

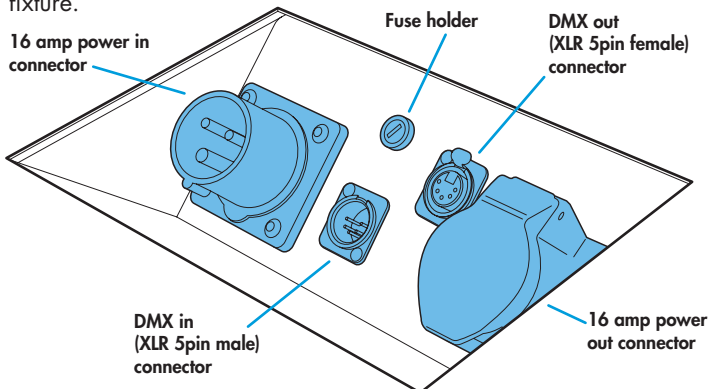
General set up

- 1 Mount the fixture in the required position using the supplied yoke or optional brackets (when multiple fixtures are joined).

Important

- When the fixture is suspended off ground, always use a safety wire rated to a minimum of 80kg (176lbs) around the yoke.
- Do not position the fixture close to fog machines. The fog oil mist will be drawn in by the cooling fan and will short-out important components. The warranty will be void for all fixtures returned in such a condition.

- 2 Connect the power in and DMX in connectors at the rear of the fixture.



- 3 Where multiple fixtures are to be daisy-chained, connect power out and DMX cables at the rear of the fixture.

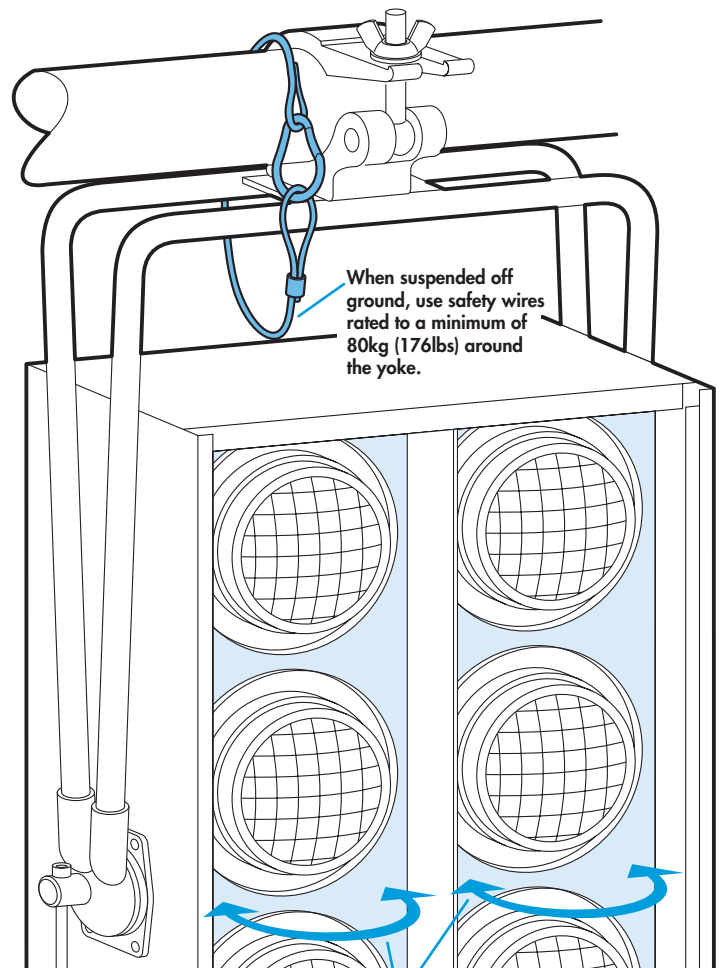
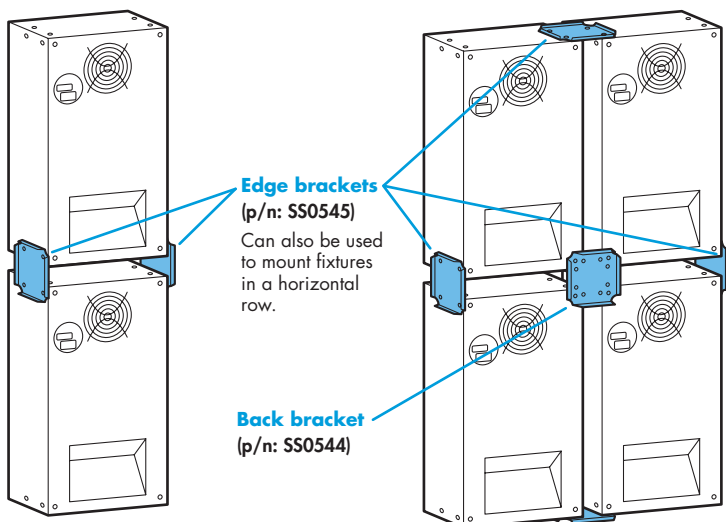
Important

