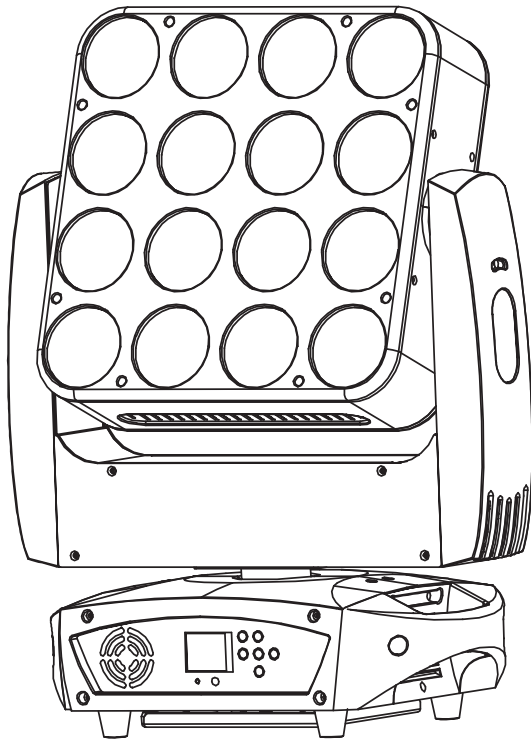




# Illusion Dotz 4.4



## User Instructions

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Europe Energy Saving Notice

Energy Saving Matters (EuP 2009/125/EC)

Saving electric energy is a key to help protecting the environment. Please turn off all electrical products when they are not in use. To avoid power consumption in idle mode, disconnect all electrical equipment from power when not in use. Thank you!

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## Illusion Dotz 4.4

## General Information

**Unpacking:** Thank you for purchasing the Illusion Dotz 4.4 by ADJ Products, LLC. Every Illusion Dotz 4.4 has been thoroughly tested and has been shipped in perfect operating condition. Carefully check the shipping carton for damage that may have occurred during shipping. If the carton appears to be damaged, carefully inspect your fixture for any damage and be sure all equipment necessary to operate the unit has arrived intact. In the event damage has been found or parts are missing, please contact our toll free customer support number for further instructions. Please do not return this unit to your dealer without contacting customer support first.

**Introduction:** The Illusion Dotz 4.4 is a DMX intelligent, moving head fixture. The Illusion Dotz 4.4 can be a 12 channel, 14 channel, or 59 Channel DMX unit. The fixture can operate in three different operating modes; show mode, sound-active, or under DMX control. The Illusion Dotz 4.4 can be used as a stand alone unit or in a master/slave configuration. *For best results use fog or special effects smoke to enhance the beams projections.*

**Customer Support:** ADJ Products, LLC provides a toll free customer support line, to provide help and to answer any question should you encounter problems during your set up or initial operation. You may also visit us on the web at [www.adj.com](http://www.adj.com) for any comments or suggestions. Service Hours are Monday through Friday 8:00 a.m. to 4:30 p.m. Pacific Standard Time.

Voice: (800) 322-6337  
 Fax: (323) 582-2610  
 E-mail: [support@americandj.com](mailto:support@americandj.com)

**Warning!** To prevent or reduce the risk of electrical shock or fire, do not expose this unit to rain or moisture.

**Warning!** *This may cause severe eye damage. Avoid looking directly into the light source at all times!*

## Illusion Dotz 4.4

## Safety Precautions

***For Your Own Personal Safety, Please Read and Understand This Manual Completely Before You Attempt To Install Or Operate This Unit!***

- To reduce the risk of electrical shock or fire, do not expose this unit rain or moisture
- Do not spill water or other liquids into or on to your unit.
- Be sure that the local power outlet match that of the required voltage for your unit.
- Do not attempt to operate this unit if the power cord has been frayed or broken.
- Do not attempt to remove or break off the ground prong from the electrical cord. This prong is used to reduce the risk of electrical shock and fire in case of an internal short.
- Disconnect from main power before making any type of connection.
- Do not remove the cover under any conditions. There are no user serviceable parts inside.
- Never operate this unit when it's cover is removed.
- Always be sure to mount this unit in an area that will allow proper ventilation. Allow about 6" (15cm) between this device and a wall.
- Do not attempt to operate this unit, if it becomes damaged.
- This unit is intended for indoor use only, use of this product outdoors voids all warranties.
- Always mount this unit in safe and stable matter.
- Power-supply cords should be routed so that they are not likely to be walked on or pinched by items placed upon or against them, paying particular attention to cords at plugs, convenience receptacles, and the point where they exit from the appliance.
- Cleaning -The fixture should be cleaned only as recommended by the manufacturer. See page 46 for cleaning details.
- Heat -This fixture should be situated away from heat sources such as radiators, heat registers, stoves, or other appliances (including amplifiers) that produce heat.
- The fixture should be serviced by qualified service personnel when:
  - A. Objects have fallen, or liquid has been spilled into the appliance.
  - B. The appliance has been exposed to rain or water.
  - C. The appliance does not appear to operate normally or exhibits a marked change in performance.

## Illusion Dotz 4.4

## Features

- 3 Modes of DMX-512 Protocol Compatible (12 DMX Channel Mode, 14 DMX Channel Mode, and 59 DMX Channel Mode)
- RDMX - Lets you set the DMX address from any DMX Controller
- 3 Operating Modes - Master/Slave; Stand Alone; Sound Active
- Kling-Net and Art-Net Compatible (Recommended control solutions; Arkaos Media Master Express, Media Master Pro, and LED Master software's (sold separately).
- Internal Microphone
- 5 Dimmer Curve Settings
- Power Cord Daisy Chaining (See below)
- Edit and Save Scenes into the Memory
- 360°/ 540° Pan Movement
- 270° Tilt Movement
- Digital Display for Address and Function Setting

## Illusion Dotz 4.4

## Power Cord Daisy Chain

***With this feature you can connect the fixtures to one another using the PowerCON input and output sockets. The quantity that can be connected is 3 fixtures maximum for 120V and 5 fixtures maximum for 240V. After the maximum fixtures has been reached you will need to use a new power outlet. They must be the same fixtures. DO NOT mix fixtures.***

## Illusion Dotz 4.4

## General Instructions

To optimize the performance of this product, please read these operating instructions carefully to familiarize yourself with the basic operations of this unit. These instructions contain important safety information regarding the use and maintenance of this unit. Please keep this manual with the unit, for future reference.

## Illusion Dotz 4.4

## Handling Precautions

**Caution!** There are no user serviceable parts inside this unit. Do not attempt any repairs yourself, doing so will void your manufactures warranty. In the unlikely event your unit may require service please contact ADJ Products, LLC.

*During operation the housing may become extremely hot. Avoid touching the unit with bare hands while in use.*

*ADJ Products, LLC will not accept any liability for any resulting damages caused by the non-observance of this manual or any unauthorized modification to this unit.*

## Illusion Dotz 4.4

## Product Registration

The Illusion Dotz 4.4 carries a two year limited warranty. Please fill out the enclosed warranty card to validate your purchase. All returned service items whether under warranty or not, must be freight prepaid and accompany a return authorization (R.A.) number. The R.A. number must be clearly written on the outside of the return package. A brief description of the problem as well as the R.A. number must also be written down on a piece of paper and included in the shipping carton. If the unit is under warranty, you must provide a copy of your proof of purchase invoice. You may obtain a R.A. number by contacting our customer support team on our toll free customer support number. All packages returned to the service department not displaying a R.A. number on the outside of the package will be returned to the shipper at the shippers cost.

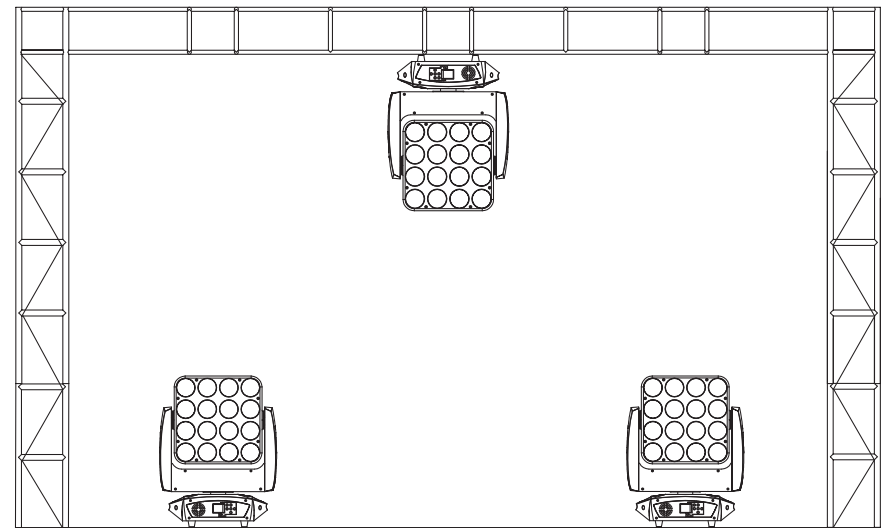
## Illusion Dotz 4.4

## Mounting

When installing the unit, the trussing or area of installation must be able to hold 10 times the weight without any deformation. When installing the unit must be secured with a secondary safety attachment, e.g. and appropriate safety cable. Never stand directly below the unit when mounting, removing, or servicing the unit.

