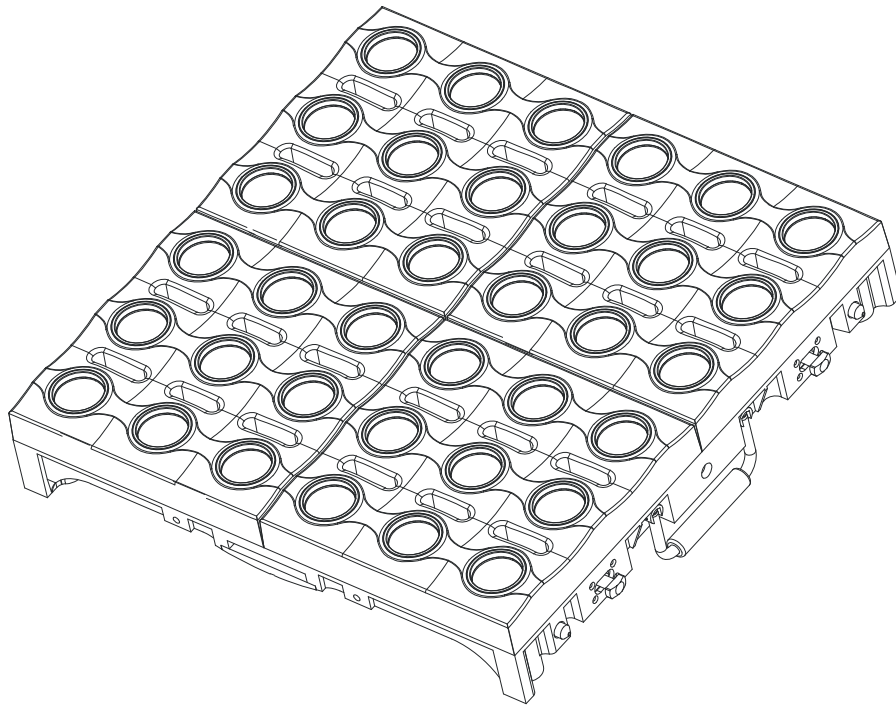




INFINITY MATRIX HEX



LED-MTX36 HEX

User Manual

Please read the instructions carefully before use

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1. Safety Instructions



Please read carefully the instruction, which includes important information about the installation, usage and maintenance.

WARNING

- Please keep this User Manual for future consultation. If you sell the fixture to another user, be sure that they also receive this instruction booklet.
- Please unpack and check carefully there is no transportation damage before using the fixture.
- Please disconnect main power before servicing and maintenance.
- The maximum ambient temperature is $T_a: 40^{\circ}\text{C}$. DO NOT operate it where the temperature is higher than this.
- DO NOT connect the device to any dimmer pack.
- The housing must be replaced if they are visibly damaged.
- Unit surface temperature may reach up to 85°C . Don't touch the housing bare-hand during its operation. Turn off the power and allow about 15 minutes for the unit to cool down before replacing or serving.
- There are no user serviceable parts inside the fixture. Do not open the housing or attempt any repairs by yourself. In the unlikely event your fixture may require service, please contact your nearest dealer.
- In the event of serious operating problem, stop using the fixture immediately. Never try to repair the fixture by yourself. Repairs carried out by unskilled people can lead to damage or malfunction. Please contact the nearest authorized technical assistance center. Always use the same type spare parts.

Warning:

- It's important to ground the yellow/green conductor to earth in order to avoid electric shock.
- DO NOT touch any wire during operation and there might be a hazard of electric shock.
- To prevent or reduce the risk of electrical shock or fire, do not expose the unit to rain or moisture.

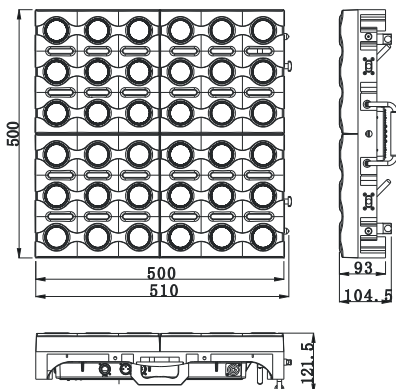
- DO NOT open the unit within five minutes after switching off.
- The housing, the lenses, or the ultraviolet filter must be replaced if they are visibly damaged.
- Do not look directly at the LED light beam while the fixture is on.

Caution:

There are no user serviceable parts inside the unit. DO NOT open the housing or attempt any repairs yourself. In the unlikely event your unit may require service, please contact your nearest dealer.

2. Technical Specifications

- DMX Channels: 3 / 4 / 144 / 216 channels mode
 - Control modes: DMX, ArtNet, Master/Slave, Sound Active
 - Data In/Out: 3-pin & 5-pin XLR sockets, ArtNet connectors
 - Dimmer: 0~100% smooth dimming
 - Infinite Matrix features professional LCD screen case for easy and quick installation; pixel control and powerful output, perfect for events, rentals and all kinds of shows.
- | | |
|-----------------------------|----------------------|
| ● Voltage: | AC 100~240V, 50/60Hz |
| ● Power consumption: | 173W |
| ● LED: | 36 x 3W RGBPYW LEDs |
| ● Fuse: | T6.3Amp |
| ● Beam Angle: | 45 Degree |
| ● Dimension: | 510 x 500 x122 mm |
| ● Weight: | 12.4 Kgs |



3. Accessories

Standard Accessories:

1. 1.5m POWERCON cable x 1pc
2. 1.5m CAT5e LAN cable x 1pc
3. Fastener x 1pc
4. M10 x 20 Hexagon socket screw x 4pcs

Optional Accessories:

1. 0.5m Hanging Bar x 1pc, Lifting belts x 1pc, Fixed plate for Hanging Bar x 2pcs, M10 x 25 Hexagon socket screw x 2pcs
2. Clamp C-200 (Different models of clamp can be chosen)
3. 8mm Allen Key
4. 1m POWERCON Connecting cable

4. Installation

4.1 Fixture Jointing

Before joint the fixtures, pull the handle downward as Figure 1 and Figure 2 showed below to hide the handle.

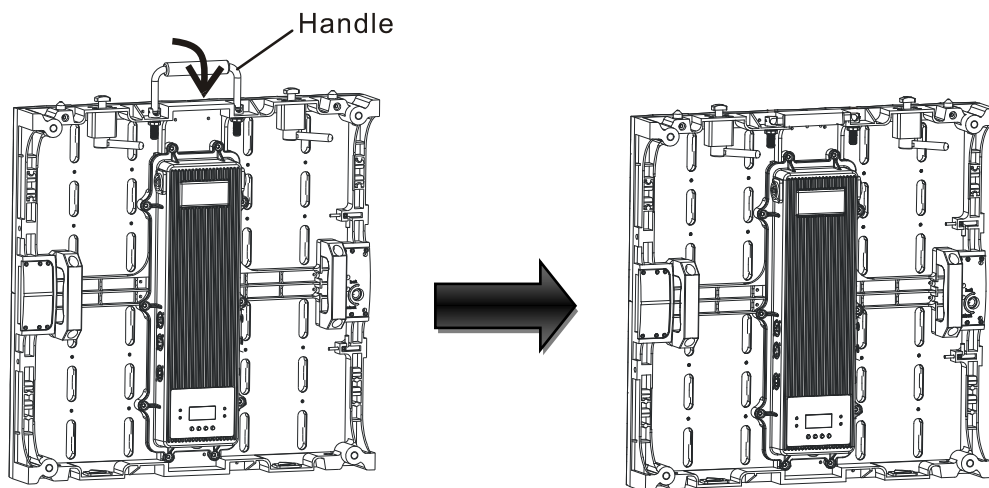


Figure 1

Figure 2

Horizontal Jointing:

Release the spring of the locating pin (A & B) so that two fixtures located (Step 1), and use L type Hexagon wrench to clockwise rotate the Lock Catch to the end to fasten two fixtures (Step 2).

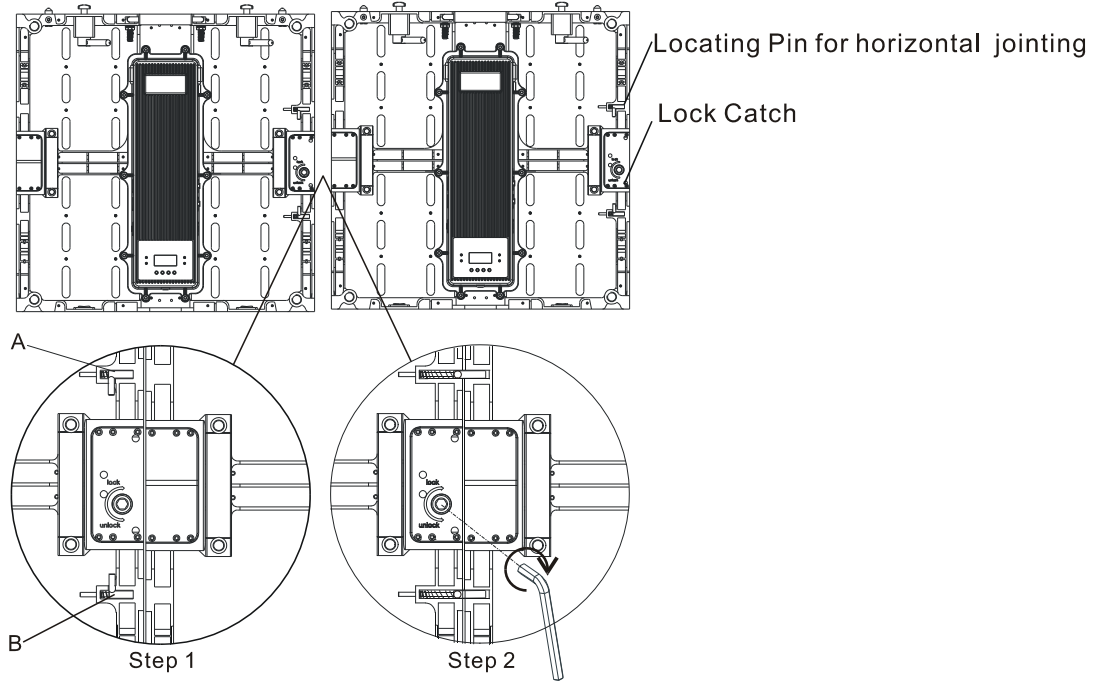


Figure 3

Vertical Jointing:

Plug the Locating Pin and the Quick lock into the corresponding holes to locate two fixtures (Step 1), and counter-clockwise rotate the stick of the lock to fasten two fixtures (Step 2 & Step 3).