- When daisy-chaining fixtures, do not exceed a total load of 3kW in a single daisy chain (subject to supply and cabling restrictions). Each PixelEight fixture has a maximum power requirement of 200 watts.

- 4 When all fixtures are connected, apply power.
- 5 Use the control panel to access the internal menu and choose the appropriate operation mode and related settings (see over).
 - To optionally clear all previous settings: On the control panel, press the middle two buttons (⬅️ and ➡️) while the DMX address is displayed (e.g. *ADD 1*, *ADD 2*, etc). The four digit display will show *FACT* then *SET* to indicate that the fixture has been returned to its default condition.

Joining multiple fixtures

Optional brackets are available to allow PixelEight fixtures to be combined in a variety of ways:



The left and right cell mounts can be swivelled to allow independent focussing of the beams.

Operation modes

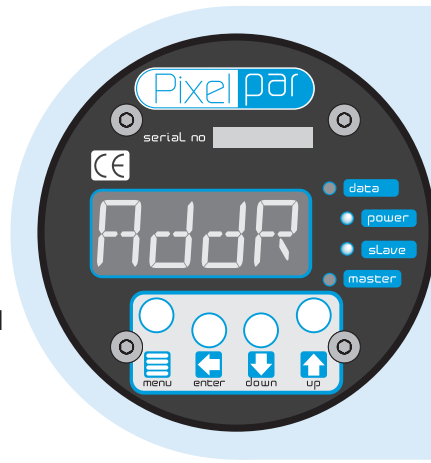
The PixelEight provides a range of operation modes. These are selected using the *ModE* section of the control menu:

- DMX** Allows RGB control of all cells via DMX input. Using the *RES* (resolution) option you can determine the number of DMX channels required, from 24 channels down to just 3 (the number of cells addressed by each channel are adjusted accordingly). Internal chase effects are not available within this mode. An optional master intensity requires a further DMX channel when enabled.
- MANU** Provides RGB colour mixing independently of any external control. Use the internal control menu (*MAN* section) to select the required colour values.
- EF M** Allows the display of the dual internal chase effects, independently of any external control. Use the internal control menu (*PRG* section) to select the required chase effects, speeds and cross fades.
- 24+E** Provides control of RGB mixing of all 8 cells individually and selection of the dual internal chase effects via DMX input. Requires 31 DMX channels in total.
- 3+E** Provides control of RGB mixing of all 8 cells collectively and selection of the dual internal chase effects via DMX input. Requires 10 DMX channels in total.

PixelEight personalities are available for a variety of controllers. Please see www.pixelrange.co.uk for details.

General notes

- Ensure that only one DMX device in the chain is set as master (e.g. the lighting desk). The fixture is usually set to slave mode **slave**.
- The fixture is shipped with the DMX address set to **001**.
- If the fixture is used as a master, DMX transmission will only occur when the DMX address is displayed (e.g. **001**, **002**, etc).
- The four digit display can be set to fade out after 60 seconds, press **menu** to resume. To alter this mode: **PERS > DISP**.



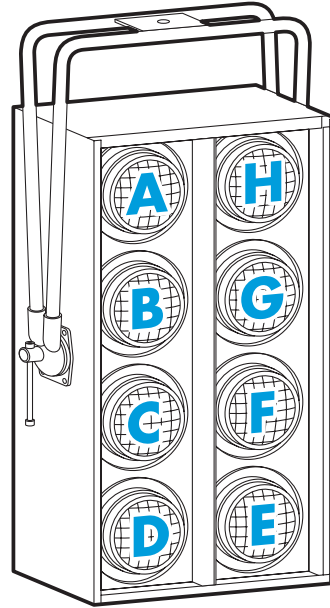
Using the control menu

- When not in the menu, the four digit display shows the current DMX address e.g. **0001**
- Press **menu** to enter the menu. The four digit display will show **Addr**.
- Use **down** and **up** to move between menu options (or to change a value within an option).
- Press **enter** to enter an option (or to fix a changed value within an option and return to the previous option level). *Note: If you do not press **enter** to fix a value, operation will revert to the previously set mode at the next power on.*
- Press **menu** to exit from a menu option (and eventually exit the menu completely).

Chase effects

This section describes each of the 31 internal chase effects that are selectable either via the control menu (**PERS > [1/2] > EFEC**) or using DMX values sent from an external source. To use the internal effects, set the **Mode** option either to **EF M** (to control effects via the menu) or **3+E** or **24+E** (to control effects externally via DMX).

DMX value	EFEC value	Chase effect description
0-7	00	Off
8-15	01	Rainbow chase down
16-23	02	Rainbow chase up
24-31	03	White single cell chase down
32-39	04	White single cell chase up
40-47	05	White single cell chase scatter
48-55	06	50/50 duty cycle strobe white
56-63	07	50/50 duty cycle strobe red
64-71	08	50/50 duty cycle strobe blue
72-79	09	50/50 duty cycle strobe yellow
80-87	10	50/50 duty cycle strobe green
88-95	11	Pulse strobe white
96-103	12	Pulse strobe blue
104-111	13	Pulse strobe rainbow
112-119	14	Pulse strobe red/green/blue
120-127	15	Primary/secondary chase
128-135	16	Rainbow chase
136-143	17	Yellow/blue chase
144-151	18	Red/green/blue wipe
152-159	19	Yellow/blue alternate cell chase
160-167	20	Red/blue cell chase - left/right split
168-175	21	Rainbow chase down
176-183	22	Red wipe - left/right split
184-191	23	Green wipe - left/right split
192-199	24	Blue wipe - left/right split
200-207	25	Static orange
208-215	26	Static yellow
216-223	27	Static light blue
224-231	28	Static purple
232-239	29	Static red
240-247	30	Static green
248-255	31	Static blue



DMX channel and cell layouts

This section shows the different ways, when using **dm11** mode, that the 8 cells can be mapped to varying numbers of DMX channels using the **PERS > RES** option.

The first channel of the fixture occurs at the DMX address selected using **Addr** and successive channels for the fixture follow from there.

Mode **24+E** uses the same RGB mapping as the **24CH** layout and mode **3+E** uses the same RGB mapping as the **3CH** layout, however, the master intensity channels for these modes are different. The **24+E** and **3+E** modes also use additional channels for control of internal chase effects (see the section below).

Cells	R	G	B	Master intensity*
PERS > RES = 24CH				
A	1	2	3	25
B	4	5	6	
C	7	8	9	
D	10	11	12	
E	13	14	15	
F	16	17	18	
G	19	20	21	
H	22	23	24	
PERS > RES = 12CH				
A	1	2	3	13
B	4	5	6	
C	7	8	9	
D	10	11	12	
E				
F				
G				
H				
PERS > RES = 6:2CH				
A	1	2	3	7
B				
C				
D				
E				
F				
G				
H				
PERS > RES = 6LCH				
A	1	2	3	7
B				
C				
D				
E				
F				
G				
H				
PERS > RES = 3CH				
A	1	2	3	4
B				
C				
D				
E				
F				
G				
H				

(* Mode **dm11** only, when **PERS > MINT** is set to **dm11**)

Chase effects and master intensity channel layouts

The table below shows how the chase effects and master intensity controls are mapped to DMX channels for the **24+E** and **3+E** modes. Mode **dm11** does not use chase effects. The first channel of the fixture occurs at the DMX address selected using **Addr** and successive channels for the fixture follow from there.

Control	24+E	3+E
[1 Effect	Ch25	Ch4
[1 Speed	Ch26	Ch5
[1 Xfade	Ch27	Ch6
[2 Effect	Ch28	Ch7
[2 Speed	Ch29	Ch8
[2 Xfade	Ch30	Ch9
Master intensity	Ch31	Ch10

