GEMINI EFFECTS DETAIL, Rev B

EMERGENCY!

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

FIRE

	LEFT	CNTR	RHT
TURN	**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	**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		**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	**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	**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 o o o 16= 16 pulses/Burst
PRESS		**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)x1000.

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	**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	**RAMP T** Adjust the amount of time for the Pulse to Ramp Up. The same value is used for Ramp Down. 40= 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		**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 Pulses)

	LEFT	CNTR	RHT
TURN	**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	**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		**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	**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	**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		**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 (+-Green) due to Scene Changes or MOTION.	**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: