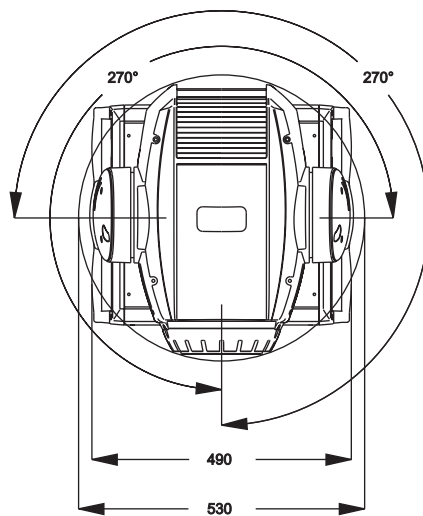
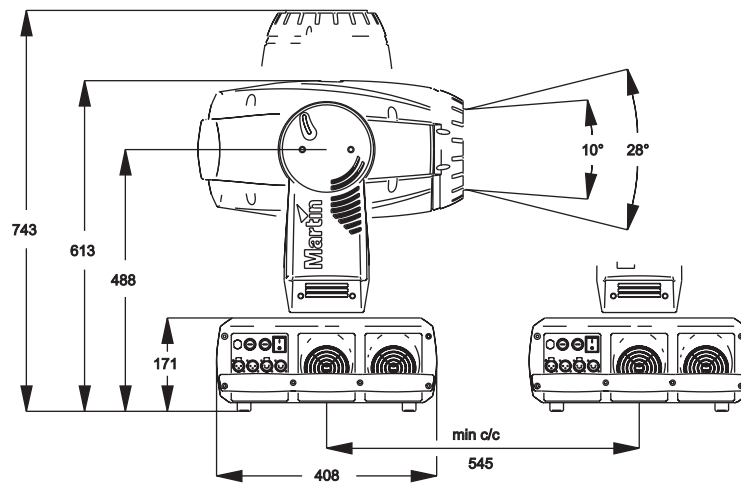
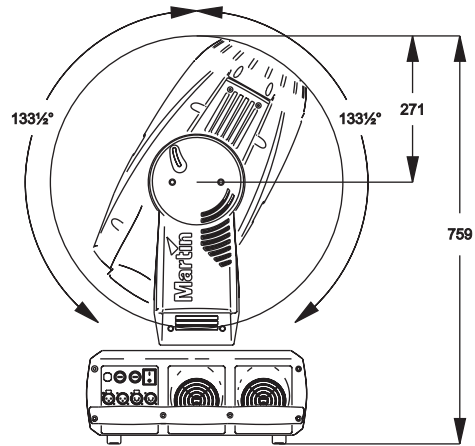


MAC 2000

Performance

user manual





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INTRODUCTION

Thank you for selecting the MAC 2000 Performance. The MAC 2000 Performance is a 1200 W moving head spotlight that provides CMY color mixing, continuous color correction (CTC), four-blade framing system, motorized iris, gobo wheel with five indexable rotating gobos, indexable gobo animation wheel, effect wheel with 3 effects (wide-angle converter lens, non-rotating nine-facet prism and variable frost), combined dimmer/shutter, focus, zoom, 540° of pan, and 267° of tilt. The MAC2000 Performance has electronic ballast that provides flicker-free operation and an economic power-saving mode.

For the latest firmware updates, documentation, and other information about this and all Martin Professional products, please visit the Martin web site at <http://www.martin.dk>.

MAC 2000 Performance safety information

Warning! *This product is for professional use only. It is not for household use.*

This product presents risks of lethal or severe injury due to fire and heat, electric shock, ultraviolet radiation, lamp explosion, and falls. **Read this manual** before powering or installing the fixture, follow the safety precautions listed below and observe all warnings in this manual and printed on the fixture. If you have questions about how to operate the fixture safely, please contact your Martin dealer or call the Martin 24-hour service hot line at +45 70 200 201.

TO PROTECT YOURSELF AND OTHERS FROM ELECTRIC SHOCK

- Disconnect the fixture from AC power before removing or installing the lamp, fuses, or any part, and when not in use.
- Always ground (earth) the fixture electrically.
- Use only a source of AC power that complies with local building and electrical codes and has both overload and ground-fault protection.
- Do not expose the fixture to rain or moisture.
- Refer any service operation not described in this manual to a qualified technician.

TO PROTECT YOURSELF AND OTHERS FROM UV RADIATION AND LAMP EXPLOSION

- Never operate the fixture with missing or damaged lenses and/or covers.
- When replacing the lamp, allow the fixture to cool for at least 15 minutes before opening the fixture or removing the lamp. Protect your hands and eyes with gloves and safety glasses.
- Do not stare directly into the light. Never look at an exposed lamp while it is lit.
- Replace the lamp if it becomes defective or worn out, or before usage exceeds the maximum service life.

TO PROTECT YOURSELF AND OTHERS FROM BURNS AND FIRE

- Never attempt to bypass the thermostatic switch or fuses. Always replace defective fuses with ones of the specified type and rating.
- Keep all combustible materials (for example fabric, wood, paper) at least 1.0 meter (39 inches) away from the fixture. Keep flammable materials well away from the fixture.
- Do not illuminate surfaces within 1.0 meter (39 inches) of the fixture.
- Provide a minimum clearance of 0.1 meters (4 inches) around fans and air vents.
- Never place filters or other materials over the lens.
- The exterior of the fixture can get very hot. Allow the fixture to cool for at least 5 minutes before handling.
- Do not modify the fixture or install other than genuine Martin parts.
- Do not operate the fixture if the ambient temperature (Ta) exceeds 40° C (104° F).

TO PROTECT YOURSELF AND OTHERS FROM INJURY DUE TO FALLS

- Do not lift or carry the fixture alone.
- When suspending the fixture, verify that the structure can hold at least 10 times the weight of all installed devices.
- Verify that all external covers and rigging hardware are securely fastened and use an approved means of secondary attachment such as a safety cable.
- Block access below the work area whenever installing or removing the fixture.

TRANSPORTATION

Important! Release the transport locks before operating the fixture.

Included items

The MAC 2000 Performance is shipped in a 1 or 2 unit flight case that contains the following items.

- User manual
- 2 x 20 A main fuses (for use with 100-130 V local power supply)
- 4 additional animation wheels
- 2 aluminium gobos
- 2 clamp attachment brackets

Transport locks

The head and yoke may be locked for transportation and service. The locks are shown in Figure 1. The fixture must be unlocked before operation.

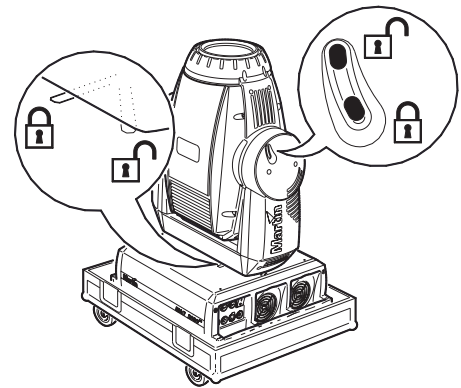


Figure 1: Pan and tilt locks

Single flight case

To unpack the fixture

- 1 Remove the top of the flight case.
- 2 With one person on each side, lift the fixture out of the bottom of the flight case.
- 3 Release the pan and tilt locks before operating.

To pack the fixture

- 1 Disconnect the fixture from power and allow it to cool.
- 2 Lock the head and yoke in the position shown in Figure 2.
- 3 Place the fixture in the bottom of the flight case. Place the top section over the fixture without forcing.

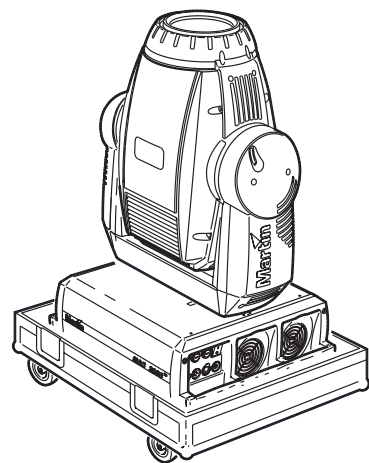


Figure 2: Single unit transport position

Double flight case

To unpack

- 1 Open the flight case and pull the drawer all the way out.
- 2 Release the head (tilt) transport lock.
- 3 Install rigging hardware as described on page 13.
- 4 With one person on each side, lift the fixture out of the flight case.

To pack

- 1 Disconnect the fixture from power and allow it to cool.
- 2 Turn the yoke parallel to the sides of the base with the tilt lock closest to the back.
- 3 Pull the transport drawer all the way out. With one person on each side, place the fixture on the drawer with the arrow pointing in.
- 4 Remove and stow rigging hardware. Coil and stow the power cord in the door.
- 5 Tilt the head so that the lens points away from the door as shown in Figure 3. Lock the head in the horizontal position. Do not lock the yoke.
- 6 Slide the drawer all the way in without forcing. Close the flight case.

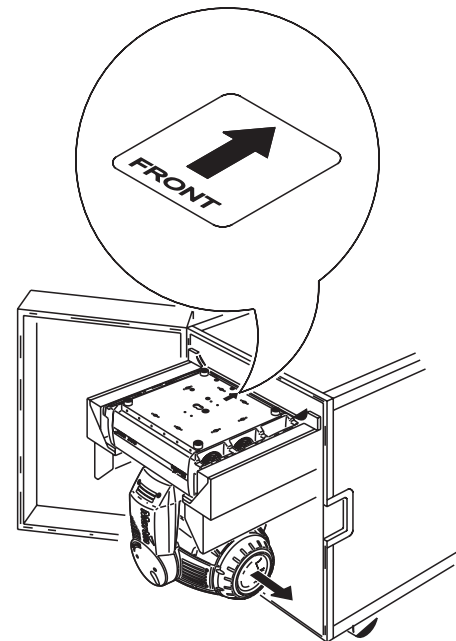


Figure 3: Double unit transport position

To setup for flight case testing

The double flight case has two slide-out arms from which the fixture can hang for testing and setting. Though unnecessary, the pan and tilt reset can be cancelled by pressing [Menu] and [Enter] at the same time.

- 1 Open the flight case and pull the drawer all the way out. Release the transport locks.
- 2 Pull the test arms all out. Tilt the fixture up and over the slide arms so that the handle cross-braces that are second from the back rest on the arms. The fixture should rest at an angle.
- 3 Push the transport drawer into the flight case.

LAMP

About the HMI 1200 W/S lamp

The MAC 2000 Performance comes with a double-ended OSRAM HMI 1200 W/S discharge lamp installed. This highly-efficient short-arc source provides an exceptionally stable 6000K color temperature, a color rendering index greater than 90, and an average life of 750 hours.

The lamp is capable of hot restrike. This feature, however, is only supported by the MAC 2000 Performance with electronic ballast.

The ends of the lamp have specially-developed keys, shown in Figure 6, to ensure proper installation. Do not use HMI 1200 W/S lamps with the non-keyed SFC 10-4 base.

Warning! *Installing any other lamp may create a safety hazard or damage the fixture!*

The lamp has an average life of 750 hours. To reduce the risk of explosion, replace the lamp before usage exceeds 125% of the average life, i.e., before it exceeds 940 hours. To read lamp hours from the control panel, please refer to “Readouts” on page 15.

For optimum performance, avoid turning off the lamp before it has warmed up fully.

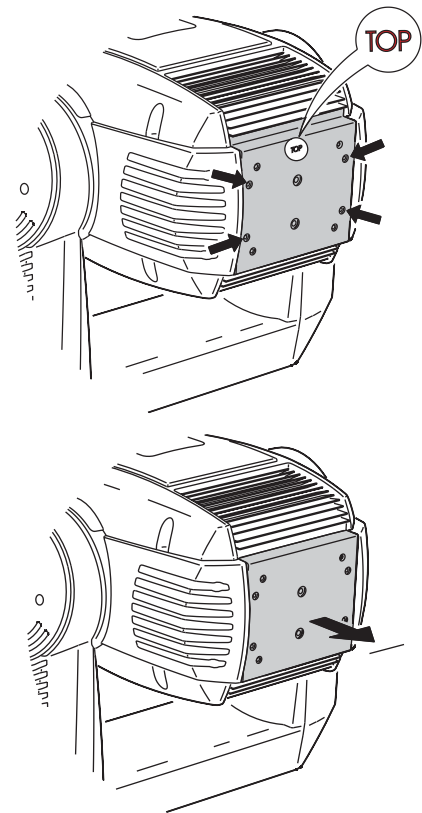


Figure 4: Lamp access

Lamp replacement

Important! *Do not touch the quartz bulb with bare fingers.*

Replacement lamps are available from your Martin dealer. Please order Martin P/N 97010304.

The clear quartz bulb must be clean and free of any oils from your fingers. Clean the lamp with an alcohol wipe and polish it with a dry cloth, particularly if you accidentally touch the bulb.

To replace the lamp

- 1 Disconnect the fixture from power and allow it to cool. Lock the head horizontally with the top up.
- 2 See Figure 4. Release the 4 quarter-turn fasteners marked with arrows on the rear plate. Pull the lamp assembly straight back as far as it goes and let it rest in place.
- 3 See Figure 5. Pull the retention spring on the left end up and then swing the end of the lamp out. Pull the other end out of the socket.

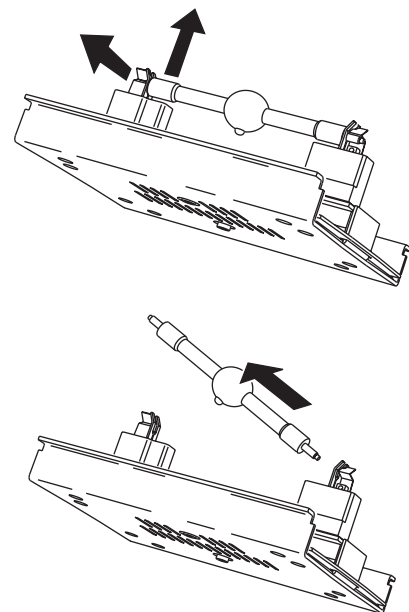


Figure 5: Lamp removal

- 4 See Figure 6. With the nipple on the bulb facing the back, insert the right end of the new lamp in the socket. Pull up on the left spring and snap the other end into place.
- 5 Lift the lamp assembly so that lamp is level with the center of the reflector. Push the assembly straight in until it seats, making sure the lamp passes through the reflector opening. Lock the 4 quarter-turn fasteners.
- 6 When installing a new lamp, reset the lamp hour and lamp strike counters as described in "Time" on page 15.

To align the lamp

- 1 Switch on the MAC 2000 Performance and allow it to reset. Using either a controller or the control module, turn on the lamp and project an open white beam on a flat surface.
- 2 Center the hot spot vertically using the top Allen-head adjustment screw in the center of the rear plate.
- 3 If there is significant hot spot, turn the bottom adjustment screw counterclockwise until the light is evenly distributed. If the light is brighter around the edge than it is in the center, or if light output is low, turn the bottom adjustment screw clockwise until the light is bright and evenly distributed.
- 4 Repeat step 2.

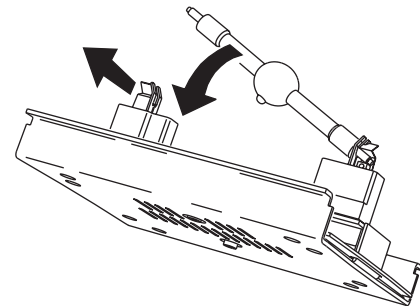
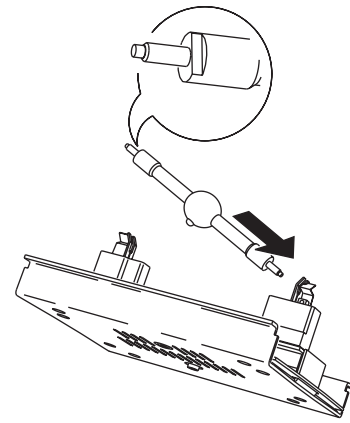


Figure 6: Lamp insertion

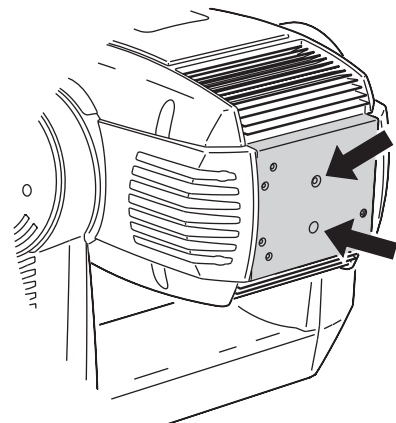


Figure 7: Lamp adjustment

AC POWER

WARNING! For protection from electric shock, the fixture must be grounded (earthed). The AC mains supply shall be fitted with a fuse or circuit breaker and ground-fault protection.

Important! Verify the power supply settings before applying power.

Power supply settings

The transformer in the MAC 2000 Performance must be tapped correctly for the local AC voltage. The wrong transformer setting can cause overheating, damage, and poor performance. The factory setting is printed on the serial number label.

The MAC 2000 Performance has an electronic ballast that automatically adapts to the line voltage and frequency.

FUSES

The MAC 2000 Performance comes factory set for 100 V or 120 V and has two 20 A T (time delay) main fuses, which are located near the power switch. Units set at 210 V and above have two 15 A main fuses installed.

If you change the voltage settings, alternate fuses are supplied in bag packed together with this user manual. Use:

- 15 A main fuses when the *transformer* is set at 208, 230, or 250 V
- 20 A T fuses when it is set at 100, or 120 V

To change the transformer setting

The fixture has an electronic ballast that automatically adapts to the line voltage and frequency, but the transformer must be tapped correctly for the local AC voltage. The wrong transformer setting can cause overheating, damage, and poor performance. The factory setting is printed on the serial number label.

- 1 Disconnect the fixture from AC power. Remove the rear base cover as shown in Figure 8.
- 2 Find the transformer setting in Table 1. Move the brown wire on the transformer connection block to the position shown in Figure 9.

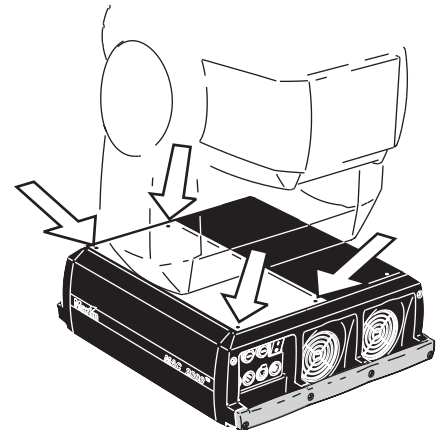


Figure 8: Power

- 3 Close the base before applying power.

AC frequency	AC voltage	Setting
50 - 60 Hz	98 - 105 V	100 V
50 - 60 Hz	115 - 126 V	120 V
50 - 60 Hz	200 - 218 V	208 V
50 - 60 Hz	219 - 240 V	230 V
50 - 60 Hz	241 - 250 V	250 V

Table 1: Transformer settings, electronic ballast model

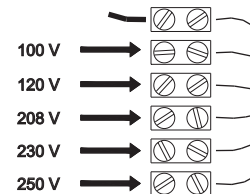
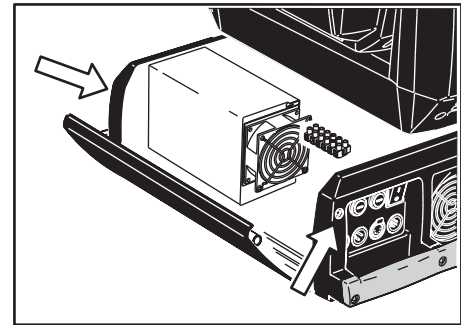


Figure 9: Transformer connections

Power connection

Important! Connect the MAC 2000 Performance directly to AC power. Do not connect it to a dimmer system; doing so may damage the fixture.

You may need to install a cord cap that fits your supply on the power cable. A 3-prong grounding-type plug must be installed following the manufacturer's instructions. The table shows some possible pin identification schemes; if the pins are not clearly identified, or if you have any doubts about proper installation, consult a qualified electrician.

To apply power, set the power switch on the base to the "I" position.

Wire Color	Pin	Symbol	Screw (US)
brown	live	L	yellow or brass
blue	neutral	N	silver
yellow/green	ground		green

Table 2: Cord cap connections

Reduced power function

The MAC 2000 Performance has an automatic power reduction function, which reduces the consumption to 700W if the shutter/dimmer is closed for more than 3 minutes. This not only increases the lamp life, but also further decreases the overall noise emission of the fixture.

DATA

Important! Never connect more than 1 data input and 1 data output.

The MAC 2000 Performance has both 3-pin and 5-pin XLR sockets for DMX input and output. The pin-out on all sockets is pin 1 to shield, pin 2 to cold (-), and pin 3 to hot (+). There is no connection to pins 4 and 5.

The sockets are wired in parallel: both inputs connect to both outputs. *For reliable data transmission and to avoid damage to the fixture, however, use one input and one output!*

Connecting fixtures

- Use shielded twisted-pair cable designed for RS-485 devices: standard microphone cable cannot transmit control data reliably over long runs. 24 AWG cable is suitable for runs up to 300 meters (1000 ft). Heavier gauge cable and/or an amplifier is recommended for longer runs.
- Never use both outputs to split the link. To split the serial link into branches use a splitter such as the Martin 4-Channel Opto-Isolated RS-485 Splitter/Amplifier.
- Do not overload the link. Up to 32 devices may be connected on a serial link.
- Terminate the link by installing a termination plug in the output socket of the last fixture. The termination plug, which is a male XLR plug with a 120 ohm, 0.25 watt resistor soldered between pins 2 and 3, “soaks up” the control signal so it does not reflect and cause interference. If a splitter is used, terminate each branch of the link.
- Martin fixtures introduced before 1997 have reversed polarity data sockets (pin 2 hot and pin 3 cold). The socket polarity is labelled. *Use a phase-reversing cable between the MAC 2000 Performance and any Martin device with reversed polarity.*

To connect the data link

- 1 Connect the DMX data input from the controller to the MAC 2000 Performance’s 3-pin or 5-pin input (male) socket.
- 2 Using the sockets that match your data cable, connect the output of the fixture closest to the controller to the input of the next fixture.
- 3 Insert a male 120 Ω XLR termination plug in the 3-pin or 5-pin output of the last fixture on the link.

RIGGING

The MAC 2000 Performance can be placed on stage or clamped to a truss in any orientation. The Fast-Lock system enables quick and easy fastening of the clamp brackets in 4 positions as shown Figure 10.

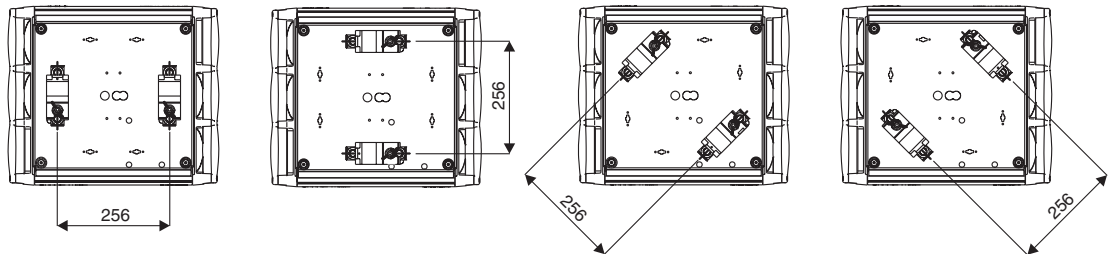


Figure 10: Clamp bracket positions

Warning! Always use 2 clamps to rig the fixture. Lock each clamp with both 1/4-turn fasteners. The fasteners are locked only when turned fully clockwise.

Warning! Attach an approved safety cable to the attachment hole in the base. Never use the carrying handles for secondary attachment.

To clamp the fixture to a truss

- 1 Verify that the rigging clamps (not included) are undamaged and can bear at least 10 times the weight of the fixture. Verify that the structure can bear at least 10 times the weight of all installed fixtures, clamps, cables, auxiliary equipment, etc.
- 2 Bolt each clamp securely to a clamp bracket with an M12 bolt (grade 8.8 or better) and lock nut.
- 3 Align a clamp with 2 mounting points in the base. Insert the fasteners into the base and turn both levers a full 1/4-turn clockwise to lock. Install the second clamp.
- 4 If the truss can be lowered, fixtures can be clamped on directly from the double flight case. If the fixture must be lifted, block access under the work area. Working safely from a stable platform, hang the fixture on the truss with the arrow towards the area to be illuminated. Tighten the rigging clamps.
- 5 Install a safety wire that can bear at least 10 times the weight of the fixture. The attachment point is designed to fit a carabiner clamp.
- 6 Verify that the pan and tilt locks are released. Verify that there are no combustible materials or surfaces to be illuminated within 1 meter of the fixture, and that there are no flammable materials nearby.

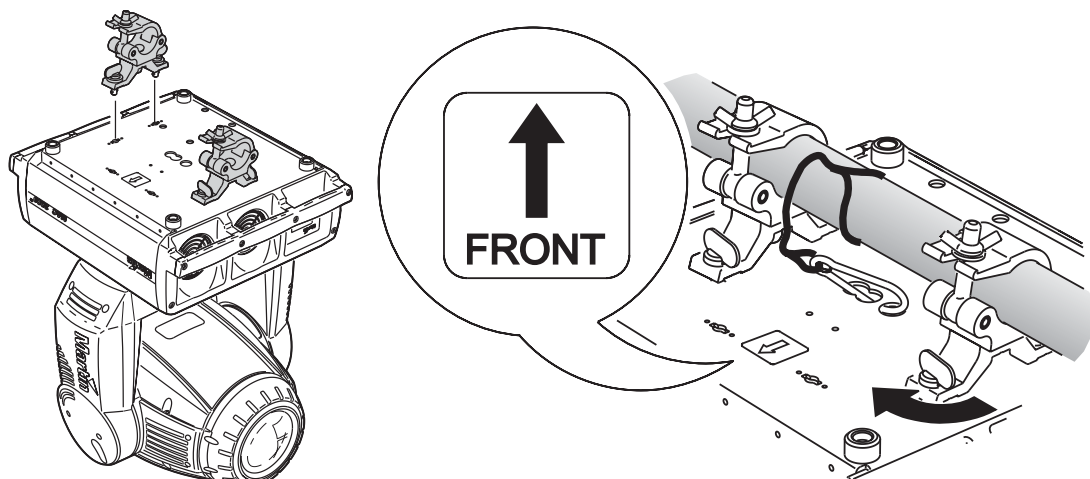


Figure 11: Rigging hardware installation

CONTROL PANEL

The LED control panel is used to set the address and personalities, read lamp hours and other information, calibrate effects, and run a test routine. Most of these functions may be performed remotely via the serial link with the Martin MP-2 Uploader.

Navigation

The DMX address and any messages (see page 40) are displayed when the MAC 2000 Performance is turned on. To enter the menu, press [Menu]. Press [Up] and [Down] to move within the menu. To select a function or submenu, press [Enter]. To escape a function or menu, press [Menu]. See Table 5 on page 34 for a complete list of the menu items.

Note: [Enter] must be pressed and held for a few seconds to enter the utilities menu.

DMX address and protocol setting

The DMX address, also known as the start channel, is the first channel used to receive instructions from the controller. For independent control, each fixture must be assigned its own control channels. Two MAC 2000 Performances may share the same address, however, if identical behavior is desired. Address sharing can be useful for diagnostic purposes and symmetric control, particularly when combined with the inverse pan and tilt options.

Two DMX protocols, 8-bit and 16-bit, are available. The 8-bit mode uses 20 control channels and provides full basic control. The 16-bit mode uses 4 additional channels to provide finer gobo and pan/tilt positioning.

To set the DMX address and protocol

- 1 Press [Menu] to enter the main menu.
- 2 Press [Up] until `ADDR` is displayed. Press [Enter]. To snap to channel 1, press [Enter] and [Up]. Scroll to the desired channel and press [Enter].
- 3 Select `PSET` from the main menu and press [Enter]. Select `8bit` or `16bit` and press [Enter].

Tailoring performance

MOVEMENT

The MAC 2000 Performance provides six options for optimizing movement for different applications.

- The protocol setting (`PSET`) setting selects 8-bit or finer 16-bit control of pan, tilt, and gobo index.
- The pan and tilt invert (`PATI`) menu swaps and/or inverts pan and tilt.
- The pan/tilt speed (`PTSP`) menu provides 3 settings: `FAST`, `NORM`, and `SLOW`. `NORM` is best for most applications. `FAST` provides better performance in applications where speed is most important. `SLOW` provides the smoothest movement and is best in long-throw applications with slow movements through narrow angles.
- The studio mode (`STUD`) setting optimizes all effects besides pan and tilt for speed or quietness.
- The shortcuts (`SCUT`) setting determines whether the color, gobo, and effect wheels always take the shortest path between two static positions or oscillate between outer positions.

TRACKING RESPONSE

The MAC 2000 Performance has a filter algorithm that looks at several position updates in tracking control mode and calculates the ideal response for smooth movement. Tracking response is adjustable to compensate for variations in controller performance. In most cases the default settings work well.

If tracking mode movement is not satisfactory there are 2 parameters that can be adjusted. The first is selected under `PERS / TRAC / MODE`. The default, `MOD1`, is the best choice with controllers that calculate intermediate positions at a steady rate. Begin by selecting the alternative, `MOD2`, which is better if the intermediate positions stray significantly from the line of travel.

The second parameter is the number of position updates used to calculate speed. The level is adjustable between 1 and 10 under `PERS / TRAC / CAL`. Increasing the number of samples increases the distance over which speed is calculated, making movement smoother but less responsive to sudden changes. Experiment for best results.

DISPLAY

The display intensity (`DISP`) setting controls display brightness. The display on/off setting (`DISP`) determines whether the display remains on or extinguishes two minutes after the last key-press. To flip the display, press [Up] and [Down] simultaneously.

LAMP

There are two settings that modify lamp control: Automatic Lamp On (`ALON`) and DMX Lamp Off (`DLOF`).

When `ALON` is off, the lamp remains off until a “lamp on” command is received from the controller. When `ALON` is on, the lamp strikes automatically after the fixture is powered on. When `ALON` is set to DMX, the lamp strikes automatically when the fixture receives DMX data, and it extinguishes 15 minutes after DMX data is lost.

When `ALON` is set to either ON or DMX, the automatic lamp strike timing is staggered to prevent all lamps from striking at once. The delay is determined by the fixture address.

If striking lamps from the controller, note that striking many lamps at once may cause a voltage drop large enough to prevent lamps from striking or trip the main circuit breaker. Avoid this by programming a “lamp on” sequence that strikes lamps one at a time at 5 second intervals.

Power to the lamp can be turned off from the controller if DMX Lamp Off (`DLOF`) is on.

DMX RESET

The fixture can be reset from the controller if DMX reset (`PERS / DRES`) is ON.

CUSTOM SETTINGS

The custom configuration function allows you to save and recall three sets of fixture settings. The savable settings are DMX mode, pan/tilt speed, pan/tilt inverse and swap, DMX lamp off and reset, display settings, shortcuts, studio mode, automatic lamp on, effects feedback, tracking algorithm, and tracking samples.

Readouts

Note: The MP-2 Uploader provides commands to display the time, temperature, and version readouts on the fixture control panel.

TIME

`INFO / TIME` provides readouts of fixture hours (`HRS`), lamp hours (`L HR`), and lamp strikes (`L ST`). Under each item is a resettable (`RESET`) increment counter and a non-resettable counter for total accumulated hours/strikes since fabrication (`TOTL`). To reset an increment counter, display it and then press [Up] until it reads 0. (This may also be done remotely using the MP-2 Uploader.)

TEMPERATURE

`INFO / TEMP` provides readouts of the head and base temperature in Celsius and Fahrenheit.

FIRMWARE VERSION

`INFO / VER` displays the version number of the installed firmware. The firmware version is also displayed briefly at startup.

DMX

The `DMXL` menu shows the DMX start code (`STCO`) and DMX values received for each effect.

Service messages

The Service LED on the control panel lights under conditions that require fixture service, and there is a message describing the service required. To display the message, select `SMMSG` in the main menu. This item is available only when the LED is lit. There are two service messages.

`Replace lamp` is displayed when the lamp counter exceeds 750 hours, which is the rated average life for the HMI 1200 W/S lamp. The maximum service life is 125% of the average life, or 940 hours.

`Fixture overheating` is displayed when the head temperature exceeds 120° C (248° F). Overheating is likely due to dirty air filters, fans, or air vents; incorrect power supply settings, or a defective fan.

Service utilities

Important! *Enter must be held for several seconds to access the utilities menu.*

TEST SEQUENCES

`TSEQ` provides a general test of all effects that can be run without a controller. `UTIL / PCBt` provides routines for circuit board testing that are for service use only.

FEEDBACK TOGGLES

An on-the-fly position correction system monitors the color wheel, gobo wheels, gobos, rotating effects, and effect wheel. If a position error is detected, the shutter closes while the effect resets. This feature can be disabled by turning effects feedback (`UTIL / EFFb`) off.

The automatic pan/tilt position correction system may be temporarily turned off under `UTIL / FEbA`. The off setting, however, is not saved and the system will be re-enabled the next time the fixture starts. If the system cannot correct the pan/tilt position within 10 seconds, feedback is automatically disabled.

ADJUSTMENT

The adjustment menu (`UTIL / Adj`) provides manual control for making mechanical adjustments. See page 38.

CALIBRATION

The calibration menu (`UTIL / CAL`) provides utilities to define offsets in software that are relative to the mechanical reset or home positions. This allows you to fine tune optical alignment and achieve uniform performance between fixtures. Dimmer and zoom are calibrated to defined points. The other effects are calibrated relative to an arbitrary reference fixture.

Default offset settings may be restored by selecting default offsets (`UTIL / dFOF`).

To calibrate effects

- 1 Apply power but do not strike the lamp until zoom has been calibrated.
- 2 To calibrate zoom, first remove the bottom head cover. Select `UTIL / CAL / ZOO F` and press [Enter]. Adjust the offset until the face of the zoom lens plate is flush with the back edge of the focus plate (Figure 12). Press [Enter] to save the setting. Replace the bottom head cover.
- 3 Pan calibration is most useful when multiple fixtures are stacked vertically. To calibrate, set zoom, focus, iris, and tilt position for easy one-over-the-other comparison and set each fixture to the same pan DMX value. Select one fixture to be the reference fixture. On the other fixtures, select `UTIL / CAL / P OF` and press [Enter]. Adjust the offset as necessary to align the beam with the reference beam. Press [Enter] to save the setting.
- 4 Tilt calibration is most useful when multiple fixtures are arranged horizontally. To calibrate, set zoom, focus, iris, and pan position for easy side-by-side comparison and set each fixture to the same tilt DMX value. Select one fixture to be the reference fixture. On the other fixtures, select `UTIL / CAL / T OF` and press [Enter]. Adjust the offset as necessary to align the beam with the reference beam. Press [Enter] to save the setting.

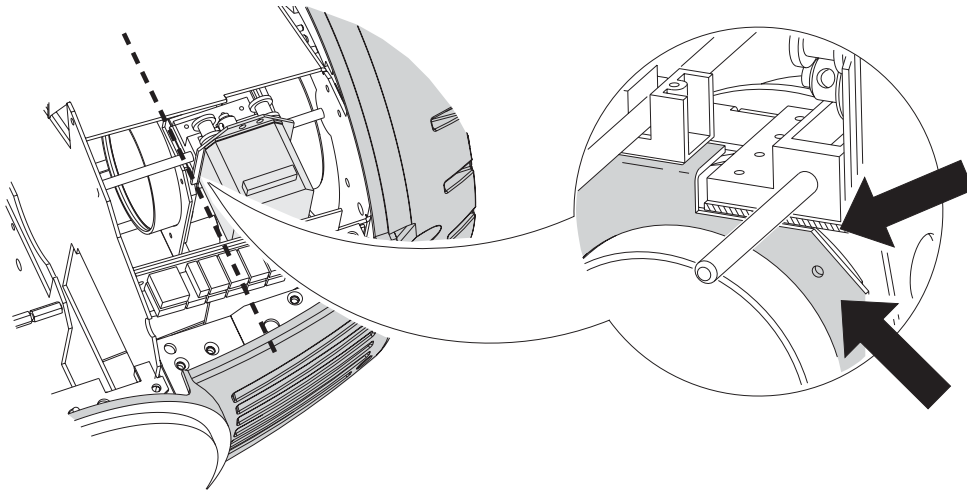


Figure 12: Zoom calibration point

- 5 To calibrate the dimmer, select `UTIL / CAL / D OF` and press [Enter]. Hold a piece of paper over the lens. Set the offset to 0 and then increase it until light is clearly projected onto the paper. Press [Enter] to save the setting. Remove the paper.
- 6 To calibrate color mixing flags (cyan, magenta, yellow, and color temperature correction), project white beams with no dimming and position them for easy comparison. On each fixture, *including the reference*, select `UTIL / CAL / C OF` and press [Enter]. (This adds a defined amount of cyan.) Select one fixture to be the reference. Adjust the offsets on the other fixtures to match the reference color. Press [Enter] to save the setting. Repeat for `M OF` (magenta), `Y OF` (yellow), and `CTOF` (CTC).
- 7 Focus calibration is useful when two or more fixtures are the same distance from a projection surface. To calibrate focus, set up all fixtures with the same focus, zoom, dimming, iris, and gobo values. Select a focussed fixture to be the reference. On the other fixtures, select `UTIL / CAL / FOOF` and press [Enter]. Adjust the offset to focus the image. Press [Enter] to save the setting.

SOFTWARE UPLOAD

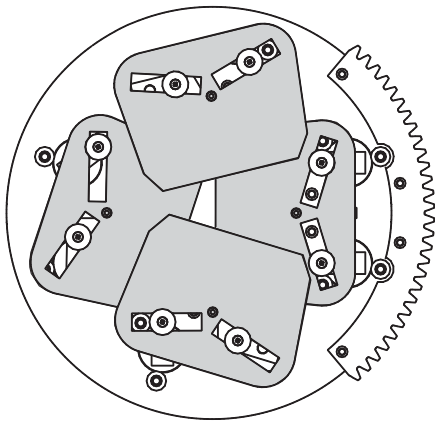
The software update mode is normally engaged automatically by the upload device.

EFFECTS

The MAC 2000 Performance is compatible with USITT DMX512 controllers. The fixture has two DMX operating modes, 8-bit and 16-bit. 16-bit mode requires three more DMX channels than 8-bit mode but provides more precise gobo indexing and pan/tilt positioning. All other functions are identical. The complete DMX protocol begins on page 27.

Framing shutters

Optimized for use in theater, the MAC 2000 Performance features a fully automated, micro-adjusting framing shutter blade system. For accurate illumination of stage props and scenery, this framing system slices the elliptical beam into angled shapes.



The system comprises four shutter blades, arranged in two layers. With this 2-layer system, the MAC 2000 Performance has been designed to project shapes with crisp, sharp edges.

Each blade can be swiveled ± 30 degrees, and the entire module rotates 90 degrees.

Directly attached to the framing system is the iris. You can use either the iris or the framing system, or both together.

Gobos

The gobo wheel provides room for 5 gobos. See page 20 to change gobos.

Gobos may be rotated and shaken at varying speeds and indexed to any position. Extremely accurate positioning is available in 16-bit mode.

For each wheel, the gobo and type of rotation (indexed or continuous, with or without shake) are selected on the wheel's Gobo & Function Channel, which also provide commands for continuous wheel rotation. The gobo position index and rotation speed are selected on its Position/Velocity Channel. In 16-bit mode, the position is further adjusted on the wheel's Fine Position Channel.

Gobo animation system

The gobo animation system is designed to create animated effects such as flames, sky and water imaging. The MAC 2000 Performance comes with 5 replaceable gobo animation wheels, which are magnetically attached to the motor shaft, and which can be quickly changed. The gobo animation wheel pivots to allow horizontal, vertical, and angled effects, such as rising flames or windswept clouds.

Dimming and strobe

The mechanical dimmer/shutter system provides smooth, high-resolution 100 percent dimming, instant open and blackout, random and variable strobe effects up to 10 Hz, and random and variable pulses in which the dimmer snaps open and slowly dims or snaps closed and slowly opens.

Color mixing

The color mixing system uses continuous dichroic cyan, magenta, and yellow (CMY) color filters. It is a subtractive system that removes color from white light. Inserting all three filters results in loss of light: for maximum brightness, mix 2 colors at a time.

Color temperature correction

The color temperature correction (CTC) system uses a continuous 0 - 178 mireds color filter that lowers the color temperature from 6000 K to 2900 K.

Effect wheel

The effect wheel provides a variable frost filter and two slots that house a wide angle converter lens (beam expander) and a nine-facet prism.

Iris

The iris closes down to 15 percent of its full-open diameter with high, 200-step resolution. The Iris Channel also provides random and variable speed pulsating iris effects.

Focus and zoom

The focus lens focusses the beam from approximately 2 meters (6.5 feet) to infinity. The zoom lens widens the beam from approximately 10° at full spot to 28° at full flood.

