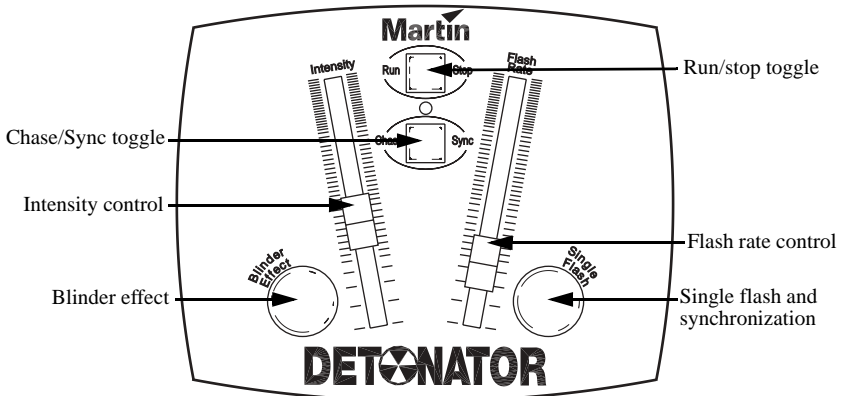


ATOMIC DETONATOR



The optional *Detonator* remote control provides the following:

- Slider controls for flash rate and intensity
- Momentary push button control of the blinder effect
- Momentary push button for single flash and flash synchronization
- Run/stop toggle switch
- Chase/sync toggle switch

DATA CONNECTION

Important: *Do not terminate the data link when using the Detonator!*

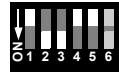
The Detonator connects to the Atomic 3000 with a 3-pin XLR data cable. Additional Atomic 3000s may be connected in series, output to input, for remote control of up to 20 fixtures. Note, however, that the data link must not be terminated as described DMX controllers.

If a signal splitter is used to branch the data link, it must be placed after the master fixture (see below), as the splitter does not transmit power to the remote control.

MODE SETTING

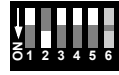
Important: *Connect no more than 1 master to the remote control!*

The remote control is powered by a “master” fixture via the data connection. The Detonator master fixture is selected by setting pins 2 and 3 of the Mode DIP switch to ON. Use this setting to operate a single fixture with the remote control. *If multiple fixtures are connected, set only one to be the master.*



Detonator master mode setting

If the Detonator is connected to multiple fixtures, all fixtures except the master shall be set as slave fixtures, with pin 2 of the Mode DIP switch ON and pin 3 OFF.



Detonator slave mode setting

OPERATION

INTENSITY

Flash intensity is controlled from minimum (blackout) to maximum with the Intensity fader.

The maximum intensity is reduced in low power mode, which is selected on pin 6 of the Mode DIP switch.

FLASH RATE

Flash rate is controlled from 0 to 25 flashes per second on 50 Hz power supplies, or 0 to 30 flashes per second on 60 Hz power supplies, with the flash rate fader.

The Run/Stop button toggles continuous flashing on and off. The indicator diode is green when running and red when stopped.

CHASE/SYNC

The Chase/Sync button toggles between staggered and simultaneous flashing of multiple fixtures. The indicator diode blinks in chase mode and remains on in Sync mode.

BLINDER EFFECT

The blinder effect is controlled with the momentary Blinder Effect button. The intensity is controlled with the Intensity fader. Lamp power is electronically regulated to prevent the lamp from overheating.

SINGLE FLASH

Single flashes can be achieved by pressing the Single Flash button with continuous flash stopped.

The flash rate cycle can be restarted, for example to synchronize with a beat, by pressing the Single Flash button while continuous flash is running.

To program a multi-fixture chase

- 1 Connect the fixtures and Detonator.
- 2 Select the fixture to start the flash sequence and set it to master mode as described above.
- 3 Set the number of fixtures in the chase on the master fixture's Address DIP switch. There may be 2 to 20 fixtures in a chase.
- 4 Set each additional fixture to slave mode on its Mode DIP switch. On its address DIP switch, set the slave's position in the chase sequence. Set 2 on the second fixture to flash, 3 on the third fixture, and so on up to 20.

