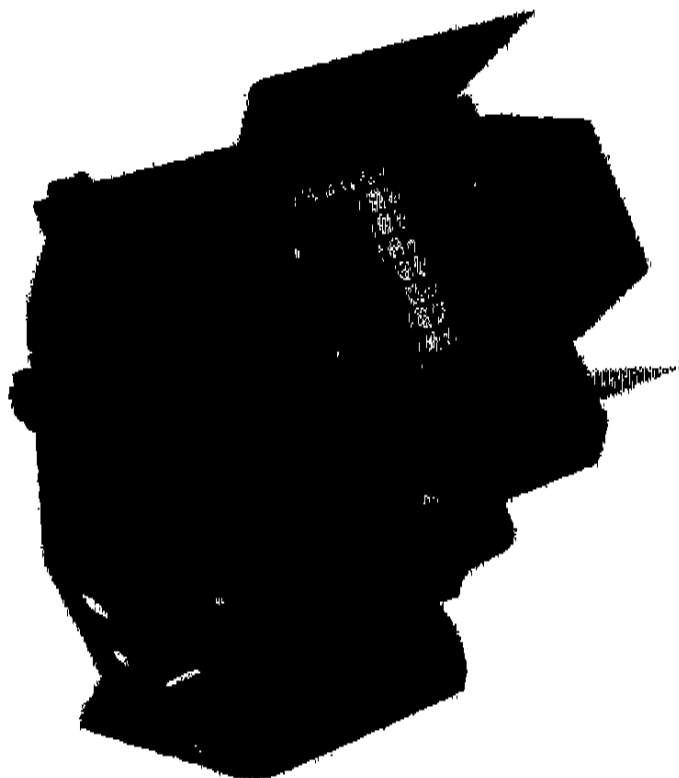




GRIVEN S.r.l.

**Foglio di Istruzioni
Instructions**

KALEIDO
GR 0410 MSD 575 W



FI-0410 Rev. 0
05-05-2000

PACKING

Check carefully the content of the box and in case of damage contact your forwarder immediately.
The following items are included in the box:
n° 1 instructions leaflet;
n° 1 KALEIDO unit;
n° 2 XLR 3 poles plugs (1 male + 1 female);
n° 1 optional yoke;

SAFETY

Disconnect the lantern from mains supply before servicing the unit or replacing the lamp.

- This projector has been designed for outdoor and indoor use. For safety operation, maximum ambient temperature must not exceed 50°C.

- Caution: the temperature of the glass surface of the projector can reach 130°C

- Caution: hot lamp; ensure that the lamp is cold before attempting to remove it (wait for about 20 minutes).

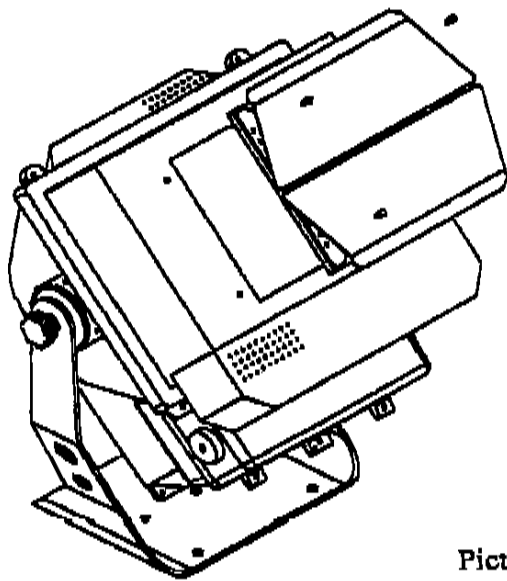
- Caution: it is strongly recommended that a safety-chain or wire is attached to this projector and secured to the main mounting framework to arrest the fall of the unit in the unlikely event that the primary mounting arrangement should fail.

INSTALLATION

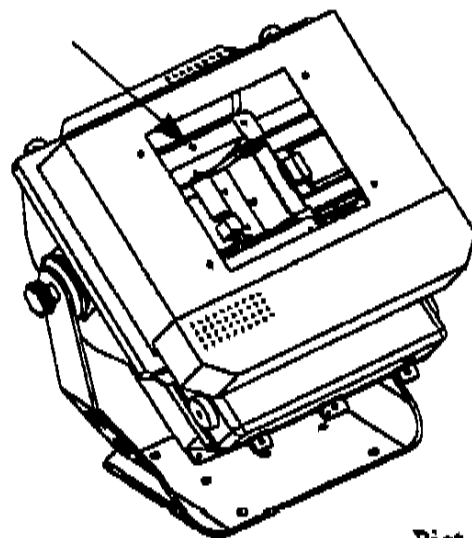
Fitting the lamp

- 1) Open the glass cover untightening the 4 screws located on the top part of the lantern (Pict. 1).
- 2) Clean the lamp with a cleaning towel and fit it carefully in the lamp holder.
 - avoid touching the lamp with fingers or dirty towels;
 - do not shake the lamp;
 - position the lamp towards the lamp cover to obtain the maximum light output
- 3) Tighten the fixing knobs to fix the lamp to the lamp holder.
- 5) Put the glass cover in its original position.
- 6) Fix the glass cover with the 4 screws again.

Please remove the reflecting aluminium cover by unscrewing the metal knob as per picture 2.



Pict. 1



Pict. 2

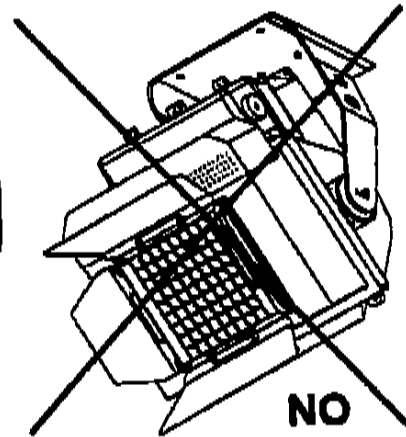
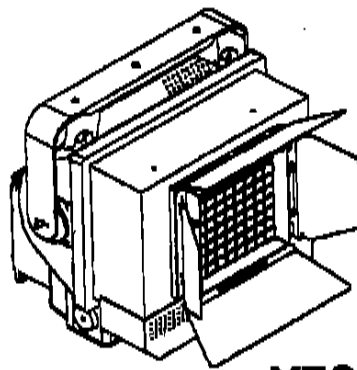
Mounting position

KALEIDO is fitted with a support base which allows a steady position on the floor (Pict 1) and an optional yoke to allow the mounting of the unit to any standard trussing system (Pict 2).

The KALEIDO unit must not be hung upside down;

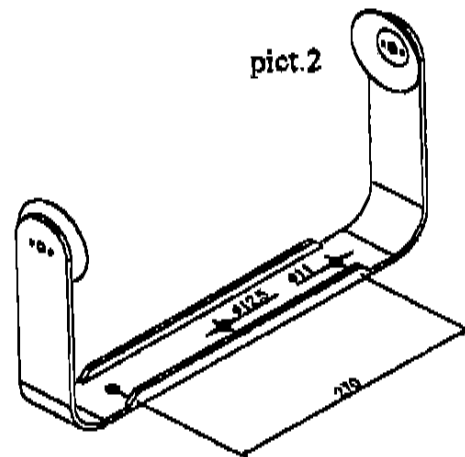
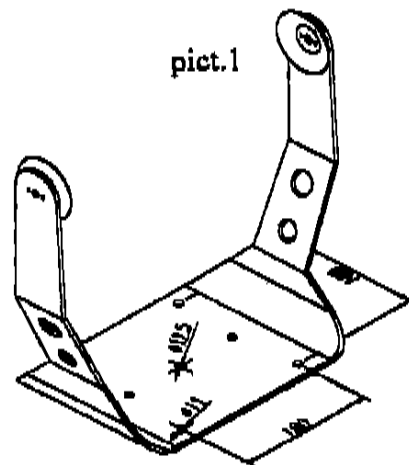
Both fixing yoke and support base allow a complete movement of 180° to help easy installation.

Minimum distance from flammable objects must be 0.5m so as to make air circulation easy.



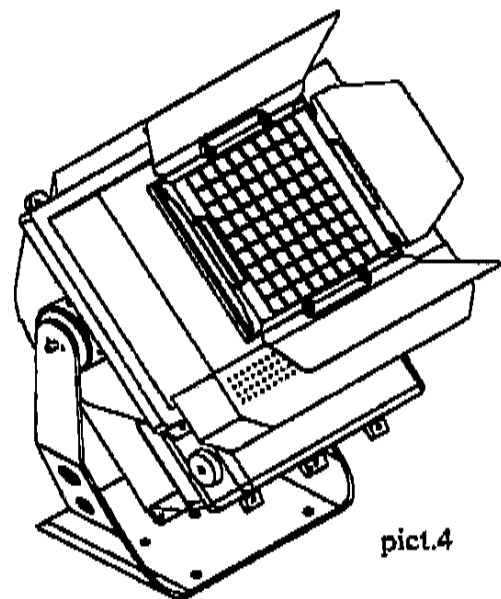
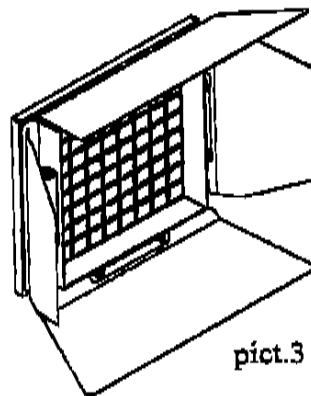
Mounting

4 11mm Ø holes (180x180 mm wheelbase) are provided in the support base to fix the lantern to the ceiling or to the floor. The optional yoke is provided with 2 11 mm Ø holes (wheelbase 270 mm) One 12,5 mm Ø hole screw nut is also available in the middle of the support base and the yoke to hang or fix the projector (see pict.1 and 2).



4-leaf barndoor set up

Take the glass safety grid off the unit by removing the 4 M4 screws and replace it with the 4 leaf barndoor set fixing it again with the 4 screws. Further 4 holes have been provided to fix the 4-leaf barndoor and the glass panel together to the unit by 4 M3x10 screws.



Electrical connection

- 1) Cable the mains plug with a supply cable 3x1.5 mm² minimum and a 2-pin + GND plug;
- 2) Connect the lantern to a mains supply of 230V - 50/60Hz.
- 3) Ensure that the mains cable is connected to earth;
- 4) the line safety thermoswitch must have the following characteristics:
rated for (In) 20A - sensitivity (Id) 0,03 A.
- 5) The unit is provided with power factor correction.

DISPLAY AND CONTROL PANEL USE

The led colour indicates the projector mode.

The green led indicates the operating mode.

The red light indicates the setting or the zapping mode.

When the projector is in the operating mode the display indicates the projector DMX addressing number, which is 001 when the unit leaves the factory. In order to change the DMX addressing number push (SELECT) then (-) or (+). When you find the desired number push (ENTER).

Push (SELECT) when you want to view or zap an option. To memorise it push (ENTER).

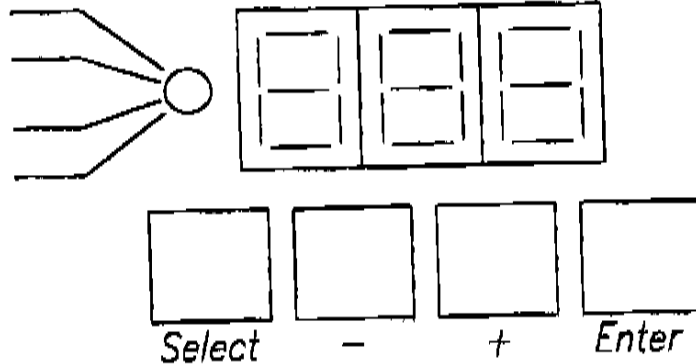
If options are not entered within 15 seconds the projector returns to the operating mode.

Green led - DMX SIGNAL

Flashing green led - NO DMX SIGNAL

Flashing red led - DMX SETTING

Red led - OPTIONS SETTING



Options:

1= Master On/Off Master On -AUTOMATIC MODE
Master Off -DMX MODE

2= Preset Colours -Yellow, Cyan, Magenta, all in one channel.

3= Remote switch lamp On/Off -Lamp On/Off through the DMX controller.
DMX

4= Dimmer shutter. lamp On/Off Independent setting-To enter this option push SELECT after you have set option 4 to ON(the display shows the current projector ; addressing); to view the dimmer/Shutter addressing push SELECT and then push (+) and (-) to view the new one and push ENTER to memorise it.
Note: The unit will have now two different addressing. Within 15 seconds the projectors returns to the operating mode and the display shows the colours addressing which is automatically updated to the new addressing.

9= Test

LAMP LIFE Push ENTER for more than 5 seconds

USE METER Push ENTER for more than 20 seconds

To reset the lamp life meter push (-), (+) and ENTER simultaneously until you get the zero setting of the display

USE OF THE LANTERN

DMX function

To access the unit through a DMX controller KALEIDO must be set to **MASTER OFF**. Push **SELECT**; when **1.ON** is displayed push (+) or (-) to obtain **1.OF**. Now press **ENTER**. The unit is set to **MASTER OFF**.

Note: when the KALEIDO unit leaves the factory it is set to MASTER ON and works in AUTOMATIC MODE (See AUTOMATIC MODE section). (diag.1)

Every single KALEIDO unit must have its own display correctly set.
Please set the display of each unit as per diagram 1 when more units are accessed through a DMX controller.
KALEIDO uses 2 or 5 channels according to the chosen options.

Projector 1	0 0 1	0 0 1
Projector 2	0 0 6	0 0 3
Projector 3	0 1 1	0 0 5
Projector 4	0 1 6	0 0 7
Projector 5	0 2 1	0 0 9
Projector 6	0 2 6	0 1 1
Projector 7	0 3 1	0 1 3
Projector 8	0 3 6	0 1 5
Projector 9	0 4 1	0 1 7
Projector 10	0 4 6	0 1 9

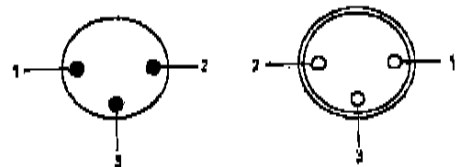
DMX Connection

Use two standard 3-pin DMX cables
DMX line-in and line-out must be connected to the terminal connector A (Pict.2) as per sticker.

The connection of the 3-pin DMX male and plug must be carried out as per following description:
pin 1---> function GND (SHIELD)

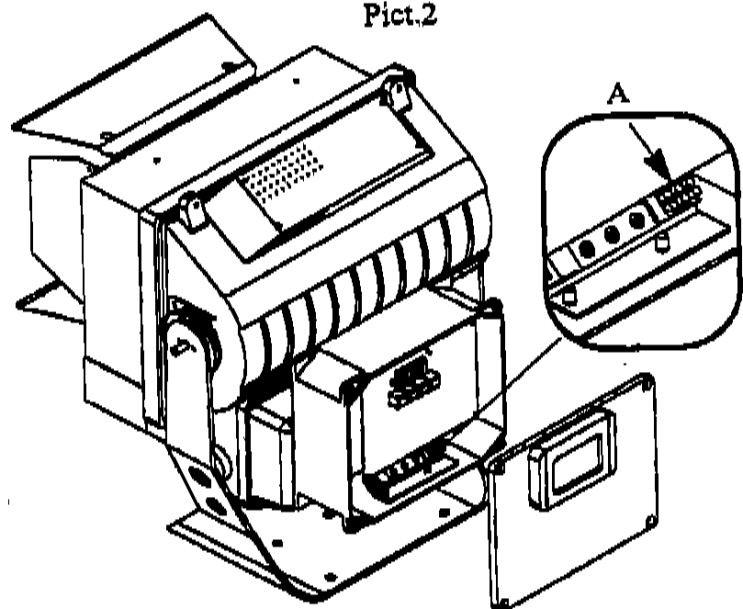
pin 2---> function SIGNAL -

pin 3---> function SIGNAL +
Please make sure cables are properly connected. Use shielded cable.



Channels Indicatoion

KALEIDO					
X	CHANNEL				
	1	2	3	4	5
	Lamp On-Off	Dimmer Black-out Strobe	Yellow	Cyan	Magenta
100%	● Off	○			
75%		●			
50%	OPTION	⚡	YELLOW	CYAN	MAGENTA
25%		●			
0%	Stand By	●			



AUTOMATIC MODE

KALEIDO has to be set to **MASTER ON** to be accessed in automatic mode: push. (SELECT), when 1.OF is displayed push (+) or (-) to obtain 1.ON. Now press (ENTER) . The unit is set to **MASTER ON**. The unit starts working in automatic mode and is ready for the programming procedure. Push (SELECT) and (P.01) will be displayed.



Choose the desired programme by pushing (+) and(-): 8 programmes are available as per picture 1.

Pushing (+) after programme 8 or (-) before programme 1 the display will show relevant (C.01) or (C.60)



Push keys (+) and (-) to select one of the 60 colours available.

Programme speed can be determined by pushing (SELECT); the display will show: (SP.1)



Push (+) and (-) to set the speed;
Pause and positioning length is described as per picture 2.

Colour scene length can be set by pushing (SELECT); the display will show (PA.0)



Push (+) and (-) to set the speed;
Pre-programmed colour scenes length is described as per picture 3.

Push (ENTER) repeatedly to view the pre-programmed colour scenes sequences when they run.
Push SELECT, then (+) or (-), as above mentioned, to select a new programme.

Programme	Colors
Programme 1	Red, Magenta, Yellow
Programme 2	Red, Magenta, Yellow + White
Programme 3	Green, Cyan, Yellow
Programme 4	Green, Cyan, Yellow + White
Programme 5	Blue, Cyan, Magenta
Programme 6	Blue, Cyan, Magenta + Bianco
Programme 7	All colors
Programme 8	All colors + White

Pict. 1

Programme	Duration
1	2 sec.
2	4 sec.
3	6 sec.
4	8 sec.
5	11 sec.
6	15 sec.
7	21 sec.
8	26 sec.
9	1 sec.

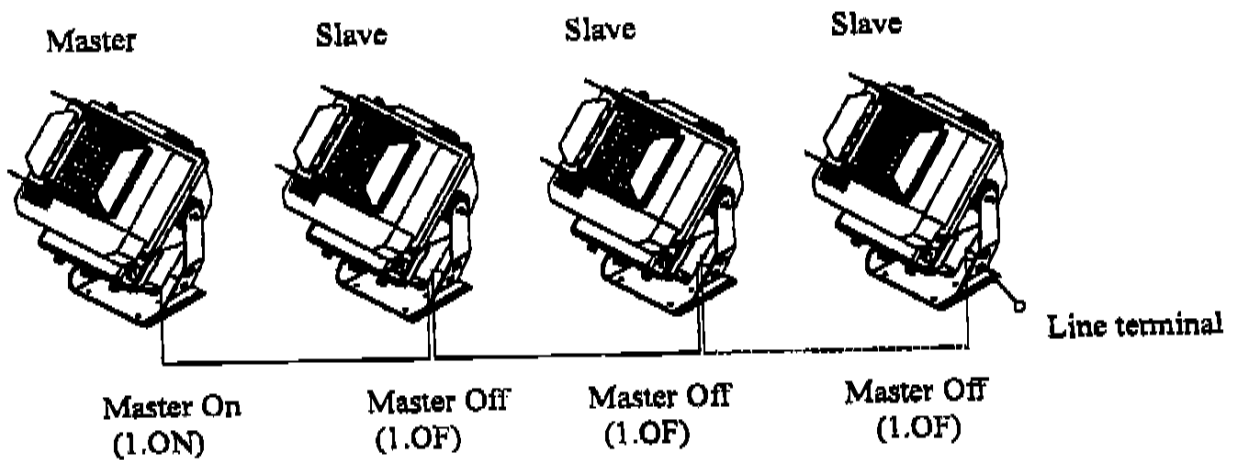
Pict. 2

Programme	Duration
0	4 sec.
1	15 sec.
2	30 sec.
3	1 min.
4	1,5 min.
5	2 min.
6	2,5 min.
7	3 min.
8	3,5 min.
9	4 min.

Pict. 3

Master -Slave

More KALEIDO units can be set to 'SLAVE' option to follow the 'MASTER' unit in synchrony. The 'MASTER' unit must be set to MASTER ON; the 'SLAVE' units must be set to 'MASTER OFF' (with address number 1 and options 2,3 and 4 set to OFF).



The line terminal is a resistor fitted between the 2 Signal Pins (2 and 3) at the end of the DMX line. This is to avoid the defective functioning of the DMX line. A 120 Ohm resistor is suggested.

MAINTENANCE

All lanterns require regular maintenance to ensure maximum performance and light output. Please follow these instructions:

- clean lenses, mirrors and dichroics regularly, as even a thin layer of dust can reduce the light output and scatter the beam;
- replace the lamp in case it is damaged or deformed;
- carefully check the electrical connections, particularly the earth connection;
- replace the lenses, the mirrors and the dichroic filters if they are visibly damaged;
- replace all the damaged components

IMPORTANT: clean regularly the fans and the grids. Don't use screw drivers or sharp objects which may damage the fans or other parts of the lantern. The grids can be removed by unscrewing the 4 self-tapping screws.

TECHNICAL INFORMATION

KALEIDO MSD 575 W		
Size	L490 x P365 x H535	mm
Size with 4-leaf barndoor	L490 x P500 x H535	mm
Weight	24	Kg
Body	Aluminium and galvanised steel body	
Operating Voltage	230	V
Operating Frequency	50/60	Hz
Operating Amperage	3,5	A
Power Absorbed	800	VA
Suggested Lamp	MSD 575 W Socket GX 9,5	
Optic System	Optic system with planar mirrors (patented)	
Lamp Fuse	6x30 250V 10A	
Electronic System fuse	5x20 250V 3,25A	
Max Working Temperature	130	°C
Max Ambient Temperature	50	°C

SPARE PARTS

All components for the KALEIDO are available.

The exploded diagram and the catalogue are available on request.