



iCOLOR™ COVE USER GUIDE

MODEL # iCV-003-12, iCV-003-6
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Welcome to a more colorful world brought to you by Color Kinetics and Chromacore®, our patented technology that generates colored light and effects using a microprocessor to control Red, Green and Blue LEDs.

This guide contains important information not only on operating your new iColor™ Cove, but also on using it safely. For your protection, please read it carefully before embarking on your colorful adventure. There are very few rules, but those that exist are there for your safety. This guide will show you how to get the most out of your cove lighting.

This box contains:

- One iColor Cove light in housing
- One pair of black plastic mounting feet with screws

Additionally, you will need the following items:

- iMOPS Power Supply (Model #: PWR-iMOPS-150-02). This power supply is available from Color Kinetics and contains two 50' master cables.
- Tools (screw gun, pliers, wire cutters)
- Instrument to set the dip switches. We suggest that you use a blunt object such as a stylus or pen cap. Don't use anything sharp that may damage the switches.

THE WORLD ACCORDING TO COLOR KINETICS

For the most part, the language of Color Kinetics and Chromacore is oriented around Effects and Variations.

Effects

Effects refer to what type of output, or displays, are produced. With iColor Cove you can select any one of six Effects in Stand Alone mode:

- Fixed Color
- Color Wash
- Cross Fade
- Random Color
- Fixed Color Strobe
- Variable Color Strobe

Variations

Once you have chosen the desired Effect, you can then choose different Variations which will further modify the Effect by adjusting factors such as:

- Color
- Speed
- Brightness
- Saturation
- Strobe Rate
- Cycle Direction

Not every Variation is available with every Effect. Each Effect has a unique combination of variables (see Table One: Settings Table). Each combination of Effects and Variations produces a unique "Show."

After you choose the desired Effects and Variations, the information is communicated to the unit's "brain," that smart microprocessor which controls the mixing of the Red, Green, and Blue LEDs—the breakthrough technology we call Chromacore.

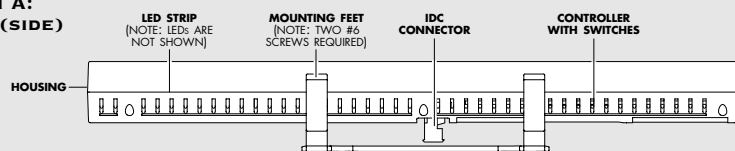
Lay of the Land

Illustration A: iColor Cove shows the components that make up the iColor Cove light.

Install Your iColor Cove

Having said all this, you're ready to start installing your units. Installing your iColor Cove involves these simple steps:

ILLUSTRATION A: iCOLOR COVE (SIDE) MODEL # iCV003-12 SHOWN



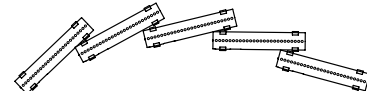
[1] Lay Out Each Component

- Measure the cove area to be lit, and determine the number of six- and twelve-inch segments needed. The best lighting effect is produced when the housings are placed end to end, touching each other (see Fig. 1a). When turning corners, the housings can be placed either end to end, or staggered (see Fig. 1b).

Fig. 1a: HOUSINGS PLACED END TO END



Fig. 1b HOUSINGS STAGGERED (TOP VIEW)



Also, select a location for the power supply. For power handling purposes, the recommended locations are given in Step [5]. The power supply should be located out of direct view.

[2] Mark Path and Install Housing Clamps

- Mark the centerline of the path that the housings will follow in the cove, using a pencil or chalk line. Install the black plastic housing clamps along the centerline. If you choose to separate the feet, the clamps should be placed so that they sit 1.5 to 2 inches from either end of the housing.

[3] Set Dip Switches

- Your iColor Cove has been pre-programmed with an assortment of Shows. The unit is factory-set to DMX address 1 (all DIP switches off). See Table Two for more information.

If the lights will be running in Stand Alone mode, set the dip switches on each segment to the desired show as described in the Stand Alone Settings section of this guide. If your lights will be running in DMX mode, assign each strip in the cove a unique DMX address. See the DMX SETTINGS section in this guide.

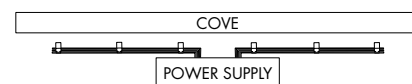
[4] Snap Housings into Place

- Snap the housings into the plastic feet. Be sure that all housings are oriented with the IDC connector in the same direction, as shown in Fig. 1a.

[5] Install Master Cable

- Lay the master cable in the cove next to the housing clamps. Each iMOPS-150 supports two 50' long master cables. Each master cable can support up to ten 12" fixtures or sixteen 6" fixtures. Installations with more fixtures require additional power supplies. Recommended wiring schemes are shown in Fig. 2a and 2b. IMPORTANT: In any wiring configuration, master cable runs must not exceed 50' per power supply terminal.

Fig. 2a



Place power supply halfway along cove and run master cables of equal lengths to each end of cove.

Fig. 2b

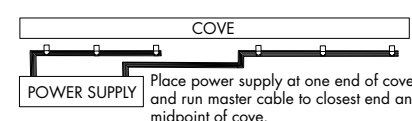


TABLE ONE: SETTINGS TABLE

SWITCH #	1	2	3	4	5	6	7	8	9	10	11	12
FIXED COLOR	Add levels of Red			Add levels of Green			Add levels of Blue			On	On	On
COLOR WASH	Speed .5 sec - 2 hrs						Satura- tion	Bright- ness	Cycle Direc- tion	On	On	
CROSS FADE	Ending Color red, green, blue, cyan, magenta, yellow, white, black			Starting Color red, green, blue, cyan, magenta, yellow, white, black			Speed from starting color to ending color and back again			On		
RANDOM COLOR	Speed .05 sec - 3 min					Satura- tion	Starting Color red, green, blue, cyan, magenta, yellow, white, black					On
FIXED COLOR STROBE	Color red, green, blue, cyan, magenta, yellow, white, black						Strobe Rate 20/sec - 2/sec				On	
VARIABLE COLOR STROBE	Speed (color advance)					Cycle Direc- tion	Strobe Rate 20/sec - 2/sec			On		On

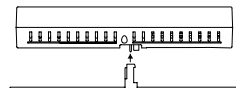
To terminate the master cable, cut it to length at the closest connector. Do not leave any excess cable hanging.

[6] Connect each Segment to Master Cable

- Attach the IDC connector on each iColor Cove segment to the nearest connector on the master cable. The connectors will only join together in a certain orientation (see Fig. 3 below).

[7] Connect Cable to Power Supply

Fig. 3



WARNING: Make sure the power supply is off before connecting or disconnecting fixtures.

- The iMOPS Power Supply provides power and data for iColor Cove. Each supply has two three-position terminal blocks labeled with the master cable wire colors. To connect the master cable to the power supply, connect each strand to the labeled terminal block (black wire to terminal labeled "black," etc). See the iMOPS installation guide for more detailed information.

[8] Connect the Power Supply to Power

- Power connects to the power supply through the three open terminals on the end of the unit labeled N (neutral), L (line), and G (ground). This power supply is designed to be hardwired to power by a professional electrical contractor.

DMX SETTINGS

If you are using a DMX512 controller, Color Kinetics Synchronizer or another external controller to control your iColor Cove, set switches 10, 11 and 12 OFF on every segment of Cove. You may assign each light a unique DMX address. The DMX addresses for the first 40 lights are given in Table Two: DMX Address.

Throughout this guide, the symbol ■ indicates the switch should be ON. (A complete list of all 512 DMX address settings is available upon request, or at www.colorkinetics.com under Support.)

TABLE TWO: DMX ADDRESS

BINARY NO.	LIGHT NO.	DMX ADDRESS	SWITCH#						
			1	2	3	4	5	6	7
0	1	1							
3	2	4	■	■					
6	3	7		■	■				
9	4	10	■			■			
12	5	13			■	■			
15	6	16	■	■					
18	7	19		■			■		
21	8	22					■	■	
24	9	25			■		■		
27	10	28	■	■			■		
30	11	31			■	■		■	
33	12	34	■					■	
36	13	37			■			■	
39	14	40		■	■			■	
42	15	43			■		■		
45	16	46	■			■		■	
48	17	49					■		
51	18	52	■	■			■		
54	19	55		■	■			■	
57	20	58				■	■		
60	21	61			■	■		■	
63	22	64	■	■		■		■	
66	23	67		■				■	
69	24	70	■		■				■
72	25	73				■		■	
75	26	76	■	■					
78	27	79		■	■				■
81	28	82	■				■		
84	29	85			■			■	
87	30	88	■	■			■		
90	31	91		■			■		
93	32	94	■		■	■		■	
96	33	97						■	
99	34	100	■	■				■	
102	35	103		■	■				■
105	36	106	■			■		■	
108	37	109			■			■	
111	38	112	■	■	■			■	
114	39	115		■			■		
117	40	118	■		■		■	■	■

STAND ALONE SETTINGS

If you are using your iColor Cove in Stand Alone mode, this section describes the effects you can achieve. Effects work in Stand Alone mode only.

Throughout this guide, the symbol ■ indicates the switch should be ON.

The following six types of Effects are possible in Stand Alone operation.

FIXED COLOR

Fixed Color allows the static display of any one of 512 possible colors. A Fixed Color Effect is generated by blending the primary colors of Red, Green and Blue.

To Select Fixed Color, first set the switches for the Fixed Color Effect (remember that ON is the UP position).

CHOOSE THE EFFECT: FIXED COLOR

Switches #10, 11 and 12: ON

CHOOSE THE VARIATION: FIXED COLOR

Vary Fixed Color by choosing one of 512 discrete colors.

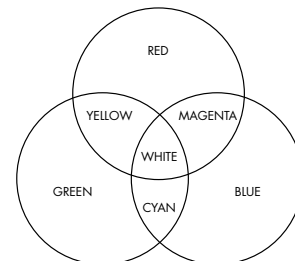
Discrete Color

Switches #1-3 control hues of Red. Switches #4-6 control hues of Green. Switches #7-9 control hues of Blue. To illustrate the principles behind the dip switch configurations let's look at Blue (display of Reds and Greens follow similar principles). In general, the fewer switches in the ON position, the lighter the shade of color displayed. So, to get a very light "sky blue," turn ON only switch #7. The next hue would be switch #8 only and so on.

With additive color mixing (thanks to Chromacore technology's ability to think), you can mix Reds, Greens and Blues to produce secondary colors. Illustration B shows how secondary colors are produced:

In other words, if you want:

ILLUSTRATION B



Desired Color

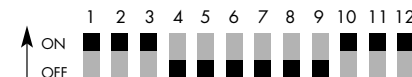
Yellow
Magenta
Cyan
White

Mix

Green and Red
Blue and Red
Green and Blue
Red, Green and Blue

SAMPLE FIXED COLOR EFFECT

Full Intensity Red



COLOR WASH

The Color Wash Effect moves sequentially around the spectrum of colors in either clockwise (Red-Orange-Yellow-Green-Blue-Indigo-Violet or ROYGBIV) or counterclockwise (Violet-Indigo-Blue-Green-Yellow-Orange-Red or VIBGYOR) direction, repeating the same cycle over and over, at user-definable speeds. The Color Wash differs from Random Color which has no distinct or sequential pattern of color generation.

To select Color Wash, first set the switches for the Color Wash Effect.

CHOOSE THE EFFECT: COLOR WASH

Switches #10 and 11: ON Switch #12: OFF

CHOOSE THE VARIATION: COLOR WASH

The Color Wash can be varied by Speed, Saturation, Brightness and Cycle Direction.

Speed

In Color Wash, Speed is defined as the amount of time that elapses between the initial display of the Starting Color in Cycle One (Red in ROYGBIV, or Violet in VIBGYOR), and its next display which begins Cycle Two. There are 64 different speeds which can be set in the Color Wash Effect, ranging from as fast as .5 seconds to as long as 2 hours to complete a single cycle. Switches #1-6 control the speed options. For the fastest speed (.5 sec.), all switches between #1-6 are OFF. For the slowest speed (2 hrs.), all switches between #1-6 are ON. Table Three: Color Wash Speed illustrates the available options, switch settings and their binary equivalents.

TABLE THREE: COLOR WASH SPEED

SWITCH#	1	2	3	4	5	6
0	0.5 sec					
1	0.6 sec	■				
2	0.7 sec		■			
3	0.8 sec	■	■			
4	0.9 sec			■		
5	1.1 sec	■		■		
6	1.2 sec		■			
7	1.4 sec	■	■	■		
8	1.6 sec				■	
9	1.9 sec	■			■	
10	2.2 sec		■			
11	2.5 sec	■	■		■	
12	2.9 sec			■	■	
13	3.3 sec	■			■	
14	3.8 sec		■	■		
15	4.4 sec	■	■	■	■	
16	5 sec					■
17	5.8 sec	■				■
18	6.7 sec		■			■
19	7.7 sec	■	■			■
20	8.8 sec			■		■
21	10.2 sec	■		■		■
22	11.7 sec		■		■	
23	13.4 sec	■	■		■	
24	15.4 sec			■	■	
25	18 sec	■			■	■
26	20 sec		■		■	■
27	24 sec	■			■	■
28	27 sec		■		■	■
29	30 sec	■	■		■	■
30	35 sec		■	■	■	■
31	40 sec	■	■	■	■	■
32	45 sec					■
33	50 sec	■				■
34	1 min		■			■
35	1.1 min	■	■			■
36	1.3 min			■		■
37	1.5 min	■		■		■
38	1.8 min		■	■		■
39	2 min	■	■	■		■
40	2.3 min				■	■
41	2.7 min	■			■	■
42	3 min		■		■	■
43	3.5 min	■			■	■
44	4 min			■		■
45	4.5 min	■		■	■	■
46	5 min		■	■	■	■
47	5.5 min	■	■	■	■	■
48	6 min					■
49	6.5 min	■				■
50	7 min		■			■
51	8 min	■	■			■
52	9 min			■		■
53	10 min	■			■	■
54	12 min		■	■		■
55	15 min	■	■		■	■
56	20 min			■	■	■
57	25 min	■			■	■
58	30 min		■		■	■
59	40 min	■	■		■	■
60	50 min			■	■	■
61	1 hr	■		■	■	■
62	1.5 hrs		■	■	■	■
63	2 hrs	■	■	■	■	■

Saturation

ness, or intensity, of the light can be set to either half intensity or full intensity. For half intensity, set switch #8 OFF. For full intensity, set switch #8 ON.

◆ Cycle Direction

Control the direction of the sequential flow of colors in the Color Wash Effect through switch #9. When switch #9 is ON, the direction of the flow of colors is clockwise from Red to Violet (ROYGBIV). When switch #9 is OFF, the direction of the flow of colors is counterclockwise from Violet to Red (VIBGYOR).

AUTOMAGIC TRICK OF THE TRADE: YOU CAN ACHIEVE A UNIQUE CONVERGING DISPLAY WHEN TWO COVE LIGHTING UNITS ARE SET TO THE SAME SPEED BUT DIFFERENT CYCLE DIRECTIONS, ONE GOING CLOCKWISE, THE OTHER COUNTERCLOCKWISE.

SAMPLE COLOR WASH EFFECT

Speed of 20 seconds, Full Saturation, Full Brightness, Clockwise Direction (ROYGBIV)



CROSS FADE

Use the Cross Fade effect to set iColor Cove to move smoothly from one color to another. Unlike Color Wash which cycles through the entire spectrum of colors, Cross Fade alternates between only two colors. The Cross Fade slowly increases the intensity of one color of light while simultaneously reducing the intensity of another color. For example, a Cross Fade beginning with red and ending in blue will first display a fully intense red, then mix in a bit of blue (producing pinkish hues), then mix more blue (to produce magenta hues), then display fully intense blue, and reverse the process (magenta, pink, red) before beginning the next cycle (red-pink-magenta-blue-magenta-pink-red).

CHOOSE THE EFFECT: CROSS FADE

Switch #11: ON Switches #10 and 12: OFF

CHOOSE THE VARIATION: CROSS FADE

Vary the Cross Fade by choosing one of eight Starting Colors and one of eight Ending Colors at one of eight different speeds.