Control menu contents

<div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;"> ☰ </div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;"> Addr DMX 001 </div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;"> Info VER CPU 1 02 DISP 1 00 </div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;"> Prog C1 EFEC 00 XFAD 000 SPEd 000 LEVL 255 C2 EFEC 00 XFAD 000 SPEd 000 </div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;"> MAN RED 255 GRN 255 BLUE 255 </div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;"> PERS RES 24CH DATA SLAV MINT OFF RSET OFF dINT 15 DISP ON </div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;"> Mode DMX MANU EF M 24+E 3+E </div>	<div style="background-color: #e6f2ff; padding: 5px; margin-bottom: 5px;">Sets the base DMX address from which the control channels will begin.</div> <div style="background-color: #e6f2ff; padding: 5px; margin-bottom: 5px;">Shows the main processor software revision. No changes are possible within this option.</div> <div style="background-color: #e6f2ff; padding: 5px; margin-bottom: 5px;">Shows the display controller software revision. No changes are possible within this option.</div> <div style="background-color: #e6f2ff; padding: 5px; margin-bottom: 5px;">Selects the primary internal chase effect. See <i>Chase effects</i> for descriptions. Select Mode > EF M to show the selected chase.</div> <div style="background-color: #e6f2ff; padding: 5px; margin-bottom: 5px;">Selects the cross fade speed between the steps of the selected C1 chase effect.</div> <div style="background-color: #e6f2ff; padding: 5px; margin-bottom: 5px;">Selects the speed of the selected C1 chase effect.</div> <div style="background-color: #e6f2ff; padding: 5px; margin-bottom: 5px;">Selects the master intensity level of chase effects C1 and C2.</div> <div style="background-color: #e6f2ff; padding: 5px; margin-bottom: 5px;">Selects the secondary internal chase effect. See <i>Chase effects</i> for descriptions. Select Mode > EF M to show the selected chase.</div> <div style="background-color: #e6f2ff; padding: 5px; margin-bottom: 5px;">Selects the cross fade speed between the steps of the selected C2 chase effect.</div> <div style="background-color: #e6f2ff; padding: 5px; margin-bottom: 5px;">Selects the speed of the selected C2 chase effect.</div> <div style="background-color: #e6f2ff; padding: 5px; margin-bottom: 5px;">Sets the red intensity for all cells. Select Mode > MANU (manual) to show the result.</div> <div style="background-color: #e6f2ff; padding: 5px; margin-bottom: 5px;">Sets the green intensity for all cells. Select Mode > MANU (manual) to show the result.</div> <div style="background-color: #e6f2ff; padding: 5px; margin-bottom: 5px;">Sets the blue intensity for all cells. Select Mode > MANU (manual) to show the result.</div> <div style="background-color: #e6f2ff; padding: 5px; margin-bottom: 5px;">dmii mode only. Selects number of DMX channels required to control RGB in all cells. Options range from 24 through 12, 6 and 3. Cells are grouped together accordingly.</div> <div style="background-color: #e6f2ff; padding: 5px; margin-bottom: 5px;">Determines whether this fixture will act as a master controlling others. When controlled via DMX this fixture must be set to SLAV.</div> <div style="background-color: #e6f2ff; padding: 5px; margin-bottom: 5px;">dmii mode only. When set ON, this enables a master intensity at the channel that immediately follows the number set within the PERS > RES option.</div> <div style="background-color: #e6f2ff; padding: 5px; margin-bottom: 5px;">When set ON, this option scrolls through the primary colours at power on to demonstrate correct operation.</div> <div style="background-color: #e6f2ff; padding: 5px; margin-bottom: 5px;">Determines the intensity of the four digit control panel display and blue status indicators. Values range from 0 (dimpest) to 15 (brightest).</div> <div style="background-color: #e6f2ff; padding: 5px; margin-bottom: 5px;">When set to OFF, the control panel display will blank out 60 seconds after the menu is exited. The blue status indicators will remain active.</div> <div style="background-color: #e6f2ff; padding: 5px; margin-bottom: 5px;">RGB control for cells using variable DMX channels determined by PERS > RES setting. MINT set ON provides master intensity. No chase effects are selectable.</div> <div style="background-color: #e6f2ff; padding: 5px; margin-bottom: 5px;">Displays the resulting RGB levels (of all cells combined) that are set via the MANU section of the internal menu. External DMX control is not possible in this mode.</div> <div style="background-color: #e6f2ff; padding: 5px; margin-bottom: 5px;">Displays the chase effect(s) determined within the PRoG section. External DMX control is not possible in this mode.</div> <div style="background-color: #e6f2ff; padding: 5px; margin-bottom: 5px;">DMX Ch1 to 24: RGB for indiv. cells, Ch25 to 27: C1 Effect, Speed & Xfade, Ch28 to 30: C2 Effect, Speed & Xfade, Ch31: Master intensity.</div> <div style="background-color: #e6f2ff; padding: 5px; margin-bottom: 5px;">DMX Ch1 to 3: RGB for all cells, Ch4 to 6: C1 Effect, Speed & Xfade, Ch7 to 9: C2 Effect, Speed & Xfade, Ch10: Master intensity.</div>
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Troubleshooting

