

# NOVALIGHT

## NOVA-FLOWER

### DMX CHANNELS

CHANNELS:

- 1) COLOURS (ALL THE POSSIBLE COMBINATIONS) + RAINBOW
- 2) COLOURS MOTORS' SPEED
- 3) REFLECTOR'S SPEED
- 4) LAMP ON/OFF + RESET
- 5) SHUTTER
- 6) MAGENTA
- 7) CYAN
- 8) YELLOW
- 9) PAN 8 BEATS
- 10) TILT 8 BEATS
- 11) PAN 16 BEATS
- 12) TILT 16 BEATS
- 13) PAN SPEED
- 14) TILT SPEED

TO OPERATE CH. 6, 7 AND 8 SET CH. 1 IN A VALUE BETWEEN 0 AND 32.

**IMPORTANT: TOTAL RESET TIME: APPROX. 1 MIN.**

**NOVA-FLOWER**  
Moving Yoke

VOTAGE: 230V 50 OR 60 HZ (ON REQUEST)

POWER CONSUMPTION: 1450W  $\text{COS}\phi \geq 0,9$

WEIGHT: 88KG

CONTROL SYSTEM REQUIRED: DMX 512

TOTAL DMX CHANNELS REQUIRED: 14 (SEE THE DIAGRAM  
ENCLOSED)

STAND-ALONE PROGRAMMABLE BY THE DISPLAY BUTTONS IN THE  
BASE

8/16 BITS PAN/TILT RESOLUTION

MAX. PAN ANGLE: 540°

MAX. TILT ANGLE: 260°  
PAN SPEED: 540° IN 3,2 SEC.

TILT SPED: 260° IN 1,9 SEC.

IP RATE: 43 (WEATHERPROOF)

TYPE OF LAMP: OSRAM HMI 1200W/S


LAMP ON/OFF: BY DMX

COLOURS: 6 + WHITE AND CMY COLOR MIXING

SHUTTER

REFLECTOR'S ROTATION SPEED ADJUSTABLE BY DMX (BOTH  
DIRECTIONS)

TROLLEY FAST MOUNTING

ch.	name	DMX values
		0 16 32 48 64 80 96 112 128 144 160 176 192 208 224 240 255
1)	Colours Master	M-C-Y BLACK WHITE M B C G Y R Rainbow
2)	Colours Speed	max (min) (max)
3)	Reflector Speed	$\frac{F}{I}$ X (min) CW Rotation (max) $\frac{F}{I}$ X (min) CCW Rotation (max)
4)	Lamp & Reset	fly. Lamp Off Hysteresis Lamp On 
5)	Shutter	
6)	M	
7)	C	
8)	Y	
9)	Pan 8 bit	-270° 0° +270°
10)	Tilt 8 bit	-131° 0° 131°
11)	Pan 16 bit	-1° 0° +1°
12)	Tilt 16 bit	-½° 0° +½°
13)	Pan max speed adj.	$\frac{m}{s}$ x 0,3°/s 168°/s (max)
14)	Tilt max speed adj.	$\frac{m}{s}$ x 0,14°/s 90°/s (max)
		0 16 32 48 64 80 96 112 128 144 160 176 192 208 224 240 255

# **NOVA-FLOWER**

## HOW TO PROGRAM THE UNIT BY ITS PROPER DISPLAY

### **1) Display Functions**

It is possible to program the unit and get information about its status through the display located in the base.

The menu can be selected by pushing the MENU button. Once the desired menu appears, push the ENTER buttons + / - to modify the parameters. The new values will be stored immediately.

To exit from the secondary menu push the MENU button.

When the unit is switched on the display will show the last selected secondary menu.

### **2) How to use the display**

**2.1** If connected as “slave”, then the unit accepts DMX commands

#### **To receive the commands from the DMX**

- 1) Push the menu button until DATA appears
- 2) Push ENTER button
- 3) Axxx appears and xxx is the actual channel that can be changed by the +/- buttons

**2.2** If connected as “master”, then the unit sends DMX signals as a standard DMX controller and can control other units. The available channels are transmitted starting from the 001 address.