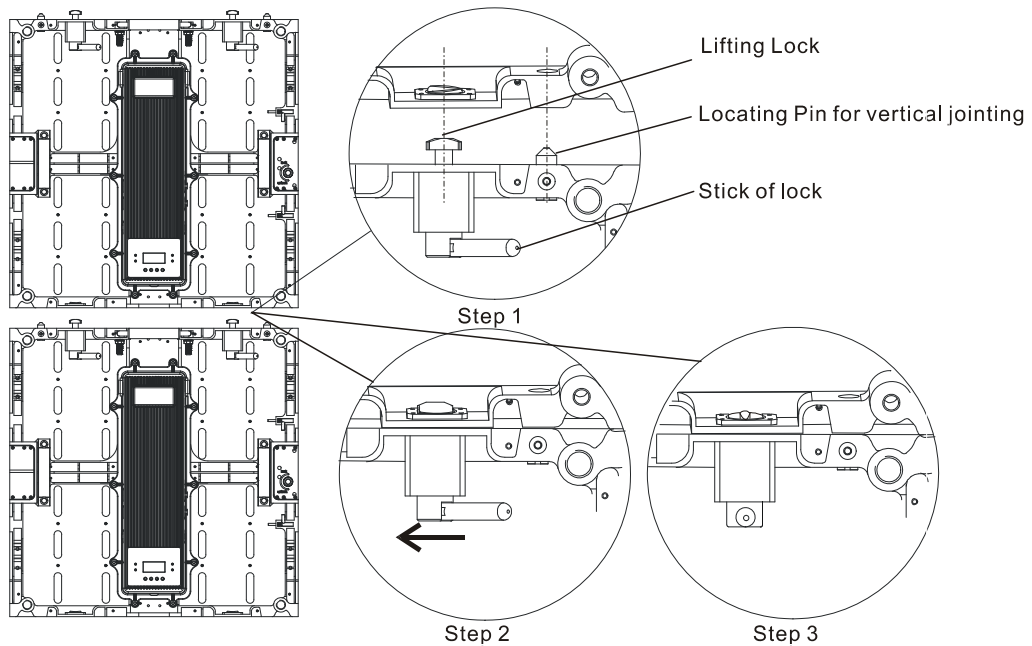


Figure 4

Jointing with Fastener

We provide one fastener for one fixture so you can also use fastener to combine and fix the fixtures to make them more firm. Please fix the fastener in different places as needed.

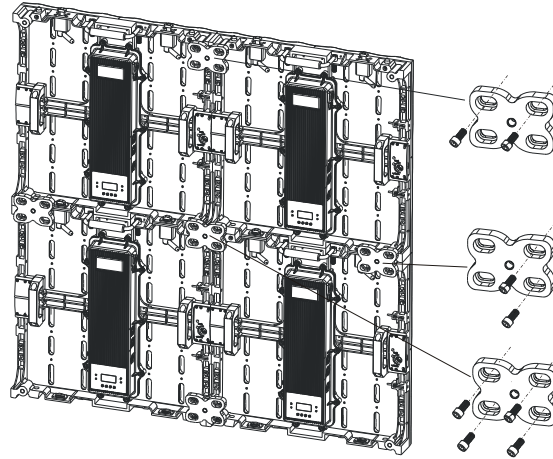


Figure 5

4.2 Fixture Hanging

The fixture also can be hanged by the Clamp or Hanging Bar.

Clamp (Only one fixture can be hanged)

Different models of clamp can be choose, C-200 for reference as below.

Bolt the clamp to the fixture with screw and nut through the hole in the head of the fixture. Hang it in the truss through the clamp.

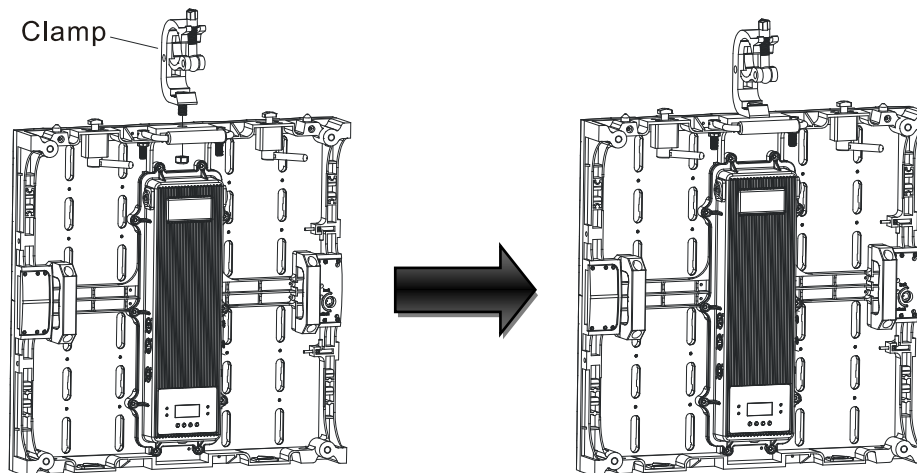


Figure 6

Figure 7

Hanging Bar (More than one fixture can be hanged. For one bar, max load $\leq 150\text{kg}$.)

Hang the fixture with Hanging Bar just as **Vertical Jointing** between two fixtures, plug the Locating Pin and the Quick lock into the corresponding holes of the Hanging Bar to locate the fixtures and the bar, and counter-clockwise rotate the stick of the Quick Lock to fasten them (Fixture 8). Then screw the Hexagon socket screws by the Allen key to fix the bar with the fixture (Fixture 9).

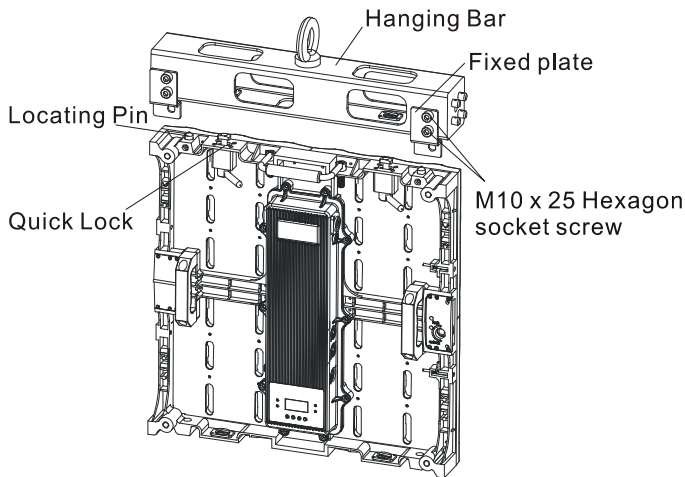


Figure 8

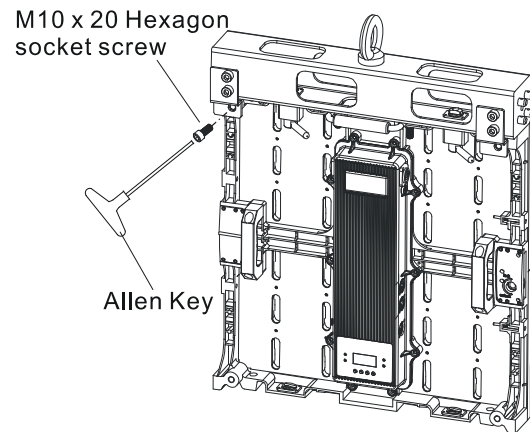


Figure 9

Plug the Locating Pin into the corresponding holes of another Hanging Bar to locate and combine the bars.