Pan and tilt

The yoke pans 540° and the head tilts 267°. For maximum positioning accuracy, select 16-bit mode.

The pan/tilt speed (fast, norm, or slow) may be selected on the pan/tilt speed channel. Setting the pan/tilt speed channel to “blackout” causes the shutter to black out the light while the head is moving.

Speed control

There are two ways to control the speed at which effects move from one static position to another. These are known as tracking control and vector control and are selected on the Pan/Tilt Speed and Effect Speed Channels. These channels are independent so you may, for example, combine a vector control pan movement with a tracking control color fade.

In tracking mode, speed is determined by the cross-fade time. The controller continuously sends small position changes that the fixture “tracks.” To enable tracking mode, set the relevant speed channel to a tracking value. Note that in addition to enabling tracking control, some tracking values also provide overrides of the menu settings.

In vector mode, speed is set directly on a speed channel. *The cross-fade time must be 0.* Vector control provides a way to set speed on controllers that do not have programmable fade times and results in smooth movement regardless of the cross-fade time or the controller’s processing power.

To open the iris slowly in tracking mode, for example, you program a scene with the iris fully closed and a second scene with the iris fully open. Then you set a cross-fade time between the two scenes of, say, 10 seconds. The controller gradually changes the iris position value from 199 (closed) to 0 (open).

To open the iris slowly in vector mode, you program the iris closed and open as before. Then you set the cross-fade time to 0 and program a slow speed, in the second scene, on the Effect Speed Channel.

OPTICAL CONFIGURATION

Rotating gobo wheel

The MAC 2000 Performance is supplied with 5 rotating gobos installed. Figure 13 shows the standard gobo configuration with the gobo positions marked.

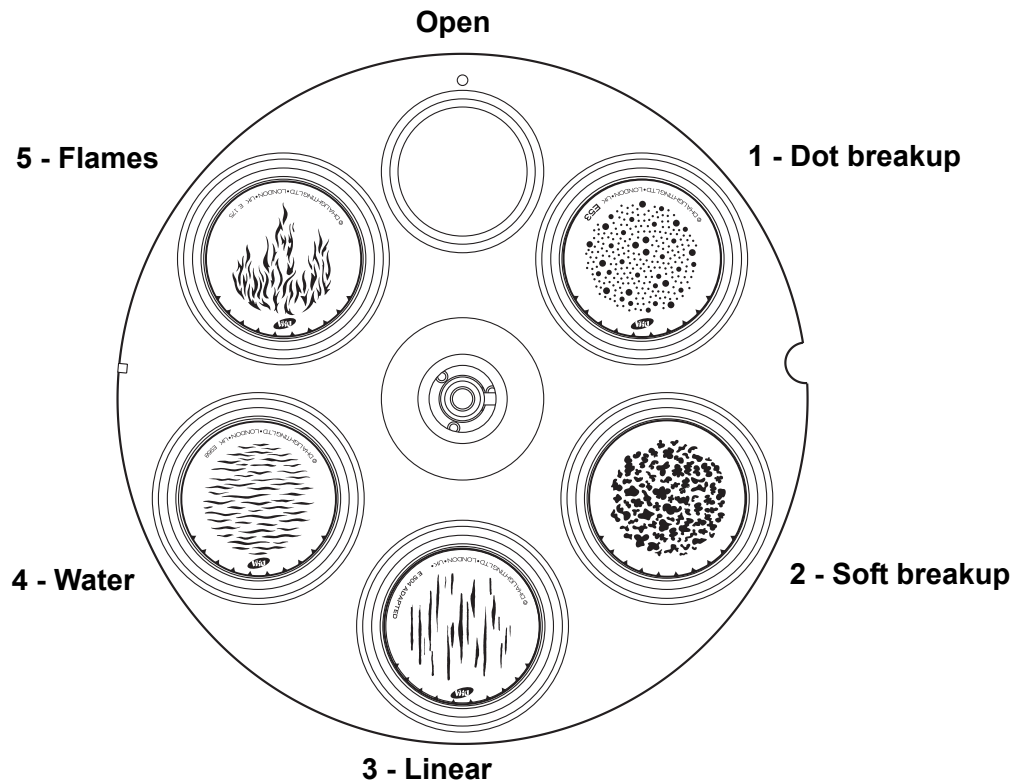
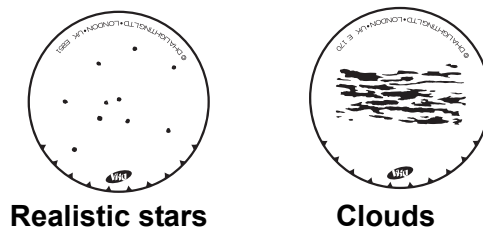


Figure 13: Standard rotating gobo wheel configuration as seen from lamp

The rotating gobos are magnetically indexed with a special indexing gobo holder in position 2 (the Soft Breakup gobo). The indexing gobo holder, which has a small magnet, must always be in position 2. If it is placed in a different position, the gobos will not index correctly. The indexing gobo holder accepts the same gobos as normal holders; any gobo suitable for the MAC 2000 may be placed in position 2.

Two additional aluminum gobos are supplied.



GOBO SPECIFICATIONS

All gobo slots accept round theatrical size-E glass gobos. Aluminum gobos are suitable for short-term use only. For best results, custom gobos should meet the following criteria.

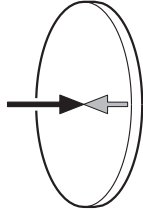
Outside diameter:375 +0/-0.3 mm (1 15/32 +0/-0.01 in.)
 Maximum image diameter:30 mm (1 3/16 in.)
 Material: High temperature Borofloat or better glass
 Coating: Dichroic or enhanced aluminum

The rotating-gobo wheel positions hold gobos up to 3 mm thick with the gobo retention spring. Gobos thicker than 3 mm must be glued in the holder.

ORIENTATION

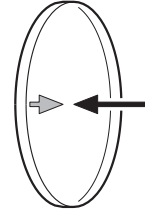
Coated gobos are inserted with the coating against the rim of the holder (away from the spring). Textured gobos are inserted with the smooth side against the spring. This provides the best results when combining rotating gobos..

Coated side



When an object is held up to the coated side there is no space between the object and its reflection. The back edge of the gobo cannot be seen when looking through the coated side.

Uncoated side



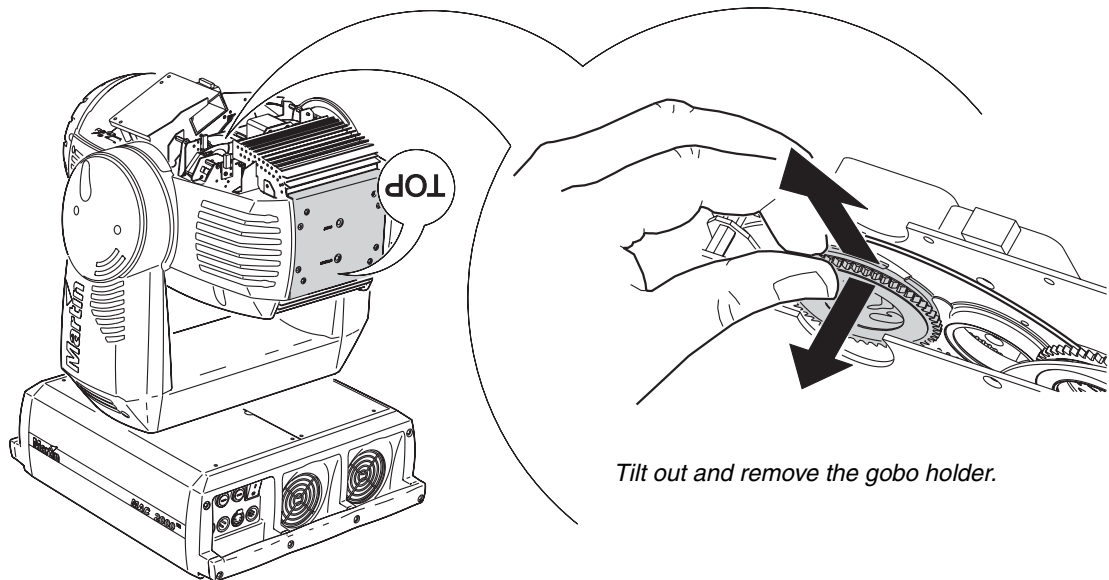
When an object is held up to the uncoated side there is a space between the object and its reflection. The back edge of the gobo can be seen when looking through the uncoated side.

Figure 14: Finding the coated side

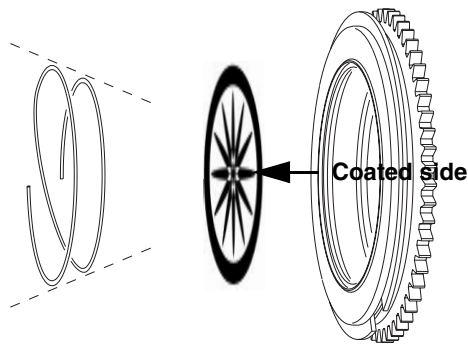
TO REPLACE ROTATING GOBOS

Important! The gobo can fall out if the spring is inserted backwards.

- 1 Disconnect the fixture from power and allow it to cool.
- 2 Lock the head in the top side up position and remove the top cover. Turn the gobo wheels as required to access the desired position. Pull the gobo holder away from the wheel slightly to release. Remove the gobo holder.



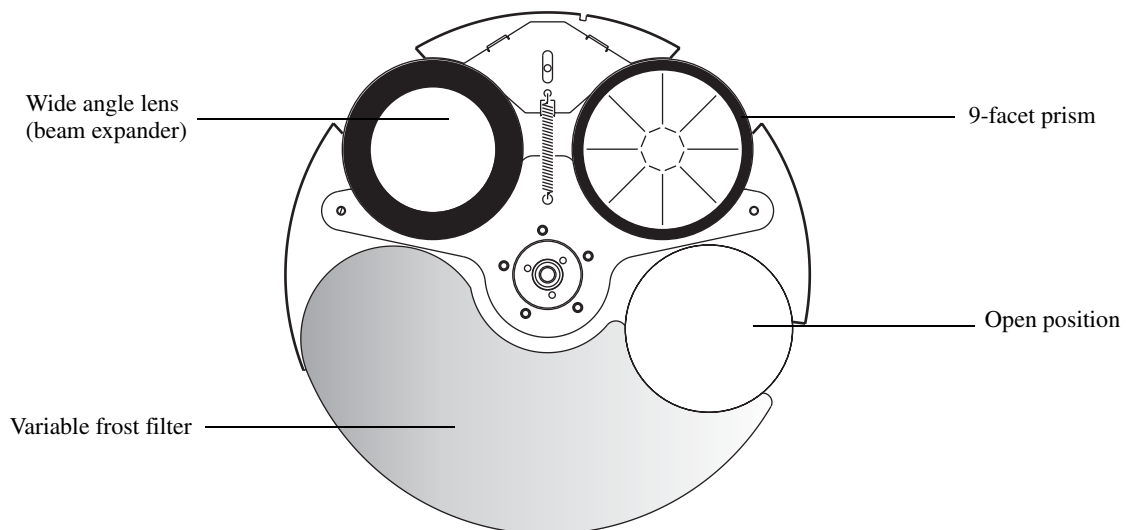
- 3 Remove the gobo retention spring from the gobo holder and drop the gobo out of the holder. Insert the new gobo in the holder. *Insert the spring with the narrow end against the gobo.* To identify the narrow end, press the spring flat: the narrow end is on the inside. Push the end of the spring in under the lip of the holder.



- 4 Work the rim of the gobo holder under both clips and snap the gobo holder back into position. If necessary, a small screwdriver or similar tool may be used to pry the clips away from the wheel.
- 5 Replace the top cover and release the pan and/or tilt locks before operating.

Effect wheel

The effect wheel provides a variable frost filter and two positions for effects. The MAC 2000 Performance comes with a wide angle lens and a nine-facet prism installed in these positions.



To replace effects

- 1 Disconnect the fixture from power and allow it to cool.
- 2 Lock the head in the upside down position and remove the bottom cover. Turn the effect wheel so that the locking plate is under the sensor bracket.
- 3 To remove, hold the rim of the effect holder and pull back on the locking plate. Remove effect from wheel.
- 4 To insert, pull back on the locking plate. If both effects are removed, pull straight back on both tabs. Position the groove in the effect holder over the fixed plate. Release the locking plate and verify that the effect is properly seated.

- 5 Replace the bottom cover and unlock the head before operating.

