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

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

THE WORLD ACCORDING TO COLOR KINETICS

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

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."

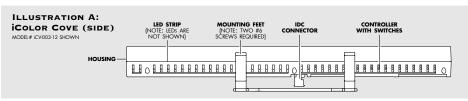
After you choose the desired Effects and Variations, the information is communicated to the unit's "brain," that smart microprocessor which controls the mixing of the Red, Green, and Blue LEDs — the breakthrough technology we call Chromacore.

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:



[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

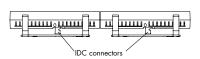


Fig. 1b HOUSINGS STAGGERED (TOP VIEW)



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 seament 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 auide.

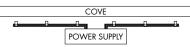
[4] Snap Housings into Place

• 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.

Fia. 2b

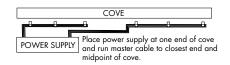


TABLE ONE: SETTINGS TABLE

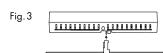
SWITCH #	1 2 3	4 5	6	7	8	9	10	11	12
FIXED COLOR	Add levels of Red	Add levels Green	of	Add levels of Blue		On	On	On	
COLOR WASH	Spe .5 sec	eed - 2 hrs		Satura- tion	Bright- ness	Cycle Direc- tion	On	On	
CROSS FADE	Ending Color red, green, blue, cyan, magenta, yellow, white, black	Starting Co red, green, l cyan, magenta, white, blad	olue, yellow,	Speed from starting color to ending color and back again			On		
RANDOM COLOR	Speed .05 sec - 3 n	nin	Satura- tion	red,	rting Co green, b nagenta, nite, blac	olue, yellow,			On
FIXED COLOR STROBE	Co red, green, magenta, yellow	blue, cyan,		Strobe Rate 20/sec - 2/sec			On		
VARIABLE COLOR STROBE	Speed (color advan	ce)	Cycle Direc- tion		robe Ro /sec - 2/		On		On

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

[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



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 threeposition 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 auide 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), \(\frac{1}{2} \) (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 seament 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

ž	Š	ġġ			SV	VITC	Н#		
BINARY NO	LIGHT	DMX ADD- RESS NO.	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

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.

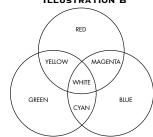
◆ Discrete Color

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:

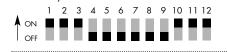
ILLUSTRATION B



Desired Color Mix

Green and Red Magenta 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 ROYG-BIV) 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

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

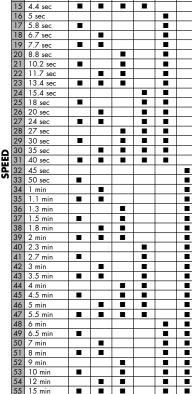
The Color Wash can be varied by Speed, Saturation, Brightness and Cycle Direction.

◆ 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



Saturation

You can vary the saturation by choosing light saturation (pastels) or full saturation. Switch #7 controls Saturation. For light saturation, set switch #7 OFF. Full saturation is achieved by setting switch #7 ON.

◆ Brightness

Switch #8 controls the level of brightness. The bright-

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.

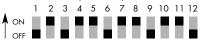
◆ Cycle Direction

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 DIS-PLAY WHEN TWO COVE LIGHTING UNITS ARE SET TO THE SAME SPEED BUT DIFFERENT CYCLE DIRECTIONS, ONE GOING CLOCKWISE, THE OTHER COUNTERLCOCKWISE.

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-bluemagenta-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:

		SWITCH#	4	5	6
	0	Black			
(b)	1	Red			
TARTING	2	Green			
=3	3	Yellow	•		
꽂ᅙ	4	Blue			
Š	5	Magenta			•
S	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

0 1110	17	00 COIOI EI	icci.		
		SWITCH#	1	2	3
	0	Black			
	1	Red			
ENDING COLOR	2	Green		-	
€ 9	3	Yellow			
우ᅙ	4	Blue			
品で	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.