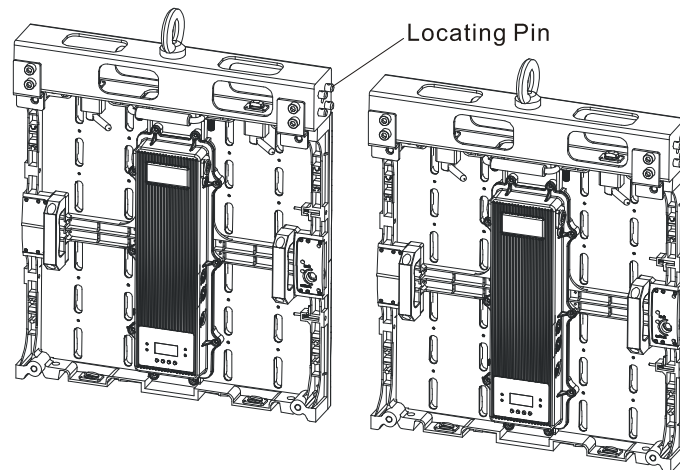
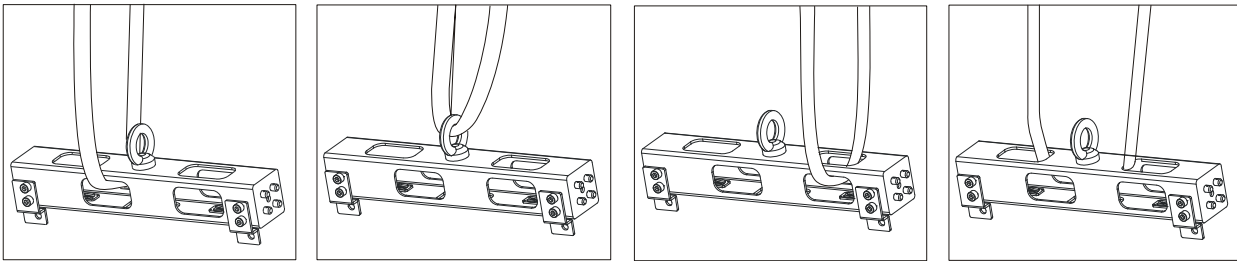


Figure 10

Note: We suggest that join the fixtures horizontal first, then combine them layer by layer.

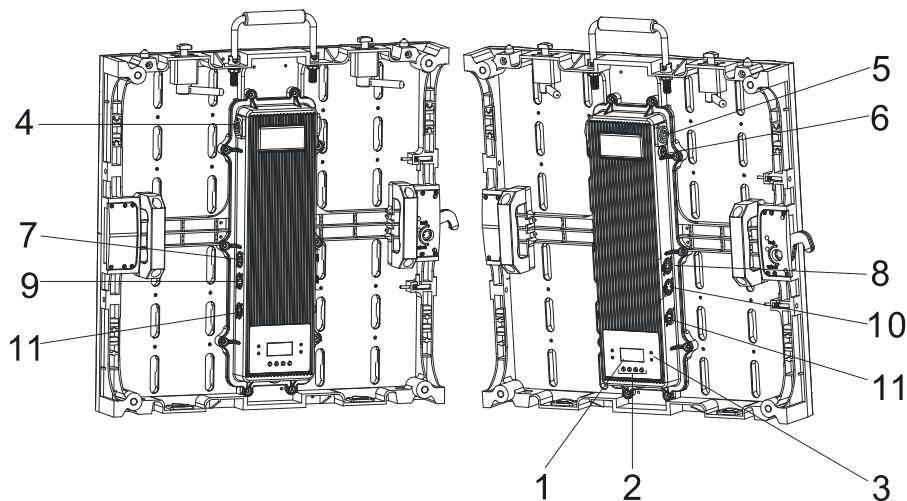
Use Lifting belts to hang the bar in different ways according to the installation conditions.

You can find below figures for reference:



5. How To Set The Unit

5.1 Control Panel



1. Display

To show the various menus and the selected functions;

2. Button

MENU	To select the programming functions
DOWN	To go backward in the selected functions
UP	To go forward in the selected functions
ENTER	To confirm the selected functions

3. LED

DMX	On	DMX input present
MASTER	On	Master Mode
SLAVE	On	Slave Mode
SOUND	Flash	Sound activation