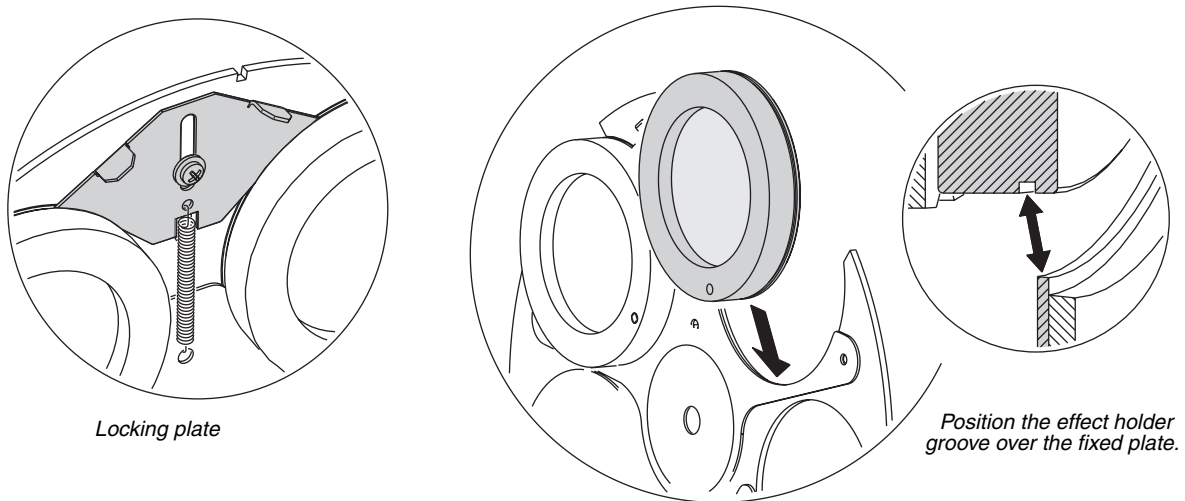


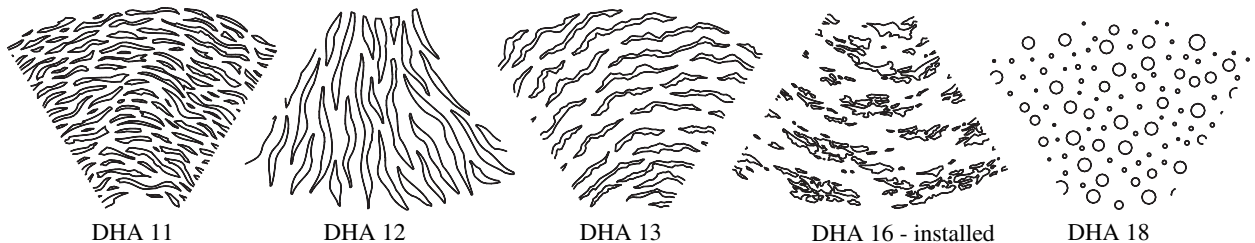
Figure 15: Replacing effects

Gobo animation

The gobo animation system is designed to create animated effects such as flames, sky and water imaging. The MAC 2000 Performance comes with 5 replaceable gobo animation wheels, which are magnetically attached to a motor shaft, and which can be quickly changed. The gobo animation wheel pivots to allow horizontal, vertical and angled effects, such as rising flames or windswept clouds.

The following gobo animation wheel patterns are available:

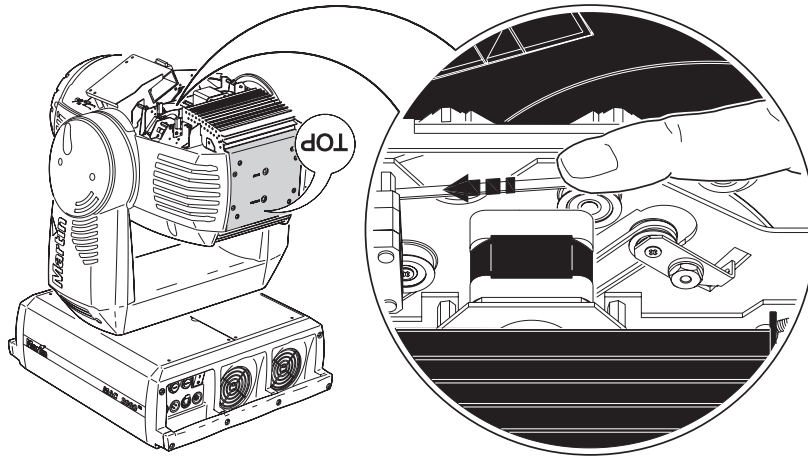
- Radial breakup (DHA 16 - installed)
- Cloud breakup (DHA 11)
- Dot breakup (DHA 18)
- Tangential breakup (DHA 12)
- Spiral breakup (DHA 13)



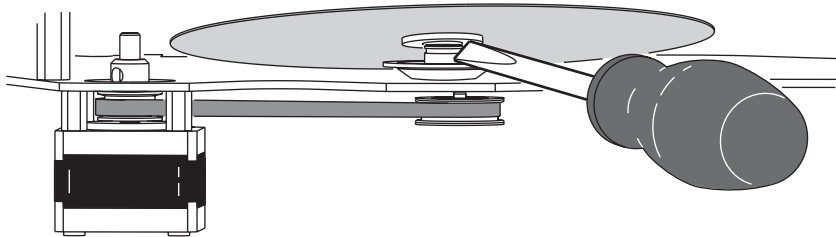
To replace the gobo animation wheel

- 1 Disconnect the fixture from power and allow it to cool.
- 2 Lock the head in the upside down position and remove the bottom cover.

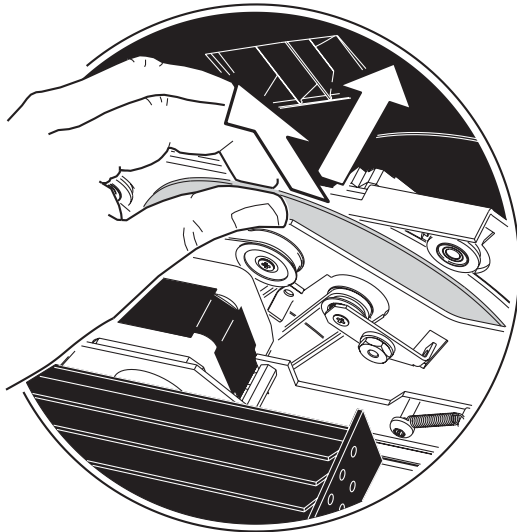
- 3 Using a finger or thumb (as illustrated), move the installed animation wheel up.



- 4 The animation wheels are made of thin aluminum, so use a screw driver to release the wheel from the magnetic mount.



- 5 Take the wheel out by hand.



- 6 To insert a new wheel, place it over the mount, ensuring that the magnet that is fitted to the animation wheel is facing the mount.
- 7 Replace the bottom cover and unlock the head before operating

ROUTINE MAINTENANCE

The MAC 2000 Performance requires routine cleaning. The schedule depends heavily on the operating environment; please consult a Martin service technician for recommendations.

Refer all service not described here to a qualified Martin technician.

Important! *Excessive dust, smoke fluid, and particulate buildup degrades performance and causes overheating and damage to the fixture that is not covered by the warranty.*

Warning! *Disconnect the fixture from power before removing any cover.*

Cleaning

Use care when cleaning optical components and work in a clean, well lit area. The coated surfaces are fragile and easily scratched. Do not use solvents that can damage plastic or painted surfaces.

Inspect the air filters regularly and clean before they become clogged. Replace the air filters with new ones when replacing the lamp.

To maintain adequate cooling, dust must be cleaned from the fans and air vents periodically.

To clean optical components

- 1 Disconnect the fixture from power and allow the components to cool completely. Remove the head cover.
- 2 Vacuum or gently blow away dust and loose particles with compressed air.
- 3 Remove stuck particles with an unscented tissue or cotton swab moistened with glass cleaner or distilled water. Do not rub the surface: lift the particles off with a soft repeated press.
- 4 Remove smoke and other residues with cotton swabs or unscented tissues moistened with isopropyl alcohol. A commercial glass cleaner may be used, but residues must be removed with distilled water. Clean with a slow circular motion from center to edge. Dry with a clean, soft and lint-free cloth or compressed air.

To clean the fan and air vents

- Remove dust from the fans and air vents with a soft brush, cotton swab, vacuum, or compressed air.

To clean or replace the air filters

- 1 Disconnect the fixture from power. On each side of the head, remove the 2 screws that hold the side cover using a Torx-20 screwdriver. Slide the cover forward to remove. Lift the filter off of the cover.
- 2 Clean the filters with a vacuum or compressed air, or replace them. If they are saturated with smoke fluid, etcetera, soak them in warm soapy water and blot dry.
- 3 Place the filters on the covers and replace the covers.

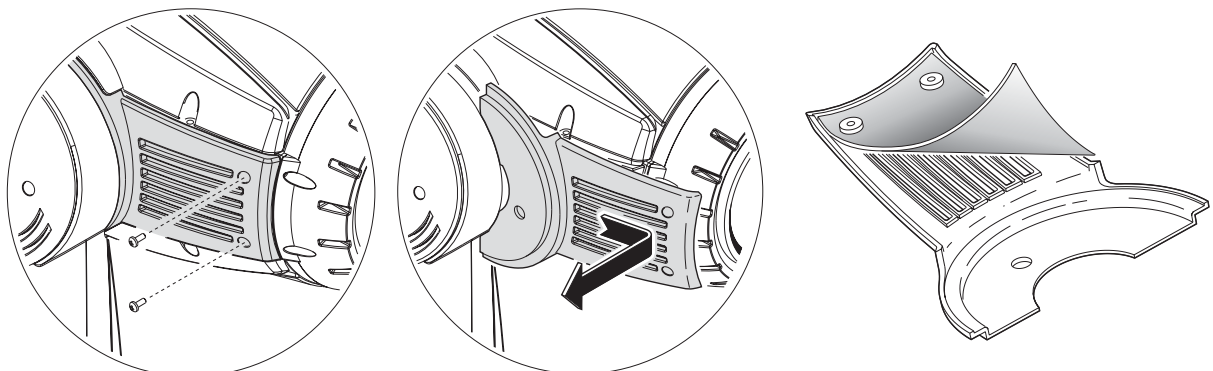


Figure 16:

Software installation

Software updates are installed in the MAC 2000 Performance using a Martin MP-2 Uploader or a LightJockey 4064 DMX interface card. The procedure is found in the MP-2 user manual and the Martin Software Uploader online help file.

REQUIREMENTS

The following are required in order to install software.

- The MAC 2000 Performance update file, available for download from the User Support Area of the Martin web site (<http://www.martin.dk>).
- The Martin Software Uploader program, version 4.0 or later, available for download from the User Support Area of the Martin web site.
- A Martin MP-2 Uploader connected to a Windows 95/98 PC, or a LightJockey Controller (DJ or Club) with 4064 DMX Interface card.

BOOT SECTOR JUMPER

If the normal upload procedure does not work, or if the software update notes call for a boot sector update, move the boot sector jumper at PL103 to the BOOT position before uploading software.

To set the boot sector jumper

- 1 Disconnect the fixture from power.
- 2 Remove the top screws from the ends of the front side panel and tilt the panel down to expose the main circuit board (Figure 17).
- 3 Using the diagram on page 43 or the label inside the base, locate PL103. Move the jumper to the "BOOT" position.
- 4 Perform a boot mode upload. When the upload is complete, disconnect the fixture from power and move the jumper back to the "LOCK" position.

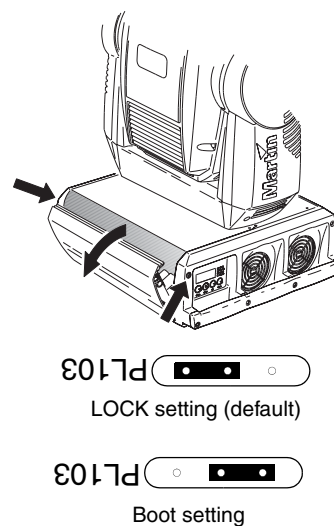


Figure 17: Setting the boot sector jumper

DMX PROTOCOL

This section contains two DMX protocols (both from protocol version 1.0A):

- “16-bit protocol” on page 28
- “8-bit protocol” on page 31

The 16-bit is the default protocol that is used. To modify this use the control menu. For more information see “Control menu” on page 34.

16-bit protocol

DMX channel	Value	Percent	Function	Start code = 0
1	0 - 19	0 - 7	Shutter, Strobe, Reset, Lamp On/Off	
	20 - 49	8 - 19	Shutter Closed (lamp reduced to 700 W (E-ballast) after 10 sec.)	
	50 - 72	20 - 28	No function (Shutter Open)	
	73 - 79	29 - 31	Strobe on fast->slow	
	80 - 99	32 - 39	Shutter open, lamp reduced to 700 W (E-ballast)	
	100 - 119	40 - 47	Pulse opening fast ->slow	
	120 - 127	48 - 50	Pulse closing fast ->slow	
	128 - 147	51 - 57	No function	
	148 - 167	58 - 65	Random Strobe Fast	
	168 - 187	66 - 73	Random Strobe Medium	
	188 - 190	74 - 74	Random Strobe Slow	
	191 - 193	75	No function	
	194 - 196	76	Random pulse opening fast	
	197 - 199	77	Random pulse opening slow	
	200 - 202	78 - 79	Random pulse closing fast	
	203 - 207	80 - 81	Random pulse closing slow	
	208 - 217	82 - 85	No function	
	218 - 227	86 - 89	Reset Fixture	
	228 - 237	90 - 93	No function	
	238 - 247	94 - 97	Lamp On (Power On)	
	248 - 255	98 - 100	No Function	
			Lamp Off (Power Off) Note: T > 5 seconds	
2	0 - 255	0 - 100	Intensity 0 - 100%	
3	0 - 255	0 - 100	Cyan White -> Cyan	
4	0 - 255	0 - 100	Magenta White -> Magenta	
5	0 - 255	0 - 100	Yellow White -> Yellow	
6	0 - 255	0 - 100	CTC White -> CTC	
7	0 - 9	0 - 3	Rotating gobo 1 selection	
	10 - 14	4 - 5	Open gobo	
	15 - 19	6 - 7	Gobo 1 - Indexing (set index on channel 8)	
	20 - 24	8 - 9	Gobo 2 - Indexing (set index on channel 8)	
	25 - 29	10 - 11	Gobo 3 - Indexing (set index on channel 8)	
	30 - 34	12 - 13	Gobo 4 - Indexing (set index on channel 8)	
			Gobo 5 - Indexing (set index on channel 8)	
	35 - 39	14 - 15	Gobo 1 - Cont. Rotation (set dir/speed on channel 8)	
	40 - 44	16 - 17	Gobo 2 - Cont. Rotation (set dir/speed on channel 8)	
	45 - 49	18 - 19	Gobo 3 - Cont. Rotation (set dir/speed on channel 8)	
	50 - 54	20 - 21	Gobo 4 - Cont. Rotation (set dir/speed on channel 8)	
	55 - 59	22 - 23	Gobo 5 - Cont. Rotation (set dir/speed on channel 8)	
			Gobo shake (indexing)	
	60 - 74	24 - 29	Gobo 1 slow -> fast	
	75 - 89	30 - 35	Gobo 2 slow -> fast	
	90 - 104	36 - 41	Gobo 3 slow -> fast	
	105 - 119	42 - 46	Gobo 4 slow -> fast	
	120 - 134	47 - 52	Gobo 5 slow -> fast	
			Gobo shake (continuous gobo rotation)	
	135 - 149	53 - 58	Gobo 1 slow -> fast	
	150 - 164	59 - 64	Gobo 2 slow -> fast	
	165 - 179	65 - 70	Gobo 3 slow -> fast	
	180 - 194	71 - 76	Gobo 4 slow -> fast	
	195 - 209	77 - 82	Gobo 5 slow -> fast	
			Gobo wheel continuous rotation (continuous gobo rotation)	
	210 - 232	83 - 91	CW slow -> fast	
	233 - 255	92 - 100	CCW fast -> slow	

