatsoever. If this happens, follow the directions below to do so.

1. Unplug the unit from electric power source.
2. Insert a screwdriver into the slot in the fuse cover. Insert a flat-head screwdriver into a slot in the fuse cover. Gently pry up the fuse cover. The fuse will come out.
3. Remove the used fuse. If brown or unclear, it is burned out.
4. Insert the replacement fuse into the holder where the old fuse was. Reinsert the fuse cover. Be sure to use a fuse of the same type and specification. See the product specification label for details.

Troubleshooting

No Light

This troubleshooting guide is meant to help solve simple problems. If a problem occurs, carry out the steps below in sequence until a solution is found. Once the unit operates properly, do not carry out following steps.

If the light effect does not operate properly, refer servicing to a technician.

Response: Suspect three potential problem areas: the power supply, the lamp, the fuse.

1. Power supply. Check that the unit is plugged into an appropriate power supply.
2. The lamp. Replace the old lamp with a new one with the same specifications. See page 7 for replacing lamps.
3. The fuse. Replace the fuse. See page 10 for replacing the fuse.

Product Specification

Model: Showtec Inferno

Voltage: 240V-50Hz (CE)

Fuse: F1A / 250V

Dimensions: 340x350x280mm (LxWxH)

Weight: 3,45 kg

Lamp

Allowed lamp models*:

Philips EFP GZ6.35 12V 100W (50 hr, 750 Lumen) ordercode 80810

Osram EFP GZ6.35 12V 100W (50 hr, 750 Lumen) ordercode 80810O

Sylvania EFP GZ6.35 12V 100W (50 hr, 550 Lumen) ordercode 80810S

Showtec EFP GZ6.35 12V 100W (50 hr) ordercode 82399

Showtec EFP GZ6.35 12V 100W (50 hr,) ordercode 82403

Electro-mechanical effects

Max. ambient temperature t_a : 55°C;

Max. housing temperature t_B : 80°C

Cooling: 1 axial fan in the projector

Minimum distance:

Minimum distance from flammable surfaces: 0.5m

Minimum distance to lighted object: 1.3m



*: Versions for other lamps may be produced. Please check the specification label on your product.

Design and product specifications are subject to change without prior notice.



Website: www.Showtec.info

Email: service@highlite.nl



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