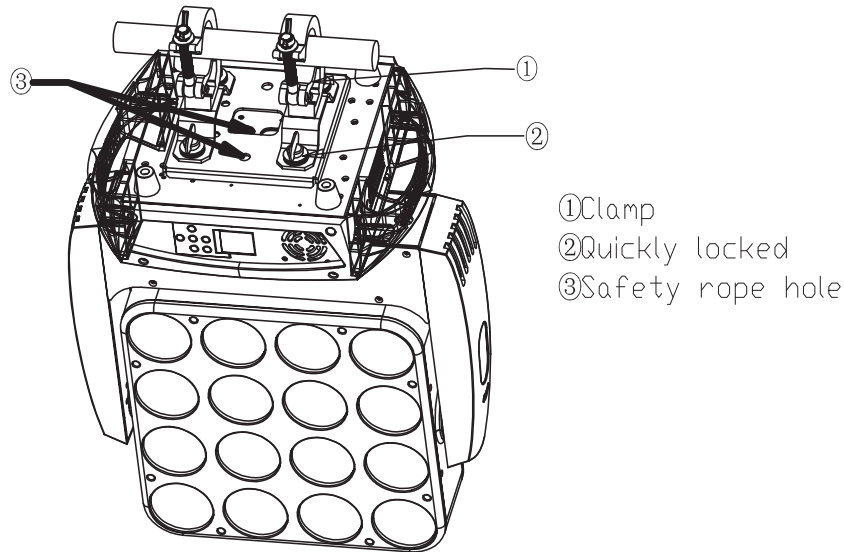
Overhead mounting requires extensive experience, including calculating working load limits, installation material being used, and perodic safety inspection of all installation material and unit. If you lack these qualifications, do not attempt the installation yourself.

These installaiton should be checked by a skilled person once a year.



The Illusion Dotz 4.4 is fully operational in two different mounting positions, hanging upside-down from a ceiling or set on a flat level surface. To avoid internal damage to the unit, never mount the unit on its side. Be sure this fixture is kept at least 0.5m away from any flammable materials (decoration etc.). Always use and install the supplied safety cable as a safety measure to prevent accidental damage and/or injury in the event the clamp fails (see next page). Never use the carrying handles for secondary attachment.

**NOTICE:** The suitable environmental temperature for this lighting fixture is between -25° C to 45° C. Do not place this lighting fixture in an environment where the temperatures are under or above the temperatures stated above. This will allow the fixture to run at its best and help prolong the fixture life.



Screw one clamp each via a M12 screw and nut onto the Omega holders. Insert the quick-lock fasteners of the first Omega holder into the respective holes on the bottom of the Illusion Dotz 4.4. Tighten the quick-lock fasteners fully clockwise. Install the second Omega holder. Pull the safety-cable through the holes on the bottom of the base and over the trussing system or a safe fixation spot. Insert the end in the carabine and tighten the safety screw.

**Power Supply:** The ADJ Illusion Dotz 4.4 contains a electronic voltage switch, which will auto sense the voltage when it is plugged into the power source. With the electronic ballast you do not need to worry about wall voltage, this unit can be plugged in anywhere.

**DMX-512:** DMX is short for Digital Multiplex. This is a universal protocol used by most lighting and controller manufactures as a form of communication between intelligent fixtures and controllers. A DMX controller sends DMX data instructions from the controller to the fixture. DMX data is sent as serial data that travels from fixture to fixture via the DATA "IN" and DATA "OUT" XLR terminals located on all DMX fixtures (most controllers only have a DATA "OUT" terminal).

**DMX Linking:** DMX is a language allowing all makes and models of different manufactures to be linked together and operate from a single controller, as long as all fixtures and the controller are DMX compliant. To ensure proper DMX data transmission, when using several DMX fixtures try to use the shortest cable path possible. The order in which fixtures are connected in a DMX line does not influence the DMX addressing. For example; a fixture assigned a DMX address of 1 may be placed anywhere in a DMX line, at the beginning, at the end, or anywhere in the middle. Therefore, the first fixture controlled by the controller could be the last fixture in the chain. When a fixture is assigned a DMX address of 1, the DMX controller knows to send DATA assigned to address 1 to that unit, no matter where it is located in the DMX chain.

**Data Cable (DMX Cable) Requirements (For DMX and Master/Slave Operation):**

The Illusion Dotz 4.4 can be controlled via DMX-512 protocol. The Illusion Dotz 4.4 can be either a 12, 14, or 59 channel DMX unit. The DMX address is set electronically using the controls on the front panel of the unit. Your unit and your DMX controller require a approved DMX-512 110 Ohm Data cable for data input and data output (Figure 1). We recommend Accu-Cable DMX cables. If you are making your own cables, be sure to use standard 110-120 Ohm shielded cable (This cable may be purchased at almost all professional sound and lighting stores). Your cables should be made with a male and female XLR connector on either end of the cable. Also



Figure 1



remember that DMX cable must be daisy chained and cannot be split.

**Notice:** Be sure to follow figures two and three when making your own cables. Do not use the ground lug on the XLR connector. Do not connect the cable's shield conductor to the ground lug or allow the shield conductor to come in contact with the XLR's outer casing. Grounding the shield could cause a short circuit and erratic behavior.

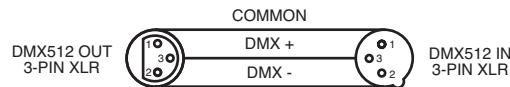


Figure 2



Figure 3

XLR Pin Configuration	
Pin 1 =	Ground
Pin 2 =	Data Compliment (negative)
Pin 3 =	Data True (positive)

**Special Note: Line Termination.** When longer runs of cable are used, you may need to use a terminator on the last unit to avoid erratic behavior. A terminator is a 110-120 ohm 1/4 watt resistor which is connected between pins 2 and 3 of a male XLR connector (DATA + and DATA -). This unit is inserted in the female XLR connector of the last unit in your daisy chain to terminate the line. Using a cable terminator (ADJ part number Z-DMX/T) will decrease the possibilities of erratic behavior.



Termination reduces signal errors and avoids signal transmission problems and interference. It is always advisable to connect a DMX terminal, (Resistance 120 Ohm 1/4 W) between PIN 2 (DMX-) and PIN 3 (DMX +) of the last fixture.

Figure 4

**5-Pin XLR DMX Connectors.** Some manufactures use 5-pin DMX-512 data cables for DATA transmission in place of 3-pin. 5-pin DMX fixtures may be implemented in a 3-pin DMX line. When inserting standard 5-pin data cables in to a 3-pin line a cable adaptor must be used, these adaptors are readily available at most electric stores. The chart below details a proper cable conversion.

3-Pin XLR to 5-Pin XLR Conversion		
Conductor	3-Pin XLR Female (Out)	5-Pin XLR Male (In)
Ground/Shield	Pin 1	Pin 1
Data Compliment (- signal)	Pin 2	Pin 2
Data True (+ signal)	Pin 3	Pin 3
Not Used		Pin 4 - Do Not Use
Not Used		Pin 5 - Do Not Use

Receive	Set Address	A001-XXXX		DMX address setting
User Mode	User Mode	Standard Basic Extend User A User B User C		User's mode to change channel numbers
	Edit A Edit B Edit C	Max Channel PAN :		Preset User modes
	Status	Remote Add No DMX Status Pan Invert Tilt Invert Pan Degree Feedback Move.Spd Mic.Sens Stand By	ON/OFF Blackout Hold/Auto/Sound ON/OFF ON/OFF 630/540 ON/OFF Speed 1 ~ 4 0~99% OFF, 01M~99M, 15M	Add. via DMX Auto run if no DMX Pan Reverse movement Tilt Reverse movement Pan Degree Select Movement Feedback switch Movement Mode Select Sensitivity of Mic. Stand By Mode
Function	Fixture ID	Service PIN RDM PID Device IP Addr Ctrl IP Addr Universe	Password=XXX XXXXXX XXXX.XXX.XXX.XXX XXXX.XXX.XXX.XXX XXX	Service Code "050" RDM Unique PID setting Set the Device IP address Set the Console IP address Port number
	Protocol Set	Kling-Net ArtNet		(Default Kling-Net)
	Net Switch	ON/OFF		Ethernet Switch
	Fan Set	Head Fan	Auto High Low	Fans Speed Mode Select
		Base Fan	50% 75% 95%	
	LCD.Set	Backlight Flip Display Key Lock DispFlash	02~60m 05m ON/OFF ON/OFF ON/OFF	Display shutoff time Display Flip 180° Key Lock Display flashes when NoSignal
	Dim Curve	Standard, Stage, TV, Architectural, Theater		
	Temp. C/F	Celsius Fahrenheit		Temperature switch between °C/°F
	Init.Effect	PAN =XXX		Initial effect position
	Disp.Set	Chan.Value Slave Set Auto.Pro Sound.Ctrl	PAN..... Slave1,Slave2,Slave3 Master / Alone Master / Alone	Value of channel is displayed Slave receive location choice Auto program Music control
	DFSE	ON/OFF		Restore factory set
	Information	Time.Info	Current Total Time Last Clear Timer PIN Clear Last	Power on running time (Hours) Fixture running time (Hours) Fixture Last times clear (Hours) Timer Password (Password=050) ON/OFF
Temp. Info		Head Temp.		Temperature in the head
Error. Info		Pan,Tilt.....		Reset the error message
Model. Info		XXXX		Lamps Model Information
Software.V		1U01 V1.00..... 2U01 V1.00.....		Software version information of each IC
Test	Reset.M	Pan&Tilt		Reset Pan/Tilt
	Test.Chan	PAN .....		Test function
	Panel.Ctrl.	PAN =XXX :		Adjustment of the lamp
	Calibrate	-Password- PAN :		Calibrate and adjust the effects to standard position Password "050"
Program	Select .Pro	Pro. Part 1 = Program 1 ~ 9 Program 1 Pro. Part 2 = Program 1 ~ 9 Program 2 Pro. Part 3 = Program 1 ~ 9 Program 3		Select programs to be run
	Edit. Pro	Program 1 : Program 9	Program Test Step 01=SCxxx Step 64=SCxxx	Testing program Program in loop Save and exit
	Edit.Sce	Edit Scene 001 ~ Edit Scene 250	Pan,Tilt,..... Fade Time Scene Time Input By Outside	Manually enter the scene Fade Time Scene Time External console scene input
	Sec.Input	XX-XX		Automatic recording scene