Table 3: 16-bit DMX protocol

DMX channel	Value	Percent	Function	Start code = 0
8	0 – 255	0 - 100	Rotating gobo 1 index coarse, MSB (Set gobo selection on channel 7) Index min. -> max	
	0 – 2	0	Rotating gobo 1 cont. rotation (Set gobo selection on channel 7) Static	
	3 – 127	1 - 50	CCW slow -> fast	
	128 – 252	51 - 99	CW fast -> slow	
	253 – 255	100	Static	
9	0 – 255	0 - 100	Rotating gobo 1 index fine, LSB (Set gobo selection on channel 7) Index min. -> max	
	0 – 255	0 - 100	Rotating gobo 1 cont. rotation (Set gobo selection on channel 7) No function	
10	0 – 9	0 - 3	Gobo Animation wheel position No Effect	
	10 – 19	4 - 7	Vertical position – Indexing (set index on channel 10)	
	20 – 29	8 - 11	Horizontal position – Indexing (set index on channel 10)	
	30 – 39	12 - 15	Vertical position – Cont. Rotation (set dir/speed on channel 10)	
	40 – 49	16 - 19	Horizontal position – Cont. Rotation (set dir/speed on channel 10)	
	50 – 139	20 - 54	Animation wheel scroll position (Vertical -> Horizontal) – Indexing (set index on channel 11)	
	140 – 229	55 - 89	Animation wheel scroll position (Horizontal -> Vertical) – Cont. Rot. (set dir/speed on channel 11)	
	230 – 235	90 - 92	No Effect	
	236 – 239	93	Gobo Animation MACROS Macro 1	
	240 – 243	94 - 95	Macro 2	
	244 – 247	96	Macro 3	
	248 – 251	97 - 98	Macro 4	
	252 – 255	99 - 100	Macro 5	
11	0 – 255	0 - 100	Gobo Animation wheel index (Set position on channel 10) Index min. -> max	
	0 – 2	0	Gobo Animation wheel cont. rotation (Set position on channel 10) Static	
	3 – 127	1 - 50	CCW slow -> fast	
	128 – 252	51 - 99	CW fast -> slow	
	253 – 255	100	Static	
12	0	0	Effect selection Open	
	1 – 234	1 - 91	Variable Frost min. -> max.	
	235 – 242	92 - 95	Effect 1	
	243 – 250	96 - 98	Effect 2	
	251 – 255	99 - 100	Open	
13	0 – 199	0 - 77	Iris Open -> close	
	200 – 215	78 - 84	Close	
	216 – 229	85 - 89	Pulse opening fast -> slow	
	230 – 243	90 - 94	Pulse closing fast -> slow	
	244 – 246	95 - 96	Random pulse opening fast	
	247 – 249	97	Random pulse opening slow	
	250 – 252	98 - 99	Random pulse closing fast	
	253 – 255	100	Random pulse closing slow	
14	0 – 2	0 - 1	Framing MACRO functions No Macro	
	3 – 255	2 - 100	Reserved for MACROS	
15	0 - 255	0 - 100	Focus Focus far -> near	
16	0 – 255	0 - 1000	Zoom Zoom wide -> narrow	
17	0 – 255	0 - 100	Framing shutter 1 Out -> In	
18	0 – 126	0	Framing shutter 1 Angle –	
	127 - 128	50	Parallel	
	129 – 255	100	Angle +	

Table 3: 16-bit DMX protocol

DMX channel	Value	Percent	Function	Start code = 0
19	0 – 255	0 - 100	Framing shutter 2 Out -> In	
20	0 – 126 127-128 129 – 255	0 50 100	Framing shutter 2 Angle – Parallel Angle +	
21	0 – 255	0 - 100	Framing shutter 3 Out -> In	
22	0 – 126 127 - 128 129 – 255	0 50 100	Framing shutter 3 Angle – Parallel Angle +	
23	0 – 255		Framing shutter 4 Out -> In	
24	0 – 126 127 - 128 129 – 255	0 50 100	Framing shutter 4 Angle – Parallel Angle +	
25	0 – 255	0 - 100	Rotate framing shutters Right - > Center -> Left	
26	0 127 255	0 50 100	Pan coarse Max Left Neutral Max Right	
27	0 127 255	0 50 100	Pan fine Max Left Neutral Max Right	
28	0 127 255	0 50 100	Tilt coarse Max Up Neutral Max Down	
29	0 127 255	0 50 100	Tilt fine Max Up Neutral Max Down	
30	0 - 2 3 – 236 237 – 239 240 – 242 243 – 245 246 – 248 249 – 251 252 – 255	0 - 1 2 - 92 93 94 95 96 - 97 98 99 - 100	Speed: Pan/Tilt Movement Tracking Speed Fast -> Slow Tracking (Slow speed - Overriding the PTSP menu setting) Tracking (Normal speed - Overriding the PTSP menu setting) Tracking (Fast speed - Overriding the PTSP menu setting) Fan speed (Regulation, min. noise level – Overriding the FAN menu setting) Fan speed (Full speed, max. cooling – Overriding the FAN menu setting) Blackout while moving	
31	0 – 2 3 – 239 240 – 242 243 – 245 246 – 248 249 – 251 252 – 255	0 1 - 93 94 - 95 96 97 - 98 99 100	Speed: Dimmer, Cyan, Magenta, Yellow, CTC, Effect, Iris, Focus, Zoom Tracking Speed Fast -> Slow Tracking (Studio mode disabled – Overriding the M0dE menu setting) Tracking (Studio mode enabled – Overriding the M0dE menu setting) Tracking (Shortcuts disabled - Overriding the SCUT menu setting) Tracking (Shortcuts enabled - Overriding the SCUT menu setting) Fast Speed Speed: Gobo 1, Framing, Animation wheel pos., Animation wheel rot. Tracking Speed Fast -> Slow Tracking (Studio mode disabled – Overriding the M0dE menu setting) Tracking (Studio mode enabled – Overriding the M0dE menu setting) Tracking (Shortcuts disabled - Overriding the SCUT menu setting) Tracking (Shortcuts enabled - Overriding the SCUT menu setting) Blackout while moving	

Table 3: 16-bit DMX protocol

8-bit protocol

DMX channel	Value	Percent	Function	Start code = 0
1	0 - 19	0 - 7	Shutter, Strobe, Reset, Lamp On/Off	
	20 - 49	8 - 19	Shutter Closed (lamp reduced to 700 W (E-ballast) after 10 sec.)	
	50 - 72	20 - 28	No function (Shutter Open)	
	73 - 79	29 - 31	Strobe on fast->slow	
	80 - 99	32 - 39	Shutter open, lamp reduced to 700 W (E-ballast)	
	100 - 119	40 - 47	Pulse opening fast ->slow	
	120 - 127	48 - 50	Pulse closing fast ->slow	
	128 - 147	51 - 57	No function	
	148 - 167	58 - 65	Random Strobe Fast	
	168 - 187	66 - 73	Random Strobe Medium	
	188 - 190	74 - 74	Random Strobe Slow	
	191 - 193	75	No function	
	194 - 196	76	Random pulse opening fast	
	197 - 199	77	Random pulse opening slow	
	200 - 202	78 - 79	Random pulse closing fast	
	203 - 207	80 - 81	Random pulse closing slow	
	208 - 217	82 - 85	No function	
	218 - 227	86 - 89	Reset Fixture	
	228 - 237	90 - 93	No function	
	238 - 247	94 - 97	Lamp On (Power On)	
	248 - 255	98 - 100	No Function	
			Lamp Off (Power Off) Note: T > 5 seconds	
2	0 - 255	0 - 100	Intensity 0 – 100%	
3	0 - 255	0 - 100	Cyan White -> Cyan	
4	0 - 255	0 - 100	Magenta White -> Magenta	
5	0 - 255	0 - 100	Yellow White -> Yellow	
6	0 - 255	0 - 100	CTC White -> CTC	
7	0 - 9	0 - 3	Rotating gobo 1 selection	
	10 - 14	4 - 5	Open gobo	
	15 - 19	6 - 7	Gobo 1 – Indexing (set index on channel 8)	
	20 - 24	8 - 9	Gobo 2 – Indexing (set index on channel 8)	
	25 - 29	10 - 11	Gobo 3 – Indexing (set index on channel 8)	
	30 - 34	12 - 13	Gobo 4 – Indexing (set index on channel 8)	
			Gobo 5 – Indexing (set index on channel 8)	
	35 - 39	14 - 15	Gobo 1 – Cont. Rotation (set dir/speed on channel 8)	
	40 - 44	16 - 17	Gobo 2 – Cont. Rotation (set dir/speed on channel 8)	
	45 - 49	18 - 19	Gobo 3 – Cont. Rotation (set dir/speed on channel 8)	
	50 - 54	20 - 21	Gobo 4 – Cont. Rotation (set dir/speed on channel 8)	
	55 - 59	22 - 23	Gobo 5 – Cont. Rotation (set dir/speed on channel 8)	
			Gobo shake (indexing)	
	60 - 74	24 - 29	Gobo 1 slow -> fast	
	75 - 89	30 - 35	Gobo 2 slow -> fast	
	90 - 104	36 - 41	Gobo 3 slow -> fast	
	105 - 119	42 - 46	Gobo 4 slow -> fast	
	120 - 134	47 - 52	Gobo 5 slow -> fast	
			Gobo shake (continuous gobo rotation)	
	135 - 149	53 - 58	Gobo 1 slow -> fast	
	150 - 164	59 - 64	Gobo 2 slow -> fast	
	165 - 179	65 - 70	Gobo 3 slow -> fast	
	180 - 194	71 - 67	Gobo 4 slow -> fast	
	195 - 209	77 - 82	Gobo 5 slow -> fast	
			Gobo wheel continuous rotation (continuous gobo rotation)	
	210 - 232	83 - 91	CW slow -> fast	
	233 - 255	92 - 100	CCW fast -> slow	

Table 4: 8-bit DMX protocol

DMX channel	Value	Percent	Function	Start code = 0
8	0 – 255	0 - 100	Rotating gobo index (Set gobo selection on channel 6) Index min. -> max	
	0 – 2	0 - 1	Rotating gobo cont. rotation (Set gobo selection on channel 6) Static	
	3 – 127	2 - 50	CCW slow -> fast	
	128 – 252	51 - 98	CW fast -> slow	
	253 – 255	99 - 100	Static	
9	0 – 9	0 - 3	Gobo Animation wheel position No Effect	
	10 – 19	4 - 7	Vertical position – Indexing (set index on channel 10)	
	20 – 29	8 - 11	Horizontal position – Indexing (set index on channel 10)	
	30 – 39	12 - 15	Vertical position – Cont. Rotation (set dir/speed on channel 10)	
	40 – 49	16 - 19	Horizontal position – Cont. Rotation (set dir/speed on channel 10)	
	50 – 139	20 - 54	Animation wheel scroll position (Vertical -> Horizontal) – Indexing (set index on channel 10)	
	140 – 229	55 - 89	Animation wheel scroll position (Horizontal -> Vertical) – Cont. Rot. (set dir/speed on channel 10)	
	230 – 235	90 - 92	No Effect	
	236 – 239	93	Gobo Animation MACROS Macro 1	
	240 – 243	94 - 95	Macro 2	
10	244 – 247	96	Macro 3	
	248 – 251	97 - 98	Macro 4	
	252 – 255	99 - 100	Macro 5	
	0 – 255	0 - 100	Gobo Animation wheel index (Set position on channel 9) Index min. -> max	
	0 – 2	0 - 1	Gobo Animation wheel cont. rotation (Set position on channel 9) Static	
11	3 – 127	2 - 50	CCW slow -> fast	
	128 – 252	51 - 98	CW fast -> slow	
	253 – 255	99 - 100	Static	
	0	0	Effect selection Open	
	1 – 234	1 - 91	Variable Frost min. -> max.	
12	235 – 242	92 - 94	Effect 1	
	243 – 250	95 - 98	Effect 2	
	251 – 255	99 - 100	Open	
	0 – 199	0 - 78	Iris Open -> close	
	200 – 215	79 - 84	Close	
	216 – 229	85 - 89	Pulse opening fast -> slow	
	230 – 243	90 - 95	Pulse closing fast -> slow	
	244 – 246	96	Random pulse opening fast	
	247 – 249	97	Random pulse opening slow	
13	250 – 252	98	Random pulse closing fast	
	253 – 255	99 - 100	Random pulse closing slow	
14	0 – 2	0 - 1	Framing MACRO functions No Macro	
	3 – 255	2 - 100	Reserved for MACROS	
15	0 – 255	0 - 100	Focus Focus far -> near	
	0 – 255	0 - 100	Zoom Zoom wide -> narrow	
16	0 – 255	0 - 100	Framing shutter 1 Out -> In	
	0 – 126	0	Framing shutter 1 Angle –	
17	127-128	50	Parallel	
	129 – 255	100	Angle +	
18	0 – 255	0 - 100	Framing shutter 2 Out -> In	
	0 – 126	0	Framing shutter 2 Angle –	
19	127-128	50	Parallel	
	129 – 255	100	Angle +	