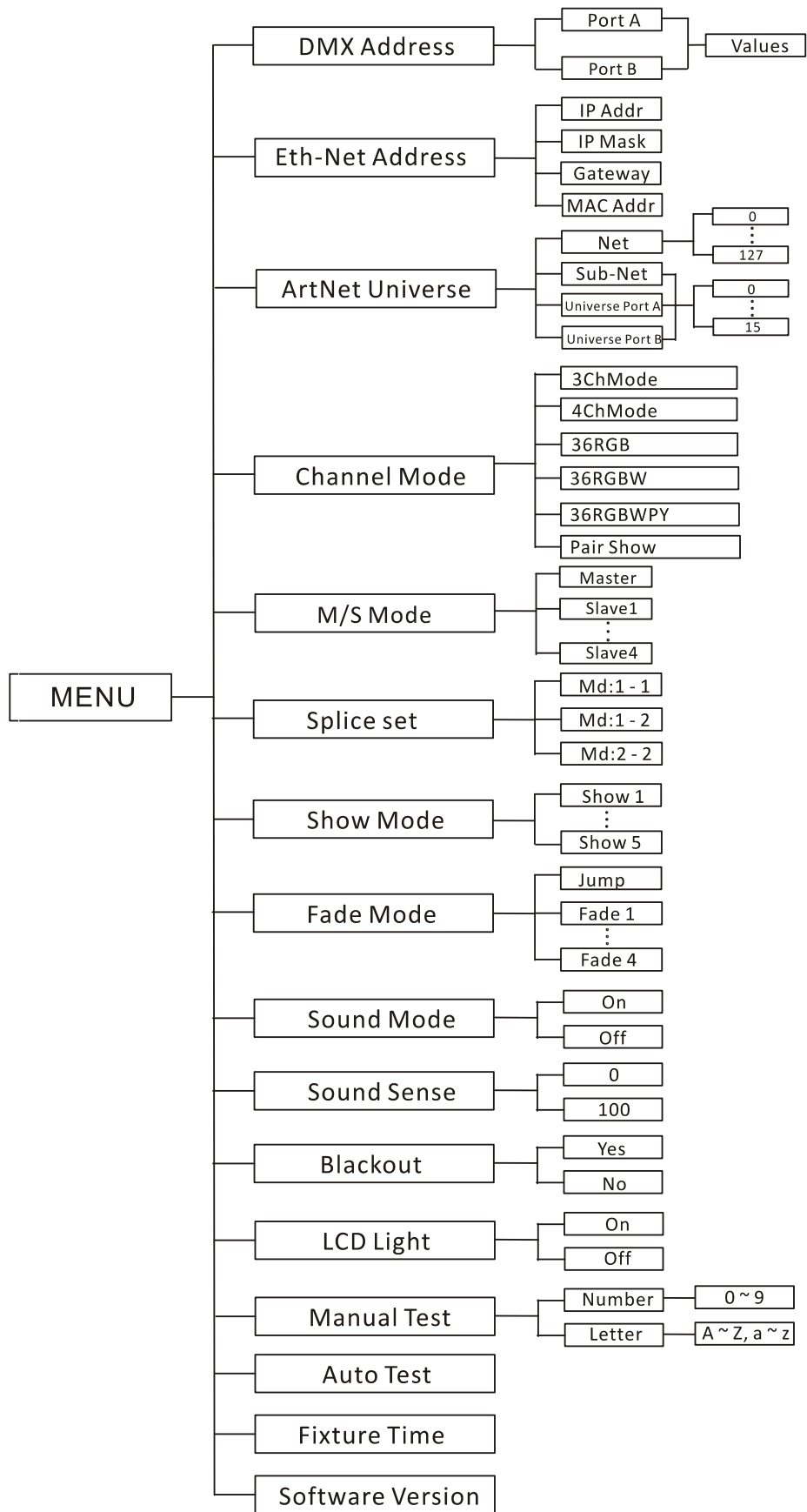
4. **Power In:** Connect to supply mains power;
5. **Power Out:** Connect to supply mains power for the next unit;
6. **Fuse(T6.3Amp):** Used to protect the unit from the damage of over current;
7. **3-pin DMX In:** For DMX512 link, use 3-pin XLR cable to link the unit and the DMX controller;
8. **3-pin DMX Out:** For DMX512 link, use 3-pin XLR cable to link the next unit and output DMX signal;
9. **5-pin DMX In:** For DMX 512 link, use 5-pin XLR cable to link the unit and the DMX controller;
10. **5-pin DMX Out:** For DMX 512 link, use 5-pin XLR cable to link the next unit and output DMX signal;
11. **NUTR RJ45 in/out:** Connect with the multimedia and use software to control the units via ArtNet.

5.2 Main Function

To select any of the given functions, press the **MENU** button up to when the required one is showing on the display. Select the function by the **ENTER** button and the display will blink. Use the **DOWN** and **UP** button to change the mode. Once the required mode has been selected, press the **ENTER** button to setup, to go back to the functions without any change press the **MENU** button again. Hold and press the **MENU** button about one second or wait for one minute to exit the menu mode.

Note: Under the master mode, hold the **ENTER** button and use the **DOWN** and **UP** button to adjust the dimmer for the show.

The main functions are showing below:



DMX Address

Select the **DMX Address**, press the **ENTER** button to confirm, the display will show the present address. Use the **UP** and **DOWN** button to select **Port A** or **Port B** (Port B only appears under **PairShow channel mode**) and adjust the address (The address value range will be different when select different channel mode), press the **ENTER** button to store. Press the **MENU** button back to the last menu or idling 30 seconds to exit menu mode.

Eth-Net Address

Select the **Eth-Net Address**, press the **ENTER** button to confirm. Use the **UP** and **DOWN** button to select **IP Addr**, **IP Mask**, **Gateway** and **MAC Addr**, press the **ENTER** button to set the value for these items. Press the **MENU** button back to the last menu or idling 30 seconds to exit menu mode.

ArtNet Universe

Select the **ArtNet Universe**, press the **ENTER** button to confirm. Use the **ENTER** button to select **Net**, **Sub-Net** or **Universe Port A** or **Universe Port B**, use the **UP** and **DOWN** button to set the value for these items. Press the **MENU** button back to the last menu or idling 30 seconds to exit menu mode.

Channel Mode

Select the **Channel Mode**, press the **ENTER** button to confirm, the display will show the present channel mode. Use the **UP** and **DOWN** button to adjust **3ChMode**, **4ChMode**, **36RGB**, **36RGBW**, **36RGBWPY** or **Pair Show**, press the **ENTER** button to store. Press the **MENU** button back to the last menu or idling 30 seconds to exit menu mode.

M/S Mode

Select the **M/S Mode**, press the **ENTER** button to confirm, the display will show the present channel mode. Use the **UP** and **DOWN** button to adjust **Master**, **Slave 1 ... Slave 4**, press the **ENTER** button to store. Press the **MENU** button back to the last menu or idling 30 seconds to exit menu mode.

Splice Set

Select the **Splice Set**, press the **ENTER** button to confirm, use the **UP** and **DOWN** button to select the **1-1 (1 unit)**, **1-2 (2 units connected)** or **2-2 (4 units connected)** mode, press the **ENTER** button to store. Press the **MENU** button back to the last menu or idling 30 seconds to exit menu mode.

Show Mode

Select the **Show Mode**, press the **ENTER** button to confirm, the present mode will blink on the display, use the **UP** and **DOWN** button to select the **Show 1** to **Show 5**, press the **ENTER** button to store. Press the **MENU** button back to the last menu or idling 30 seconds to exit menu mode.