The main menu is accessed by pressing the MODE button. Browse through the menu by using the UP, DOWN, RIGHT, & LEFT buttons. Press the ENTER button to access the desired menu. You can scroll through the submenus using the UP, DOWN, RIGHT, & LEFT buttons. To confirm every selection press the ENTER button. You can exit every menu and submenu by pressing the MODE button. The unit will automatically exit the menus if no buttons are pressed after 10 seconds. These next pages will explain each function in the menu layout located on the previous page.

## RECEIVE

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

1. Access the main menu, and press the UP or DOWN buttons so that **"Receive"** is highlighted, then press ENTER.
2. **"Set Address"** will be displayed, press ENTER. The current DMX address will now be displayed.
3. Use the UP or DOWN buttons to adjust the DMX address.
4. Press ENTER to confirm or press MODE to return to the main menu.

## USER MODE

### USER MODE -

1. Press the MODE button to access the main menu. Press the UP or DOWN buttons so that **"User Mode"** is highlighted, then press ENTER.
2. Press the UP or DOWN buttons until **"User Mode"** is displayed, press ENTER.
3. Use the UP or DOWN buttons to scroll through the 3 DMX Channel Modes.

**Standard Mode** - This is 14 Channel Mode.

**Basic Mode** - This is 12 Channel Mode.

**Extended Mode** - This is 59 Channel Mode.

4. Press the MODE button once to return to the **"User Mode"** menu.

Use the UP or DOWN buttons to scroll through the Edit modes. Press ENTER to select any of the Edit modes.

**Edit A, B, or C** – This function allows the user to make the actual changes in the user-defined modes that are created in the previous function.

#### **Function -**

**REMOTE ADD** - With this function you can adjust the DMX address via external controller.

1. Press the MODE button to access the main menu. Press the UP or DOWN buttons so that **“Function”** is highlighted, then press ENTER.
2. Press the UP or DOWN buttons until **“Status”** is displayed, press ENTER.
3. Press UP or DOWN buttons, until **“Remote Add”** is displayed, and press ENTER.
4. Either **“Off”** or **“On”** will be displayed, use the UP and DOWN buttons to toggle between.
5. Press ENTER to confirm your selection or press MODE to exit.

#### **To use this function follow these instructions:**

To adjust the address of your unit you must first go to the address that it is currently set to. From there you can adjust the address. First make sure all channels are set to the value of “0”.

1. On your DMX controller set the DMX value of Channel 1 to the value “7”.
2. Now set the DMX value of Channel 2 to the value “7” to adjust the starting address between 1 and 255. To adjust the address between 256 and 511 set Channel 2 to the value “8”.
3. Set the DMX value of Channel 3 to your desired starting address. This will take about 20 seconds before the unit accepts the new DMX address.

**EXAMPLE:** If you want the address to be 57, you must first set the address that is currently assigned to the unit. Then set Channel 1’s

value to “7”, Channel 2’s value to “7”, and Channel 3’s value to “57”. Wait 20 seconds and the address should change on the unit to “57”.

**2ND EXAMPLE:** If you want the address to be 420, you must first set the address that is currently assigned to the unit. If you want the set the address to 420, set Channel 1’s value to “7”, Channel 2’s value to “8”, and Channel 3’s to “164”. ( $256 + 164 = 420$ ).

**NO DMX STATUS** - With this function if the DMX signal is suddenly lost, the unit will automatically go into 1 of 4 modes.

1. Press the MODE button to access the main menu. Press the UP or DOWN buttons so that **“Function”** is highlighted, then press ENTER.
2. Press the UP or DOWN buttons until **“Status”** is displayed, press ENTER.
3. Press UP or DOWN buttons, until **“No DMX Status”** is displayed, and press ENTER.
4. Either **“Hold”** (Last DMX setting), **“Close”** (Blackout), **“Music”** (Sound Active), or **“Auto”** (Auto Program) will be displayed, use the UP and DOWN buttons to toggle between.
5. Press ENTER to confirm your selection or press MODE to exit.

**PAN INVERT** - With this function you can reverse the Pan movement.

1. Press the MODE button to access the main menu. Press the UP or DOWN buttons so that **“Function”** is highlighted, then press ENTER.
2. Press the UP or DOWN buttons until **“Status”** is displayed, press ENTER.
3. Press UP or DOWN buttons, until **“Pan Invert”** is displayed, and press ENTER.
4. Either **“Off”** or **“On”** will be displayed, use the UP and DOWN buttons to toggle between.
5. Press ENTER to confirm your selection or press MODE to exit.

**TILT INVERT** - With this function you can reverse the Tilt movement.

1. Press the MODE button to access the main menu. Press the UP or DOWN buttons so that **“Function”** is highlighted, then press ENTER.



2. Press the UP or DOWN buttons until **"Status"** is displayed, press ENTER.
3. Press UP or DOWN buttons, until **"Tilt Invert"** is displayed, and press ENTER.
4. Either **"Off"** or **"On"** will be displayed, use the UP and DOWN buttons to toggle between.
5. Press ENTER to confirm your selection or press MODE to exit.

**PAN DEGREE** - With this function you can change the pan degree from 630 to 540.

1. Press the MODE button to access the main menu. Press the UP or DOWN buttons so that **"Function"** is highlighted, then press ENTER.
2. Press the UP or DOWN buttons until **"Status"** is displayed, press ENTER.
3. Press UP or DOWN buttons, until **"Pan Degree"** is displayed, and press ENTER.
4. Either **"540"** or **"630"** will be displayed, use the UP and DOWN buttons to toggle between.
5. Press ENTER to confirm your selection or press MODE to exit.

**FEEDBACK** - With this function you can feedback switch the pan movement or tilt movement.

1. Press the MODE button to access the main menu. Press the UP or DOWN buttons so that **"Function"** is highlighted, then press ENTER.
2. Press the UP or DOWN buttons until **"Status"** is displayed, press ENTER.
3. Press UP or DOWN buttons, until **"Feedback"** is displayed, and press ENTER.
4. Either **"Off"** or **"On"** will be displayed, use the UP and DOWN buttons to toggle between.
5. Press ENTER to confirm your selection or press MODE to exit.

**MOVEMENT SPEED** - With this function you can set the pan and tilt

movement speed.

1. Press the MODE button to access the main menu. Press the UP or DOWN buttons so that **"Function"** is highlighted, then press ENTER.
2. Press the UP or DOWN buttons until **"Status"** is displayed, press ENTER.
3. Press UP or DOWN buttons, until **"Move Speed"** is displayed, and press ENTER.
4. Either **"Speed 1"**, **"Speed 2"**, **"Speed 3"** or **"Speed 4"** will be displayed, use the UP and DOWN buttons to toggle between.
5. Press ENTER to confirm your selection or press MODE to exit.

**MIC SENS** - With this function you can set the microphone sensitivity. The default setting is 70%. You can adjust the sensitivity between 0%-99%

1. Press the MODE button to access the main menu. Press the UP or DOWN buttons so that **"Function"** is highlighted, then press ENTER.
2. Press the UP or DOWN buttons until **"Status"** is displayed, press ENTER.
3. Press UP or DOWN buttons, until **"Mic Sensitivity"** is displayed, and press ENTER.
4. Use the UP and DOWN buttons to adjust the mic sensitivity between 0%-99%.
5. Press ENTER to confirm your selection or press MODE to exit.

**STAND BY** - With this function the LEDs and step motors will power off if there is no DMX signal within 15 mins (factory default). Once it receives a DMX signal, the fixture will reset itself.

1. Press the MODE button to access the main menu. Press the UP or DOWN buttons so that **"Function"** is highlighted, then press ENTER.
2. Press the UP or DOWN buttons until **"Status"** is displayed, press ENTER.
3. Press UP or DOWN buttons, until **"Stand By"** is displayed, and press ENTER.

4. “**15M**” will be displayed, use the UP and DOWN buttons to adjust the hibernation period between 01M-99M or “Off”.

5. Press ENTER to confirm your selection or press MODE to exit.

### **Fixture ID**

**SERVICE PIN** - With this function you can enter the RDM password so that you can access and change the RDM ID number.

1. Press the MODE button to access the main menu. Press the UP or DOWN buttons so that “**Function**” is highlighted, then press ENTER.

2. Press the UP or DOWN buttons until “**Fixture ID**” is displayed, press ENTER.

3. Press UP or DOWN buttons, until “**Service PIN**” is displayed, and press ENTER.

4. The “**Password**” is 050.

5. Press ENTER or press MODE to exit.

**RDM PID** - RDM stands for “Remote Device Management”. This feature lets you control every aspect of your fixture remotely from an RDM controller. Manual settings like adjusting the DMX address are no longer needed. This is especially useful when the unit is installed in a remote area.

In this submenu you can see the units RDM ID number and adjust it as well.

1. Press the MODE button to access the main menu. Press the UP or DOWN buttons so that “**Function**” is highlighted, then press ENTER.

2. Press the UP or DOWN buttons until “**Fixture ID**” is displayed, press ENTER.

3. Press UP or DOWN buttons, until “**RDM PID**” is displayed, and press ENTER.

4. “XXXXXX” will be displayed. “XXXXXX” represents the units current RDM ID.

5. Press ENTER or press MODE to exit.

**DEVICE IP ADDR** - With this function you set the Device IP address.

1. Press the MODE button to access the main menu. Press the UP or DOWN buttons so that “**Function**” is highlighted, then press ENTER.

2. Press the UP or DOWN buttons until “**Fixture ID**” is displayed, press ENTER.

3. Press UP or DOWN buttons, until “**Device IP Addr**” is displayed, and press ENTER.

4. “XXX XXX XXX XXX” will be displayed. “XXX XXX XXX XXX” represents the units current Device IP Address.

5. Press ENTER or press MODE to exit.

**CTRL IP ADDR** - With this function you set the Console IP address.

1. Press the MODE button to access the main menu. Press the UP or DOWN buttons so that “**Function**” is highlighted, then press ENTER.

2. Press the UP or DOWN buttons until “**Fixture ID**” is displayed, press ENTER.

3. Press UP or DOWN buttons, until “**Ctrl IP Addr**” is displayed, and press ENTER.

4. “XXX XXX XXX XXX” will be displayed. “XXX XXX XXX XXX” represents the units current Device IP Address.

5. Press ENTER or press MODE to exit.

**UNIVERSE** - With this function you can enter the port number.

1. Press the MODE button to access the main menu. Press the UP or DOWN buttons so that “**Function**” is highlighted, then press ENTER.

2. Press the UP or DOWN buttons until “**Fixture ID**” is displayed, press ENTER.

3. Press UP or DOWN buttons, until “**Universe**” is displayed, and press ENTER.

4. “XXX” will be displayed. “XXX” represents the units current Device IP Address.

5. Press ENTER or press MODE to exit.

**Protocol Set**

**KLING-NET/ARTNET** - With this function you can select the software for which you are going to control the fixture.

1. Press the MODE button to access the main menu. Press the UP or DOWN buttons so that **“Function”** is highlighted, then press ENTER.
2. Press the UP or DOWN buttons until **“Protocol Set”** is displayed, press ENTER.
3. Either **“Kling-Net”** or **“ArtNet”** will be displayed. Use the UP or DOWN buttons, to find the software you wish to use, and press ENTER to select.
4. Press the MODE button to exit.

**Net Switch**

**NET SWITCH** - This function will activate the unit to receive Kling-Net/ArtNet signal.

1. Press the MODE button to access the main menu. Press the UP or DOWN buttons so that **“Function”** is highlighted, then press ENTER.
2. Press the UP or DOWN buttons until **“Net Switch”** is displayed, press ENTER.
3. Either **“On”** or **“Off”** will be displayed. To activate the Net Switch use the UP or DOWN buttons to select **“On”**, and press ENTER to select.
4. Press the MODE button to exit.

**Fan Set**

**HEAD FAN** - With this function you can adjust the speed of the moving head fans.

1. Press the MODE button to access the main menu. Press the UP or DOWN buttons so that **“Function”** is highlighted, then press ENTER.
2. Press the UP or DOWN buttons until **“Head Fan”** is displayed, press ENTER.
3. Either **“Auto Fan Speed”** (default), **“Low Fan Speed”**, or **“High Fand Speed”** will be displayed, use the UP and DOWN buttons to

toggle between.

4. Press ENTER to confirm your selection or press MODE to exit.

**BASE FAN** - With this function you can adjust the speed of the base fans.

1. Press the MODE button to access the main menu. Press the UP or DOWN buttons so that **“Function”** is highlighted, then press ENTER.
2. Press the UP or DOWN buttons until **“Base Fan”** is displayed, press ENTER.
3. Either **“Auto Fan Speed”** (default), **“Low Fan Speed”**, or **“High Fand Speed”** will be displayed, use the UP and DOWN buttons to toggle between.
4. Press ENTER to confirm your selection or press MODE to exit.

**LCD Setting**

**BACKLIGHT** - With this function you can have the LCD display after 2-60 minutes. Use this function to adjust the time.

1. Press the MODE button to access the main menu. Press the UP or DOWN buttons so that **“Function”** is highlighted, then press ENTER.
2. Press the UP or DOWN buttons until **“LCD Set”** is displayed, press ENTER.
3. Press UP or DOWN buttons, until **“Backlight”** is displayed, and press ENTER.
4. **“05m”** (5 minutes) will be displayed, use the UP and DOWN buttons to adjust the shutoff time between 02m-60m or **“Off”**.
5. Press ENTER to confirm your selection or press MODE to exit.

**FLIP DISPLAY** - With this function you can rotate (flip) the display 180 degrees.

1. Press the MODE button to access the main menu. Press the UP or DOWN buttons so that **“Function”** is highlighted, then press ENTER.
2. Press the UP or DOWN buttons until **“LCD Set”** is displayed, press ENTER.

3. Press UP or DOWN buttons, until **"Flip Display"** is displayed, and press ENTER.
4. Either **"Off"** or **"On"** will be displayed, use the UP and DOWN buttons to toggle between.
5. Press ENTER to confirm your selection or press MODE to exit.

**KEY LOCK** - With this function activated the buttons will lock automatically after 15 seconds.

1. Press the MODE button to access the main menu. Press the UP or DOWN buttons so that **"Function"** is highlighted, then press ENTER.
2. Press the UP or DOWN buttons until **"LCD Set"** is displayed, press ENTER.
3. Press UP or DOWN buttons, until **"Key Lock"** is displayed, and press ENTER.
4. Either **"Off"** or **"On"** will be displayed, use the UP and DOWN buttons to toggle between.
5. Press ENTER to confirm your selection or press MODE to exit.

**DISPFLASH** - With this function activated the the display will flash when there is not DMX signal.

1. Press the MODE button to access the main menu. Press the UP or DOWN buttons so that **"Function"** is highlighted, then press ENTER.
2. Press the UP or DOWN buttons until **"LCD Set"** is displayed, press ENTER.
3. Press UP or DOWN buttons, until **"DispFlash"** is displayed, and press ENTER.
4. Either **"Off"** or **"On"** will be displayed, use the UP and DOWN buttons to toggle between.
5. Press ENTER to confirm your selection or press MODE to exit.

### **Dimmer Curve**

**DIM CURVE** - Select 1 of 5 dimming curves. See page 45 for the dimming curve chart.

1. Press the MODE button to access the main menu. Press the UP or DOWN buttons so that **"Function"** is highlighted, then press ENTER.
2. Press the UP or DOWN buttons until **"Dim Curve"** is displayed, press ENTER.
3. Either **"Standard"**, **"Stage"**, **"TV"**, **"Architectural"**, or **"Theater"** will be displayed, use the UP and DOWN buttons to toggle between.
5. Press ENTER to confirm your selection or press MODE to exit.

### **Temp. C/F**

**TEMP. C/F** - With this function, you can change the temperature display to show either Celsius or Fahrenheit.

1. Press the MODE button to access the main menu. Press the UP or DOWN buttons so that **"Function"** is highlighted, then press ENTER.
2. Press UP or DOWN buttons, until **"Temp. C/F"** is displayed, and press ENTER.
3. Either **"Celsius"** or **"Fahrenheit"** will be displayed, use the UP and DOWN buttons to toggle between.
4. Press ENTER to confirm your selection or press MODE to exit.

### **Init. Effect**

**INIT. EFFECT** - In this menu you are able to check initial effect position.

1. Press the MODE button to access the main menu. Press the UP or DOWN buttons so that **"Function"** is highlighted, then press ENTER.
2. Press UP or DOWN buttons, until **"Init. Effect"** is displayed, and press ENTER.
3. "XXX" will be displayed. "XXX" represents the current effect position.
4. Press ENTER or press MODE to exit.

**CHANNEL VALUE** - This function will allow you to see the DMX value of each DMX channel that is currently being used at the time.

1. Access the main menu, and press the UP or DOWN buttons so

that “**Function**” is highlighted, then press ENTER.

2. Press the UP or DOWN buttons until “**DMX Value**” is displayed, and press ENTER.
3. A DMX Channel will be displayed. **Example:** Prism, Color Wheel, Gobo Wheel, etc... Press ENTER when you find the DMX channel that you would like to check. When you press ENTER the DMX value of that channel will displayed.
4. Press the MODE button to exit.

**SLAVE SET** - This function lets you designate the unit as the slave in a Master-Slave configuration.

1. Access the main menu, and press the UP or DOWN buttons so that “**Function**” is highlighted, then press ENTER.
2. Press the UP or DOWN buttons until “**Slave Set**” is displayed, and press ENTER.
3. Either Slave 1, Slave 2, or Slave 3 will be displayed. Press ENTER to select either of the three, or press MODE button to exit.

**AUTO PROGRAM** - This function allows the internal programs to run in either stand-alone or master/slave mode. In “Master” mode the fixture will send DMX data to other fixtures connect via the DMX chain. In “Alone” mode the fixture will operate as a single fixture. The program for this mode is selected in the “Select program” section of the control menu. You can set the number of steps under “Edit program”. You can edit the individual scenes under “Edit scenes”. With this function, you can run the individual scenes either automatically, i.e. with the adjusted Step-Time.

1. Access the main menu, and press the UP or DOWN buttons so that “**Function**” is highlighted, then press ENTER.
2. Press the UP or DOWN buttons until “**Auto Program**” is displayed, and press ENTER.
3. Either “Master” or “Alone” will be displayed.
4. Press ENTER to to make your selection, or press MODE button to exit.

**SOUND CONTROL** - With this function, the internal program will run in sound active mode.

1. Access the main menu, and press the UP or DOWN buttons so that “**Function**” is highlighted, then press ENTER.
2. Press the UP or DOWN buttons until “**Sound Control**” is displayed, press ENTER.
3. Either “Master” or “Alone” will be displayed. Use the UP or DOWN buttons to change the operating mode.
4. Press ENTER to to make your selection, or press MODE button to exit.

**DEFAULT RESET** -

1. Access the main menu, and press the UP or DOWN buttons so that “**Function**” is highlighted, then press ENTER.
2. Press the UP or DOWN buttons until “**DFSE**” is displayed, press ENTER.
3. Either “**Off**” or “**On**” will be displayed, use the UP and DOWN buttons to toggle between.
4. Press ENTER to confirm your selection or press MODE/ESC to exit.

## INFORMATION

**Time Information** (*Time information is always represented in hours*)

**CURRENT RUNNING TIME** - This will allow you to check the units current running time.

1. Press the MODE button to access the main menu. Press the UP or DOWN buttons so that “**Information**” is highlighted, then press ENTER.
2. Press the UP or DOWN buttons until “**Time Information**” is displayed, press ENTER.
3. Press UP or DOWN buttons, until “**Current**” is displayed, and press ENTER.



4. **“XXXX”** will now be displayed. **“XXXX”** represents the current running time.

5. Press ENTER or press MODE to exit.

**TOTAL RUNNING TIME** - This will allow you to check the units total running time.

1. Press the MODE button to access the main menu. Press the UP or DOWN buttons so that **“Information”** is highlighted, then press ENTER.

2. Press the UP or DOWN buttons until **“Time Information”** is displayed, press ENTER.

3. Press UP or DOWN buttons, until **“Total Time”** is displayed, and press ENTER.

4. **“XXXX”** will now be displayed. **“XXXX”** represents the total running time.

5. Press ENTER or press MODE to exit.

**LAST CLEAR** - This will allow you to check when the last running time was cleared.

1. Press the MODE button to access the main menu. Press the UP or DOWN buttons so that **“Information”** is highlighted, then press ENTER.

2. Press the UP or DOWN buttons until **“Time Information”** is displayed, press ENTER.

3. Press UP or DOWN buttons, until **“Last Clear”** is displayed, and press ENTER.

4. **“XXXX”** will now be displayed. **“XXXX”** represents the last running time.

5. Press ENTER or press MODE to exit.

**RUN PASSWORD** - This will display the timer password.

1. Press the MODE button to access the main menu. Press the UP or DOWN buttons so that **“Information”** is highlighted, then press ENTER.

2. Press the UP or DOWN buttons until **“Time Information”** is displayed, press ENTER.

3. Press UP or DOWN buttons, until **“Timer Pin”** is displayed, and press ENTER.

4. The **“Timer Pin”** is 050.

5. Press ENTER or press MODE to exit.

**CLEAR LAST** - This will allow you to clear the last run time of the unit. You need to put in the **Timer PIN** before doing this. Please see the section before this.

1. Press the MODE button to access the main menu. Press the UP or DOWN buttons so that **“Information”** is highlighted, then press ENTER.

2. Press the UP or DOWN buttons until **“Time Information”** is displayed, press ENTER.

3. Press UP or DOWN buttons, until **“Clear Last”** is displayed, and press ENTER.

4. Either **“Off”** or **“On”** will be displayed, use the UP and DOWN buttons to toggle between.

5. Press ENTER to confirm your selection or press MODE to exit.

**TEMPERATURE INFO** - This will allow you to check the moving head temperature.

1. Press the MODE button to access the main menu. Press the UP or DOWN buttons so that **“Information”** is highlighted, then press ENTER.

2. Press the UP or DOWN buttons until **“Temp. Info”** is displayed, press ENTER.

3. **“Head Tem.”** will now be displayed, press ENTER.

4. **“XXX”** will now be displayed. **“XXX”** represents the current temperature of the moving head.

5. Press ENTER or press MODE to exit.

**ERROR INFO** - In this menu you are able to reset the error message.

1. Press the MODE button to access the main menu. Press the UP or DOWN buttons so that **"Information"** is highlighted, then press ENTER.
2. Press the UP or DOWN buttons until **"Error Info"** is displayed, press ENTER.
3. Use the UP or DOWN buttons to find the error message that needs to be cleared.
4. Press ENTER or press MODE to exit.

**MODEL INFO** - In this menu you are able to see the lamps model information.

1. Press the MODE button to access the main menu. Press the UP or DOWN buttons so that **"Information"** is highlighted, then press ENTER.
2. Press the UP or DOWN buttons until **"Model Info"** is displayed, press ENTER.
3. **"XXXX"** will now be displayed. **"XXXX"** represents the model information.
4. Press MODE to exit.

**SOFTWARE VERSION** - This will allow you to see the software version of each IC.

1. Press the MODE button to access the main menu. Press the UP or DOWN buttons so that **"Information"** is highlighted, then press ENTER.
2. Press the UP or DOWN buttons until **"Software Version"** is displayed, press ENTER.
3. Use the UP or DOWN buttons to scroll through each IC and see the software version.
4. Press MODE to exit.

## TEST

**RESET MOTORS** - With this function you can reset the Pan & Tilt motors.

1. Press the MODE button to access the main menu. Press the UP or DOWN buttons so that **"Test"** is highlighted, then press ENTER.
2. Press the UP or DOWN buttons until **"Reset Motor"** is displayed, press ENTER.
3. Press ENTER to reset or press MODE to exit.

**TEST CHANNEL** - With this function you can test/correct each channel function.

1. Press the MODE button to access the main menu. Press the UP or DOWN buttons so that **"Test"** is highlighted, then press ENTER.
2. Press the UP or DOWN buttons until **"Test Channel"** is displayed, press ENTER.
3. Use the UP or DOWN buttons to scroll through the various channels.
4. Press ENTER or press MODE to exit.

**PANEL CTRL.** - With this function you can easily adjust the lamp. All effects will be canceled, the shutter will open and output intensity will be 100%. With the individual functions you can focus the light on flat surface (a wall) and finely adjust the lamp.

1. Press the MODE button to access the main menu. Press the UP or DOWN buttons so that **"Test"** is highlighted, then press ENTER.
2. Press the UP or DOWN buttons until **"Panel Ctrl."** is displayed, press ENTER.
3. Use the UP or DOWN buttons to scroll through the various functions. Press ENTER when you find the function you would like to adjust.
4. Press ENTER or press MODE to exit.

**CALIBRATION** - With this function you can calibrate and adjust the effects wheels to their correct positions. The Calibration password

050.

1. Press the MODE button to access the main menu. Press the UP or DOWN buttons so that **“Effect Adjust”** is highlighted, then press ENTER.
2. Press the UP or DOWN buttons until **“Calibration”** is displayed, press ENTER.
3. “XXXX” will be displayed. The password is 050.
4. Press ENTER to confirm or press MODE to exit.

**PROGRAM** - The fixture comes equipped with a built-in DMX recorder that allows custom programs to be installed and recalled directly from the fixture’s control board. Programs can be created and stored using the fixture’s control board or by using an external DMX controller.

1. Press the MODE button to access the main menu. Press the UP or DOWN buttons so that **“Program”** is highlighted, then press ENTER.
2. Use the UP or DOWN buttons to find and access one of the below submenus.

**Select Program** – This function allows the user to select one of ten of the user defined built-in programs. This program is then accessed in “Function Mode” under “Program Run.”

**Edit Program** – This function allows the user to edit the built-in programs.

**Edit Scene** – This function allows the user to edit or define the actual scenes that are stored in the user defined built-in programs that are accessed in the previous step.

**Scene Input** - The Illusion Dotz 4.4 features an integrated DMX recorder. Preprogrammed scenes can be transmitted to the fixture via any DMX compliant controller. This function allows those scenes to be stored in to the fixture’s built-in memory and then subsequently used to create the user-defined programs.

**Universal DMX Control:** This function allows you to use a universal DMX-512 controller such as the Elation® DMX Operator™ or Elation® Show Designer™ to control head movement, RGB colors, master dimmer, shutter (strobe), and various other features. A DMX controller allows you to create unique programs tailored to your individual needs.

1. The Illusion Dotz 4.4 has a 12 Channel mode, 14 Channel mode, and 59 Channel mode. See pages 34-44 for detailed description of the DMX traits.
2. To control your fixture in DMX mode, follow the set-up procedures on pages 13-15 as well as the set-up specifications that are included with your DMX controller.
3. Use the controller’s faders to control the various DMX fixture traits.
4. This will allow you to create your own programs.
5. Follow the directions on page 36 to select your DMX Channel mode, and follow the instruction on page 17 to set the DMX address.
6. For longer cable runs (more than a 100 feet) use a terminator on the last fixture.
7. For help operating in DMX mode consult the manual included with your DMX controller.

**Stand-Alone (Sound Active or Auto Program):** This mode allows a single unit to run to the beat of the music or run through a built-in program.

**AUTO PROGRAM:**

1. Access the main menu, and press the UP or DOWN buttons so that **“Function”** is highlighted, then press ENTER.
2. Press the UP or DOWN buttons until **“Disp Set”** is displayed, and press ENTER.
3. Press the UP or DOWN buttons until **“Auto Pro”** is displayed, and press ENTER.
4. Either “Master” or “Alone” will be displayed. Using the UP or DOWN buttons select “Alone” and press ENTER.

**SOUND ACTIVE:**

1. Access the main menu, and press the UP or DOWN buttons so that **“Function”** is highlighted, then press ENTER.
2. Press the UP or DOWN buttons until **“Disp Set”** is displayed, and

## Illusion Dotz 4.4

## Operation

press ENTER.

3. Press the UP or DOWN buttons until “**Sound Ctrl.**” is displayed, and press ENTER.
4. Either “Master” or “Alone” will be displayed. Using the UP or DOWN buttons select “Alone” and press ENTER.

### Master-Slave Operation (Sound Active or Auto Program):

This function will allow you to link up to 16 units together and operate without a controller. The units can run a built-in program or run in sound active mode. In Master-Slave operation one unit will act as the controlling unit and the others will react to the controlling units programs. Any unit can act as a Master or as a Slave.

1. Using standard XLR microphone cables, daisy chain your units together via the XLR connector on the rear of the units. Remember the Male XLR connector is the input and the Female XLR connector is the output. The first unit in the chain (master) will use the female XLR connector only - The last unit in the chain will use the male XLR connector only. For longer cable runs we suggest a terminator at the last fixture.
2. On your “Master” unit, access the main menu, and press the UP or DOWN buttons so that “**Function**” is highlighted, then press ENTER.
3. Press the UP or DOWN buttons until “**Disp Set**” is displayed, and press ENTER.
4. Select your desired operating mode. Use the UP or DOWN buttons to select between “**Auto Pro**” or “**Sound Ctrl**”, press ENTER to select your desired program.
5. Either “**Master**” or “**Alone**” will be displayed. Using the UP or DOWN buttons select “**Master**” and press ENTER.
6. For your “Slave” units, access the main menu, and press the UP or DOWN buttons so that “**Function**” is highlighted, then press ENTER.
7. Press the UP or DOWN buttons until “**Disp Set**” is displayed, and press ENTER.
8. Press the UP or DOWN buttons until “**Slave Mode**” is displayed, and press ENTER.
9. Either Slave 1, Slave 2, or Slave 3 will be displayed. Select your desired Slave setting and press ENTER.
10. Press MODE if you want to return to the main menu.

## Illusion Dotz 4.4

## Kling-Net or Art-Net Operation

1. Activate the Net Switch using the instructions on page 20 under “**Net Switch**”. Select your software using the instructions on page 20 under “**Kling-Net/Artnet**”.
2. Install one of the recommended operating softwares onto your computer. Recommended softwares; Arkaos Media Master Express, Media Master Pro, or LED Master (Sold Separately).
3. Connect the panels via CAT 5 Straight Network cable. **When creating your own custom cable, use RJ45 Straight Network cable.**
4. Map the fixtures using KlingNetMapper or Art-Net Mapper.
5. Control the fixtures using ArKaos or Art-Net software. Please refer to the media playback software user manual for further instructions.

**Note:** ArKaos Kling-Net requires a gigabit (1000 mbps) Ethernet card and network router for a smoother operation.

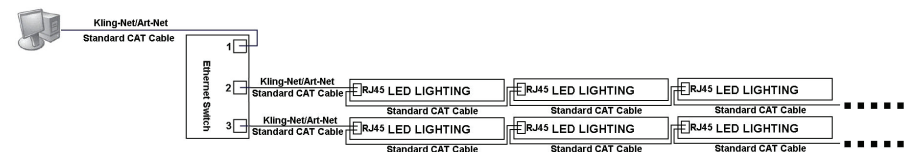
Installation method 1:



Note: Do not daisy-chain more than 25 units when connected directly from the computer. Use a Ethernet Switch if more than 25 units are being controlled.

**When connecting you must use a CAT 5 Straight Network cable.**

Installation method 2:



Note: 1. The Ethernet Switch must be Gigabit Switch.

2. Do not daisy-chain more than 25pcs units from a single network port of the Ethernet Switch.
3. Maximum 2 output network ports of the Ethernet Switch can be used. So the system can control 25pcs maximum.

**When connecting you must use a CAT 5 Straight Network cable.**

Illusion Dotz 4.4		12 Channel DMX Mode
Channel	Value	Function
1	0 - 255	PAN MOVEMENT 8bit
2	0 - 255	TILT MOVEMENT 8bit
3	0 - 255	ALL RED 0% - 100%
4	0 - 255	ALL GREEN 0% - 100%
5	0 - 255	ALL BLUE 0% - 100%
6	0 - 31 32 - 63 64 - 95 96 - 127 128 - 159 160 - 191 192 - 223 224 - 255	SHUTTER & STROBE LED'S OFF LED'S ON STROBING SLOW - FAST LED'S ON PULSE EFFECT IN SEQUENCES LED'S ON RANDOM STROBE SLOW - FAST LED'S ON
7	0 - 255	DIMMER INTENSITY 0% - 100%
8	0 - 20 21 - 40 41 - 60 61 - 80 81 - 100 101 - 255	DIMMER CURVES STANDARD STAGE TV ARCHITECTURAL THEATRE DEFAULT TO UNIT SETTING
9	0 - 10 11 - 20 21 - 30 31 - 40 41 - 50 51 - 60 61 - 70	AUTO PROGRAMS PROGRAM 1 PROGRAM 2 PROGRAM 3 PROGRAM 4 PROGRAM 5 PROGRAM 6 PROGRAM 7

Illusion Dotz 4.4		12 Channel DMX Mode
Channel	Value	Function
9	71 - 80 81 - 90 91 - 100 101 - 110 111 - 120 121 - 130 131 - 140 141 - 150 151 - 160 161 - 170 171 - 180 181 - 190 191 - 200 201 - 210 211 - 220 221 - 230 231 - 240 241 - 250 251 - 255	AUTO PROGRAMS PROGRAM 8 PROGRAM 9 PROGRAM 10 PROGRAM 11 PROGRAM 12 PROGRAM 13 PROGRAM 14 PROGRAM 15 PROGRAM 16 PROGRAM 17 PROGRAM 18 PROGRAM 19 PROGRAM 20 PROGRAM 21 PROGRAM 22 PROGRAM 23 PROGRAM 24 PROGRAM 25 GRADIENT EFFECT
10	0 - 255	PROGRAM SPEED SLOW - FAST
11	0 - 225 226 - 235 246 - 255	PAN/TILT MOVEMENT SPEED MAX TO MIN. SPEED BLACKOUT BY MOVEMENT NO FUNCTION
12	0 - 79 80 - 84 85 - 96 97 - 99 100 - 119 120 - 139 140 - 159	LAMP ON/OFF, RESET & PROGRAMS NORMAL ALL MOTOR RESET NO FUNCTION OTHER MOTOR RESET INTERNAL PROGRAM 1 INTERNAL PROGRAM 2 INTERNAL PROGRAM 3