Table 4: 8-bit DMX protocol

DMX channel	Value	Percent	Function	Start code = 0
20	0 – 255	0 - 100	Framing shutter 3 Out -> In	
21	0 – 126 127-128 129 – 255	0 50 100	Framing shutter 3 Angle – Parallel Angle +	
22	0 – 255	0 - 100	Framing shutter 4 Out -> In	
23	0 – 126 127-128 129 – 255	0 50 100	Framing shutter 4 Angle – Parallel Angle +	
24	0 - 255	0 - 100	Rotate Framing Shutters Right - > Center -> Left	
25	0 127 255	0 50 100	Pan Max Left Neutral Max Right	
26	0 127 255	0 50 100	Tilt Max Up Neutral Max Down	
27	0 - 2 3 – 236 237 – 239 240 – 242 243 – 245 246 – 248 249 – 251 252 – 255	0 - 1 2 - 92 93 94 - 95 96 97 98 99 - 100	Speed: Pan/Tilt Movement Tracking Speed Fast -> Slow Tracking (Slow speed - Overriding the PTSP menu setting) Tracking (Normal speed - Overriding the PTSP menu setting) Tracking (Fast speed - Overriding the PTSP menu setting) Fan speed (Regulation, min. noise level – Overriding the FAN menu setting) Fan speed (Full speed, max. cooling – Overriding the FAN menu setting) Blackout while moving	
28	0 – 2 3 – 239 240 – 242 243 – 245 246 – 248 249 – 251 252 – 255	0 - 1 2 - 93 94 - 95 96 97 98 99 - 100	Speed: Dimmer, Cyan, Magenta, Yellow, CTC, Effect, Iris, Focus, Zoom Tracking Speed Fast -> Slow Tracking (Studio mode disabled – Overriding the M0dE menu setting) Tracking (Studio mode enabled – Overriding the M0dE menu setting) Tracking (Shortcuts disabled - Overriding the SCUT menu setting) Tracking (Shortcuts enabled - Overriding the SCUT menu setting) Fast Speed Speed: Gobo 1, Framing, Animation wheel pos., Animation wheel rot. Tracking Speed Fast -> Slow Tracking (Studio mode disabled – Overriding the M0dE menu setting) Tracking (Studio mode enabled – Overriding the M0dE menu setting) Tracking (Shortcuts disabled - Overriding the SCUT menu setting) Tracking (Shortcuts enabled - Overriding the SCUT menu setting) Blackout while moving	

Table 4: 8-bit DMX protocol

CONTROL MENU

Menu	Item	Options	Notes (Default settings in bold print)
AddR	-	1-512	DMX address.
PSET	-	8bit	Full control with coarse pan, tilt, and gobo indexing.
		16bt	Full control with fine pan, tilt, and gobo indexing.
PATI	SWAP	ON	Map DMX pan control to tilt channel and vice versa.
		OFF	Normal pan and tilt control.
	PINV	ON	Reverse DMX pan control, right → left.
		OFF	Normal pan control, left → right.
	TINV	ON	Reverse DMX tilt control, down → up.
		OFF	Normal tilt control, up → down.
PTSP	-	NORM	Medium pan/tilt speed.
		FAST	Optimize movement for speed.
		SLOW	Optimize movement for smoothness.
Stud	-	OFF	Optimize effects for speed.
		ON	Optimize effects for silence.
PERS	dISP	ON	Display remains on.
		OFF	Display extinguishes 2 minutes after last key press.
	dINT	10-100	Adjust display intensity.
	dLOF	ON	Enable DMX lamp off command.
		OFF	Disable DMX lamp off command.
	dRES	ON	Enable DMX reset command.
		OFF	Disable DMX reset command.
	ALON	OFF	No automatic lamp strike.
		ON	Lamp strikes automatically within 90 seconds of power on.
		dMX	Lamp strikes if DMX is present, douses 15 mins. after it's missing.
	SCUT	ON	Color, gobo, and effect wheels turn shortest distance.
		OFF	Color, gobo, and effect wheel paths oscillate.
	TRAC	MOdE	MOd1 : Absolute delta value algorithm (for most controllers) moD2 : Real delta value algorithm.
		CAL	1-10 . Tracking samples. Increase if pan/tilt is not smooth. (Default = 6).
dFSE	FACT	LOAD	Return all personality settings (not calibrations) to factory defaults.
	CUS1, CUS2, CUS3	LOAD	Load custom configuration.
		SAVE	Save current configuration.

Table 5: Control menu

Menu	Item	Options	Notes (Default settings in bold print)
INFO	TIME / HRS	TOTL	Total hours of operation since fabricated.
		RSET	Hours of operation since counter reset. To reset, display counter and press [↑] for 5 seconds.
	TIME / L HR	TOTL	Total hours of operation with lamp on since fabricated.
		RSET	Lamp hours since counter reset. To reset, display counter and press [↑] for 5 seconds.
	TIME / L ST	TOTL	Total number of lamp strikes since fabricated.
		RSET	Number of lamp strikes since counter reset. To reset, display counter and press [↑] for 5 seconds.
	TEMP	HEAD	Head temperature.
		BASE	Base temperature.
		LAMP	Temperature in the lamp module (not the temperature of the lamp itself).
	VER	-	CPU firmware version.
dMXL	-	STCO	Decimal value of the DMX start code. The start code must be 0 for the MAC 2000 Performance to function properly.
		dIM . . EFSP	DMX value (from 0 - 255) received for each channel.
MAN	RST	-	Reset fixture.
	L ON	-	Lamp on.
	L OFF	-	Lamp off.
	SHUT	OPEN	Open shutter.
		CLOS	Close shutter.
		STRF	Fast strobe.
		STRM	Medium strobe.
		STRS	Slow strobe.
	dIM	0 - 255	Dimmer.
	CYAN, MAG, YEL	0 - 255	White →Cyan/Magenta/Yellow.
	CTC	0 - 255	Color temperature correction. Cold →Warm (0-178 mireds).
	GOB	OPEN	Gobo wheel. Open position.
		g1 I - g5 I	Gobo wheel. Indexed gobos 1→5.
		g1 g - g5 R	Gobo wheel. Rotating gobos 1→5.
		g1 IS - g5 IS	Gobo wheel. Indexed gobo shake 1→5.
		g1 RS - g5 RS	Gobo wheel Rotating gobo shake 1→5.
		CW F	Gobo wheel. Clockwise wheel rotation - fast.
		CCWF	Gobo wheel. Counter clockwise wheel rotation - fast.
		CW M	Gobo wheel. Clockwise wheel rotation - medium.
		CCWM	Gobo wheel. Counter clockwise wheel rotation - medium.
		CW S	Gobo wheel. Clockwise wheel rotation - slow.
		CCWS	Gobo wheel. Counter clockwise wheel rotation - slow.
	I / S	0 - 255	Clockwise rotation of gobo. Slow→fast.

Table 5: Control menu

Menu	Item	Options	Notes (Default settings in bold print)
MAN cont.	ANIW	AWAY	Gobo animation wheel. Move away from optical path.
		VL 0 - 9	Gobo animation wheel. Select speed of vertical movement left.
		VR 9 - 0	Gobo animation wheel. Select speed of vertical movement right.
		HR 0 - 9	Gobo animation wheel. Select speed of horizontal movement right.
		HL 9 - 0	Gobo animation wheel. Select speed of horizontal movement left.
	EFF	F 0 - F175	Effects. Variable frost 0→100%.
		EFF1	Effect 1.
		EFF2	Effect 2.
	IRIS	I 0 - I199	Iris - Open→Closed.
		POUT	Pulse opening.
		P IN	Pulse closing.
		RNdO	Random pulse opening.
		RNdI	Random pulse closing.
	FOC	0 - 255	Focus - Infinity→Near.
	ZOOM	0 - 255	Zoom - Flood→spot.
	b1IO	0 - 255	Framing shutter blade 1. Move in or out.
	b1AG	R000 - R127	Framing shutter blade 1. Angle right 0 - 127 degrees.
		L000 - L127	Framing shutter blade 1. Angle left 0 - 127 degrees.
	b2IO	0 - 255	Framing shutter blade 2. Move in or out.
	b2AG	R000 - R127	Framing shutter blade 2. Angle right 0 - 127 degrees.
		L000 - L127	Framing shutter blade 2. Angle left 0 - 127 degrees.
	b3IO	0 - 255	Framing shutter blade 3. Move in or out.
	b3AG	R000 - R127	Framing shutter blade 3. Angle right 0 - 127 degrees.
		L000 - L127	Framing shutter blade 3. Angle left 0 - 127 degrees.
	b4IO	0 - 255	Framing shutter blade 4. Move in or out.
	b4AG	R000 - R127	Framing shutter blade 4. Angle right 0 - 127 degrees.
		L000 - L127	Framing shutter blade 4. Angle left 0 - 127 degrees.
	PAN	0 - 255	Pan - Left→Right
	TILT	0 - 255	Tilt - Up→Down
TSEQ	-	RUN	Run a general test of all effects

Table 5: Control menu

Menu	Item	Options	Notes (Default settings in bold print)
UTIL (Press and hold Enter for a few seconds to use this menu)	FEbA	ON	Enable pan/tilt position correction system.
		OFF	Disable pan/tilt feedback. Setting not saved.
	EFFb	ON	Enable on the fly reset of color, gobo, and effect wheels.
		OFF	Disable on the fly reset of color, gobo, and effect wheels.
	Adj	–	See “Adjustment submenu” on page 38.
	CAL/P OF	1–255	Pan offset.
	CAL/T OF	1–255	Tilt offset.
	CAL/d OF	1–255	Dimmer offset.
	CAL/C OF	1–255	Cyan offset.
	CAL/M OF	1–255	Magenta offset.
	CAL/Y OF	1–255	Yellow offset.
	CAL/CTOF	1–255	CTC offset.
	CAL/GOBO	1–255	Gobo wheel offset.
	CAL/EFOF	1–255	Effect wheel offset.
	CAL/IROF	1–255	Iris offset.
	CAL/FOOF	1–255	Focus offset.
	CAL/ZOOF	1–255	Zoom offset.
	dFOF	SURE	Return all offsets to the default settings.
	PCbT	LEd	PCB test for service use only.
	FANS	REG	Regulate the effect cooling fans for quieter performance. Enabling this option increases the operating temperature and thus increases wear on the components.
		FULL	Operate cooling fans at full speed.
	UPLd	SURE	Manually set fixture to software update mode.
MSG (when Service LED is lit)	Replace lamp		Displayed when lamp hours exceed average life (750 hours).
	Fixture overheating		Displayed if head temperature exceeds 120° C (248° F).

Table 5: Control menu

ADJUSTMENT SUBMENU

This functions are used by Martin service technicians to adjust the fixture. This menu is located under `UTIL / Adj`.

Menu	Item	Options	Notes
RST	–	–	Reset fixture.
L ON	–	–	Strike lamp.
LoFF	–	–	Douse lamp.
HEAD	dIM	OPEN	Open dimmer.
		Adj	Turn dimmer to adjustment position (closed mechanical stop).
		CLOS	Close dimmer.
		STRO	Strobe.
	CYAN, MAG, YEL, CTC	MIN	Color flags out.
		MAX	Color flags in.
	GObo	TOOL	For gobo adjustment at factory.
		OPEN	Turn gobo wheel to open position.
		Adj	Turn gobo wheel to adjustment position.
	ANIW	SW P	Animation wheel switch position adjustment.
		OUT	Animation wheel out position adjustment.
		VER	Animation wheel vertical position adjustment.
		HOR	Animation wheel horizontal position adjustment.
	EFF	TOOL	For effect wheel adjustment at factory.
		OPEN	Turn effect wheel to open position.
		Adj	Turn effect wheel to adjustment position.
	IRIS	OUT	Iris out.
		IN	Iris in.
	bEAM	Adj	Beam adjustment.
		IN	Beam in.
		OUT	Beam out.
	FROT	LEFT	Frame rotation left.
		RIGH	Frame rotation right.
	FOCU	NEAR	Move focus lens to front.
		FAR	Move focus lens to back.
	ZOOM	NARR	Zoom to full spot.
		WIDE	Zoom to full flood.

Table 6: Adjustment menu

Menu	Item	Options	Notes
PATI	-	NEUT	Move pan and tilt to neutral positions.
		PNTd	Pan neutral, tilt down.
		PNTU	Pan neutral, tilt up.
		PLTN	Pan left, tilt neutral.
		PRTN	Pan right, tilt neutral.
		PLTd	Pan left, tilt down.
		PRTU	Pan right, tilt up.