Fixture remains at blackout when illumination expected

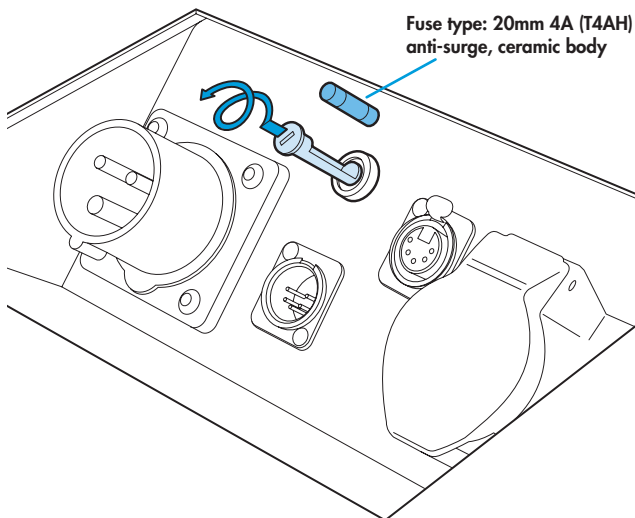
- The **power** indicator should be lit - if not, check the input power and fuse (see below).
- If live DMX is connected, the **data** indicator should be lit - if not, check the DMX cable and the desk output.
- Check that the selected **Mode** matches the desk personality being used.
- The master intensity channel for the current mode may be set at zero. For **diff** mode, check the setting of **PERS > MINT**.
- Ensure that only one DMX device in the chain is set as master (usually the lighting desk).
- Standalone chase effects: Effects programmed using **PRG > C 1** and **C 2** but the fixture is not in **Mode > EFM** mode. Check also that **PRG > LEVEL** is not set at zero.
- Standalone RGB mixing: Colour values set within **MAN** section but the fixture is not in **Mode > MANU** mode.

Unexpected cell illumination occurring

- When using **diff** mode: Check the setting of **PERS > RES**. See the section "DMX channel and cell layouts" on page 2 for an explanation of the various resolution modes.

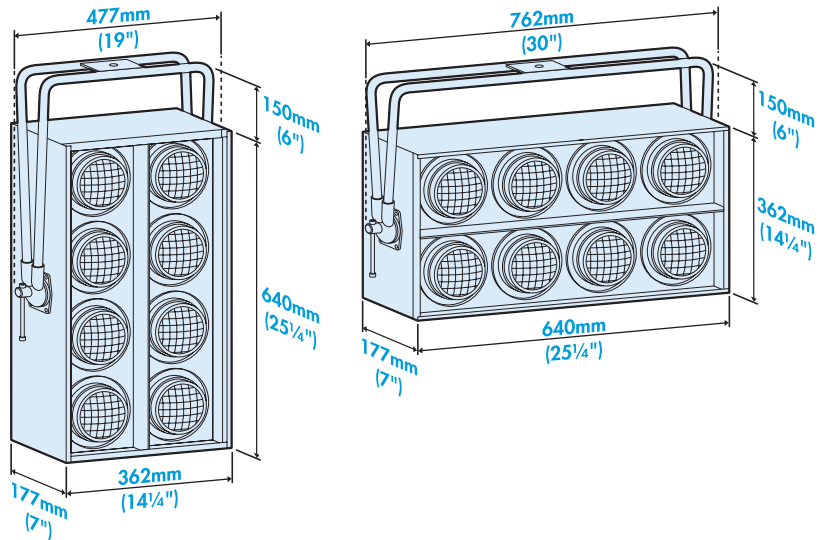
Fuse access

The single fuse is located next to the power and DMX connectors. Use a small flat blade screw driver to twist the fuse holder anticlockwise until the carrier can be extracted to reveal the fuse.



Specifications

Dimensions



Weight

Fixture alone:	13.5kg (30 lbs)
With yoke:	15.6kg (34½ lbs)

Power

Input voltage:	100 to 250V AC, 50 to 60Hz autosensing	
Connectors:	16 amp CEE Form 2Pole+Earth (input & output)	
Power requirements:	@ 230V/50Hz	@ 120V/60Hz
Standby	10 watts	10 watts
Maximum (const.)	200 watts	200 watts
Start up (peak*)	128 amps	64 amps

* The peak value occurs only at first power up and lasts only for a period measured in microseconds. Adjustments may need to be made to supply circuit breakers when multiple fixtures are daisy-chained, causing them all to draw the peak simultaneously.

Approvals



Miscellaneous

Enclosure rating:	IP20 (not protected against moisture ingress)
Control input:	USITT DMX512 on XLR 5-pin male socket (input connector pin out given below)