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:

	_ :	SWITCH#	7	8	9
	0	5 sec			
	1	10 sec	•		
Δ	2	30 sec		•	
핊	3	1 min			
죠	4	2 min			
S	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 1 2 3 4 5 6 7 8 9 10 11 12 ON OFF

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 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					
١	11	1 sec					
1	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.

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:

	9	SWITCH#	7	8	9
	0	starting color 1			
(D	1	starting color 2			
STARTING	2	starting color 3		-	
들익	3	starting color 4	-	•	
¥5	4	starting color 5			
₽ŏ	5	starting color 6	•		
S	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



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

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 settinas:

		SWITCH#	1	2	3	4	5	6
	0	Black						
	1	Red						
2	2	Green						
COLOR	3	Yellow	•					
5	4	Blue						•
ŭ	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:

SWITCH# 7 8 9 2 10/sec 3 7.5/sec 4 5/sec 6 3/sec 7 2/sec

SAMPLE FIXED COLOR STROBE EFFECT



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 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).

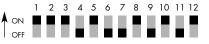
◆ Strobe Rate

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:

	:	SWITCH#	7	8	9
	0	20/sec			
RATE	1	13/sec			
\$	2	10/sec		•	
	3	7.5/sec		-	
OBE	4	5/sec			
0	5	4/sec			
¥	6	3/sec			
S	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

16.7 million (24bit) additive RGB colors; Continuously variable intensity

output range SOURCE Variable intensity colored LEDs

BEAM ANGLE 110° X 40° DMX512 (RS485) compatible DATA INTERFACE Stand Alone or DMX512 (RS485) CONTROL

(DMX control requires iMOPS Power Supply model# PWR-iMOPS-150-02) HOUSING Vented plastic IDC connector for use with master cable; CONNECTORS

master cable unterminated

LISTINGS UL listed, CE certified 12": 4.5 oz (135 g); 6": 2.3 oz (69 g) WEIGHT IDC connector DATA

PWR CONNECTOR IDC connector PWR REQUIREMENT 12": 250 mA@24 VDC (6 w); 6": 175 mA@24 VDC (4.2 w)

DIMENSIONS HOUSING LENGTH HOUSING DIAMFTER OVERALL HEIGHT

COLOR RANGE

12": (304 mm); 6": (152 mm) 1.125" (29 mm) 1.652" (42 mm) OVERALL WIDTH 1.477 " (38 mm)

Source Life

Color Kinetics illumination products utilize high brightness LEDs as the illumination source. LED manufacturers predict LED life of up to 100,000 hours MTBF (mean time between failure), the standard used by conventional lamp manufacturers to measure source life. However, like all basic light sources, LEDs also experience lumen depreciation over time. So while LEDs can emit light for an extremely long period of time, MTBF is not the only consideration in determining useful life. LED lumen depreciation is affected by numerous environmental conditions such as ambient temperature, humidity and ventilation. Lumen depreciation is also affected by means of control, thermal management, current levéls, and a host of other electrical design considerations.

Color Kinetics systems are expertly engineered to optimize LED life when used under normal operating conditions [ambient temperature: -4oF to 104oF (-20oC to 40oC), humidity: 0-95% non-condensing humidity, adequate ventilation and air volume] and when operated using typical color-changing effects. Long-term operation outside of these ranges or conditions, or at the upper limits of these ranges or conditions, may subject the product to further degradation of the LED source life, or in extreme cases, failure of internal components. Source life information is based on LED manufacturers' data, as well as other third party testing..

Warning

Do not open, alter or tamper with the product case. This will void the manufacturer's warranty. To avoid electrical shock, never open the iColor Cove case. Do not attempt to service the electronic components yourself. Non-expert handling may damage the product and cause injury to the user.

Strobe Warning

There is some anecdotal evidence that strobe lighting may induce epilepsy in certain susceptible individuals, although no associated product warnings have been issued by United States government

according to the Food and Drug Administration.