Table 6: Adjustment menu

DISPLAY MESSAGES

Message	Appears when...	What to do
RST (Reset)	... the fixture is indexing effects at startup.	Wait for reset to complete.
SRST (Serial reset)	... the fixture has received a reset command from the controller.	Wait for reset to complete. Set PERS/dRES to off to prevent accidental reset commands.
HOME	... the effects have been indexed and are moving to their default positions.	Wait a few moments.
OPEN	...the lamp access cover is not fully closed.	Verify that the lamp access cover is locked in place.
LERR (Lamp error)	... the lamp doesn't ignite within 10 minutes of receiving the 'Lamp ON' command. Likely reasons are a missing or defective lamp, or insufficient AC voltage.	Check the lamp. Check that the voltage and frequency settings match the local supply.
MERR (Memory error)	...the EEPROM memory cannot be read.	Contact Martin service personnel for assistance.
ShER (Short error)	... the fixture detects the lamp is ON but no 'Lamp ON' command has been received. This can occur if the lamp relay is stuck or if the lamp-power feedback circuit fails. The fixture may be operated but remote lamp on/off may be effected.	Contact Martin service personnel for assistance.
bTER (Base temperature error) HTER (Head temperature error)	... there is a fault with the temperature sensor in the base or head.	Contact Martin service personnel for assistance.
FbEP (Feedback error pan) FbET (Feedback error tilt) FbER (Feedback error pan/tilt)	...pan (FbEp), tilt (FbET) or both (FbER) feedback circuits are malfunctioning. It will still be possible to operate the fixture, though it goes into a "safe" mode where maximum speed is reduced, thus preventing the fixture from losing track of its home position (losing step).	Contact Martin service personnel for assistance.
PAER (Pan time-out) TIER (Tilt time-out) CYER (Cyan time-out) MAER (Magenta time-out) YEER (Yellow time-out) CTER (CTC time-out) FOER (Focus time-out) ZOER (Zoom time-out)	...the electric indexing circuit is malfunctioning. The fixture will, after the time-out, establish a mechanical stop, and continue to work normally.	Reset fixture again. Contact Martin service personnel if problem continues.
gOER (Gobo wheel time-out) gRER (Gobo wheel rotation time-out) aPER (Animation wheel position time-out) aRER (Animation wheel rotation time-out) EFER (Effect wheel time-out) RFER (Frame rotation index time-out)	...the magnetic-indexing circuit malfunctions (e.g. sensor defective or magnet missing). After the time-out, the effect in question stops in a random position.	Reset fixture again. Contact Martin service personnel if problem continues.
S3SC S4SC S5SC S6SC S7SC S8SC S9SC S10S S11S S12S	...an effect does not move away from the index position under reset, a sensor or micro-switch circuit is shorted, or a micro-switch is stuck or connected incorrectly.	Contact Martin service personnel for assistance.
RAME	...there is an on board RAM memory error.	Contact Martin service personnel for assistance.
OPER	...there is an on-board programming error.	Contact Martin service personnel for assistance.

Table 7: Display messages

Message	Appears when...	What to do
L1ER	...light sensor 1 is in error status.	Contact Martin service personnel for assistance.
THER	---there is a thermoswitch error or a jumper on PL47 error.	Contact Martin service personnel for assistance.

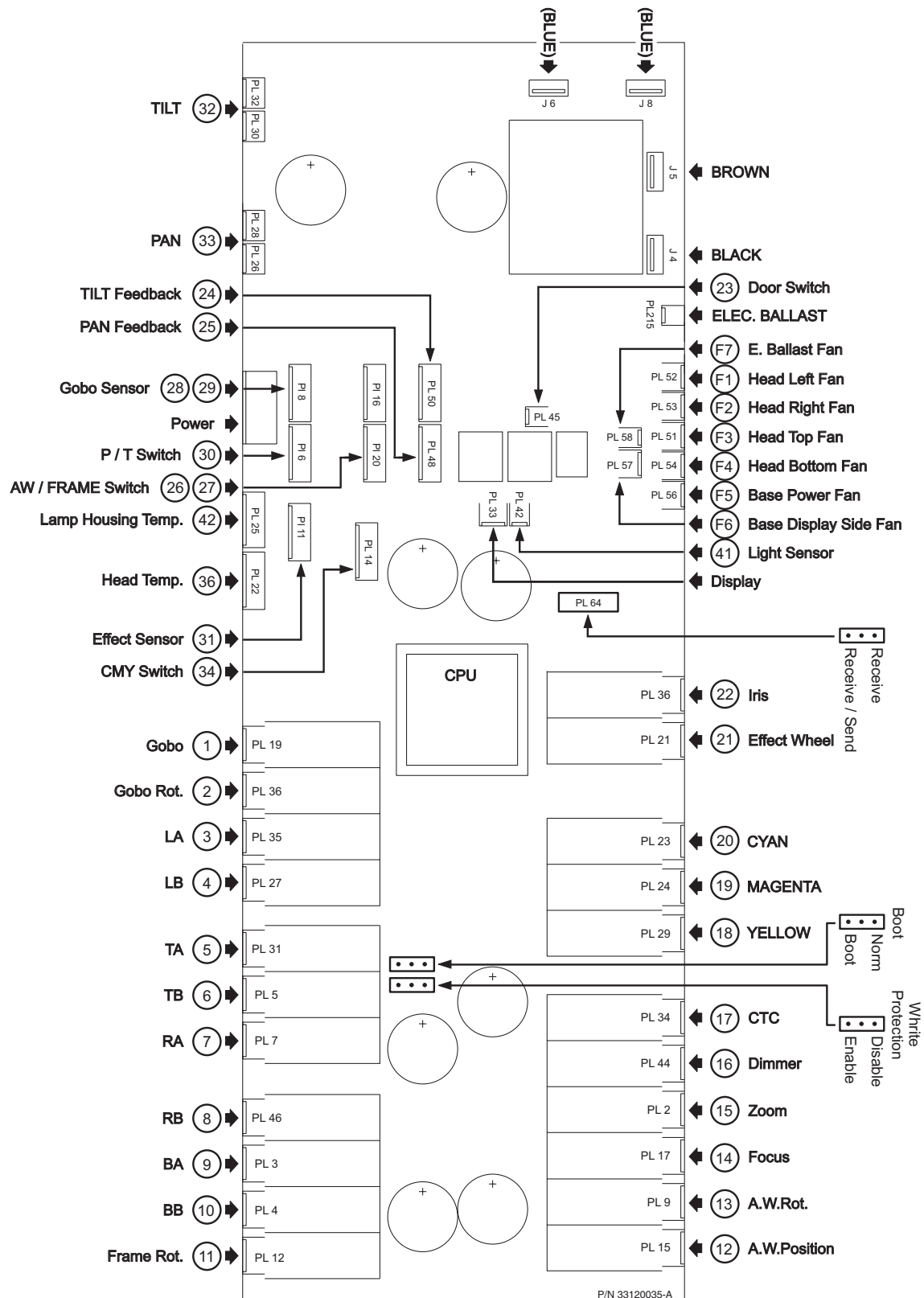
Table 7: Display messages

TROUBLESHOOTING

Problem	Probable cause(s)	Remedy
One or more of the fixtures is completely dead.	No power to fixture.	Check that power is switched on and cables are plugged in.
	Primary fuse blown (located near mains inlet).	Disconnect fixture and replace fuse.
	Secondary fuse(s) blown (located on PCB inside base).	Disconnect fixture. Check fuses on PCB and replace.
Fixtures reset correctly but respond erratically or not at all to the controller.	Bad data link.	Inspect connections and cables. Correct poor connections. Repair or replace damaged cables.
	Data link not terminated.	Insert termination plug in output jack of the last fixture on the link.
	Incorrect addressing of the fixtures.	Check fixture address and protocol settings.
	One of the fixtures is defective and disturbs data transmission on the link.	Bypass one fixture at a time until normal operation is regained: unplug the XLR in and out connectors and connect them directly together. Have the fixture serviced by a qualified technician.
	XLR pin-out on fixtures does not match (pins 2 and 3 reversed).	Install a phase-reversing cable between the fixtures or swap pins 2 and 3 in the fixture that behaves erratically.
Magnetically indexed effect resets correctly but wanders after fixture reaches operating temperature.	Effect wheel requires mechanical adjustment.	Disable effects feedback (page 16). Contact Martin technician for service.
Mechanical effect loses position.	The transformer setting does not match local voltage.	Disconnect fixture. Check transformer setting and correct if necessary.
	Mechanical train requires cleaning, adjustment, or lubrication.	Contact Martin technician for service.
No light and "LERR" error message displayed.	The transformer settings do not match local AC voltage and frequency.	Disconnect fixture. Check transformer settings and correct if necessary.
	Lamp blown	Disconnect fixture and replace lamp.
	Lamp not installed	Disconnect fixture and install lamp.
	Lamp access safety switch open	Verify that lamp access plate is fully seated and locked in place.
	Lamp too hot to strike	Send a lamp off command. Allow the lamp to cool for 5 - 10 minutes and try again.
Lamp cuts out intermittently.	Fixture is too hot.	Allow fixture to cool. Clean air filters. Reduce ambient room temperature.
	The transformer settings do not match local AC voltage and frequency.	Disconnect fixture. Check transformer settings and correct if necessary.

Table 8: Troubleshooting

CIRCUIT BOARD CONNECTIONS



SPECIFICATIONS

PHYSICAL

Length:	408 mm (16.0 in)
Width:	490 mm (19.3 in)
Height:	743 mm (29.3 in)
Weight (non auto-ranging model)	41.5 kg (91.5 lbs)
Weight (electronic auto-ranging power supply model)	39.5 kg (87 lbs)

SOURCE

Lamp:	1200 W short arc discharge
Base:	Double-ended SFc 10-4 with key
Approved models:	Osram HMI 1200 W/S Short-Arc
Control:	automatic and remote, hot re-strike
Ballast:	electronic
Low voltage power supply	electronic auto-ranging, or manually set

THERMAL

Maximum ambient temperature (Ta):	40° C (104° F)
Maximum surface temperature:	140° C (284° F)
Total heat dissipation:	ca. 5120 Btu/hr

PHOTOMETRICS

Light output:	23000 lumens
Measurement source:	Osram HMI 1200 W/S

ELECTRICAL

AC input:	3 m trailing cable w/o cord cap
Wiring options (non auto-ranging model):	100/120/210/230/250 V, 50/60 Hz
Operating ranges (auto-ranging model):	100-130/200-250 V, 50/60 Hz
Main fuses (2):	T 20 A, 250 V
Fuse F901 (non-auto-ranging model):	T 4 A, 250 V
Fuse F902 (non-auto-ranging model):	T 6.3 A, 250 V
Fuse F101 (auto-ranging model)	T 6.3 A
Fuse F102 (auto-ranging model)	T 10 A
Fuse F103 (auto-ranging model)	T 3.15 A
Fuse F104 (auto-ranging model)	T 3.15 A

MAXIMUM POWER AND CURRENT (AUTO-RANGING MODEL)

100 V / 50 Hz:	
100 V / 60 Hz:	
120 V / 50 Hz:	
120 V / 60 Hz:	
208 V / 50 Hz:	
208 V / 60 Hz:	
230 V / 50 Hz:	
230 V / 60 Hz:	
250 V / 50 Hz:	
250 V / 60 Hz:	

MAXIMUM POWER AND CURRENT (NON AUTO-RANGING MODEL)

100 V / 50 Hz:	1530 W, 20.9 A
100 V / 60 Hz:	1570 W, 20.9 A
120 V / 50 Hz:	1520 W, 18.0 A
120 V / 60 Hz:	1520 W, 17.7 A
208 V / 50 Hz:	1450 W, 10.4 A
208 V / 60 Hz:	1450 W, 10.2 A
230 V / 50 Hz:	1450 W, 9.5 A
230 V / 60 Hz:	1460 W, 9.4 A
250 V / 50 Hz:	1450 W, 8.8 A
250 V / 60 Hz:	1460 W, 8.6 A

GOBOS

Outside diameter:	37.5 +0/-0.3 mm (1.48 +0/-0.01 in.)
Image diameter:	30 mm (1.18 in.)
Thickness:	1.1 mm in static slots, up to 7 mm in rotating slots
Material:	high-temperature Borofloat or better glass
Coating:	dichroic or enhanced aluminum

GOBO ANIMATION WHEELS

Outside diameter:	133 mm +0/-0.25 mm
Image outer diameter:	130 mm (5.12 in)
Image inner diameter:	16 mm (0.63 in)
Thickness:	0.5 mm (0.02 in)
Construction:	Aluminium

CONTROL AND PROGRAMMING

Protocol:	USITT DMX-512
Control channels:	28 or 31
Receiver:	Opto-isolated RS-485
Data I/O:	locking 3-pin & 5-pin XLR, pin 1 shield, pin 2 cold (-), pin 3 hot (+)
Setting and addressing:	LED control panel, remote w/ MP-2 uploader
Pan/tilt resolution:	8- or 16-bit
Gobo indexing:	8- or 16-bit
Movement control:	tracking and vector
Software installation:	serial upload (MUF)

ELECTROMECHANICAL EFFECTS

Cyan:	0 - 100%
Magenta:	0 - 100%
Yellow:	0 - 100%
Color correction:	0 - 178 mireds
Gobo animation wheel:	Vertical or horizontal animation effects
Gobo wheel:	5 rotating and indexable slots
Four-blade framing system:	Blade tilting +/- 31°, frame rotation +/- 45°
Effect wheel:	wide-angle converter lens, non-rotating 9-facet prism, variable frost
Iris:	motorized
Dimmer/shutter:	full range dimming and variable speed flash
Focus:	2 m (6.5 ft.) - infinity
Zoom:	10° - 28°
Pan:	540°
Tilt:	267°

DESIGN STANDARDS

EU EMC:	EN 50 081-1, EN 50 082-1
EU safety:	EN 60598-1, EN 60598-2-17
Canadian safety:	CSA C22.2 No. 166
US safety:	ANSI/UL 1573

CONSTRUCTION

Housing: UV-resistant fiber-reinforced composite
Colors: black
Protection factor: IP 20, IP 44 in accessory housing

INSTALLATION

Mounting points: 8 pairs of 1/4-turn locks, offset 45°
Orientation: any

ORDERING INFORMATION

MAC 2000 Performance in 1-unit flight case: P/N 90205410

INCLUDED ITEMS

2 x Omega bracket, 1/4-turn
User manual: 35000103
Realistic stars gobo (E size): P/N 43036008
Cloud gobo (E size): P/N 43036008
Radial breakup gobo animation wheel: P/N 62400211 (installed)
Cloud breakup animation wheel: P/N 62400213
Dot breakup animation wheel: P/N 62400214
Tangential breakup animation wheel: P/N 62400215
Spiral breakup animation wheel: P/N 62400216

ACCESSORIES

MP-2 Uploader: P/N 90758420
G-clamp: P/N 91602003
Half-coupler clamp: P/N 91602005