

LITEPANELS GEMINI EFFECTS DETAILS

Rev D

Effects Mode uses flashing and strobe lighting effects that may be a risk to those at high risk of photosensitive seizures / epilepsy. Please take precautions to pre-warn anyone, including appropriate warnings posted to the entrance of those may come into contact with this when being used in the Effects Mode.

EMERGENCY!

| | LEFT | CNTR | RHT |
|-------------|-----------------------------------|--|---------------------------------|
| | PULSES | COLORS | DIM |
| TURN | Select groups of 1,2,3,4,5 Pulses | Select from Red, Blue, Red, Amber, Blue/Red, Blue/Amber, Blue/White and Red/White/Blue | 0= No Ouput 100= Full Output |

FIRE (HUE=23, SAT=99 Typical)

| | LEFT | CNTR | RHT |
|------------------------------------|---|---|---|
| TURN (when row selected) | HUE Std Color Wheel in Degrees Red= 0, Green=120, Blue= 240 | SAT(uration) Purity of the HUE 0= White (5600K) 100= Pure Color | DIM 0= No Ouput 100= Full Output |
| TURN (when row selected) | RATE Adjust the Flicker Rate of the Flames. 1= Slow Flicker 100= Fast Flicker | DEPTH Adjust the range of the Intensities of the flames. 0= No change in Intensity 100= Large range in Intensities | |
| PRESS | SELECT ROW | COLOR MIX Select whether the Intensity affects the HUE and by how much. 1-CLR= Only Selected Hue used NARROW= Intens affects HUE slightly MED= Intens affects HUE moderately WIDE= Intens affects HUE greatly | |

Notes:

COLOR MIX: Larger Intensities lower the HUE value

RATE: Smaller values used for larger flames, larger values used for smaller flames. Ex. Candle RATE= 80

DEPTH: Smaller values used for smaller flames, larger values used for larger flames.

FIREWORKS

| | LEFT | CNTR | RHT |
|--------------|--|---|---|
| TURN | FREQ Adjust the amount of Fireworks bursts per time. 0= No Bursts 50= Medium amount of Bursts 100= Large amount of Bursts | COLORS Select the colors used in the Fireworks Red/White/Blue, Red/Green/Blue, 6-Color, 12-Color, Random | DIM 0= No Ouput 100= Full Output |
| PRESS | | SUSTAIN Select the fade time of the Bursts. SHORT= Burst decays quickly MED= Burst decays moderately LONG= Burst decays slowly | TRIG Trigger the Bursts manually, regardless of the FREQ setting. |

Notes:

HUE BURST (Bursts of Multiple 36millisec Pulses)

| | LEFT | CNTR | RHT |
|------------------------------------|--|---|--|
| TURN (when row selected) | HUE Std Color Wheel in Degrees Red= 0, Green=120, Blue= 240 | SAT(uration) Purity of the HUE 0= White (5600K) 100= Pure Color | DIM 0= No Ouput 100= Full Output |
| TURN (when row selected) | GAP Adjust the amount of time in between pulses in a Burst Adjustment Range: 36 to 400 millisec | OFF TIME Sets the Repetition Rate of the Bursts while in LOOP MODE. | QTY 1= 1 pulse/Burst 0 0 0 16= 16 pulses/Burst |
| PRESS | SELECT ROW | MODE Select LOOP MODE or MANUAL MODE MANUAL MODE= TRIGGER the Bursts maually. LOOP MODE= Bursts Repeat as determined by OFF TIME setting. | TRIG Press to Trigger the Burst manually at any time. |

Notes:

GAP formula for Muzzle Flashes: $GAP = ((1/(RPMs/60)) - .036) \times 1000$.

Typical GAP Settings for Muzzle flashes. 833RPM= 36 GAP, 700RPM= 50 GAP, 600RPM= 64 GAP

LIGHTNING

| | LEFT | CNTR | RHT |
|--------------|---|--|--|
| TURN | RATE Adjust the speed of the Undulations of the Intensity | CCT Adjust the CCT of the light output from 2700K to 6000K | DIM 0= No Ouput 100= Full Output |
| PRESS | | MODE Select LOOP MODE or MANUAL MODE MANUAL MODE= Activate the Lightning maually. LOOP MODE= Lightning is output continuously. | BUMP Press to activate the Lightning while in MANUAL MODE. |

Notes:

PAPARRAZI

| | LEFT | CNTR | RHT |
|--------------|--|--|---|
| TURN | FREQ Adjust the amount of flashes per time. 0= No Flashes 100= large amount of Flashes | CCT Adjust the CCT of the light output from 2700K to 6000K | DIM 0= No Ouput 100= Full Output |
| PRESS | FLASH Select the type of Flash 50millisec= Short Flash 100millisec= Med Flash 150millisec= Long Flash BULB= Flash with decay | TRIG Select LOOP MODE or MANUAL MODE MANUAL MODE= Trigger a Flash manually. LOOP MODE=Flashes are output continuously. | TRIG Press to Trigger a single Flash at any time. |

Notes:

PARTY LITES

| | LEFT | CNTR | RHT |
|--------------|--|---|---|
| TURN | RATE Adjust the amount of color changes per time. 0= Long time between changes 100= Short time between changes | TYPE Select the Type of Lite Show PULSING- Light Fades from Color to Color. Chase- Light changes from Color to Color Blend= Color is continuously output from the HUE color Wheel. | DIM 0= No Ouput 100= Full Output |
| PRESS | | COLORS Select colors used in the Show while in PULSING or CHASE Modes. Red/White/Blue, Red/Green/Blue, 6-Color, 12-Color, Random | TRIG Press to Trigger a Color change. |

Notes:

PULSING (RAMPUP / RAMPDOWN)

| | LEFT | CNTR | RHT |
|------------------------------------|---|---|--|
| TURN (when row selected) | HUE Std Color Wheel in Degrees. Red= 0, Green=120, Blue= 240 | SAT(uration) Purity of the HUE. 0= White (5600K) 100= Pure Color | DIM 0= No Ouput 100= Full Output |
| TURN (when row selected) | RAMP T Adjust the amount of time for the Pulse to Ramp Up. The same value is used for Ramp Down. 160= Fast RampUp & RampDn 2000= Slow RampUp & RampDn | ON TIME Adjust the amount of time between the end of RampUp and beginning of RampDn 25= 25millisec before RampDn 5000= 5sec before RampDn | OFF T Adjust the amount of time between Pulses while in LOOP MODE. |
| PRESS | SELECT ROW | MODE Select LOOP MODE or MANUAL MODE. MANUAL MODE= TRIGGER the Pulses manually only. LOOP MODE= Pulses repeat as determined by OFF T setting. | TRIG Press to Trigger the Pulses manually at any time. |

Notes:

SQUARES (Sharp Single Pulses)

| | LEFT | CNTR | RHT |
|------------------------------------|--|--|---|
| TURN (when row selected) | HUE Std Color Wheel in Degrees Red= 0, Green=120, Blue= 240 | SAT(uration) Purity of the HUE 0= White (5600K) 100= Pure Color | DIM 0= No Ouput 100= Full Output |
| TURN (when row selected) | ON TIME Adjust the Pulse duration in millisecs. 30= 30 millisec pulse 5000= 5 sec pulse | OFF TIME Adjust the amount of time between Pulses. 30= 30 millisec OFF TIME 5000= 5 sec OFF TIME | BIAS Adjust the light output level while between Pulses |
| PRESS | SELECT ROW | MODE Select LOOP MODE or MANUAL MODE MANUAL MODE= Activate the Pulses with BUMP Only. LOOP MODE= Pulses repeat as determined by OFF TIME setting. | BUMP Press to activate the Pulses manually at any time. |

Notes:

STROBE

| | LEFT | CNTR | RHT |
|------------------------------------|--|---|---|
| TURN (when row selected) | HUE Std Color Wheel in Degrees Red= 0, Green=120, Blue= 240 | SAT(uration) Purity of the HUE 0= White (5600K) 100= Pure Color | DIM 0= No Ouput 100= Full Output |
| TURN (when row selected) | RPM Adjust the RATE of ON/OFF of the lite. 30= 30 RPM (.5HZ) 1000= 1000 RPM (16.7HZ) | DUTY Ratio of Time between ON and OFF Time 40= 40% ON TIME, 60% OFF TIME 50= 50% ON TIME, 50% OFF TIME 60= 60% ON TIME, 40% OFF TIME | BIAS Adjust the light output level while between Pulses |
| PRESS | SELECT ROW | MODE Select LOOP MODE or MANUAL MODE MANUAL MODE= Activate the Pulses with BUMP Only. LOOP MODE= Pulses repeat as determined by OFF TIME setting. | BUMP Press to activate the Pulses manually at any time. |

Notes:

TV/MONITOR

| | LEFT | CNTR | RHT |
|--------------|--|---|---|
| TURN | RATE Adjust the amount of Scene Changes per time. 0= No Scene Changes 100= Frequent Scene Changes | MOTION Adjust the amount of variations within a Scene 0= No variations within a Scene Frequent variations within a Scene. | DIM 0= No Ouput 100= Full Output |
| PRESS | RANGE Set the amount of variation due to Scene Changes or MOTION. SML= Small Variation MED= Medium Variation LRG= Large Variation | CCT Select the general CCT of the Effect. WARM= Less than 3800K NEUT= 3800K < CCT < 4900K COOL= > 4900K | TRIG Press to Trigger a Scene Change at any time. |

Notes: