




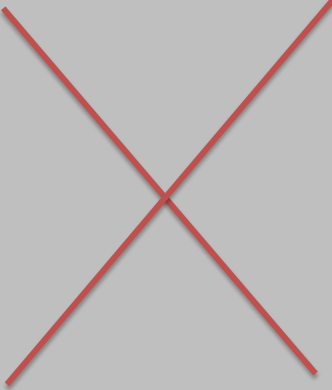
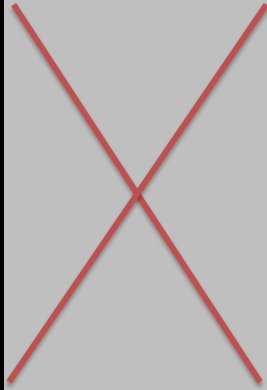
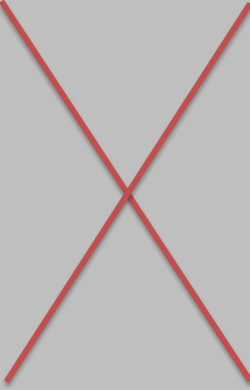





LRX Heads Operating Systems					
Operating System		OS:STATIONARY DOTS	OS:SEVEN SEGMENT	OS:SCROLLING (SCRL)	
Channels		 4	 16		 4
DMX Address Limit		512	512		255
Visual Identification		DOT - STATIONARY	7 SEGMENT	Moving Text	
DMX Profile	PAN	n+0	n+0	n+0 *	
	TILT	n+1	n+1	n+1 *	
	FOCUS	n+2	n+2	n+2 *	
	TROLLEY	n+3	n+3	n+3 *	
				n+4	
				n+5	
				n+6	
				n+7	
				n+8	
				n+9	
				n+10	
				n+11	
				n+12 = 100%	
				n+13 = 100% (MODE)	
				n+14	
				n+15	
DMX % (Motion)	STOP	<20%	25% - 50%		
	Direction 1:	20-40%	<25%	<30% (RIGHT)/DOWN	
	STOP	40-60%	25% - 50%	35-62%	
	Direction 2:	60-80%	>50%	>66% (LEFT)/UP	
	STOP	>80%	25% - 50%		
BASIC PROGRAMMING GUIDE:					
* OS : SCRL -> SELECT DMX MODE 1					
OS : SCRL - Programming (Scrolling screen unit)			Moving Display NOTE <255 ADDRESS DMX LIMIT		
To Select the Mode					
Press the SQUARE key, "M> (Menu)"					
Press the down ARROW, "Select Mode" (OPTION 1)					
Press CIRCLE to choose that option.					
Press DOWN ARROW to cycle option, CHOOSE DMX-1 (Important)					
Press the CIRCLE to accept					
To Select the Channel (Note 1-255 Only)					
Press the SQUARE key, "M> (Menu)"					
Press the down ARROW twice, "Select Number" (OPTION 2)					
Press CIRCLE to choose that option.					
Use the UP and DOWN keys to select the channel number					
Press the CIRCLE to accept					
OS : STATIONARY DOTS (STM)			This display has a stationary dotmatrix display		
Press SQUARE key to alternate FIX / DMX					
Choice will flash - this means it's not yet stored.					
Press UP/DOWN arrow to select channel.					
Press CIRCLE to store. (If you don't store it, it will revert to the previous setting)					
OS: 7 SEGMENT (HOWIE)			Fxx is handcontrol, xxx is lighting desk mode		
Press SQUARE key to alternate Fxx / xxx (x = number)					
Press UP/DOWN arrow to select channel.					
Press & Hold CIRCLE to store.					
(If you don't store it, it will revert to the previous setting)					