◆ Starting Color

In the Cross Fade Effect, switches #4–6 govern which color begins the fade. Choose one of the following eight colors: black, red, green, yellow, blue, magenta, cyan or white, as shown in the following table:

STARTING COLOR	SWITCH#			4	5	6
	0	Black				
	1	Red		■		
	2	Green			■	
	3	Yellow		■	■	
	4	Blue				■
	5	Magenta		■		■
	6	Cyan			■	■
7	White		■	■	■	

◆ Ending Color

Switches #1–3 govern which color to fade to before reversing back to the Starting Color. Choose one of the following eight colors: black, red, green, magenta, blue, yellow, cyan or white.

Do not set your Starting Color and Ending Color to the same color. If you want a static color display, choose the Fixed Color Effect.

ENDING COLOR	SWITCH#			1	2	3
	0	Black				
	1	Red		■		
	2	Green			■	
	3	Yellow		■	■	
	4	Blue				■
	5	Magenta		■		■
	6	Cyan			■	■
7	White		■	■	■	

AUTOMAGIC TRICK OF THE TRADE: SINGLE COLOR FADE. TO SET iCOLOR COVE TO A SINGLE COLOR (NO SATURATION/DARKNESS TO FULL SATURATION), SET THE STARTING COLOR TO BLACK. IF YOU WANT TO GO FROM WHITE LIGHT THROUGH PASTEL SHADES TO FULL SATURATION, SET YOUR STARTING COLOR TO WHITE.

◆ Speed

In Cross Fade, Speed is defined as the amount of time that elapses between the initial display of the Starting Color to the Ending Color and back again. You can set eight different speeds for the Cross Fade Effect, ranging from as fast as 5 seconds for the round trip to as long as 1 hour to complete the round trip. Switches #7–9 control the speed options.

For the fastest speed (5 sec.), all switches between #7–9 are OFF. For the slowest speed (1 hr.), all switches between #7–9 are ON. The table below illustrates all available speed options and their binary equivalents:

SPEED	SWITCH#			7	8	9
	0	5 sec				
	1	10 sec		■		
	2	30 sec			■	
	3	1 min		■	■	
	4	2 min				■
	5	15 min		■		■
	6	30 min			■	■
7	1 hr		■	■	■	

SAMPLE CROSS FADE EFFECT

Start at Red, Fade to Blue, Speed of 30 sec. round trip



RANDOM COLOR

Random Color or “step” produces a randomly generated set of colors at user-definable speeds. Colors step in discrete increments from one hue to the next. This differs from a Color Wash which sequentially and more gradually moves through the color spectrum.

CHOOSE THE EFFECT: RANDOM COLOR

Switches #10 and 11: OFF Switch #12: ON

CHOOSE THE VARIATION: RANDOM COLOR

Vary the Random Color Effect by Speed, Saturation and Starting Color.

◆ Speed

In Random Color, Speed is defined as the amount of time a single color is displayed before it “jumps” to the next color. There are 32 different speeds that can be set for the Random Color Effect, ranging from as fast as .05 seconds to as long as 3 minutes before jumping to the next color. Switches #1–5 control speed. For the fastest speed (.05 sec.), all switches between #1–5 are OFF. For the slowest speed (3 min.), all switches between #1–5 are ON. *Table Four: Random Color Speed* illustrates the available options, switch settings and their binary equivalents.

TABLE FOUR: RANDOM COLOR SPEED

SPEED	SWITCH#					1	2	3	4	5
	0	0.05 sec								
	1	0.06 sec		■						
	2	0.08 sec			■					
	3	0.12 sec		■		■				
	4	0.15 sec					■			
	5	0.21 sec		■				■		
	6	0.25 sec				■	■			
7	0.3 sec		■					■		
8	0.4 sec								■	
9	0.5 sec		■							■
10	0.75 sec				■				■	
11	1 sec		■			■				■
12	1.2 sec						■			■
13	1.5 sec		■					■		■
14	2 sec			■		■	■			
15	2.5 sec				■				■	
16	3.5 sec		■							■
17	4.5 sec		■							■
18	5 sec			■						
19	7.5 sec		■							
20	10 sec				■					■
21	12 sec		■			■				
22	15 sec						■			■
23	20 sec		■		■					■
24	25 sec							■	■	
25	30 sec		■							■
26	45 sec								■	
27	1 min		■		■					■
28	1.5 min						■	■		
29	2 min		■						■	■
30	2.5 min				■			■	■	
31	3 min		■					■	■	■

◆ Saturation

You can vary the saturation by choosing light saturation (pastels) or full saturation. Switch #6 controls the amount of saturation. For light saturation, set switch #6 OFF. For full saturation, set switch #6 ON.

◆ Starting Color

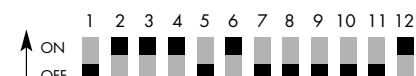
You can choose from one of eight different starting colors in the Random Color Effect. From these eight different starting points, your cove units will cycle through a set of 128 colors that step in discrete increments of at least 25% of the color spectrum so no two colors in a row will have similar values. Switches #7–9 govern the Starting Color. The table below illustrates all available options and their binary equivalents:

STARTING COLOR	SWITCH#			7	8	9
	0	starting color 1				
	1	starting color 2		■		
	2	starting color 3			■	
	3	starting color 4		■		
	4	starting color 5				■
	5	starting color 6		■		■
	6	starting color 7			■	■
7	starting color 8		■	■	■	

AUTOMAGIC TRICK OF THE TRADE: FOR AN ASYNCHRONOUS DISPLAY OF COLORS IN iCOLOR COVE UNITS, SET THE UNITS TO THE SAME SPEED BUT DIFFERENT STARTING COLORS.

SAMPLE RANDOM COLOR EFFECT

Speed of every 2 seconds, Fully Saturated, Starting with Color 1



In this example, if a second iColor Cove unit has the same settings as the above example above except for Starting Color, each unit would change colors at the same rate but not follow the same color display.

FIXED COLOR STROBE

Strobes are a “stop action,” or rapid series of very short intense light flashes which can make actions seem intermittent. In the Fixed Color Strobe Effect, the same color is strobed at each flash.

CHOOSE THE EFFECT: FIXED COLOR STROBE

Switch #11: ON Switches #10 and 12: OFF

CHOOSE THE VARIATION: FIXED COLOR STROBE

Vary the Fixed Strobe Effect by Color and Strobe Rate.

◆ Color

In the Fixed Color Strobe Effect, switches #1–3 AND #4–6 govern which single color will be displayed during the flash. Choose one of the following eight colors: black, red, green, yellow, blue, magenta, cyan, or white. (User contest: if you find a good use for a black strobe, let us know!) Both switches #1–3 AND #4–6 must be configured in exactly the same way. The following table illustrates the available colors and their settings:

COLOR	SWITCH#						1	2	3	4	5	6
	0	Black										
	1	Red		■						■		
	2	Green			■						■	
	3	Yellow		■					■			
	4	Blue				■						■
	5	Magenta		■			■			■		
	6	Cyan			■			■			■	
7	White		■	■	■	■	■	■	■	■	■	

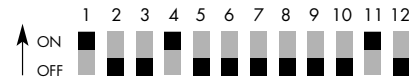
◆ Strobe Rate

In the Fixed Color Strobe Effect, switches #7–9 govern the strobe rate which can be set from as fast as 20 flashes per second to as slow as 2 flashes per second. For the fastest speed (20/sec.), all switches between #7–9 are OFF. For the slowest speed (2/sec.), all switches between #7–9 are ON. The following table illustrates all available options and their binary equivalents:

STROBE RATE	SWITCH#			7	8	9
	0	20/sec				
	1	13/sec		■		
	2	10/sec			■	
	3	7.5/sec		■	■	
	4	5/sec				■
	5	4/sec		■		■
	6	3/sec			■	■
7	2/sec		■	■	■	

SAMPLE FIXED COLOR STROBE EFFECT

Strobing Red at a rate of 20 flashes/second



VARIABLE COLOR STROBE

Strobes are a “stop motion,” or rapid series of very short intense light flashes which can make actions seem intermittent. The Variable Color Strobe Effect cycles through a sequence of colors, generating strobes of different colors.

