

Quick Start Guide

Chroma-Q® Space Force onebytwo™




Chroma-Q®
BRILLIANT SOLUTIONS

For a full product manual please visit www.chroma-q.com
Part Number: CQ647-2000, CQ647-2010, CQ647-2500, CQ647-2510
Model: 647-2000, 647-2010, 647-2500, 647-2510
Software Version 1.9

1. Overview

The Chroma-Q® Space Force onebytwo™ is a cutting-edge white LED space light fixture that is a true replacement for equivalent conventional light sources commonly used in Film and TV studios around the world. For a complete list of accessories please visit www.chroma-q.com

2. Safety

 Caution	<ol style="list-style-type: none"> 1. This product is for professional use only. It is NOT intended for domestic or outdoor use. 2. The bright flash of light during power-up and continuous strobe effect may cause epileptic seizure. 3. This product must be used with safety cable.
---	--

3. Cabling

The Space Force onebytwo™ is built with chassis mount powerCON TRUE1 connectors for power input/through and chassis mount XLR 5-pin for DMX input/through. The chassis is ground bonded.

4. Mounting

The Space Force onebytwo™ is Comes with a manual offset yoke. Secure the fixture with a safety bond. A provision for the fixing hole is built into the enclosure. Bridle and other mounting options are available as optional accessory items.

5. Optics

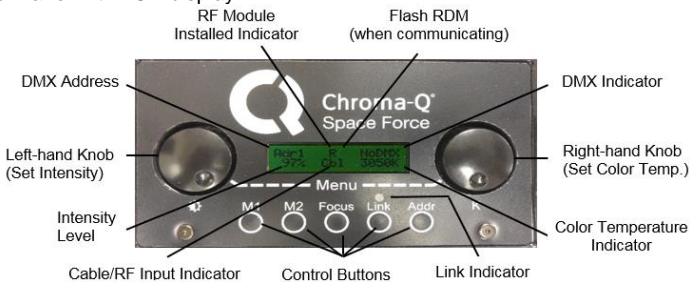
The Space Force onebytwo™ is built with a high efficiency diffuser that provides a fully homogenized beam spread.

6. Control

The Space Force onebytwo™ can be controlled through:

MANUAL OPERATION	rear control panel
INPUT CABLE	via remote DMX console through XLR-5 pin cable
INPUT RF OPTION	via wireless DMX transmission

Rear Control Panel with LCD display:



Manual Control in Standalone Operation:

LEFT-HAND KNOB	RIGHT-HAND KNOB
<ul style="list-style-type: none"> • Clockwise to increase Intensity Level • Counter-clockwise to decrease Intensity Level • Press to decrement intensity by 10% 	<ul style="list-style-type: none"> • Clockwise to increase the Color Temperature • Counter-clockwise to decrease Color Temperature • Press to step down through preset Color Temp values
<ul style="list-style-type: none"> • Press Both to access Menu 	

Control Buttons

1. Press once to activate, recall, unlink or play back
2. Press and hold for 2 – 5 seconds to store/save

M1	Stores and plays back a look
M2	Stores and plays back a look
Focus	Switches fixture ON to the max. output for 30 sec. for quick focus check or manual re-focus
Link	Unlinks from previous wireless connections
Addr	Sets the DMX start address (see the following section on DMX Operation)

DMX Operation:

To set the DMX Start Address,

On the Control Panel, press the **Addr** button once, “Adr” on the top left of the display flashes

Use either the Left-hand or Right-hand Knobs to set the DMX start address:

LEFT-HAND KNOB	RIGHT-HAND KNOB
<ul style="list-style-type: none">• Clockwise to increase the value by 1's• Counter-clockwise to decrease the value by 1's	<ul style="list-style-type: none">• Clockwise to increase the value by 10's• Counter-clockwise to decrease the value by 10's

Press and hold the **Addr** button for 2 seconds to save the new DMX setting, “Done” and “SAVED” appears on the display.

DMX Control Channels: 2

1. 1st DMX Channel controls the Intensity Level adjustment
2. 2nd DMX Channel controls the Color Temperature adjustment
3. When setting Personality to “INT-CCT-EXTD”, a third DMX channel will be established to carry commands rather than light data from the console to the fixture. A command is a binary number that must be asserted on the third channel for at least 5 seconds to have it executed.

Main Menu

1. Press both LEFT-HAND and RIGHT-HAND KNOBS to access the Main Menu
2. Rotate the LEFT-HAND KNOB to scroll through the menu items
3. Press LEFT-HAND KNOB to select the displayed item
4. Press the RIGHT-HAND KNOB once to exit to the previous menu item or the main display
5. Press both LEFT and RIGHT-HAND KNOBS for 2 sec. to save; the display shows “SAVED”

Menu Tree

1– PWM Frequency	The fixture can be set to various PWM frequencies to avoid flickering on camera								
2 – DMX I/P Select	Enables the input connection: INPUT CABLE or INPUT RF								
3 – DMX Lost	If the DMX control signal from an external source is not detected, various standalone output options can be selected <table border="1"><tbody><tr><td>1 - OFF</td><td>Fixture has no output</td></tr><tr><td>2 - Hold Last</td><td>Fixture holds the last valid DMX state</td></tr><tr><td>3 - M1</td><td>Fixture snaps to the saved look in M1</td></tr><tr><td>4 - M2</td><td>Fixture snaps to the saved look in M2</td></tr></tbody></table>	1 - OFF	Fixture has no output	2 - Hold Last	Fixture holds the last valid DMX state	3 - M1	Fixture snaps to the saved look in M1	4 - M2	Fixture snaps to the saved look in M2
1 - OFF	Fixture has no output								
2 - Hold Last	Fixture holds the last valid DMX state								
3 - M1	Fixture snaps to the saved look in M1								
4 - M2	Fixture snaps to the saved look in M2								
4 - RDM	RDM Protocol can be enabled or disabled <table border="1"><tbody><tr><td>RDM Disabled</td></tr><tr><td>RDM Enabled</td></tr></tbody></table>	RDM Disabled	RDM Enabled						
RDM Disabled									
RDM Enabled									
4 – DMX Input Data	DMX values of the LED channels are displayed								
5 – Temperature	Internal temperature is displayed								
6 – FMW Name & Ver.	Firmware Name and Version are displayed								
7 – Engine upload	Enables the upload of LED engine software updates from Uploader II								

Remote Wireless DMX Operation

The Link Indicator light on the control panel shows if an RF signal link to a remote DMX wireless transmitter is present or not. To activate a link,

1. Enable the INPUT RF from the Technical menu
2. From the external transmitter, initiate the link process
3. The Link Indicator flashes fast to indicate the linking in progress
4. The Link Indicator flashes slowly to indicate that the link is active; it turns into solid ON if DMX signal is received

Space Force onebytwo™ has a robust feature set available via RDM. Consult the Operator's Manual for details and operation.

7. Further Information

Please refer to the Chroma-Q Space Force onebytwo™ manual for more detailed information. A copy of the manual can be found at the Chroma-Q website – <https://chroma-q.com/products/space-force-onebytwo>.

Approvals & Disclaimer



The information contained herein is offered in good faith and is believed to be accurate. However, because conditions and methods of use of our products are beyond our control, this information should not be used in substitution for customer's tests to ensure that Chroma-Q® products are safe, effective, and fully satisfactory for the intended end use. Suggestions of use shall not be taken as inducements to infringe any patent. Chroma-Q® sole warranty is that the product will meet the Chroma-Q® sales specifications in effect at the time of shipment. Your exclusive remedy for breach of such warranty is limited to refund of purchase price or replacement of any product shown to be other than as warranted.

Chroma-Q® reserves the right to change or make alteration to devices and their functionality without notice due to on-going research and development.

The Chroma-Q® Space Force™ has been designed specifically for the lighting industry. Regular maintenance should be performed to ensure that the products perform well in the entertainment environment.

If you experience any difficulties with any Chroma-Q® products please contact your selling dealer. If your selling dealer is unable to help please contact support@chroma-q.com. If the selling dealer is unable to satisfy your servicing needs, please contact the following for full factory service:

Outside North America:
Tel: +44 (0)1494 446000
Fax: +44 (0)1494 461024
support@chroma-q.com

North America:
Tel: +1 416-255-9494
Fax: +1 416-255-3514
support@chroma-q.com

For further information please visit the Chroma-Q® website at www.chroma-q.com.

Chroma-Q® is a trademark, for more information on this visit www.chroma-q.com/trademarks.

The rights and ownership of all trademarks are recognized