Fade Mode

Select the **Fade Mode**, press the **ENTER** button to confirm, the present mode will blink on the display, use the **UP** and **DOWN** button to select the **Jump, Fade 1** to **Fade 4**, press the **ENTER** button to store. Press the **MENU** button back to the last menu or idling 30 seconds to exit menu mode.

Sound Mode

Select **Sound Mode**, press the **ENTER** button to confirm, the present mode will blink on the display, use the **UP** and **DOWN** button to select **On** or **Off**, press the **ENTER** button to store. Press the **MENU** button back to the last menu or idling 30 seconds to exit menu mode.

Sound Sense

Select **Sound Sense**, press the **ENTER** button to confirm, the present mode will blink on the display, use the **UP** and **DOWN** button to adjust the value from **1** or **100**, press the **ENTER** button to store. Press the **MENU** button back to the last menu or idling 30 seconds to exit menu mode.

Blackout

Select **Blackout**, press the **ENTER** button to confirm, the present mode will blink on the display, use the **UP** and **DOWN** button to select **Yes** or **No**, press the **ENTER** button to store. Press the **MENU** button back to the last menu or idling 30 seconds to exit menu mode.

LCD Light

Select **LCD Light**, press the **ENTER** button to confirm, the present mode will blink on the display,

use the **UP** and **DOWN** button to select **On** or **Off**, press the **ENTER** button to store. Press the **MENU** button back to the last menu or idling 30 seconds to exit menu mode.

Manual Test

Select **Manual Mode**, press the **ENTER** button to confirm, the present mode will blink on the display, use the **UP** and **DOWN** button to select the **Number** or **Letter**, press the **ENTER** button and use the **UP** and **DOWN** button to adjust the value from **0 ~ 9** and **A ~ Z, a ~ z**, press the **ENTER** button to store. Press the **MENU** button back to the last menu or idling 30 seconds to exit menu mode.

Auto Test

Select **test**, press the **ENTER** button to confirm, then the unit will test by itself. Press the **MENU** button back to the last menu.

Fixture Time

Press the **MENU** button up to when the **Fixture Time** is blinking on the display. Press the **ENTER** button and the display will show the number of working hours of the unit. To go back to the functions press the **MENU** button again.

Software Version

Press the **MENU** button up to when the **Software Version** is blinking on the display. Press the **ENTER** button and the display will show the version of software of the unit. To go back to the functions press the **MENU** button again.

6. How To Control The Unit

You can operate the unit in two ways:

1. By master/slave built-in preprogram function
2. By universal DMX controller
3. By multimedia software via ArtNet

No need to turn the unit off when you change the DMX address, as new DMX address setting will be affected at once.

6.1 Master/Slave Built In Preprogrammed Function

By linking the units in master/slave connection, the first unit will control the other units to give an automatic light show. You have to set the first unit in master mode and select Show 1 to Show 10. Its DMX input jack will have nothing plugged into it, and its master LED will be constantly on and sound LED will flash to the music.

6.2 DMX Controller

By using a universal DMX controller to control the units, you have to set DMX address from 1 to 512 so that the units can receive DMX signal.

Press the **MENU** button up to when the **DMX Address** is showing on the display. Pressing **ENTER** button and the display will blink. Use **DOWN** and **UP** button to change the DMX512 address. Once the address has been selected, press and keep **ENTER** button pressed up to when the display stops blinking or storing automatically 8 seconds later. To go back to the functions without any change press the **MENU** button again. If you use please refer to the following diagram to address your DMX512 channel for the first 4 units :

Channel mode	Unit 1 Address	Unit 2 Address	Unit 3 Address	Unit 4 Address
3 Channel	1	4	7	10
4 Channels	1	5	9	13
36RGB (108) Channels	1	109	217	325
36RGBW (144) Channels	1	145	289	433
36RGBWPY (216) Channels	1	217	433	/

6.3 ArtNet

By using multimedia software via ArtNet to control the units, you have to select channel mode 36 in the menu. Also set the Eth-Net address to make sure they are same with the multimedia service. If MAC address has conflict please use the random address.

6.4 DMX Configuration

3 Channels Mode:

Channel	Value	Function
1	000-255	Dimmer 0 - 100%
2	000-050 051-101 102-152 153-203 204-255	Fade Mode Jump Fade 1 Fade 2 Fade 3 Fade 4
3	000-007 008-055 056-103 104-151 152-199 200-247 248-255	Show Blackout Show 1 Show 2 Show 3 Show 4 Show 5 Stand alone (Trigger by sound)

4 Channels Mode:

Channel	Value	Function
1	000-255	Dimmer 0 - 100%
2	000-019 020-049 050-064 065-069 070-084 085-089 090-104 105-109 110-124 125-129 130-144 145-149 150-164 165-169 170-184 185-189 190-204 205-209 210-224 225-229 230-244 245-255	Strobe Close Open Strobe, slow to fast Open Fast close slow open Open Fast open slow close Open Random Strobe Open Random fast close slow open Open Random fast open slow close Open Burst pulse slow to fast Open Random Burst pulse Open sine wave Open Burst Open

3	000-014 015-047 048-095 096-135 136-175 176-215 216-255	Mode Blackout Full On Line effect (See Channel 4-1) Number 1 to 9 (See Channel 4-2) Letter A to Z (See Channel 4-3) Letter a to z (See Channel 4-4) Blackout
4-1	000-007 008-015 016-023 024-031 032-039 040-047 048-055 056-063 064-071 072-079 080-087 088-095 096-103 104-111 112-119 120-127 128-135 136-143 144-151 152-159 160-167 168-175 176-183 184-191 192-199 200-207 208-215 216-223 224-231 232-239 240-247 248-255	Line Effect (When CH3 between 048-095) No Function Effect 1 Effect 2 Effect 3 Effect 4 Effect 5 Effect 6 Effect 7 Effect 8 Effect 9 Effect 10 Effect 11 Effect 12 Effect 13 Effect 14 Effect 15 Effect 16 Effect 17 Effect 18 Effect 19 Effect 20 Effect 21 Effect 22 Effect 23 Effect 24 Effect 25 Effect 26 Effect 27 Effect 28 Effect 29 Effect 30 Effect 31
4-2	000-025 026-048	Number (When CH3 between 096-135) No function Number – 0