CHOOSE THE EFFECT: VARIABLE COLOR STROBE

Switches #10 and 12: ON Switch #11: OFF

CHOOSE THE VARIATION: VARIABLE COLOR STROBE

You can vary the Variable Color Strobe Effect by Speed, Cycle Direction and Strobe Rate.

◆ Speed

In the Variable Color Strobe Effect, switches #1–5 govern the pattern of colors displayed during the flash of the strobe. The pattern of colors displayed depends on how fast the colors are advancing through the spectrum. This advance is measured as a percentage around the spectrum. At the lower Speeds, each strobe will flash sequential colors since it is slowly advancing through the spectrum. Faster Speeds will flash colors further apart in the spectrum, with the fastest Speed flashing complementary colors. *Table Five: Variable Strobe Speed* illustrates all available Speed options and their binary equivalents.

TABLE FIVE: VARIABLE STROBE SPEED

SPEED	SWITCH#					1	2	3	4	5
	0	0.07%								
	1	0.13%		■						
	2	0.20%			■					
	3	0.26%		■		■				
	4	0.33%					■			
	5	0.39%		■				■		
	6	0.46%				■	■			
7	0.52%		■	■			■			
8	0.65%								■	
9	0.78%		■							■
10	1.00%			■				■		
11	1.20%		■						■	
12	1.40%					■	■			
13	1.60%		■					■		
14	2.00%				■	■	■			
15	2.30%		■		■	■				
16	2.90%								■	
17	3.60%		■							■
18	4.20%			■						
19	4.90%		■		■					■
20	5.90%					■				
21	7.20%		■				■			■
22	8.50%				■			■		
23	10%		■			■			■	
24	12%								■	■
25	15%		■							■
26	18%			■					■	
27	22%			■					■	■
28	26%					■				■
29	33%		■				■	■		
30	38%			■		■			■	
31	49.9%		■		■		■	■	■	■

◆ Cycle Direction

You can control the direction of the flow of colors through switch #6. When switch #6 is OFF, the direction of the flow of colors is clockwise from Red to Violet (ROYGBIV). When switch #6 is ON, the direction of the flow of colors is counterclockwise from Violet to Red (VIBGYOR).

◆ Strobe Rate

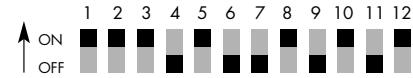
In the Variable Color Strobe Effect, switches #7–9 govern the strobe rate which can be set from as fast as 20 flashes per second to as slow as 2 flashes per

second. For the fastest speed (20/sec.), all switches between #7–9 are OFF. For the slowest speed (2/sec.), all switches between #7–9 are ON. The following table illustrates all available options and their binary equivalents:

STROBE RATE	SWITCH#			7	8	9
	0	20/sec				
	1	13/sec		■		
	2	10/sec			■	
	3	7.5/sec		■	■	
	4	5/sec				■
	5	4/sec		■		■
	6	3/sec			■	■
7	2/sec		■	■	■	

SAMPLE VARIABLE COLOR STROBE EFFECT

Speed of 10% advance*, Clockwise Direction, Strobe Rate of 10/sec



* this Speed will display advancing complementary colors.

iCOLOR COVE SPECIFICATIONS

COLOR RANGE	16.7 million (24bit) additive RGB colors; Continuously variable intensity output range
SOURCE	Variable intensity colored LEDs
BEAM ANGLE	110° X 40°
DATA INTERFACE	DMX512 (RS485) compatible
CONTROL	Stand Alone or DMX512 (RS485) (DMX control requires iMOPS Power Supply model# PWR-iMOPS-150-02)
HOUSING	Vented plastic
CONNECTORS	IDC connector for use with master cable; master cable unterminated
LISTINGS	UL listed, CE certified
WEIGHT	12": 4.5 oz (135 g); 6": 2.3 oz (69 g)
DATA	IDC connector
PWR CONNECTOR	IDC connector
PWR REQUIREMENT	12": 250 mA @24VDC (6 w); 6": 175 mA @24VDC (4.2 w)
DIMENSIONS	
HOUSING LENGTH	12": [304 mm]; 6": [152 mm]
HOUSING DIAMETER	1.125" (29 mm)
OVERALL HEIGHT	1.652" (42 mm)
OVERALL WIDTH	1.477" (38 mm)