Illusion Dotz 4.4		12 Channel DMX Mode
Channel	Value	Function
12	160 - 179	INTERNAL PROGRAM 4
	180 - 199	INTERNAL PROGRAM 5
	200 - 219	INTERNAL PROGRAM 6
	220 - 239	INTERNAL PROGRAM 7
	240 - 255	SOUND ACTIVE PROGRAM

Illusion Dotz 4.4		14 Channel DMX Mode
Channel	Value	Function
1	0 - 255	PAN MOVEMENT 8bit
2	0 - 255	PAN FINE 16bit
3	0 - 255	TILT MOVEMENT 8bit
4	0 - 255	TILT FINE 16bit
5	0 - 255	ALL RED 0% - 100%
6	0 - 255	ALL GREEN 0% - 100%
7	0 - 255	ALL BLUE 0% - 100%
8	0 - 31 32 - 63 64 - 95 96 - 127 128 - 159 160 - 191 192 - 223 224 - 255	SHUTTER & STROBE LED'S OFF LED'S ON STROBING SLOW - FAST LED'S ON PULSE EFFECT IN SEQUENCES LED'S ON RANDOM STROBE SLOW - FAST LED'S ON
9	0 - 255	DIMMER INTENSITY 0% - 100%
10	0 - 20 21 - 40 41 - 60 61 - 80 81 - 100 101 - 255	DIMMER CURVES STANDARD STAGE TV ARCHITECTURAL THEATRE DEFAULT TO UNIT SETTING
11	0 - 10 11 - 20 21 - 30 31 - 40	AUTO PROGRAMS PROGRAM 1 PROGRAM 2 PROGRAM 3 PROGRAM 4

Illusion Dotz 4.4		14 Channel DMX Mode
Channel	Value	Function
11		AUTO PROGRAMS
	0 - 10	PROGRAM 1
	11 - 20	PROGRAM 2
	21 - 30	PROGRAM 3
	31 - 40	PROGRAM 4
	71 - 80	PROGRAM 8
	81 - 90	PROGRAM 9
	91 - 100	PROGRAM 10
	101 - 110	PROGRAM 11
	111 - 120	PROGRAM 12
	121 - 130	PROGRAM 13
	131 - 140	PROGRAM 14
	141 - 150	PROGRAM 15
	151 - 160	PROGRAM 16
	161 - 170	PROGRAM 17
	171 - 180	PROGRAM 18
	181 - 190	PROGRAM 19
	191 - 200	PROGRAM 20
	201 - 210	PROGRAM 21
	211 - 220	PROGRAM 22
	221 - 230	PROGRAM 23
	231 - 240	PROGRAM 24
	241 - 250	PROGRAM 25
	251 - 255	GRADIENT EFFECT
12		PROGRAM SPEED
	0 - 255	SLOW - FAST
13	0 - 225	PAN/TILT MOVEMENT SPEED
	226 - 235	MAX TO MIN. SPEED
	246 - 255	BLACKOUT BY MOVEMENT
		NO FUNCTION
14		LAMP ON/OFF, RESET & PROGRAMS
	0 - 79	NORMAL
	80 - 84	ALL MOTOR RESET
	85 - 96	NO FUNCTION

Illusion Dotz 4.4		14 Channel DMX Mode
Channel	Value	Function
14		LAMP ON/OFF, RESET & PROGRAMS
	97 - 99	OTHER 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	SOUND ACTIVE PROGRAM

Illusion Dotz 4.4		59 Channel DMX Mode
Channel	Value	Function
1	0 - 255	PAN MOVEMENT 8bit
2	0 - 255	PAN FINE 16bit
3	0 - 255	TILT MOVEMENT 8bit
4	0 - 255	TILT FINE 16bit
5	0 - 255	RED 1 0% - 100%
6	0 - 255	GREEN 1 0% - 100%
7	0 - 255	BLUE 1 0% - 100%
8	0 - 255	RED 2 0% - 100%
9	0 - 255	GREEN 2 0% - 100%
10	0 - 255	BLUE 2 0% - 100%
11	0 - 255	RED 3 0% - 100%
12	0 - 255	GREEN 3 0% - 100%
13	0 - 255	BLUE 3 0% - 100%
14	0 - 255	RED 4 0% - 100%
15	0 - 255	GREEN 4 0% - 100%
16	0 - 255	BLUE 4 0% - 100%
17	0 - 255	RED 5 0% - 100%
18	0 - 255	GREEN 5 0% - 100%
19	0 - 255	BLUE 5 0% - 100%

Illusion Dotz 4.4		59 Channel DMX Mode
Channel	Value	Function
20	0 - 255	RED 6 0% - 100%
21	0 - 255	GREEN 6 0% - 100%
22	0 - 255	BLUE 6 0% - 100%
23	0 - 255	RED 7 0% - 100%
24	0 - 255	GREEN 7 0% - 100%
25	0 - 255	BLUE 7 0% - 100%
26	0 - 255	RED 8 0% - 100%
27	0 - 255	GREEN 8 0% - 100%
28	0 - 255	BLUE 8 0% - 100%
29	0 - 255	RED 9 0% - 100%
30	0 - 255	GREEN 9 0% - 100%
31	0 - 255	BLUE 9 0% - 100%
32	0 - 255	RED 10 0% - 100%
33	0 - 255	GREEN 10 0% - 100%
34	0 - 255	BLUE 10 0% - 100%
35	0 - 255	RED 11 0% - 100%
36	0 - 255	GREEN 11 0% - 100%

Illusion Dotz 4.4		59 Channel DMX Mode
Channel	Value	Function
37	0 - 255	BLUE 11 0% - 100%
38	0 - 255	RED 12 0% - 100%
39	0 - 255	GREEN 12 0% - 100%
40	0 - 255	BLUE 12 0% - 100%
41	0 - 255	RED 13 0% - 100%
42	0 - 255	GREEN 13 0% - 100%
43	0 - 255	BLUE 13 0% - 100%
44	0 - 255	RED 14 0% - 100%
45	0 - 255	GREEN 14 0% - 100%
46	0 - 255	BLUE 14 0% - 100%
47	0 - 255	RED 15 0% - 100%
48	0 - 255	GREEN 15 0% - 100%
49	0 - 255	BLUE 15 0% - 100%
50	0 - 255	RED 16 0% - 100%
51	0 - 255	GREEN 16 0% - 100%
52	0 - 255	BLUE 16 0% - 100%
53	0 - 31	SHUTTER & STROBE LED'S OFF

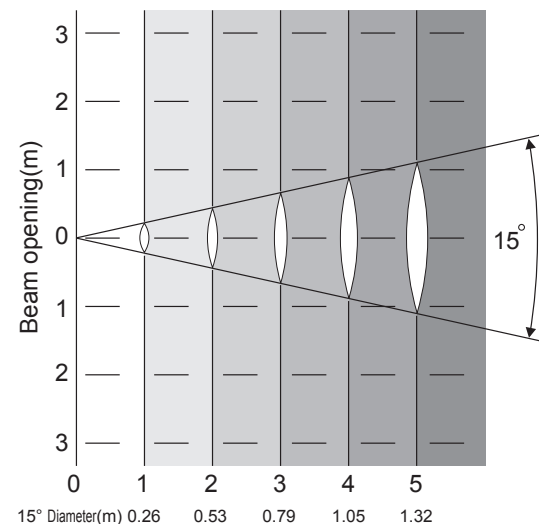
Illusion Dotz 4.4		59 Channel DMX Mode
Channel	Value	Function
53	32 - 63 64 - 95 96 - 127 128 - 159 160 - 191 192 - 223 224 - 255	SHUTTER & STROBE LED'S ON STROBING SLOW - FAST LED'S ON PULSE EFFECT IN SEQUENCES LED'S ON RANDOM STROBE SLOW - FAST LED'S ON
54	0 - 255	DIMMER INTENSITY 0% - 100%
55	0 - 20 21 - 40 41 - 60 61 - 80 81 - 100 101 - 255	DIMMER CURVES STANDARD STAGE TV ARCHITECTURAL THEATRE DEFAULT TO UNIT SETTING
56	0 - 10 11 - 20 21 - 30 31 - 40 71 - 80 81 - 90 91 - 100 101 - 110 111 - 120 121 - 130 131 - 140 141 - 150 151 - 160 161 - 170 171 - 180 181 - 190	AUTO PROGRAMS PROGRAM 1 PROGRAM 2 PROGRAM 3 PROGRAM 4 PROGRAM 8 PROGRAM 9 PROGRAM 10 PROGRAM 11 PROGRAM 12 PROGRAM 13 PROGRAM 14 PROGRAM 15 PROGRAM 16 PROGRAM 17 PROGRAM 18 PROGRAM 19