#### **How to set the DMX channels manually**

- 1) Push MENU button until MANU appears
- 2) Push ENTER button
- 3) Chxx appears and xx is the actual channel that can be changed by the +/- buttons
- 4) Push ENTER
- 5) Vnnn appears and nnn is the actual value of the xx channel that can be modified by the +/- buttons.
- 6) Repeat the steps from 2 to 5 for all the channels you wish to set

Note: the actual channels will not be recorded if the unit should be switched off.

#### **How to create a program**

- 1) Push MENU until PROG appears
- 2) Push ENTER
- 3) Styj appears and yy is the actual step that can be changed by the +/- buttons. Step 00 contains the values of the channels on which the unit stands

before starting the sequence of the program and it will be executed only the first time

- 4) Push ENTER
- 5) Chxx will appear and xx is the actual channel that can be changed by the +/- buttons
- 6) Push ENTER
- 7) Vnnn will appear and nnn is the value of the actual xx channel of the yy step that can be changed by the +/- buttons
- 8) Repeat steps from 2 to 7 for all the channels that you wish to set

Note: the last step that will run will be the last one that was selected during the programming.

#### How to run the program

- 1) Push MENU until GAME appears
- 2) Push ENTER
- 3) txxx will appear and xxx is the execution time (in seconds) of every single step that can be changed by the +/- buttons

#### How to modify the execution time of step 00

- 1) Push MENU until CONF appears
- 2) Push ENTER twice
- 3) txxx appears and xxx is the execution time (in seconds) of step 00 that can be changed by the +/- buttons

### 2.3) Configuration

- 1) Push MENU button until CONF appears
- 2) Push ENTER
- 3) rotx will appear and x is the 0° / 180° rotation that can be changed by the +/- buttons
- 4) Push ENTER
- 5) txxx will appear and xxx is the execution time (in seconds) of step 00 that can be changed by the +/- buttons
- 6) Push ENTER
- 7) Fxxx will appear and xxx is the time (in seconds) during which the unit stays on the last dmx command, in the case of loss of the dmx signal. It can be modified by the +/- buttons. Once this time will be expired the unit will stop on step 00  
IF THE VALUE WAS SET TO "F000" THEN THE UNIT WILL STAY ON THE LAST DMX COMMAND UNTIL THE DMX WILL BE CONNECTED AGAIN.
- 8) Push ENTER
- 9) dl x will appear. If x = 0, then the lamp works by dmx; if x = 1, then the dmx command for the lamp is disabled. See the different options in the section "HOW TO STRIKE THE LAMP"
- 10) Push ENTER
- 11) dr x will appear; if x = 0 then the reset will work; if x = 1 then the reset function is disabled.

## 2.4) Diagnosis

### **To visualise the received channels from the DMX**

- 1) Push Menu button until dMon appears
- 2) Push ENTER
- 3) Chxx appears and xx is the selected channel that can be changed by the +/- buttons
- 4) Push ENTER
- 5) Vnn will appear and nnn is the value received from the xx channel

### **To visualise the working time**

- 1) Push MENU until TIME appears
- 2) Push ENTER
- 3) hhhh will appear and hhhh is the total working time of the unit. After 9999 the counting will start again from 0000.

NOTE: WHY STEP 0?

When switching a group of slave units on and they are controlled by a master, a certain delay may happen. If the master is powered as first it immediately starts to run the program while the slaves could not be ready yet. Therefore it is important that the master waits a certain time before sending the data to the slaves to allow them to reset and be ready to work.

### **HOW TO STRIKE THE LAMP**

Here are some solutions

- 1) Lamp on by dedicated dmx channel: in the "Conf" menu set "dL 0"
- 2) Lamp always on: in the "Conf" menu set "dL 1" and in step 00 set channel 4 in a range between 128 and 191
- 3) Lamp on only when the dmx signal is present (then lamp stays on): in the "Conf" menu
- 4) Lamp on if dmx present, lamp off after 180 sec. If dmx not present: in the "Conf" menu set "dL 1" and "F180" and in the step 00 set channel 4 in a range between 16 and 63.