If strobe lights are used, some international regulatory agencies' recommend keeping flicker rates at or ry agencies' recommend keeping flicker rates at or below four flashes per second (as less of the flicker-sensitive population will then be at risk of an attack). This flicker rate applies only to the overall output of any group of lights in direct view. However, when more than one strobe light is used, the flashes should be synchronized. End users should also consider issuing a warning, alerting audience or viewers to the presence of strobe lighting.

The Don'ts

- Do not block vents on either side of the unit.
- Do not insert anything into these openings.
- Do not paint, dye, repackage or alter the physical housing.
- · Do not use this unit near high humidity or water or expose it to rain. If an iColor Cove gets wet, unplug it and contact Color Kinetics Technical Support Group immediately
- Do not store units in dirty, dusty areas.
- Do not bend or force the pins on your iColor Cove.

The Dos

- Make sure the vents are clear and unobstructed.
- Operate your iColor Cove only in places where sufficient airflow to cool the unit is present.
- Keep the unit dry. Precipitation, humidity and liquids contain minerals that corrode electronic circuits.
- Have fun with the iColor Cove and let

immediately and call:

Chromacore® open your imagination. If any problems occur during use, unplug the product

Color Kinetics Technical Support Group 1-888-FULL RGB or 617-423-9999 or email: support@colorkinetics.com

One Year Limited Hardware Warranty

Color Kinetics Incorporated warrants its products, if properly used and installed, will be free from defects in materials and workmanship and will substantially conform to Color Kinetics' publicly available specifications for a period of one (1) year after the date the product was purchased by the end user.

If the product fails during the warranty period, purchaser's remedy under this limited warranty shall be at Color Kinetics sole election:

- Repair the product by means of hardware and/or software or
 Replace the product with another product or
 If Color Kinetics is unable to repair or replace the particular product, refund the then current value of the product.

This limited warranty does not cover damages due to external causes, including, but not limited to, accident, problems with electrical power, usage not in accordance with product instructions, misuse, neglect, modification, repair, improper installation, or improper testing. Color Kinetics is not responsible for indirect, incidental, or consequential damages resulting from any breach of warranty or under any other legal theory including, but not limited to, lost profits, downtime, goodwill, damage to or replacement of equipment and property. rill, damage to or replacement of equipment and property.

To obtain warranty service, you may contact your distributor in accordance with its instructions, or you may contact Color Kinetics. To request warranty service you should call Color Kinetics during the warranty period. Proof of purchase or registration is required. When calling within warranty, please provide:

- Your name, shipping address, and telephone number
 A description of the model and serial number
- 3) An explanation of the problem

A Return Authorization (RA) number & ship-to address will be provided to send the product back.

The warranty and remedies set forth above are exclusive and in lieu of all others, whether oral or written, express or implied. Color Kinetics specifically disclaims any and all implied warranties, including, without limitation, warranties of merchantability and fitness for a particular purpose. No Color Kinetics distributor, dealer, agent or employee is authorized to make any modification, extension, or addition to this warranty. This warranty gives you specific legal rights, and you may also have other rights that vary from jurisdiction to jurisdiction.

Manufacturing Data

Color Kinetics products are manufactured in the USA, Ireland, and China.

U.S. and Foreign Patents
and Patents Pending

Color Kinetics Incorporated grants the purchaser of its lighting products and controllers a personal and non-transferable license to use
Chromacore®, its patented technology for networkable control of LEDbased color changing lighting fixtures for illumination, display and
design. This license is granted only by Color Kinetics Incorporated,
and may not be transferred except by the grantor. The design, duplication, manufacture, or sale of other products using networkable control of LED-based color changing lighting may be prohibited and is not

U.S. patents 6,016,038 and 6,150,774 Other patents pending.

Guide to Health, Safety and Welfare at Pop Concerts and Similar Events, HMSO Publications (UK)