	049-071 072-094 095-117 118-140 141-163 164-186 187-209 210-232 233-255	Number – 1 Number – 2 Number – 3 Number – 4 Number – 5 Number – 6 Number – 7 Number – 8 Number – 9
4-3	000-021 022-030 031-039 040-048 049-057 058-066 067-075 076-084 085-093 094-102 103-111 112-120 121-129 130-138 139-147 148-156 157-165 166-174 175-183 184-192 193-201 202-210 211-219 220-228 229-237 238-246 247-255	Capital Letter (When CH3 between 136-175) No function Letter – A Letter – B Letter – C Letter – D Letter – E Letter – F Letter – G Letter – H Letter – I Letter – J Letter – K Letter – L Letter – M Letter – N Letter – O Letter – P Letter – Q Letter – R Letter – S Letter – T Letter – U Letter – V Letter – W Letter – X Letter – Y Letter – Z
4-4	000-021 022-030 031-039 040-048 049-057 058-066	Small Letter (When CH3 between 176-215) No function Letter – a Letter – b Letter – c Letter – d Letter – e

	067-075	Letter – f
	076-084	Letter – g
	085-093	Letter – h
	094-102	Letter – i
	103-111	Letter – j
	112-120	Letter – k
	121-129	Letter – l
	130-138	Letter –m
	139-147	Letter – n
	148-156	Letter – o
	157-165	Letter – p
	166-174	Letter – q
	175-183	Letter – r
	184-192	Letter – s
	193-201	Letter – t
	202-210	Letter – u
	211-219	Letter – v
	220-228	Letter – w
	229-237	Letter – x
	238-246	Letter – y
	247-255	Letter – z

36RGB Channels Mode:

Channel	Value	Function
1 - 108	000-255	Pixel 01 – Pixel 36 RGB Dimmer 0 - 100%

36RGBW Channels Mode:

Channel	Value	Function
1 - 144	000-255	Pixel 01 – Pixel 36 RGBW Dimmer 0 - 100%

36RGBWPY Channels Mode:

Channel	Value	Function
1 - 216	000-255	Pixel 01 – Pixel 36 RGBWPY Dimmer 0 - 100%

Pair Show Mode:

DMX Input 1 (Control by ArtNet)

Channel	Value	Function
1 – 108	000-255	Pixel 01 – Pixel 36 RGB Dimmer (<u>Valid when Input 2 CH1 on 036-095 or 166-235</u>) 0 - 100%

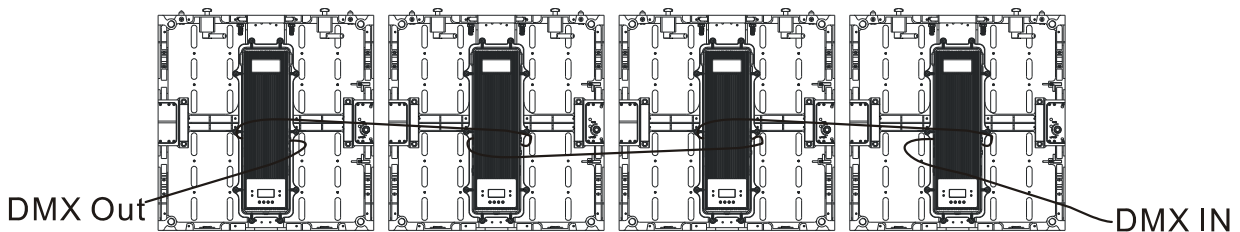
DMX Input 2 (Control by DMX console)

Channel	Value	Function
1		Function Control
	000-025	Blackout
	036-095	DMX Input 1 (Channel 1 - 108) is invalid, DMX Input 2 (Channel 2 - 109) is valid
	096-165	DMX Input 1 (Channel 1 - 108) is valid, DMX Input 2 (Channel 2 - 109) is invalid
	166-235	DMX Input 1 (Channel 1 - 108) is valid, DMX Input 2 (Channel 2 - 109) is valid
	236-255	Blackout
2 – 109		Pixel 01 – Pixel 36 WPY Dimmer (<u>Valid when Input 2 CH1 on 096-165 or 166-235</u>)
	000-255	0 - 100%

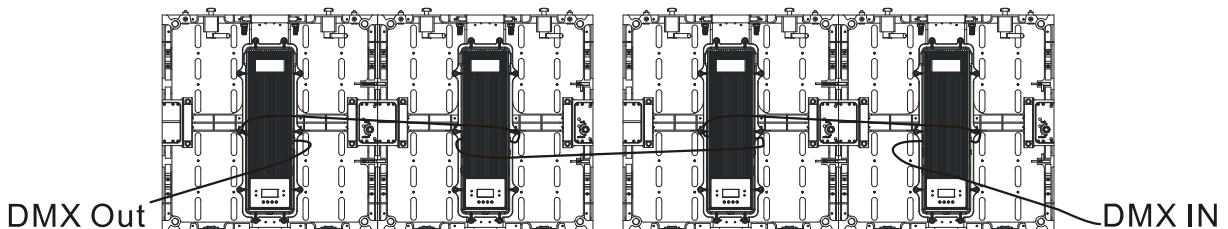
7. DMX Connections

Please connect the fixtures as below:

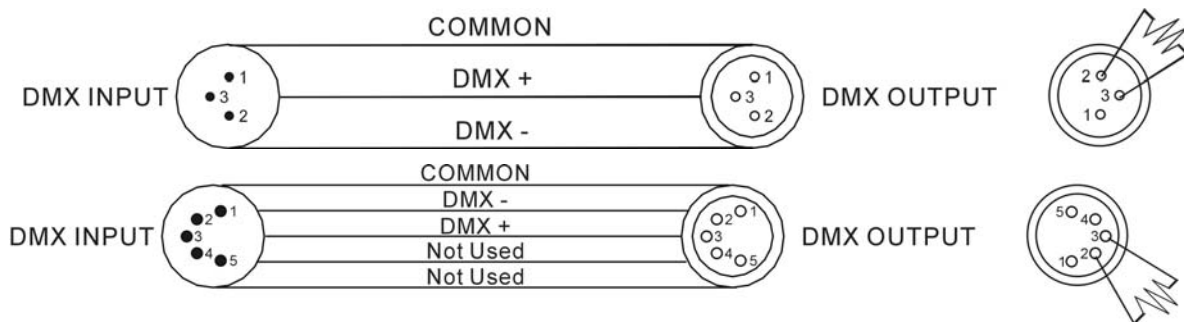
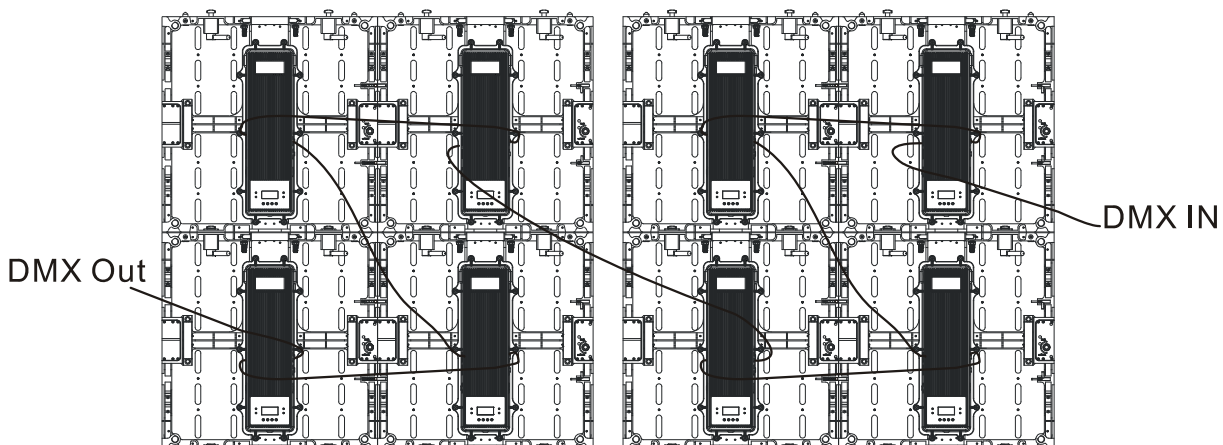
Mode connection 1-1: (One unit in a group)



Mode connection 1-2: (Two units in a group)



Mode connection 2-2: (Four units in a group)



Termination reduces signal errors and to avoid signal transmission problems and interference. It is always advisable to connect a DMX terminal.

Put a resistance (120 ohm 1/4W) between pin-2 (DMX-) and pin-3 (DMX+) of the last fixture.

1. At last unit, the DMX cable has to be terminated with a terminator. Solder a 120-ohm 1/4W resistor between pin 2(DMX-) and pin 3(DMX+) into a 3-pin XLR-plug and plug it in the DMX-output of the last unit.
2. Connect the unit together in a “daisy chain” by XLR plug cable from the output of the unit to the input of the next unit. The cable cannot be branched or split to a “Y” cable. DMX 512 is a very high-speed signal. Inadequate or damaged cables, soldered joints or corroded connectors can easily distort the signal and shut down the system.
3. The DMX output and input connectors are pass-through to maintain the DMX circuit, when one of the units’ power is disconnected.
4. Each lighting unit needs to have a DMX address to receive the data by the controller. The address number is between 0-511 (usually 0 & 1 are equal to 1).

5. The end of the DMX 512 system should be terminated to reduce signal errors.
6. 3 pin XLR connectors are more popular than 5 pins XLR.
3 pin XLR: Pin 1: GND, Pin 2: Negative signal (-), Pin 3: Positive signal (+)
5 pin XLR: Pin 1: GND, Pin 2: Negative signal (-), Pin 3: Positive signal (+), Pin4, Pin5 not used.

7. Troubleshooting

Following are a few common problems that may occur during operation. Here are some suggestions for easy troubleshooting:

A. The unit does not work, no light and the fan does not work

1. Check the connection of power and main fuse.
2. Measure the mains voltage on the main connector.
3. Check the power on LED.

B. Not responding to DMX controller

1. DMX LED should be on. If not, check DMX connectors, cables to see if link properly.
2. If the DMX LED is on and no response to the channel, check the address settings and DMX polarity.
3. If you have intermittent DMX signal problems, check the pins on connectors or on PCB of the unit or the previous one.
4. Try to use another DMX controller.
5. Check if the DMX cables run near or run alongside to high voltage cables that may cause damage or interference to DMX interface circuit.

C. One of the channels is not working well

1. The stepper motor might be damaged or the cable connected to the PCB is broken.
2. The motor's drive IC on the PCB might be out of condition.

8. Fixture Cleaning

The cleaning of internal and external optical lenses and/or mirrors must be carried out periodically to optimize light output. Cleaning frequency depends on the environment in which the fixture operates: damp, smoky or particularly dirty surrounding can cause greater accumulation of dirt on the unit's optics.

- Clean with soft cloth using normal glass cleaning fluid.
- Always dry the parts carefully.
- Clean the external optics at least every 30 days.

Declaration of Conformity

We declare that our products (lighting equipments) comply with the following specification and bears CE mark in accordance with the provision of the Electromagnetic Compatibility (EMC) Directive 89/336/EEC.

EN55103-1: 2009 ; EN55103-2: 2009; EN62471: 2008;
EN61000-3-2: 2006 + A1:2009 + A2:2009; EN61000-3-3: 2008.

&

Harmonized Standard

EN60598-2-17:1989 + A2:1991; EN60598-1:2008+ A11: 2009
EN 62471:2008; EN 62493: 2010
Safety of household and similar electrical appliances
Part 1: General requirements

Innovation, Quality, Performance