Illusion Dotz 4.4		59 Channel DMX Mode
Channel	Value	Function
56		AUTO PROGRAMS
	181 - 190	PROGRAM 19
	191 - 200	PROGRAM 20
	201 - 210	PROGRAM 21
	211 - 220	PROGRAM 22
	221 - 230	PROGRAM 23
	231 - 240	PROGRAM 24
	241 - 250	PROGRAM 25
	251 - 255	GRADIENT EFFECT
57	0 - 255	PROGRAM SPEED SLOW - FAST
58	0 - 225	PAN/TILT MOVEMENT SPEED MAX TO MIN. SPEED
	226 - 235	BLACKOUT BY MOVEMENT
	246 - 255	NO FUNCTION
59	0 - 79	LAMP ON/OFF, RESET & PROGRAMS NORMAL
	80 - 84	ALL MOTOR RESET
	85 - 96	NO FUNCTION
	97 - 99	OTHER 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	SOUND ACTIVE PROGRAM

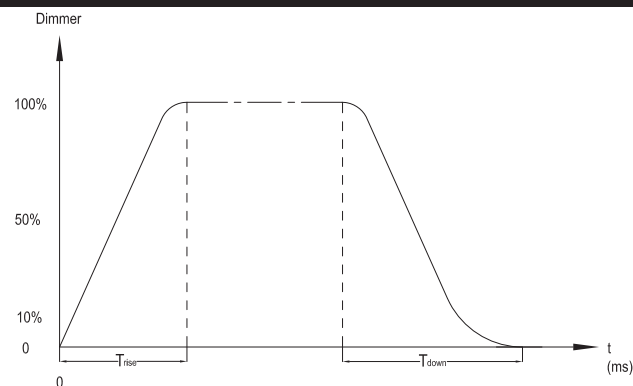
## Illusion Dotz 4.4 Photometric Chart

Intensity(LUX)

Red LEDs	9160	4090	2020	1280	832
Green LEDs	11610	4850	2480	1580	1036
Blue LEDs	16700	6730	3530	2060	1470
Full LEDs	47700	19200	9700	5410	3540



## Illusion Dotz 4.4 Dimmer Curve Chart



Ramp Effect	0S (Fade Time)		1S (Fade Time)	
	$T_{rise}$ (ms)	$T_{down}$ (ms)	$T_{rise}$ (ms)	$T_{down}$ (ms)
Standard	0	0	0	0
Stage	780	1100	1540	1660
TV	1180	1520	1860	1940
Architectural	1380	1730	2040	2120
Theatre	1580	1940	2230	2280



## Illusion Dotz 4.4

## Fuse Replacement

**Fuse Replacement:** Locate and remove the unit's power cord. Once the cord has been removed located the fuse holder located inside the power socket. Insert a flat-head screw driver into the power socket and gently pry out the fuse holder. Remove the bad fuse and replace with a new one. The fuse holder has a built-in socket for a spare fuse be sure not to confuse the spare fuse with active fuse.

## Illusion Dotz 4.4

## Cleaning

**Fixture Cleaning:** Due to fog residue, smoke, and dust cleaning the internal and external optical lenses and mirror should be carried out periodically to optimize light output. Cleaning frequency depends on the environment in which the fixture operates (i.e. smoke, fog residue, dust, dew). In heavy club use we recommend cleaning on a monthly basis. Periodic cleaning will ensure longevity, and crisp output.

1. Use normal glass cleaner and a soft cloth to wipe down the outside casing.
2. Use a brush to wipe down the cooling vents and fan grill.
3. Clean the external optics and mirror with glass cleaner and a soft cloth every 20 days.
4. Clean the internal optics with glass cleaner and a soft cloth every 30-60 days.
5. Always be sure to dry all parts completely before plugging the unit back in.

## Illusion Dotz 4.4

## Trouble Shooting

**Trouble Shooting:** Listed below are a few common problems that you may encounter, with solutions.

### ***No light output from the unit;***

1. Be sure the external fuse has not blown. The fuse is located on the bottom panel of the unit.
2. Be sure the fuse holder is completely and properly seated.

### ***Unit does not respond to sound;***

1. Low frequencies (bass) should cause the unit to react to sound. Tapping on the microphone, quiet or high pitched sounds may not activate the unit.

## Illusion Dotz 4.4

## Warranty

### MANUFACTURER'S LIMITED WARRANTY

- A. ADJ Products, LLC hereby warrants, to the original purchaser, ADJ Products, LLC products to be free of manufacturing defects in material and workmanship for a prescribed period from the date of purchase (see specific warranty period on reverse). This warranty shall be valid only if the product is purchased within the United States of America, including possessions and territories. It is the owner's responsibility to establish the date and place of purchase by acceptable evidence, at the time service is sought.
- B. **For warranty service you must obtain a Return Authorization number (RA#) before sending back the product—please contact ADJ Products, LLC Service Department at 800-322-6337.** Send the product only to the ADJ Products, LLC factory. All shipping charges must be pre-paid. If the requested repairs or service (including parts replacement) are within the terms of this warranty, ADJ Products, LLC will pay return shipping charges only to a designated point within the United States. If the entire instrument is sent, it must be shipped in its original package. No accessories should be shipped with the product. If any accessories are shipped with the product, ADJ Products, LLC shall have no liability whatsoever for loss of or damage to any such accessories, nor for the safe return thereof.
- C. This warranty is void if the serial number has been altered or removed; if the product is modified in any manner which ADJ Products, LLC concludes, after inspection, affects the reliability of the product; if the product has been repaired or serviced by anyone other than the ADJ Products, LLC factory unless prior written authorization was issued to purchaser by ADJ Products, LLC; if the product is damaged because not properly maintained as set forth in the instruction manual.
- D. This is not a service contract, and this warranty does not include maintenance, cleaning or periodic check up. During the period specified above, ADJ Products, LLC will replace defective parts at its expense with new or refurbished parts, and will absorb all expenses for warranty service and repair labor by reason of defects in material or workmanship. The sole responsibility of ADJ Products, LLC under this warranty shall be limited to the repair of the product, or replacement thereof, including parts, at the sole discretion of ADJ Products, LLC. All products covered by this warranty were manufactured after August 15, 2012, and bear indentifying marks to that effect.
- E. ADJ Products, LLC reserves the right to make changes in design and/or improvements upon its products without any obligation to include these changes in any products theretofore manufactured.

No warranty, whether expressed or implied, is given or made with respect to any accessory supplied with products described above. Except to the extent prohibited by applicable law, all implied warranties made by ADJ Products, LLC in connection with this product, including warranties of merchantability or fitness, are limited in duration to the warranty period set forth above. And no warranties, whether expressed or implied, including warranties of merchantability or fitness, shall apply to this product after said period has expired. The consumer's and/or Dealer's sole remedy shall be such repair or replacement as is expressly provided above; and under no circumstances shall ADJ Products, LLC be liable for any loss or damage, direct or consequential, arising out of the use of, or inability to use, this product.

This warranty is the only written warranty applicable to ADJ Products, LLC Products and supersedes all prior warranties and written descriptions of warranty terms and conditions heretofore published.

### MANUFACTURER'S LIMITED WARRANTY PERIODS:

- **Lighting Products = 1-year (365 days) Limited Warranty** (Such as: Special Effect Lighting, Intelligent Lighting, UV lighting, Strobe, Fog Machines, Bubble Machines, Mirror Balls, Par Cans, Trussing, Lighting Stands etc. excluding LED and lamps)
- **Laser Products = 90-Day Limited Warranty**
- **L.E.D. Products = 2-year (730 days) Limited Warranty** (excluding motors, PCB boards, and power supplies, which have a 1-year (365 day Limited Warranty) and batteries which have a 180 day limited warranty).



**Illusion Dotz 4.4****Specifications**

<b>Model:</b>	<b>Illusion Dotz 4.4</b>
<b>Voltage:</b>	100~240V, 50/60Hz
<b>LEDs:</b>	16 x 30W RGB COB LEDs
<b>Power Consumption:</b>	468W
<b>Power Cord Daisy Chain:</b>	3 Fixtures Max. (120V) 5 Fixtures Max. (220V)
<b>Dimensions:</b>	16.5"(L) x 6"(W) x 15"(H) 414mm x 153mm x 376mm
<b>Weight:</b>	18 Lbs. / 7.8 kgs.
<b>Fuse:</b>	6.3A
<b>Duty Cycle:</b>	None
<b>DMX:</b>	3 DMX Channel Modes: 12 Channels, 14 Channels, or 59 Channels
<b>Sound Active:</b>	Yes
<b>Working Position:</b>	Any Safe, Secure Position
<b>Warranty:</b>	2 Year (730 days)

**Auto Sensing Voltage:** *This fixture contains a electronic voltage switch, which will auto sense the voltage when it is plugged into the power source.*

**Please Note:** *Specifications and improvements in the design of this unit and this manual are subject to change without any prior written notice.*

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