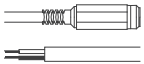





A. Contents

- FiberLamp
- LightMix Software
- USB to mini-USB cable
- 12V DC Power Supply (optional)
- IEC 60320 C13 to NEMA 5-15 AC Power Cable (optional)

B. Connectors

Connectors	Function
	A DC input cable with 2.1mm x 5.5mm DC connector or fly-leads
	B Pushbutton
	C Mini-USB port for LightMix interface
	D RJ45 connector for DMX control

C. Electrical Power Set-up

Connect 12V DC power supply to DC input cable on FiberLamp:

- DC connector - Use mating female 2.1mm x 5.5mm DC barrel connector
- Fly-leads - Connect (+) polarity to white lead
- Connect (-) polarity to black lead

D. Using Pushbutton

1. Press Pushbutton several times until light turns on.
2. Light changing sequence is as specified in the following table:

Mode	Generic Description	RGB	Single Color
0	Off	Blank	Blank
1	Static Color	Red	100% Intensity
2	Static Color	Green	90% Intensity
3	Static Color	Blue	80% Intensity
4	Static Color	Cyan	70% Intensity
5	Static Color	Yellow	60% Intensity
6	Static Color	Magenta	50% Intensity
7	Static Color	6500K White	40% Intensity
8	Timed Color Sequence	Rainbow	Default Blank
9	Timed Color Sequence	Default Blank	Default Blank
10	Timed Color Sequence	Default Blank	Default Blank
11	Timed Color Sequence	Default Blank	Default Blank

E. Connecting to LightMix

1. Run LightMix installer from CD or FiberLamp.com on a computer running Windows XP, Windows Vista or Windows 7. LightMix is not compatible with Macintosh operating systems.
2. Use USB to mini-USB cable to connect FiberLamp to computer.
3. Open LightMix.

F. Connecting to DMX

1. Connect the DMX line to FiberLamp using Cat-5e cable with an RJ45 connector.
2. The Cat-5e wiring configuration for the RJ45 connection to DMX is as specified in the following table:

RJ45 Pin	Cat-5e Wire	DMX Line
1	White/Orange	Data (+)
2	Orange	Data (-)
3	White/Green	Not Assigned
4	Blue	Internal use only
5	White/Blue	Internal use only
6	Green	Not Assigned
7	White/Brown	DMX Ground
8	Brown	DMX Ground

G. DMX Channel Definitions

The DMX channels below represent the sequence in which the controls appear on the DMX controller. Use LightMix to set the DMX address of the first control in the table below. The controls that follow in each sequence will automatically be set to corresponding DMX addresses that follow the setting of the first control (example: for an RGB unit, by setting red to DMX address 6, green will automatically be set to DMX address 7, blue to 8, etc.)

Channel	RGB	Single Color
1	Red	Master Intensity
2	Green	Strobe
3	Blue	NA
4	Max 6500K White	NA

Note: Strobe values 0-1: No Blinking; 2-255 blink rate increases from slow (2) to fast (255).

H. Troubleshooting

Problem	Remedy
LightMix does not work	Make sure that the FiberLamp is connected to a constant 12V DC source that can provide at least 3A.
	If LightMix was previously installed, uninstall all versions of LightMix and reinstall the latest version.
	Click on the refresh button in the right corner of the LightMix window.
DMX does not work	Use LightMix to reset the desired DMX channels.
	Use LightMix to reset the FiberLamp to DMX Slave mode.
	Make sure that the DMX wiring configuration matches the DMX wiring configuration of the DMX controller.

Note: Not all DMX controllers and devices use the same wiring configuration. Make sure the wiring configuration of the FiberLamp and the DMX controller match.