

**ENGLISH**

**Infinity B401 Beam**

**V1**

**Order code: 41533**

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## Warning



**For your own safety, please read this user manual carefully  
before your initial start-up!**

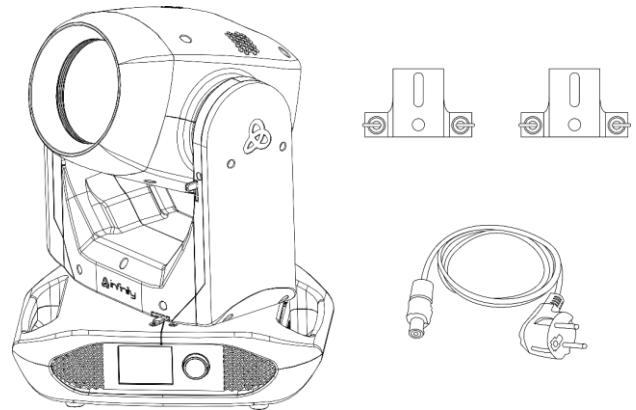


### Unpacking Instructions

Immediately upon receiving this product, carefully unpack the carton and check the contents to ensure that all parts are present, and have been received in good condition. Notify the dealer immediately and retain packing material for inspection if any parts appear damaged from shipping or the carton itself shows signs of mishandling. Save the carton and all packing materials. In the event that a fixture must be returned to the factory, it is important that the fixture be returned in the original factory box and packing.

### Your shipment includes:

- Infinity B401 Beam
- 2 x mounting brackets with quick locks
- Schuko to PowerCON True1 power cable (1,5 m)
- User manual



### CAUTION!

**Keep this device away from rain and moisture!  
Unplug mains lead before opening the housing!**



### Safety Instructions

Every person involved with the installation, operation and maintenance of this device has to:

- be qualified
- follow the instructions of this manual



**CAUTION! Be careful with your operations.  
With a dangerous voltage you can suffer  
a dangerous electric shock when touching the wires!**



Before the initial start-up, please make sure that there is no damage caused by transportation. Should there be any, consult your dealer and do not use the device.

To maintain perfect condition and to ensure a safe operation, it is absolutely necessary for the user to follow the safety instructions and warning notes written in this manual.

Please consider that damages caused by manual modifications to the device are not subject to warranty.

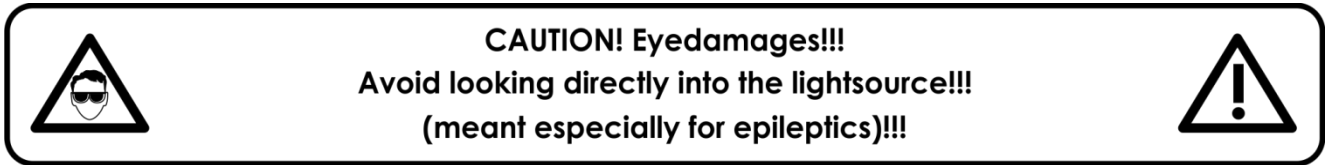
This device contains no user-serviceable parts. Refer servicing to qualified technicians only.

### IMPORTANT:

The manufacturer will not accept liability for any resulting damages caused by the non-observance of this manual or any unauthorized modification to the device.

- Never let the power cord come into contact with other cables! Handle the power cord and all connections with the mains with particular caution!
- Never modify, bend, mechanically strain, put pressure on, pull or heat up the power cord.
- Never remove warning or informative labels from the unit.
- Never use anything to cover the ground contact.
- Never lift the fixture holding it by the projector-head, as the mechanics may be damaged. Always hold the fixture by the transport handles.
- Never place any material over the lens.
- Never look directly into the light source.
- Never use the device without the lamp.
- Never ignite the lamp if the lens or any housing cover is open. Discharge lamps emit high ultraviolet radiation, which can cause eye and skin damage.
- Never leave any cables lying around.
- Never use the device during thunderstorms, unplug the device immediately.
- Never leave various parts of the packaging (plastic bags, polystyrene foam, nails, etc.) within children's reach, as they are potential sources of danger.
- Do not aim the effect light at people or animals.
- Do not insert objects into air vents.
- Do not connect this device to a dimmer pack.
- Do not switch the device on and off in short intervals, as this will reduce the lamp's life.
- If the lamp has been turned OFF, let the lamp cool down for 15 minutes before turning the lamp ON again.
- Do not touch the device's housing bare-handed during its operation (housing becomes hot). Allow the fixture to cool for at least 5 minutes before handling.
- Do not shake the device. Avoid brute force when installing or operating the device.
- Do not install lamps of higher wattage.
- Only use the device indoors, avoid contact with water or other liquids.
- Only operate the fixture after having checked if the housing is firmly closed and all screws are tightly fastened.
- Only operate the device after having familiarized with its functions.
- Avoid flames and do not put close to flammable liquids or gases.
- Always allow a free air space of at least 80 cm around the unit for ventilation.
- Always disconnect power from the mains, when device is not used or before cleaning! Only handle the power cord holding it by the plug. Never pull out the plug by tugging the power cord.
- Make sure that the device is not exposed to extreme heat, moisture or dust.
- Make sure that the available voltage is not higher than stated on the rear panel.
- Make sure that the power cord is never crimped or damaged. Check the device and the power cord from time to time.
- Make sure that the core diameter of extension cords and power cords is sufficient for the required power consumption of the device.
- If the lens is obviously damaged, it has to be replaced. Cracks and scratches impair its functioning.
- If device was dropped or struck, disconnect mains power supply immediately. Have a qualified engineer inspect for safety before operating.
- If the device has been exposed to drastic temperature fluctuation (e.g. after transportation), do not switch it on immediately. The arising condensation water might damage your device. Leave the device switched off until it has reached room temperature.
- If your Infinity device fails to work properly, discontinue the use immediately. Pack the unit securely (preferably in the original packing material), and return it to your Infinity dealer for service.
- For adult use only. Moving head must be installed beyond the reach of children. Never leave the unit running unattended.
- Never attempt to bypass the thermostatic switch or fuses.
- For replacement use fuses of same type and rating only.
- Let the lamp cool down for 20 minutes, before replacing the lamp.
- A hot discharge lamp is under high pressure and can therefore spontaneously explode. The risk increases with the age, temperature and improper handling of the lamp.

- If the lamp breaks, special safety precautions must be taken as mercury is released. Evacuate the area immediately and ventilate it.
- The user is responsible for correct positioning and operating of the Infinity. The manufacturer will not accept liability for damages caused by the misuse or incorrect installation of this device.
- This device falls under protection class I. Therefore it is essential to connect the yellow/green conductor to earth.
- Repairs, servicing and electric connection must be carried out by a qualified technician.
- WARRANTY: Till one year after date of purchase.



### Operating Determinations

- This device is not designed for permanent operation. Consistent operation breaks will ensure that the device will serve you for a long time without defects.
- The minimum distance between the light output and the illuminated surface must be bigger than 12 m.
- In order to eliminate wear and improve the device's lifespan during periods of non-use, completely disconnect from power source via breaker or by unplugging.
- The maximum ambient temperature  $t_a = 40\text{ °C}$  must never be exceeded.
- The relative humidity must not exceed 50 % with an ambient temperature of  $40\text{ °C}$ .
- If this device is operated in any other way than the one described in this manual, the product may suffer damages and the warranty becomes void.
- Any other operation may lead to dangers like short-circuit, burns, electric shock, crash etc.

*You endanger your own safety and the safety of others!*

### Rigging

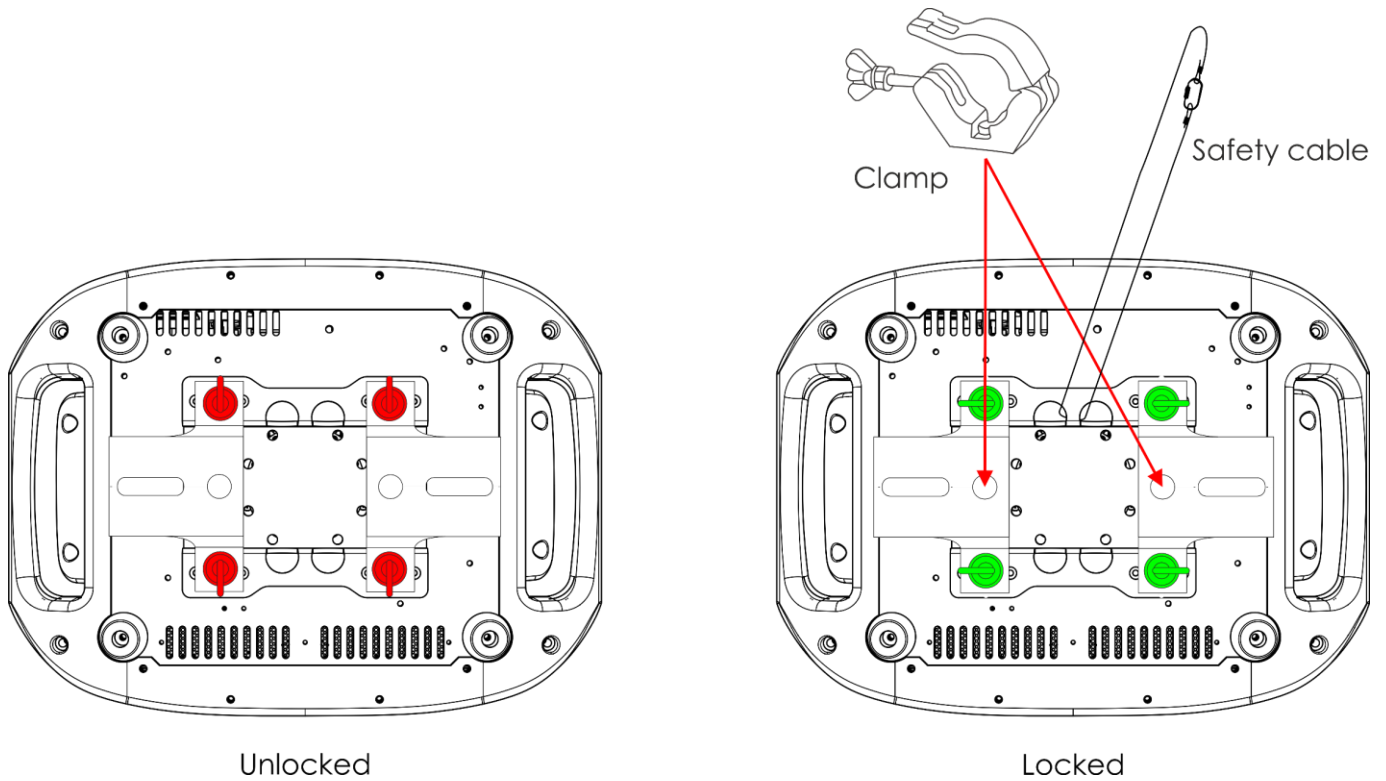
*Please follow the European and national guidelines concerning rigging, trussing and all other safety issues.*

*Do not attempt the installation yourself!*

*Always have the inspections carried out by an authorized dealer!*

### Procedure:

- If the Infinity is lowered from the ceiling or high joists, professional trussing systems have to be used.
- Use a clamp to mount the Infinity with the mounting brackets to the trussing system.
- The Infinity must never be fixed swinging freely in the room.
- The installation must always be secured with a safety attachment, e.g. an appropriate safety net or safety cable.
- When rigging, derigging or servicing the Infinity, always make sure, that the area below the installation site is secured and that there are not any unauthorized people around.



The Infinity can be placed on a flat stage floor or mounted to any kind of truss with mounting brackets and a clamp.

*Improper installation can cause serious injuries and/or damage of property!*

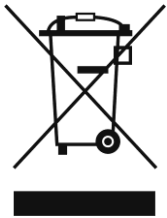
**Connection with the Mains**

Connect the device to the mains with the power-plug.  
Always check if the right color cable is connected to the right place.

International	EU Cable	UK Cable	US Cable	Pin
L	BROWN	RED	YELLOW/COPPER	PHASE
N	BLUE	BLACK	SILVER	NEUTRAL
⊕	YELLOW/GREEN	GREEN	GREEN	PROTECTIVE GROUND

*Make sure that the device is always properly connected to the earth!*

*Improper installation can cause serious injuries and/or damage of property!*



## **Return Procedure**

Returned merchandise must be sent prepaid and in the original packing, call tags will not be issued. Package must be clearly labeled with a Return Authorization Number (RMA number). Products returned without an RMA number will be refused. Highlite will not accept the returned goods or any responsibility. Call Highlite 0031-455667723 or mail [offersales@highlite.com](mailto:offersales@highlite.com) and request an RMA prior to shipping the fixture. Be prepared to provide the model number, serial number and a brief description of the cause for the return. Be sure to properly pack fixture, any shipping damage resulting from inadequate packaging is the customer's responsibility. Highlite reserves the right to use its own discretion to repair or replace product(s). As a suggestion, proper UPS packing or double-boxing is always a safe method to use.

**Note: If you are given an RMA number, please include the following information on a piece of paper inside the box:**

- 01) Your name
- 02) Your address
- 03) Your phone number
- 04) A brief description of the symptoms

## **Claims**

The client has the obligation to check the delivered goods immediately upon delivery for any shortcomings and/or visible defects, or perform this check after our announcement that the goods are at their disposal. Damage incurred in shipping is the responsibility of the shipper; therefore the damage must be reported to the carrier upon receipt of merchandise.

It is the customer's responsibility to notify and submit claims with the shipper in the event that a fixture is damaged due to shipping. Transportation damage has to be reported to us within one day after receipt of the delivery.

Any return shipment has to be made post-paid at all times. Return shipments must be accompanied with a letter defining the reason for return shipment. Non-prepaid return shipments will be refused, unless otherwise agreed in writing.

Complaints against us must be made known in writing or by fax within 10 working days after receipt of the invoice. After this period complaints will not be handled anymore.

Complaints will only then be considered if the client has so far complied with all parts of the agreement, regardless of the agreement of which the obligation is resulting.



## Description of the Device

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### Features

The Infinity B401 Beam is a moving head with high output and great effects.

### Output

- Beam angle: 4°
- Light source: Osram Sirius HRI 230 W (7R)
- Lamp socket: E20.6
- Color temperature: 7600 K
- Output: 9500 lm

### Electrical

- Input voltage: 100-240 V AC, 50/60Hz
- Power consumption: 402 W

### Control

- Onboard: battery-powered, full color display including gravity sensor
- Battery lifetime: max 30 days (full charge)
- Control modes: Manual, Auto, DMX-512
- Control protocol: DMX, W-DMX, sACN, Art-Net, RDM
- DMX channels: Basic (18 channels), Advance (23 channels), User (up to 23 channels)
- Wireless DMX: Wireless Solution Sweden

### Optical System

- Dimmer: 0-100 %, mechanical
- Shutter: 0-20 Hz
- Focus: motorized
- Prisms: 5-facet linear and 16-facet circular
- Frost filter: Yes

### Movement

- Pan: 540°
- Tilt: 270°
- Pan/Tilt resolution: 16 bit
- Special: Blackout during Pan/Tilt movement, color and gobo change; User-selectable Pan and Tilt ranges; Reverse Pan/Tilt movement

### Gobos and Colors

- Static gobo wheel: 17 metal gobos + open
- Gobo functions: Gobo flow effect, Gobo shake
- Color wheel: 14 dichroic filters + white
- Color functions: Bump colors, Split colors, Rainbow flow effect

### Physical

- Color: Black
- Housing: Metal and flame-retardant plastic
- Data connection: 5-pin DMX IN/OUT, 2 x RJ45 connectors
- Power connection: PowerCON True1 IN/OUT
- IP rating: IP20
- Fuse: 7 A Fast Blow/250 V
- Dimensions: 519 x 380 x 284 mm (L x W x H)
- Weight: 21 kg

## Certification and Safety

- Certification: CE
- Max. ambient temperature: 40 °C

## Optional accessories:

- [81014](#) – Showtec Sirius HRI 230 W, 8000 K
- [70454](#) – Safety cable Saveking 4 mm (Natural)
- [70456](#) – Safety cable Saveking 4 mm (Black)
- [75101](#) – Fast Coupler 150 kg (Black)
- [D7268](#) – Flightcase for 2 pcs Furion B401
- [FLA43](#) – DMX Terminator

## Front View

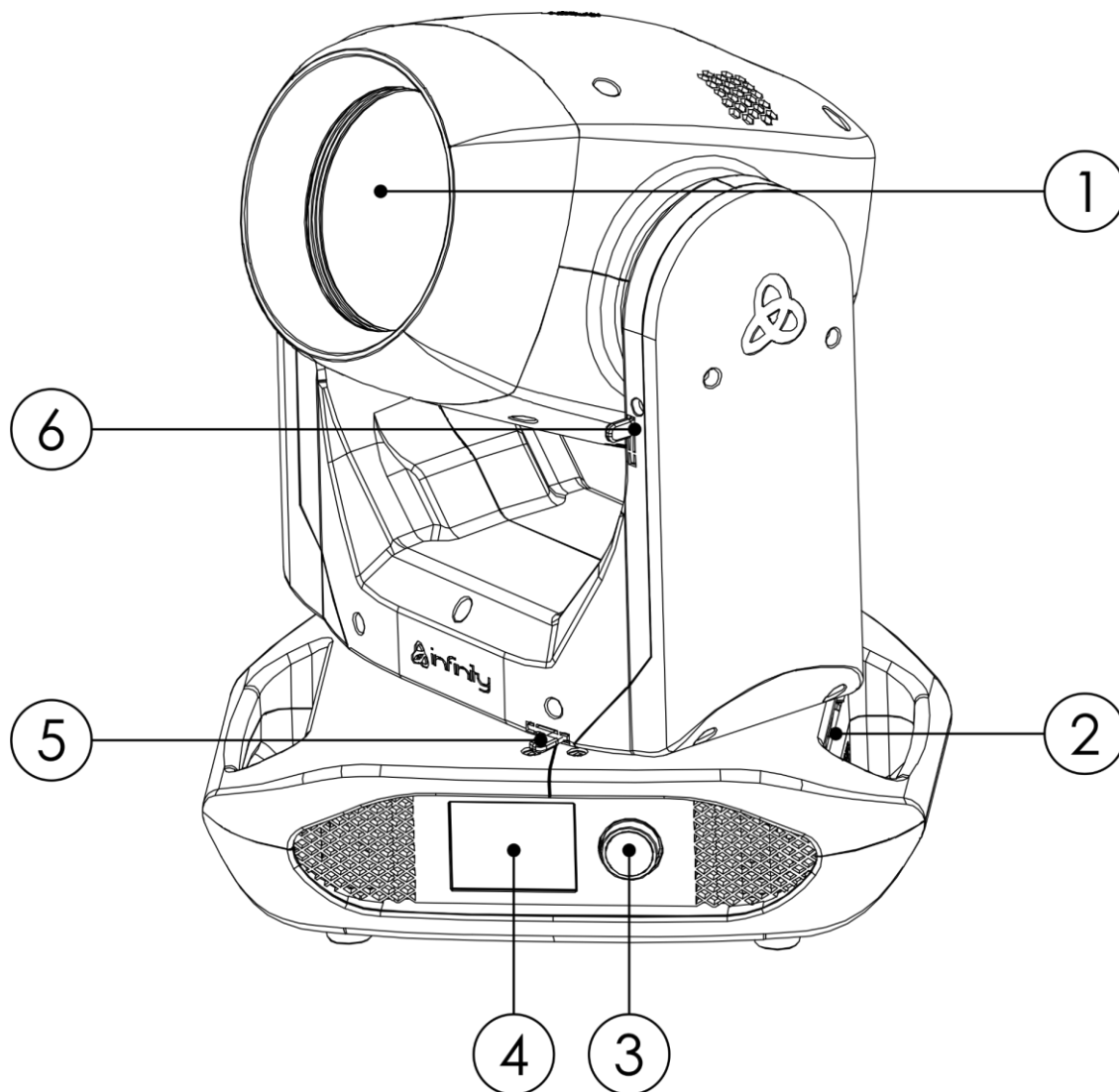


Fig. 01

- 01) Lens
- 02) Antenna
- 03) Menu control
- 04) Touch display
- 05) Pan lock pin
- 06) Tilt lock pin

Back View

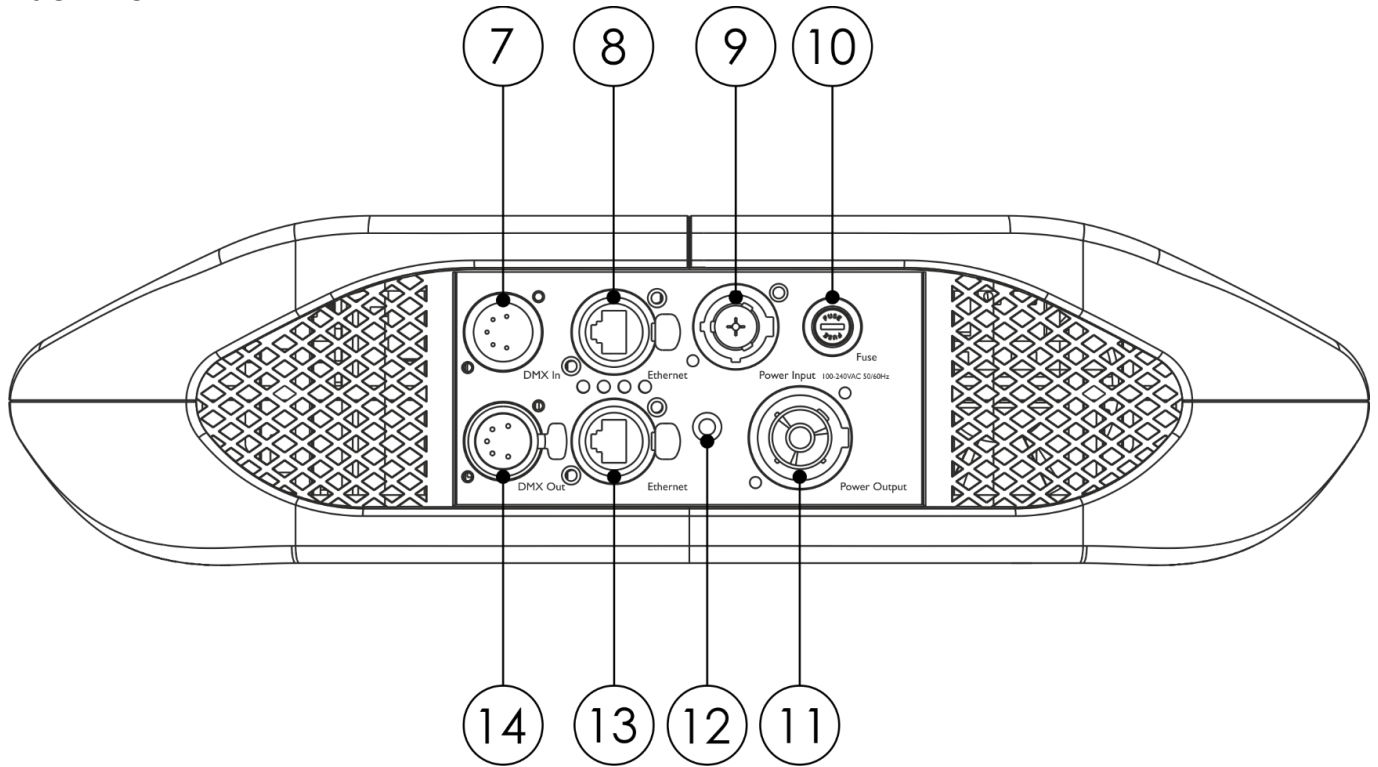


Fig. 02

- 07) 5-pin DMX signal connector IN
- 08) RJ45 Ethernet connector
- 09) PowerCON True1 power connector IN
- 10) Fuse 7 A Fast Blow/250 V
- 11) PowerCON True1 power connector OUT
- 12) Ground/earth connection
- 13) RJ45 Ethernet connector
- 14) 5-pin DMX signal connector OUT

**Installation**

Remove all packing materials from the Infinity B401 Beam. Check if all foam and plastic padding is removed. Connect all cables.

**Do not supply power before the whole system is set up and connected properly.**  
**Always disconnect from electric mains power supply before cleaning or servicing.**  
**Damages caused by non-observance are not subject to warranty.**

## Installing the Lamp

The Infinity B401 Beam is equipped with an Osram Sirius HRI 230 W (7R) discharge lamp (order code 81014).

Note that product versions with other lamps may be offered in the future. Check your product specification label for information.

### Lamp installation must be carried out by a qualified technician.

A hot discharge lamp is under high pressure and can therefore spontaneously explode. The risk increases with the age, temperature and improper handling of the lamp.

If the lamp breaks, special safety precautions must be taken as mercury is released. Evacuate the area immediately and ventilate it.

The lamp has to be replaced when it is damaged or deformed due to the heat.

Always disconnect from electric mains power supply before changing lamps.

Do not install lamps with a higher wattage! Lamps with a higher wattage generate temperatures the device was not designed for.

Damages caused by non-observance are not subject to warranty.

Always read the safety instructions that are included with the lamp.

Do not touch the bulb with bare hands. Oil on hands shortens the lamp life. If you touch the bulb glass, wipe off the glass with a clean lint-free cloth and rubbing alcohol.

Read all safety warnings at the beginning of this manual, before replacing the lamp!!!



**Let the lamp cool down for 20 minutes, before replacing the lamp.**



### Procedure:

- 01) Turn off the lamp and let it cool down for at least 5 minutes.
- 02) Turn off the Infinity and disconnect it from the mains. Let it cool down for 20 minutes.
- 03) Turn the moving head with the fan facing downwards.
- 04) Loosen the 4 Phillips-head quarter-turn fasteners on the housing and remove the cover (Fig. 03).
- 05) Disconnect the 2 wires from the lamp terminals (Fig. 04).
- 06) Push the lamp carefully to the left against the 2 springs on the left side (Fig. 04).

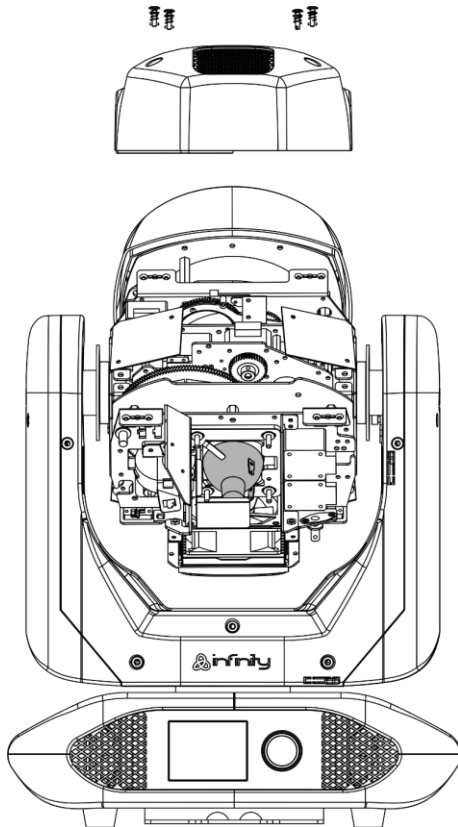


Fig. 03

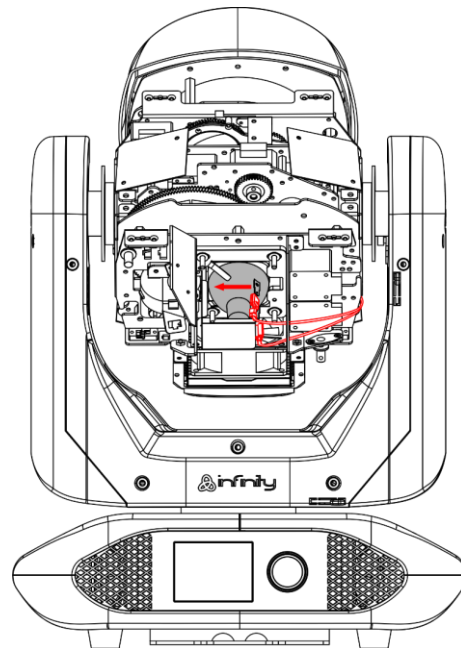


Fig. 04

07) Roll the lamp carefully out of the fixture and remove it (Fig. 05 and Fig 06).

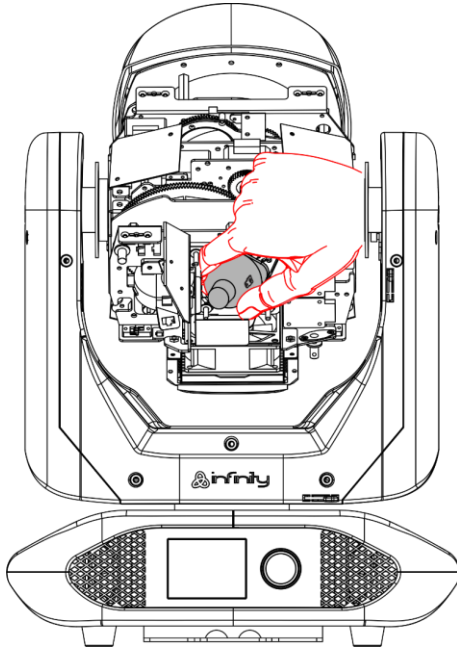


Fig. 05

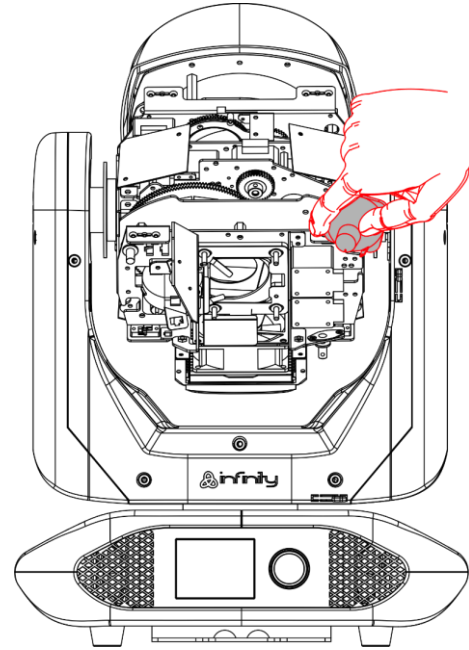


Fig. 06

08) Take the new lamp holding it **by the base**. Before installing the new lamp, read the instructions included with the lamp.

**Do not touch the bulb glass with bare hands.** Oil on hands shortens the lamp life. If you touch the bulb glass, wipe off the glass with a clean lint-free cloth and rubbing alcohol.

09) Carefully slide the lamp under the 2 springs in its place.

10) Connect the 2 wires to the lamp terminals.

11) Replace the cover and tighten the 4 Phillips-head quarter-turn fasteners on the housing.

After a new lamp is installed, it is recommended to reset the lamp operating hours counter. See **3.4 Lamp Settings** on page 36. You can view total operating hours of the lamp (Lamp on Time) in the **Fixture Information** submenu (see page 41).

## Lamp Adjustment

The lamp position is set in the factory. As lamps differ from manufacturer to manufacturer, it may be necessary to readjust their position. If the hotspot is not in the center of the projection of the light beam, it can be calibrated on a horizontal plane (wall).

**Lamp adjustment must be carried out by a qualified technician.**

- 01) Turn the moving head with the fan facing upwards.
- 02) Loosen the 4 Phillips-head quarter-turn fasteners on the housing and remove the cover (Fig. 07).
- 03) Using a flat-head screwdriver turn the adjustment screw clockwise to move the hotspot to the left and counterclockwise to move it to the right (Fig. 08).

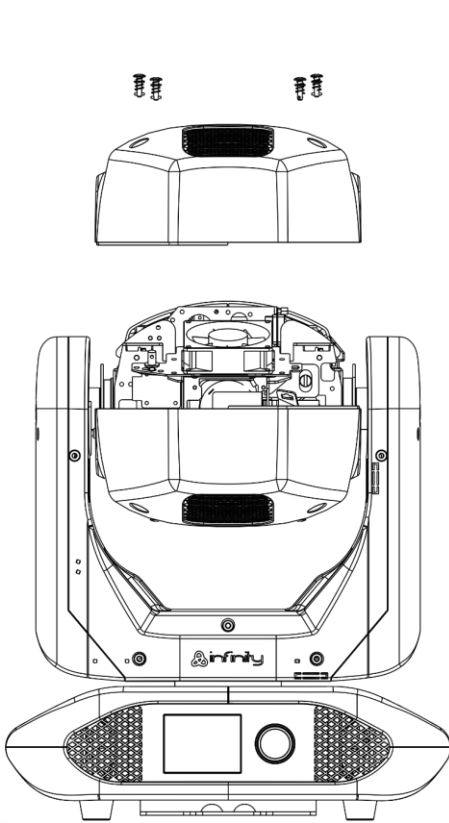


Fig. 07

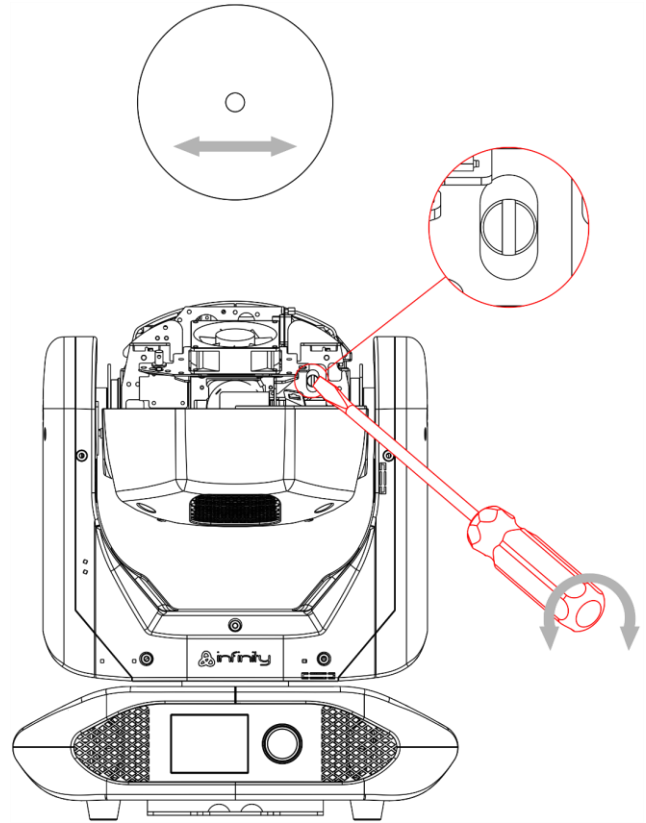


Fig. 08

- 04) Replace the cover and fasten the 4 Phillips-head quarter-turn fasteners on the housing.

### Lock/Unlock the Moving Head

You can **lock/unlock** the moving head by sliding the lock pins:

- Slide the **pan lock pin (05)** to the left to disable and to the right to enable the horizontal movement (**Pan**) of the fixture (see Fig. 09).
- Slide the **tilt lock pin (06)** upwards to disable and downwards to enable the vertical movement (**Tilt**) of the fixture (see Fig. 09).

**Always lock the moving head before transportation!**

**Make sure to release the lock pins before operating the fixture.**

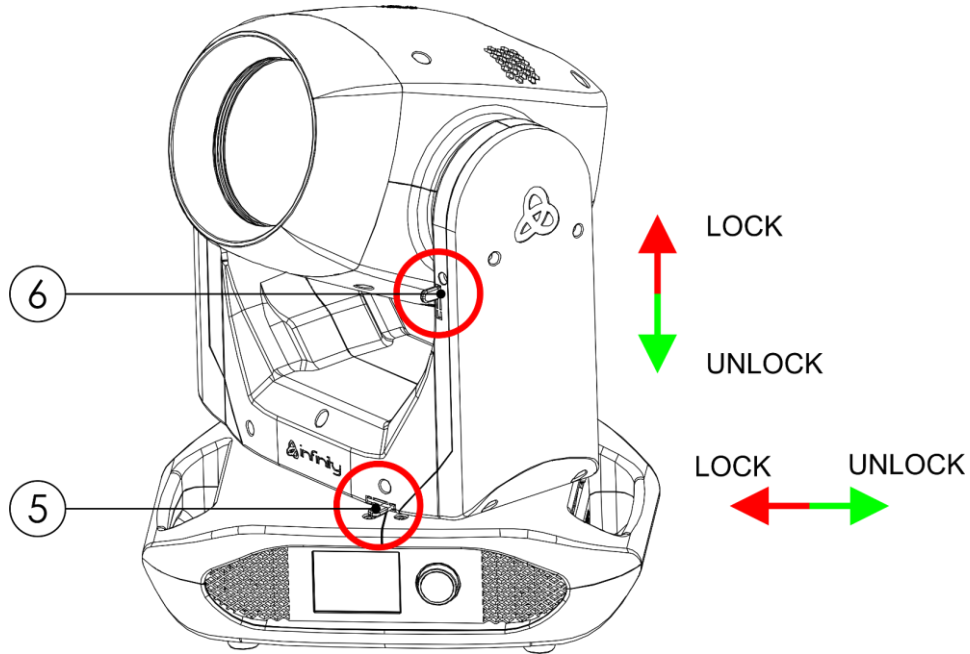


Fig. 09

## Setup and Operation

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Follow the directions below, as they pertain to your preferred operation mode.

Before plugging the unit in, always make sure that the power supply matches the product specification voltage. Do not attempt to operate a 120 V specification product on 230 V power, or vice versa. Connect the device to the main power supply.

### Control Modes

There are 5 modes:

- Stand-alone (auto programs)
- Manual
- DMX-512 (18 CH, 23 CH)
- W-DMX (18 CH, 23 CH)
- Art-Net/sACN (18 CH, 23 CH)

#### One Infinity (Stand-alone/Auto programs)

- 01) Fasten the effect light to a firm trussing. Leave at least 0,8 meter on all sides for air circulation.
- 02) Always use a safety cable (order code 70454/70456).
- 03) Plug the end of the electric mains power cord into a proper electric power supply socket.
- 04) When the Infinity is not connected with a DMX or Ethernet cable, it functions as a stand-alone device.
- 05) Please see **5. Stand-Alone** on page 40 for more information.

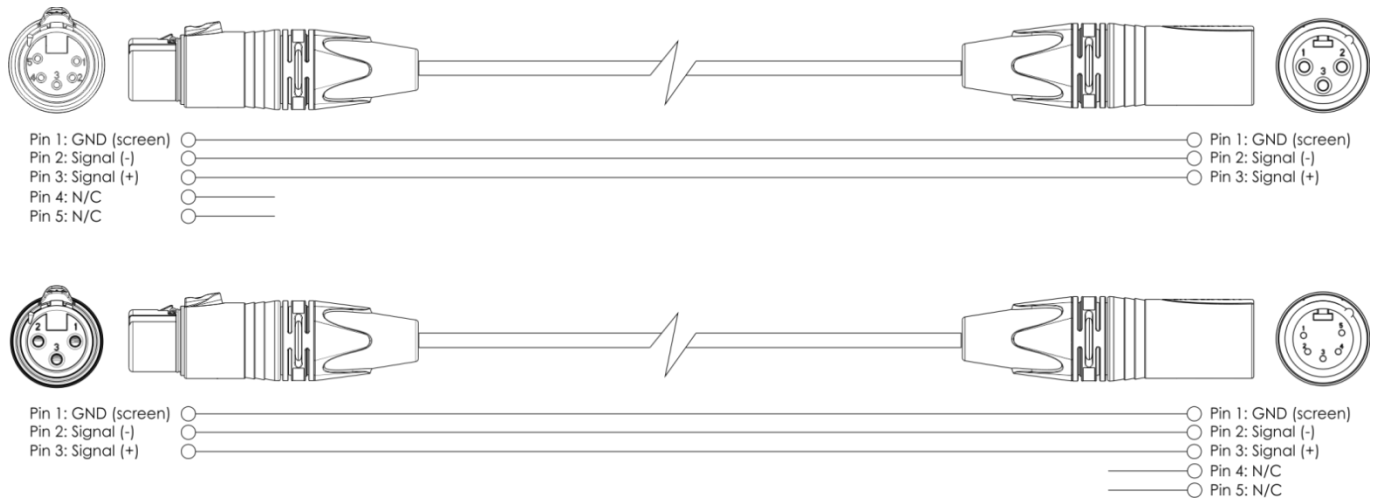
#### One Infinity (Manual)

- 01) Fasten the effect light to a firm trussing. Leave at least 0,8 meter on all sides for air circulation.
- 02) Always use a safety cable (order code 70454/70456).
- 03) Plug the end of the electric mains power cord into a proper electric power supply socket.
- 04) When the Infinity is not connected with a DMX or Ethernet cable, it functions as a stand-alone device.
- 05) Please see **4. Manual Control** on page 39 for more information.



## Multiple Infinities (DMX control)

- 01) Fasten the effect light to a firm trussing. Leave at least 0,8 meter on all sides for air circulation.
- 02) Always use a safety cable (order code 70454/70456).
- 03) Use a 5-pin DMX cable to connect the Infinity and other devices.



- 04) Link the units as shown in Fig. 10. Connect the first unit's DMX "out" socket with the second unit's "in" socket, using a DMX signal cable. Repeat this process to link the rest of the units.
- 05) Supply electric power: Plug electric mains power cords into each unit's PowerCON True1 socket, then plug the other end of the mains power cord into proper electric power supply sockets, starting with the first unit. Do not supply power before the whole system is set up and connected properly.

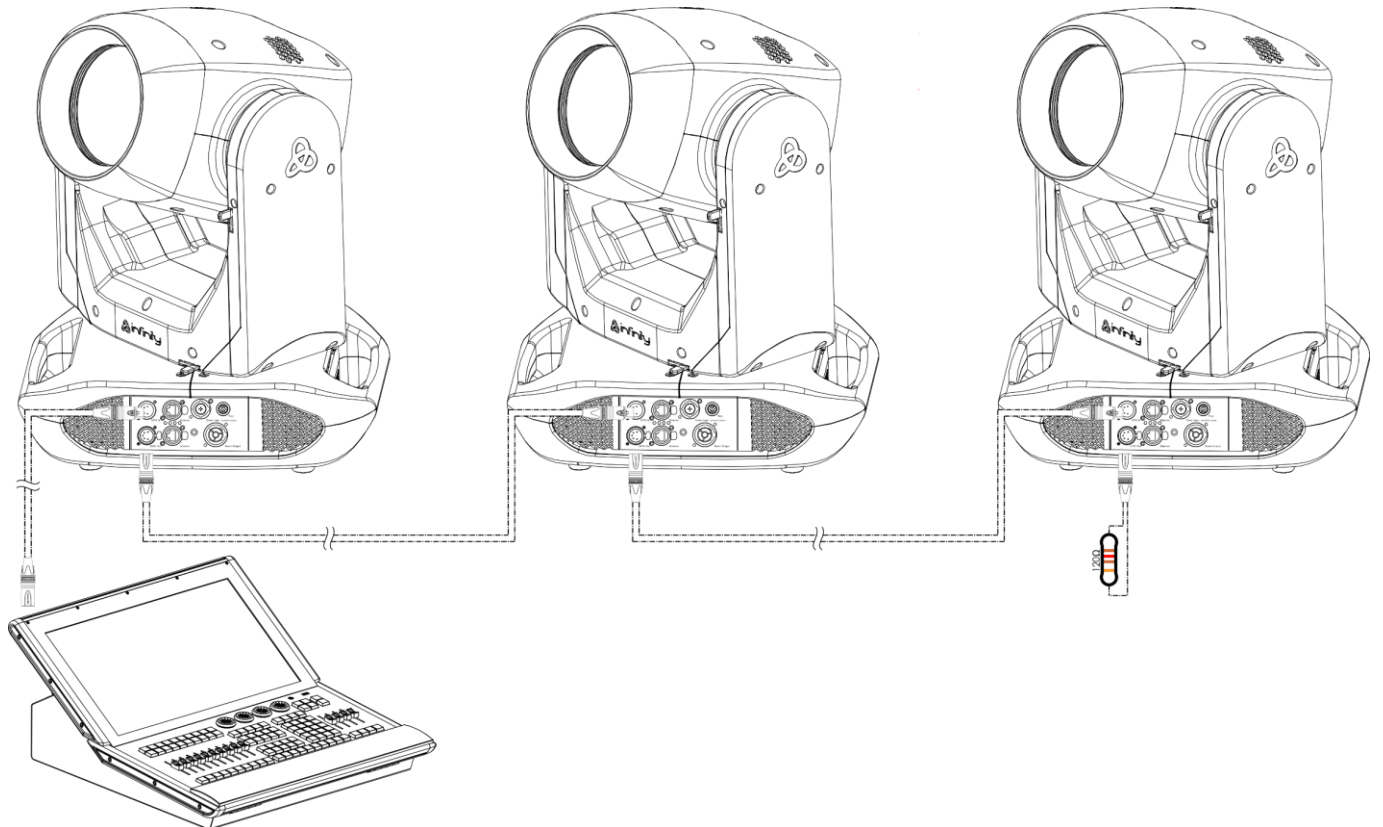




Fig. 10

**Note : Link all cables before connecting electric power**

## Multiple Infinities (Wireless DMX Control)

- 01) Install multiple Infinities at the desired positions (maximum distance to transceiver: 250 m).
- 02) Set the **antennas (02)** on the Infinities in open position.
- 03) In order for the Infinities to receive a wireless DMX signal properly, activate W-DMX on all Infinities (see **3. Settings Menu** on pages 32-33 for more information).
- 04) Pair the wireless signal transmitter with multiple Infinities. In order to create a wireless connection, please read the manual of your wireless signal transmitter.
- 05) When the W-DMX indicator  on the display is blinking, the device is searching for a connection.
- 06) Once a connection has been established, the W-DMX indicator  will stop blinking and will light up green.
- 07) Use a DMX cable to connect the transmitter to a suitable light controller.

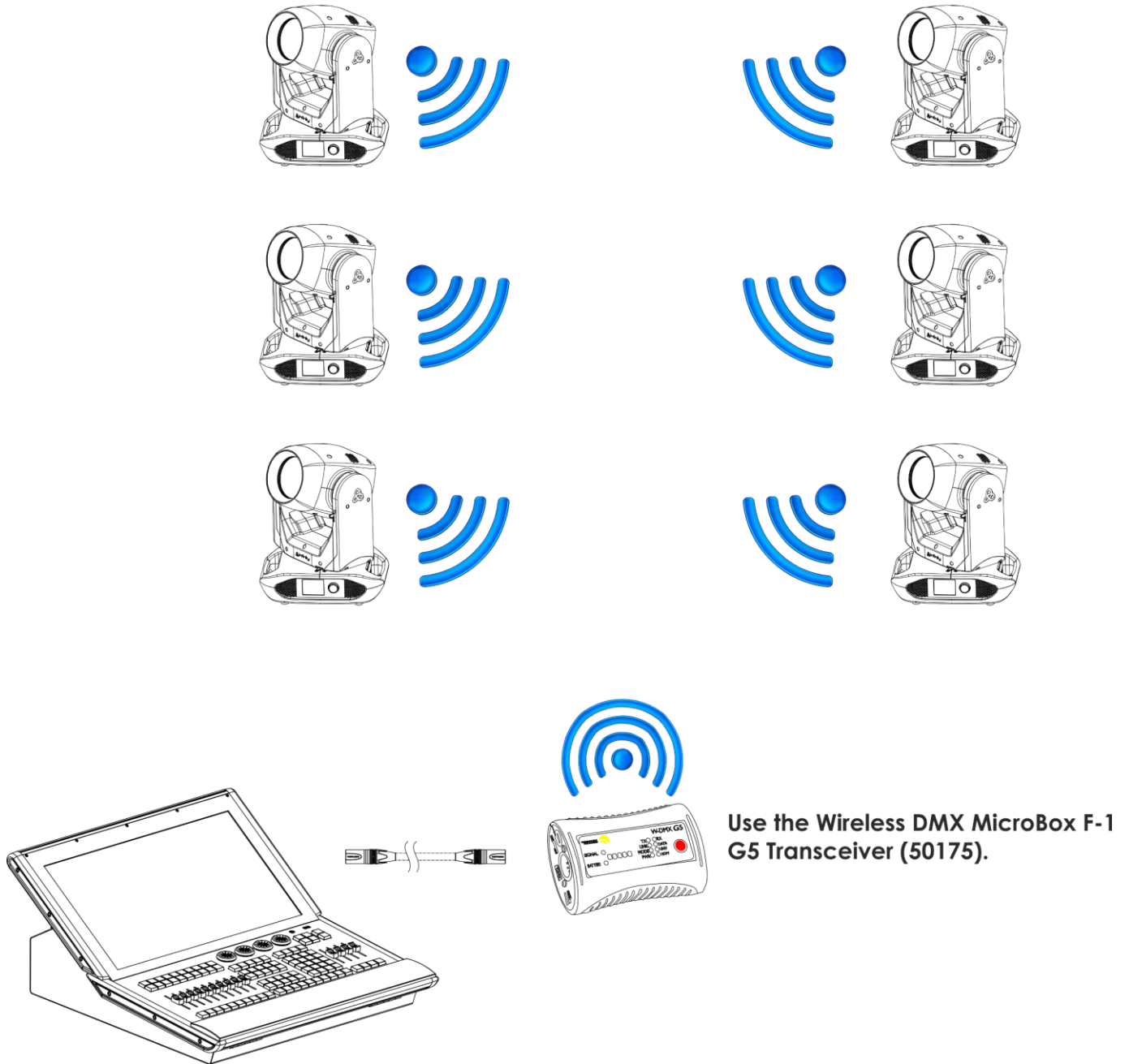


Fig. 11

## Sweden 2.4 GHz Wireless communication module

Communication distance:	Depending on the transmitting power or transmitter module
Test conditions:	W-DMX TRx Transmitter module, 2 dBi Antenna, transmitting power 20 dBm (100 mW)
Range indoor:	60 m (approx. through three concrete walls)
Range outdoor:	250 m

## Wireless DMX Connection


The wireless receiving module "Nano G5 Receiver, 2.4 GHz", provided by the Swedish WIRELESS SOLUTION, only has a 2.4 GHz wireless signal receiving function. In order to match the wireless signal, please use the [50175](#) W-DMX MicroBox F-1 G5 Transceiver by WIRELESS SOLUTION.


## Wireless Problems:

01) No connection with a transmitter.

The W-DMX indicator  on the display will be gray.

02) Searching for a connection.

The W-DMX indicator  on the display will be blinking quickly.

When the wireless DMX communication is normal, the W-DMX indicator  on the display is always green.



**The Infinity cannot receive a wireless DMX signal and a DMX cable signal at the same time.**



## Connect the Infinity to the Wireless DMX Signal Transmitter

Enable W-DMX for the device and select the W-DMX option as control mode. See **3. Settings Menu** on pages 32-33 and **2. Control Mode** on page 31 for more information.

The Infinity cannot actively match a random wireless signal transmitter.

In order to create a wireless match, please check the manual of your wireless signal transmitter.

We advise you to use the W-DMX MicroBox F-1 G5 Transceiver ([50175](#)) by WIRELESS SOLUTION (Fig. 12).

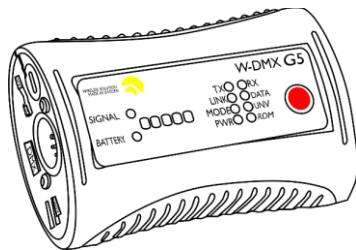


Fig. 12

## Disconnect the Infinity from the Wireless DMX Signal Transmitter

To turn off W-DMX, disable W-DMX by unlinking the fixture. See **3. Settings Menu** on pages 32-33 for more information. The Infinity will now be disconnected.

### Multiple Infinitys (Art-Net/sACN Control/RDM)

- 01) Fasten the effect light to a firm trussing. Leave at least 0,8 meter on all sides for air circulation.
- 02) Always use a safety cable (order code 70454/70456).
- 03) Use a CAT-5/CAT-6 cable to connect the Infinity and other devices.
- 04) Connect your computer with installed Art-Net software to the first device's RJ45 "in" socket.
- 05) Link the units as shown in Fig. 13. Connect the first unit's RJ45 "out" socket with the second unit's "in" socket, using a CAT-5/CAT-6 cable. Repeat this process to link the rest of the units.
- 06) Supply electric power: Plug electric mains power cords into each unit's PowerCON True1 socket, then plug the other end of the mains power cord into proper electric power supply sockets, starting with the first unit. Do not supply power before the whole system is set up and connected properly.

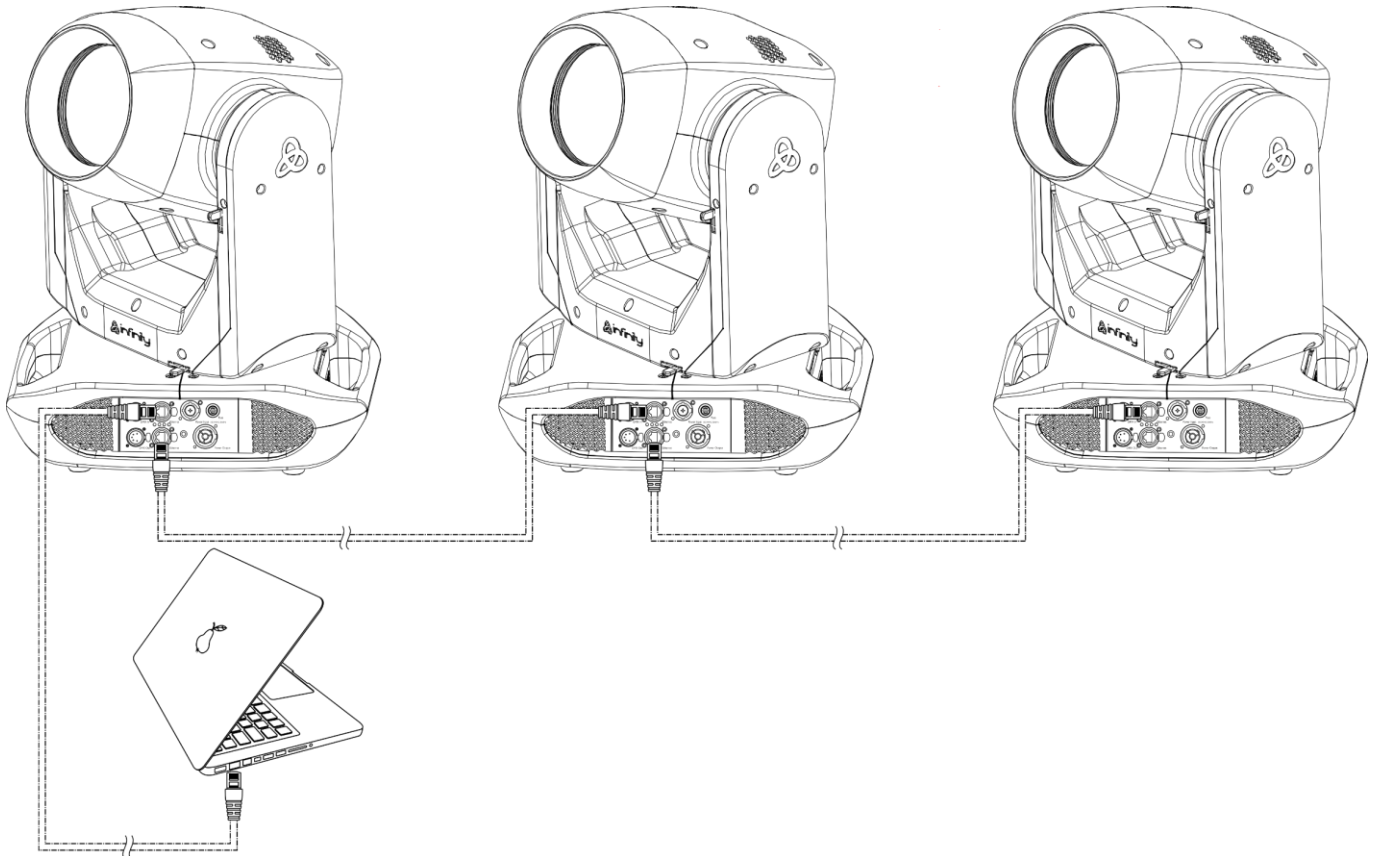


Fig. 13

**Note : Link all cables before connecting electric power**

## Connecting to a Network

### Art-Net Settings

- 01) Install any Art-Net-based software on your PC (Windows or Mac) or use a light controller which supports Art-Net.
- 02) Connect the power supply to the Infinity.
- 03) Connect the device's RJ45 connector to the RJ45 connector of the lighting controller/network switch, using a CAT-5/CAT-6 cable.
- 04) Set the IP address of your computer/light controller to **2.x.x.x** or **10.x.x.x**, depending on the Art-Net settings.
- 05) Set the Subnet mask to **255.0.0.0** on all devices.
- 06) Make sure that all fixtures in the network have a **unique IP address**.
- 07) If you want to connect more fixtures, follow the example below.

### Example:

- 01) Make sure that each connected Infinity has a **unique IP address**.
- 02) Make sure that the subnet mask on each device is set to **255.0.0.0**.
- 03) Set the universe of the first Infinity to **1**.
- 04) Set the first Infinity's DMX address to **001**.
- 05) Please note, that you can connect only 22 devices (22 x 23 channels = 506 channels needed). Due to the channel limit of 512, you cannot connect the 23<sup>rd</sup> device to the same data line, as it would result in limited functionality of the 23<sup>rd</sup> device.
- 06) In order to solve this problem, set the universe of the 23<sup>rd</sup> Infinity to **2** and its DMX address to **001**.
- 07) When connecting multiple devices, you can repeat steps 5 and 6 up to 255 times, each time inserting ascending universe numbers (as there are 255 universes available).
- 08) Using your software (for example 50224 – Arkaos Media Master Express), map all the connected devices, using the settings described above.
- 09) The connected Infinities are now ready for use.
- 10) When creating large setups, it is recommended to use a 16-bit, high speed Ethernet switch to distribute the Art-Net data signal.

Art-Net is a protocol that uses TCP/IP to transfer large amount of DMX-512 data over an Ethernet network. Art-Net 4 can support up to 32768 universes. Art-Net™ Designed by and Copyright Artistic Licence Holdings Ltd.

### sACN Settings

- 01) Connect the device's RJ45 connector to a network switch, using a CAT5/CAT6 cable.
- 02) Set the IP address of your computer/lighting controller. sACN networks have no restrictions on the IP address.
- 03) Set the Subnet mask on all devices.
- 04) Make sure that all fixtures in the network have a **unique IP address**.

sACN (streaming Architecture for Control Networks), also known as ANSI E1.31, is a protocol for sending DMX-512 data over IP networks developed by ESTA (Entertainment Services and Technology Association). It supports up to 63999 universes and uses multicasting.

### How to Make a Data Cable

A standard ETHERNET cable can be used to replace the data cable required to transmit the data.

**Please follow the instructions below in order to create an extra network cable.**

Take a standard network cable (CAT-5/ 5E /6) and connect it to the RJ45 connector, as shown on Fig. 14. The wires should now be colored as follows:

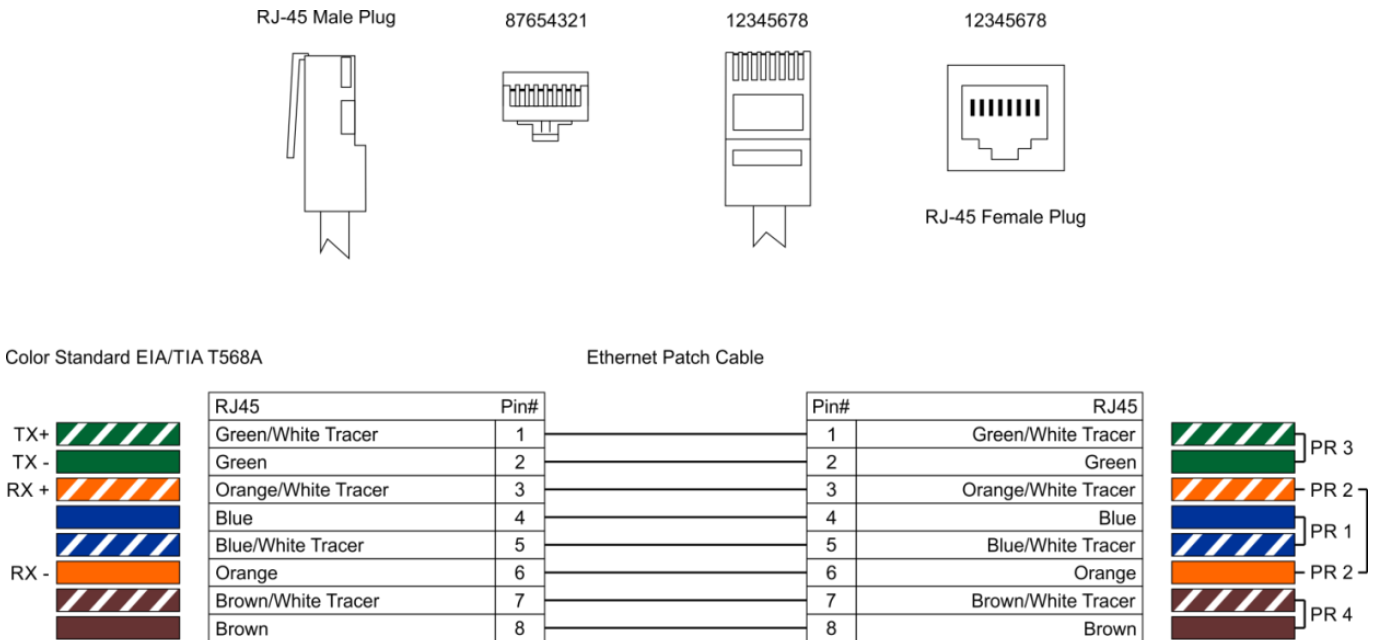


Fig. 14

### Software for Controlling

Connect all the devices and run your software.

[50224](#)

Arkaos Media Master Express 4.0

[502267](#)

Arkaos Media Master Pro 4.0: PRO DMX video software for lighting designers.

## Fixture Linking

You will need a serial data link to run light shows of one or more fixtures using a DMX-512 controller or to run synchronized shows of two or more fixtures. The combined number of channels required by all the fixtures on a serial data link determines the number of fixtures the data link can support.

**Important:** Fixtures on a serial data link must be daisy-chained in a single line. To comply with the EIA-485 standard, no more than 30 devices should be connected on one data link. Connecting more than 30 fixtures on one serial data link without the use of a DMX optically isolated splitter may result in deterioration of the digital DMX signal.



Maximum recommended DMX data link distance: 100 meters  
Maximum recommended number of fixtures on a DMX data link: 30 fixtures  
Maximum recommended number of fixtures on a power link @110 V: 4 fixtures  
Maximum recommended number of fixtures on a power link @240 V: 8 fixtures

## Data Cabling

To link fixtures together, you must obtain data cables. You can purchase DAP Audio certified DMX cables directly from a dealer/distributor or construct your own cable. If you choose to create your own cable, please use data-grade cables that can carry a high quality signal and are less prone to electromagnetic interference.

- DAP Audio 110 Ohm cable with digital signal transmission. **Order code** FL0975 (0,75 m), FL09150 (1,5 m), FL093 (3 m), FL096 (6 m), FL0910 (10 m), FL0915 (15 m), FL0920 (20 m).
- DAP Audio data cable FL08 DMX/AES-EBU, XLR/M 5-pin > XLR/F 5-pin. **Order code** FL08150 (1,5 m), FL083 (3 m), FL086 (6 m), FL0810 (10 m), FL0820 (20 m).
- DAP Audio DMX adapter: 5-pin > 3-pin. **Order code** FLA29.
- DAP Audio DMX adapter: 3-pin > 5-pin. **Order code** FLA30.
- DAP Audio DMX Terminator 5-pin. **Order code** FLA43.

## DAP Audio PC Interface Cables

- CAT-5 cable 7,6 mm Matte blue PVC. **Order code** FL55150 (1,5 m), FL553 (3 m), FL556 (6 m), FL5510 (10 m), FL5515 (15 m), FL5520 (20 m).
- CAT-6 cable (recommended for best data transfer). **Order code** FL563 (3 m), FL566 (6 m), FL5610 (10 m), FL5615 (15 m), FL5640 (40 m).

## Control Panel



Fig. 15

Touch the display and/or press and turn the control to navigate through the menu options.

### DMX Addressing

The control panel on the front side of the base allows you to assign the DMX fixture address, which is the first channel from which the Infinity will respond to the controller.

Please note, when you use controller, the unit has **23** channels.

When using multiple Infinities, make sure you set the DMX addresses right.

Therefore, the DMX address of the first Infinity should be **1 (001)**; the DMX address of the second Infinity should be **1+23=24 (024)**; the DMX address of the third Infinity should be **24+23=47 (047)**, etc.

Make sure that you do not have any overlapping channels in order to control each Infinity correctly.

If two or more Infinities are addressed similarly, they will work similarly.

### Controlling:

After having addressed all Infinity fixtures, you may now start operating these via your lighting controller.

**Note:** After switching on, the Infinity will automatically detect whether DMX 512 data is received or not. If there is no data received at the DMX input, the DMX address on the start screen will turn red.

The problem may be:

- The DMX cable from the controller is not connected with the input of the Infinity.
- The controller is switched off or defective, the cable or connector is defective, or the signal wires are swapped in the input connector.

**Note:** It is necessary to insert a termination plug (with 120 Ohm) in the last fixture in order to ensure proper transmission on the DMX data link.

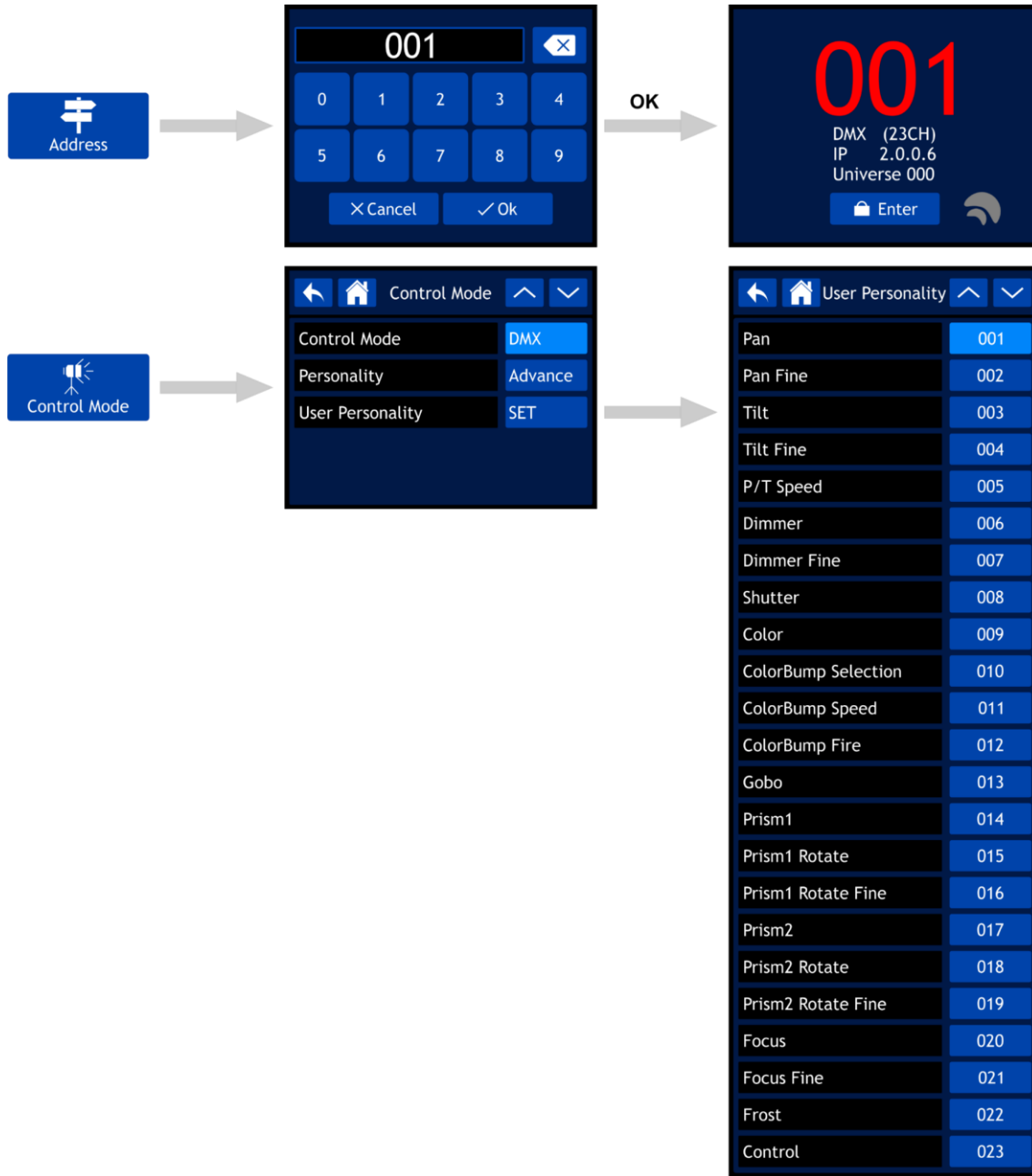
### Display off after 30 seconds

When the menu control or the display is not pressed for 30 seconds, the display will turn off.

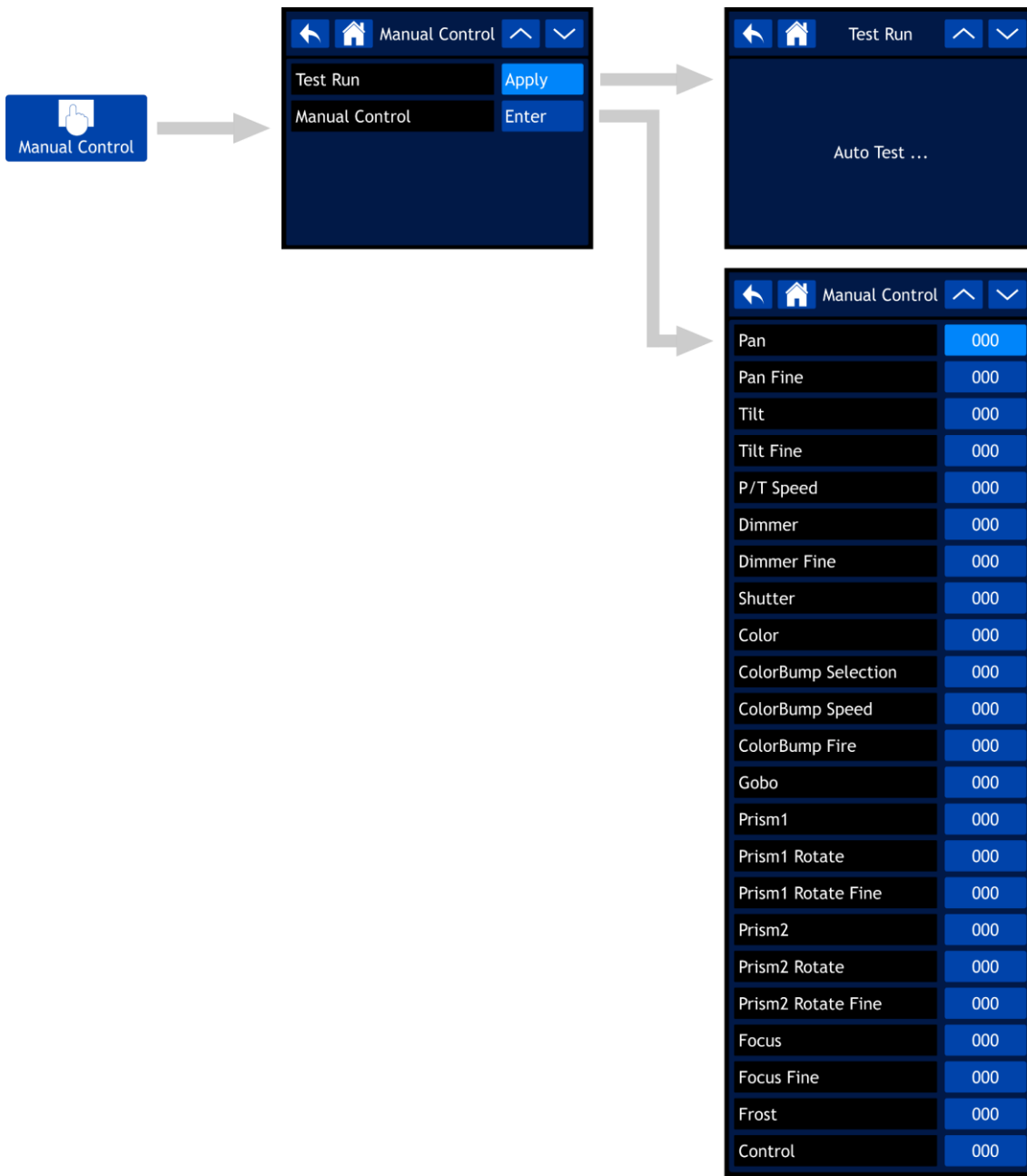
Press the control or touch the display to turn on the display.

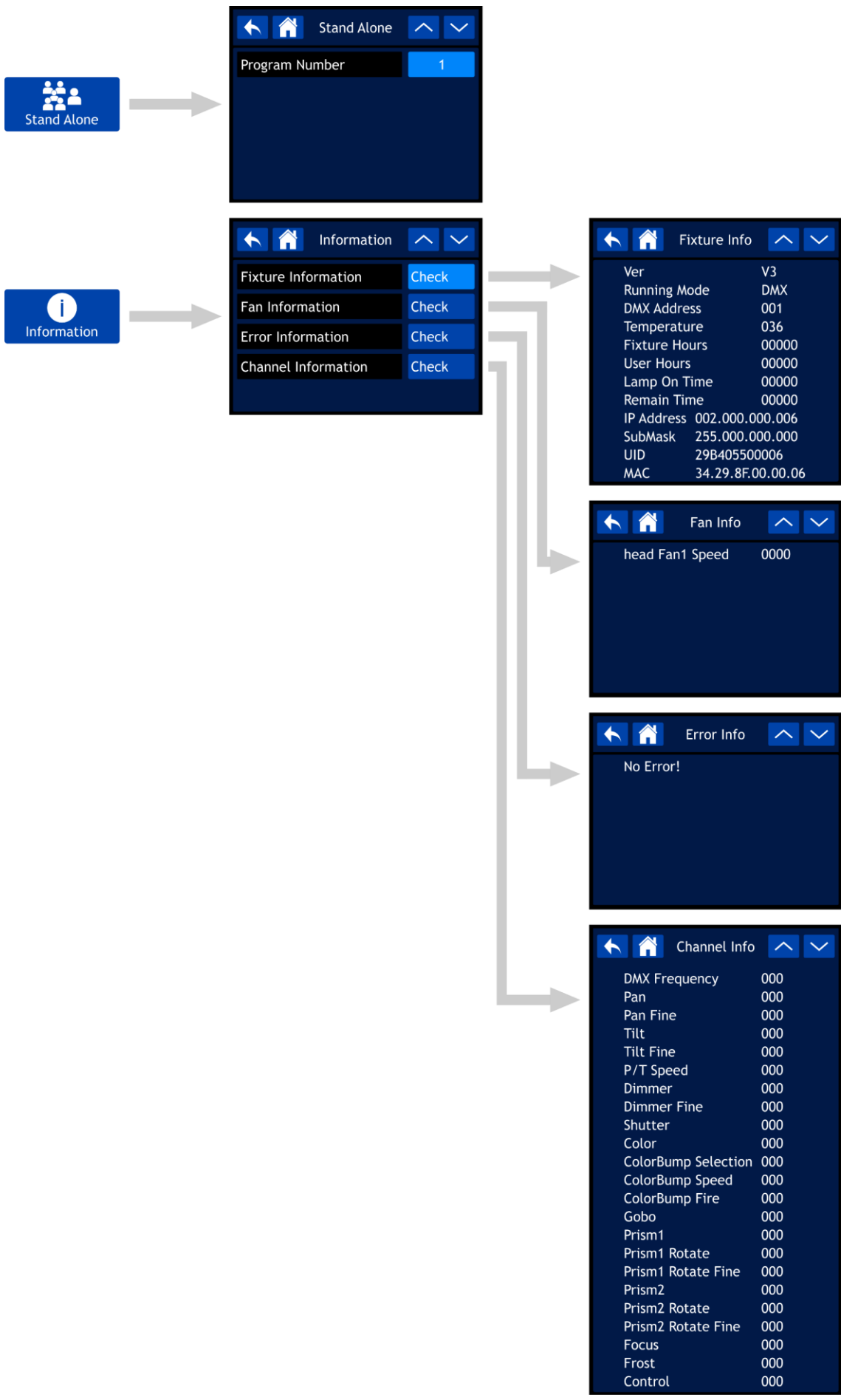


Menu Overview









## Start-up

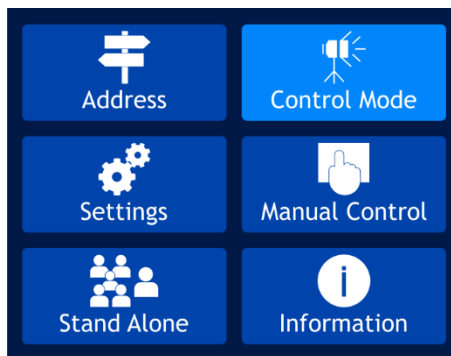
The display is equipped with a touch screen, which means that the options can be accessed in 2 ways:

- By turning (to select/adjust the values) and pressing the control (to confirm)
- By touching the options directly on the screen

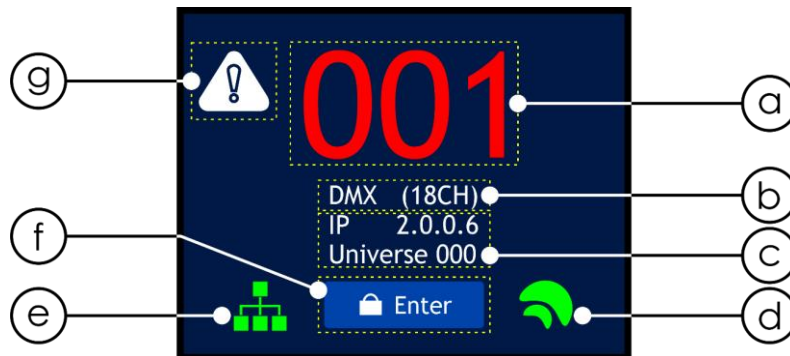
After powering up, the fixture will perform a reset and the display will show the following splash screen:



When the resetting is completed, the device is ready to be operated. The display will show the screen with the main menu:



After 2 seconds, the display will show the start screen. The start screen provides the following information:



- Starting DMX address of the device. See **1. DMX Addressing** on page 30 for more information.
  - If the DMX connection is lost or the device is not connected, the DMX address will be red.
  - If the device is receiving DMX signal, the DMX address will be white.
 Touch the DMX address on the screen to go directly to the DMX Addressing menu.
- Control protocol and channel mode. See **2. Control Mode** on page 31 for more information. Touch this section on the screen to go directly to the Control Mode menu.
- IP address and assigned universe. See **3.1. Network Settings** on page 34 for more information. Touch this section on the screen to go directly to the Network Settings submenu.
- W-DMX indicator. If the control protocol of the Infinity is set to W-DMX (Wireless DMX), the W-DMX indicator will appear on the display:
  - If the Infinity is not assigned to a transmitter, the indicator will be gray.
  - If the Infinity is assigned to a transmitter but DMX is not present, the indicator will blink slowly.
  - If the Infinity is assigned to a transmitter and DMX is present, the indicator will be green.
  - If the Infinity is being linked to a transmitter or lost the connection with the transmitter, the indicator will blink quickly.

- e) Art-Net/sACN indicator. If the control protocol of the Infinity is set to Art-Net or sACN, the Art-Net/sACN indicator will appear on the display:
  - If the Ethernet connection is lost or the device is not connected, the Art-Net/sACN indicator will be gray.
  - If the Ethernet connection is properly working, the Art-Net/sACN indicator will be green.
- f) Enter button.  
Touch the Enter button to go directly to main menu.
- g) Warning icon. If there is an error message, the warning icon will start blinking in the top left corner of the display.  
Touch the warning icon to go directly to the list with error messages in the Error Information submenu.  
Please refer to **Error Messages** on page 59 for the complete list with error messages.

### Screen Lock

- 01) Press the control or the ENTER button on the touch screen to access the main menu.
- 02) **If the screen lock is not active, skip steps 2-4 and proceed to step 5.** If the screen lock is active (see page 35 for more information), you will need to insert the 4-digit personal lock code. The display will show:



- 03) Enter the 4-digit personal lock code using the touch screen or by turning and pressing the control.
- 04) Select OK or press the control to confirm the code.
- 05) The display will show now the main menu. Please see the next page.

**Note:** If you forget your personal lock code, you can use the **master code: 6468**, which overrides the personal code.

### No Reset Start-up

It is not required to turn the Infinity on, in order to adjust the device's settings. It is possible to activate only the display. There are 2 possibilities:

- Press and hold down the control for 3 seconds. As the display is equipped with a battery, the display will turn on and the Infinity will remain off.
- Upon power-up, press and hold down the control and at the same time supply power. The Infinity will start without a reset and the display will turn on.

## Main Menu Options



Address

DMX Addressing



Control Mode

Control Mode



Settings

Settings Menu



Manual Control

Manual Control



Stand Alone

Stand-alone



Information

Information



Return one step back



Up



Return to main menu



Down

### 1. DMX Addressing

In this menu you can set the starting DMX address.

01) In main menu, select  and enter the menu. The display will show:



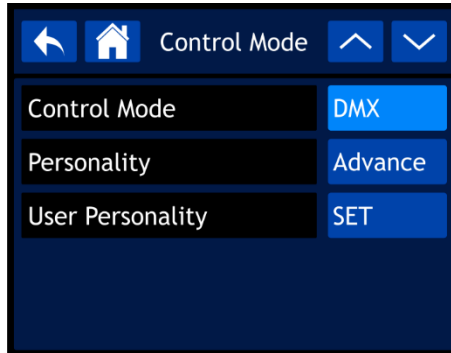
02) Turn the control or type in the desired DMX address. The adjustment range is between 001-512.

03) Select OK to save the settings.

## 2. Control Mode

In this menu you can set the control mode and the DMX personality.

01) In main menu, select  and enter the menu. The display will show:



02) Turn the control or press the UP/DOWN buttons to select the settings that you want to adjust:

- Control Mode: DMX, WDMX, Art-Net, sACN
- Personality: Basic (18 channels), Advance (23 channels), User (up to 23 channels)
- User Personality: Customize your Infinity by changing the order of the 23 DMX channels and/or by leaving some channels out. See **2.1. User Personality** for more information.

### 2.1. User Personality

01) Once you have selected User Personality, the display will show:



02) Turn the control or press the UP/DOWN buttons to scroll through the 23 available functions. These functions are the same as the 23 DMX channels in Advance personality. See **23 channels (Advance personality)** on pages 50-55 for more information.

03) Press the control to confirm your choice.

04) Turn the control in order to assign a DMX channel to this function. The adjustment range is between 001-023. Select NO if you want to exclude a function.

05) Press the control to confirm your choice.



### 3. Settings Menu

In this menu you can adjust the settings of the device.



01) In main menu, select  and enter the menu. The display will show:

Settings	
Screen Reverse	NO
Pan Reverse	NO
Tilt Reverse	NO
Pan Angle	540
Tilt Angle	270
Auto Pan Invert	ON
Backlight Timer	30S
WDMX	OFF
Wireless Unlink	NO
DMX Fail	Hold
Network Settings	Enter
Lock Code	SET
Touch Calibration	SET
BL. O. P/T Move	NO
BL. O. Color Move	NO
BL. O. Gobo Move	NO
Lamp Setting	Enter
Special Set	Enter
Service Menu	Enter
Reset User Hours	NO
Reset Function	Enter
Factory Settings	NO

- 02) Turn the control or press the UP/DOWN buttons to scroll through the 22 submenus.
- 03) Press the control to confirm your choice.
- 04) Turn the control or press the UP/DOWN buttons to adjust the values.
- 05) Press the control to save your settings.

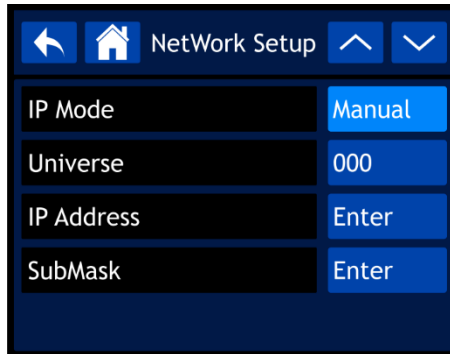
The available submenus are:

- Screen Reverse: The display will be rotated at 180° when the Infinity is mounted overhead (NO/YES/AUTO)
- Pan Reverse: NO/YES
- Tilt Reverse: NO/YES
- Pan Angle: 540°/360°/180°
- Tilt Angle: 270°/180°/90°
- Auto Pan Invert: Pan direction will be inverted, depending on the position of the Infinity (OFF/ON)
- Backlight Timer: The amount of time after inactivity before the display turns off (30 s/1 min/5 min/ON). If you choose ON, the display will not turn off
- WDMX: OFF/ON
- Wireless Unlink: NO/YES
- DMX Fail: Infinity's behavior in case of a DMX error. There are 2 options: HOLD (the Infinity will use the last properly received DMX signal which ensures uninterrupted performance) and OFF (output blackout)
- Network Settings: See **3.1. Network Settings** for more information
- Lock Code: See **3.2. Lock Code** for more information
- Touch Calibration: See **3.3. Touch Calibration** for more information
- BL. O. P/T Move: Output blackout when Pan/Tilt are active (NO/YES)
- BL. O. Color Move: Output blackout during the color wheel movement (NO/YES)
- BL. O. Gobo Move: Output blackout during the gobo wheel movement (NO/YES)
- Lamp Setting: See **3.4. Lamp Setting** for more information
- Special Set: See **3.5. Special Set** for more information
- Service Menu: See **3.6. Service Menu** for more information
- Reset User Hours: Reset the time counter for the total hours in operation (NO/YES)
- Reset Function: See **3.7. Reset Function** for more information
- Factory Settings: See **3.8. Factory Settings** for more information

## 3.1. Network Settings

In this submenu you can adjust the network settings.

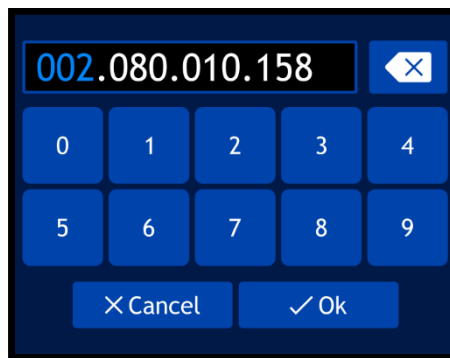
01) If you have selected NETWORK SETTINGS, the display will show:



The available submenus are:

- IP Mode: Manual configuration of the IP Address or automatic by a network server (Manual/DHCP)
- Universe: Set the universe (000-255)
- IP Address: Set the IP address
- SubMask: Set the Subnet Mask

02) If you have selected one of the 3 last options (UNIVERSE, IP ADDRESS or SUBMASK), the display will show:



03) Turn the control in order to select/adjust the values and press the control to confirm your choice. Alternatively, type the values in, using the buttons on the screen.

04) Select OK to save your settings.

## 3.2. Lock Code

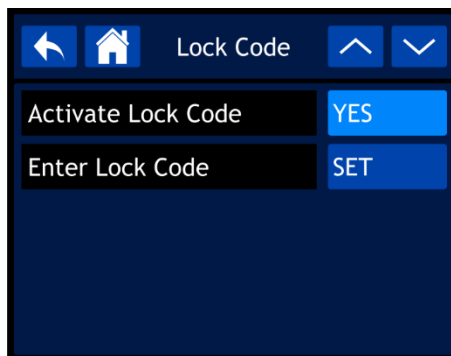
In this submenu you can set a personal lock code or change the current lock code.

01) If you have selected LOCK CODE, the display will show:



02) Insert the **master code: 6468**.

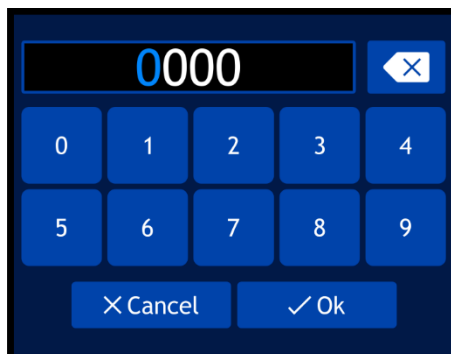
03) Select OK to confirm. The display will show:



04) Turn the control or press the UP/DOWN buttons to toggle between the 2 options:

- Activate Lock Code: NO/YES
- Enter Lock Code

05) If you have selected ENTER LOCK CODE, the display will show:



06) Turn and press the control in order to create your personal code. Alternatively, you can type the values in, using the buttons on the screen.

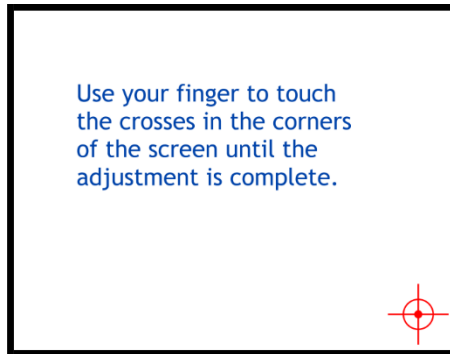
07) Select OK to confirm. You can now use your personal code to unlock the display if the lock screen option is activated.

**Note:** If you forget your personal code, you can still insert the **master code: 6468** which overrides the personal code.

### 3.3. Touch Calibration

In this submenu you can calibrate the touch screen.

01) If you have selected TOUCH CALIBRATION, the display will show:

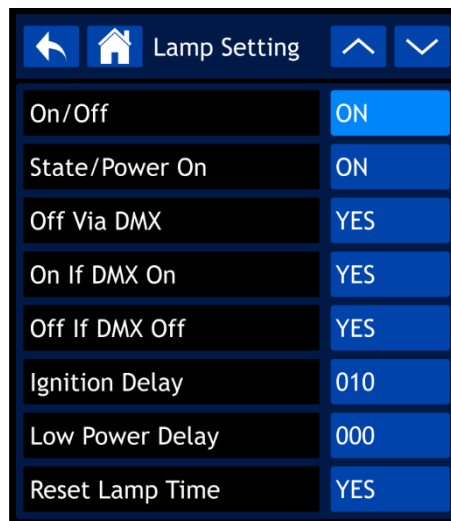


02) Follow the instructions on the display until the touch screen calibration is complete.

### 3.4. Lamp Settings

In this submenu you can adjust the lamp settings.

01) If you have selected LAMP SETTINGS, the display will show:



02) Turn the control or press the UP/DOWN buttons to navigate through the following submenus:

- On/Off: Set whether the lamp is ON/OFF at start-up
- State/Power On: The lamp turns on when the Infinity is powered up (ON/OFF)
- Off Via DMX: The lamp can be turned on/off via lighting controller if DMX connection is present (YES/NO)
- On If DMX On: The lamp turns on automatically when a DMX signal is detected (YES/NO)
- Off If DMX Off: The lamp turns off automatically when the DMX signal is lost (YES/NO)
- Ignition Delay: Duration of delay before the lamp turns on when the Infinity is powered up (10-255)
- Low Power Delay: Duration of delay before the lamp enters low power mode when the shutter is closed (0-255)
- Reset Lamp Time: YES/NO

03) Press the control to confirm your choice.

04) Turn the control or press the UP/DOWN buttons to adjust the values.

05) Press the control to save your settings.

### 3.5. Special Set (Maintenance Timer)

In this submenu you can adjust the maintenance timer for the lamp.

01) If you have selected SPECIAL SET, the display will show:



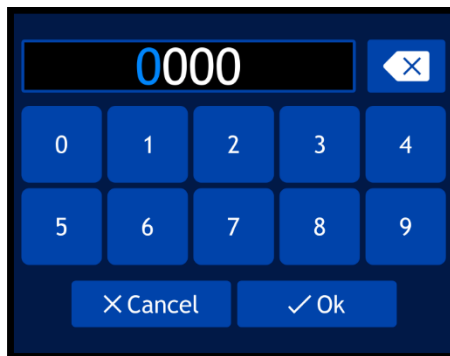
- 02) Turn the control or press the UP/DOWN buttons to toggle between the following 2 options:
  - Interval: Set the maintenance timer for the lamp (10-250). The values are in hours.
  - Remain Time: Countdown/ NO-RESET. Shows the remaining time counting down from the Interval time (10-250). The values are in hours.
- 03) Press the control to confirm your choice.
- 04) Turn the control or press the UP/DOWN buttons to adjust the values.
- 05) Press the control to save your settings.

### 3.6. Service Menu

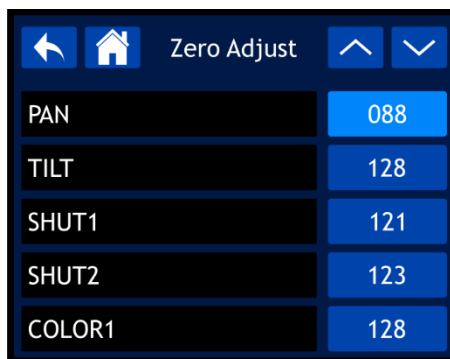
In this submenu you can make fine adjustments of the home position of all moving parts or change the MAC address and the RDM identification number of the device.

**Note:** This submenu requires the **master code**.

01) If you have selected SERVICE MENU, you will be prompted to insert the master code. The display will show:



- 02) Turn and press the control in order to insert the **master code: 6468**. Alternatively, you can type the values in, using the buttons on the screen.
- 03) Select OK to confirm. The display will show:



- 04) Turn the control or press the UP/DOWN buttons to navigate through the 19 options.
- 05) Once you have selected the desired option, press the control to confirm your choice.

- 06) Turn the control or press the UP/DOWN buttons to adjust the values. The adjustment range is between 0 and 255.
- 07) Press the control to save your settings.

The available options are:

- PAN
- TILT
- SHUT1
- SHUT2
- COLOR1
- COLOR2
- GOBO
- FOCUS
- PRISM1
- PRISM1 ROTATE
- PRISM2
- PRISM2 ROTATE
- FROST
- MAC4
- MAC5
- MAC6
- RDM ID4
- RDM ID5
- RDM ID6

### 3.7. Reset Function

In this submenu you can reset individual functions to their home position.

- 01) If you have selected RESET FUNCTION, the display will show:

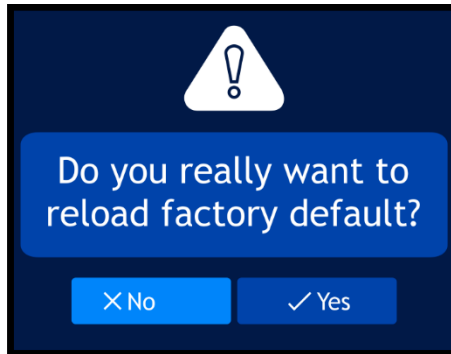


- 02) Turn the control or press the UP/DOWN buttons to navigate through the following 6 options:
- Pan/Tilt: Pan/Tilt reset (NO/YES)
  - Shutter/Prism: Shutter/Prism reset (NO/YES)
  - Color: Color wheel reset (NO/YES)
  - Gobo: Gobo wheel reset (NO/YES)
  - Frost/Focus: Frost/Focus reset (NO/YES)
  - All: All functions reset (NO/YES)
- 03) Once you have selected the desired function, press the control to confirm your choice.
- 04) Turn the control in order to select YES or NO.
- 05) Press the control to confirm your choice.

### 3.8. Factory Settings

In this submenu you can restore the factory default settings.

- 01) If you have selected FACTORY SETTINGS, there are two options: NO and YES.
- 02) Press NO to cancel the reset and exit the submenu.
- 03) If you have selected YES, the display will show:



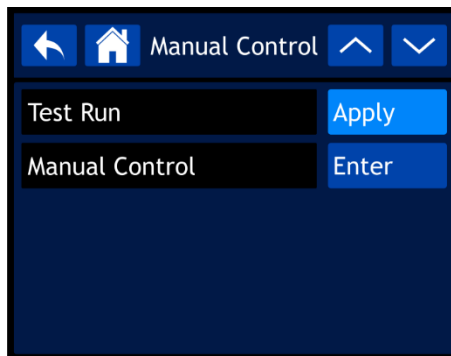
- 04) Select NO to cancel the reset and exit the submenu. Select YES to confirm the reset. The device will reset to the factory defaults.

### 4. Manual Control

In this menu you can set Manual mode.



- 01) In main menu, select  and enter the menu. The display will show:

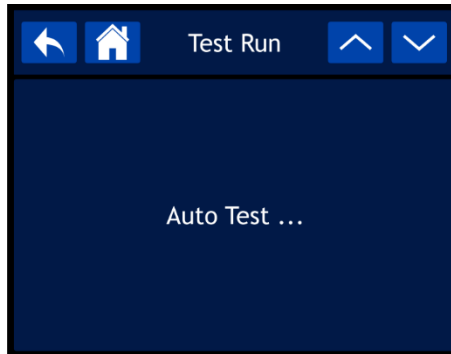


- 02) Turn the control or press the UP/DOWN buttons to toggle between the 2 submenus.
- 03) Press the control to confirm your choice.  
The available submenus are:
  - Test Run
  - Manual Control



## 4.1. Test Run

In this submenu you can run auto test of the device's functions.  
If you have selected TEST RUN, the display will show:



## 4.2. Manual Mode

In this submenu you can run each function of the device individually or as a group.

01) If you have selected MANUAL CONTROL, the display will show:



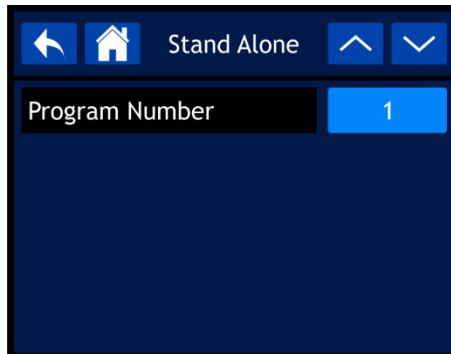
- 02) Turn the control or press the UP/DOWN buttons to scroll through the 23 available functions. These functions are the same as the 23 DMX channels in Advance personality. See **23 channels (Advance personality)** on pages 50-55 for more information.
- 03) Once you have selected the desired function, press the control to confirm your choice.
- 04) Turn the control in order to adjust the values. The adjustment range is between 000-255.
- 05) Press the control to save your settings.

## 5. Stand-Alone

In this menu you can run one of the built-in program.



01) In main menu, select  and enter the menu. The display will show:



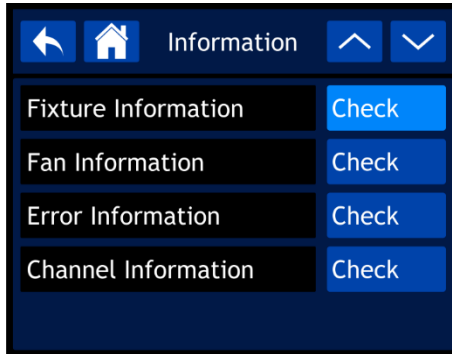
- 02) Turn the control or press the UP/DOWN buttons to select one of the 9 built-in programs.
- 03) Press the control to confirm your choice. The device will now run the selected program.

## 6. Information

In this menu you can view the device's parameters.



01) In main menu, select  and enter the menu. The display will show:



02) Turn the control or press the UP/DOWN buttons to scroll through the 4 submenus.

03) Press the control to confirm your choice.

The available submenus are:

- Fixture Information
- Fan Information
- Error Information
- Channel Information

### 6.1. Fixture Information

In this submenu you can view the currently installed firmware version, operation mode, DMX address and other parameters of the device.

01) If you have selected FIXTURE INFORMATION, the display will show:

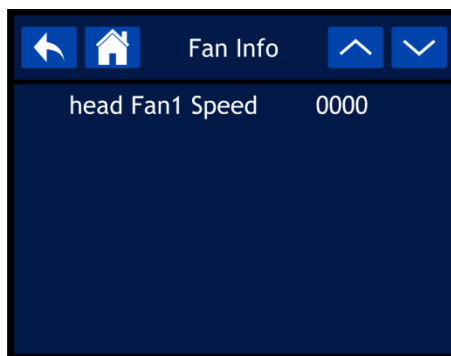


02) Turn the control or press the UP/DOWN buttons to scroll through the 2 screens in order to see all available parameters.

## 6.2. Fan Information

In this submenu you can view the status of the fans.

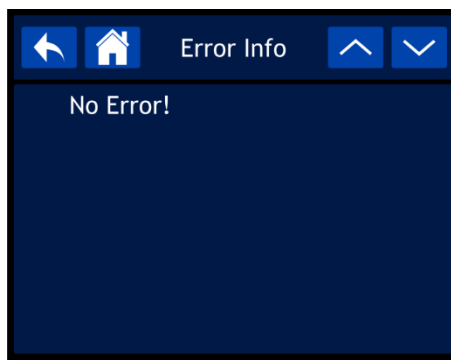
If you have selected FAN INFORMATION, the display will show:



## 6.3. Error Information

In this submenu you can view any present errors.

If you have selected ERROR INFORMATION and there are no errors the display will show:



**Note:** In case of an error message, discontinue the use of the device and contact your local dealer. You can find a complete list with error messages on page 59.

## 6.4. Channel Information

In this submenu you can view the current value of all signal input channels.

01) If you have selected CHANNEL INFORMATION, the display will show:



The screenshot shows a dark blue menu titled "Channel Info" with a list of parameters and their current values, all set to "000". Navigation icons for back, home, up, and down are visible at the top.

Parameter	Value
DMX Frequency	000
Pan	000
Pan Fine	000
Tilt	000
Tilt Fine	000
P/T Speed	000
Dimmer	000
Dimmer Fine	000
Shutter	000
Color	000
ColorBump Selection	000
ColorBump Speed	000
ColorBump Fire	000
Gobo	000
Prism1	000
Prism1 Rotate	000
Prism1 Rotate Fine	000
Prism2	000
Prism2 Rotate	000
Prism2 Rotate Fine	000
Focus	000
Frost	000
Control	000

02) Turn the control or press the UP/DOWN buttons to scroll through all screens, in order to see all current channel values.

## DMX Channels

### 18 Channels (Basic Personality)

#### Channel 1 – Horizontal movement (Pan)

Push the slider up, in order to move the head horizontally (PAN).  
Gradual horizontal rotation of the head from 0° to 540° (0-255).  
The head can be stopped at any position.

#### Channel 2 – Pan fine 16 bit

#### Channel 3 – Vertical movement (Tilt)

Push the slider up, in order to move the head vertically (TILT).  
Gradual vertical rotation of the head from 0° to 270° (0-255).  
The head can be stopped at any position.

#### Channel 4 – Tilt fine 16 bit

#### Channel 5 – Dimmer ⚠️ CH6 must be set between 8-255 ⚠️
























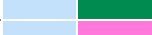










0-255 Dimmer intensity, from OFF to full ON

#### Channel 6 – Strobe/Shutter

0-7	Closed/Blackout
8-15	Shutter open
16-131	Synchronized strobe, from low to high frequency
132-167	Fast open/slow close, from low to high frequency
168-203	Slow open/fast close, from low to high frequency
204-239	Pulse strobe, from low to high frequency
240-250	Random strobe, from low to high frequency
251-255	Shutter open






















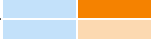

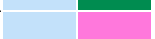










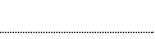
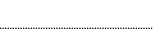
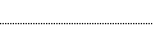
#### Channel 7 – Color wheel ⚠️ CH5 and CH6 must be open ⚠️

0-2	White	
3-5	Red	
6-8	Orange	
9-11	Dark yellow	
12-14	CTO	
15-17	Neon green	
18-20	Dark green	
21-23	Magenta	
24-26	Pink	
27-29	Light lavender	
30-32	Dark lavender	
33-35	CTB	
36-38	Cyan	
39-41	Dark blue	
42-44	Congo blue	
45-47	Split colors Red + Orange	
48-50	Split colors Red + CTO	
51-53	Split colors Red + Dark green	
54-56	Split colors Red + Pink	
57-59	Split colors Red + Dark lavender	
60-62	Split colors Red + Cyan	
63-65	Split colors Red + Congo blue	
66-68	Split colors Dark yellow + Orange	
69-71	Split colors Dark yellow + CTO	
72-74	Split colors Dark yellow + Dark green	

75-77	Split colors Dark yellow + Pink	
78-80	Split colors Dark yellow + Dark lavender	
81-83	Split colors Dark yellow + Cyan	
84-86	Split colors Dark yellow + Congo blue	
87-89	Split colors Neon green + Orange	
90-92	Split colors Neon green + CTO	
93-95	Split colors Neon green + Dark green	
96-98	Split colors Neon green + Pink	
99-101	Split colors Neon green + Dark lavender	
102-104	Split colors Neon green + Cyan	
105-107	Split colors Neon green + Congo blue	
108-110	Split colors Magenta + Orange	
111-113	Split colors Magenta + CTO	
114-116	Split colors Magenta + Dark green	
117-119	Split colors Magenta + Pink	
120-122	Split colors Magenta + Dark lavender	
123-125	Split colors Magenta + Cyan	
126-128	Split colors Magenta + Congo blue	
129-131	Split colors Light lavender + Orange	
132-134	Split colors Light lavender + CTO	
135-137	Split colors Light lavender + Dark green	
138-140	Split colors Light lavender + Pink	
141-143	Split colors Light lavender + Dark lavender	
144-146	Split colors Light lavender + Cyan	
147-149	Split colors Light lavender + Congo blue	
150-152	Split colors CTB + Orange	
153-155	Split colors CTB + CTO	
156-158	Split colors CTB + Dark green	
159-161	Split colors CTB + Pink	
162-164	Split colors CTB + Dark lavender	
165-167	Split colors CTB + Cyan	
168-170	Split colors CTB + Congo blue	
171-173	Split colors Dark blue + Orange	
174-176	Split colors Dark blue + CTO	
177-179	Split colors Dark blue + Dark green	
180-182	Split colors Dark blue + Pink	
183-185	Split colors Dark blue + Dark lavender	
186-188	Split colors Dark blue + Cyan	
189-191	Split colors Dark blue + Congo blue	
192-222	Continuous clockwise rotation (positive rainbow effect), from fast to slow	
223-224	Stop	
225-255	Continuous counterclockwise rotation (negative rainbow effect), from slow to fast	

## Channel 8 – Color bump selection (see page 55 for more information)

0	No function	
3-7	Red + Orange	
8-12	Red + CTO	
13-17	Red + Dark green	
18-22	Red + Pink	
23-27	Red + Dark lavender	
28-32	Red + Cyan	
33-37	Red + Congo blue	
38-42	Dark yellow + Orange	
43-47	Dark yellow + CTO	
48-52	Dark yellow + Dark green	
53-57	Dark yellow + Pink	
58-62	Dark yellow + Dark lavender	

63-67	Dark yellow + Cyan	
68-72	Dark yellow + Congo blue	
73-77	Neon green + Orange	
78-82	Neon green + CTO	
83-87	Neon green + Dark green	
88-92	Neon green + Pink	
93-97	Neon green + Dark lavender	
98-102	Neon green + Cyan	
103-107	Neon green + Congo blue	
108-112	Magenta + Orange	
113-117	Magenta + CTO	
118-122	Magenta + Dark green	
123-127	Magenta + Pink	
128-132	Magenta + Dark lavender	
133-137	Magenta + Cyan	
138-142	Magenta + Congo blue	
143-147	Light lavender + Orange	
148-152	Light lavender + CTO	
153-157	Light lavender + Dark green	
158-162	Light lavender + Pink	
163-167	Light lavender + Dark lavender	
168-172	Light lavender + Cyan	
173-177	Light lavender + Congo blue	
178-182	CTB + Orange	
183-187	CTB + CTO	
188-192	CTB + Dark green	
193-197	CTB + Pink	
198-202	CTB + Dark lavender	
203-207	CTB + Cyan	
208-212	CTB + Congo blue	
213-217	Dark blue + Orange	
218-222	Dark blue + CTO	
223-227	Dark blue + Dark green	
228-232	Dark blue + Pink	
233-237	Dark blue + Dark lavender	
238-242	Dark blue + Cyan	
243-255	Dark blue + Congo blue	

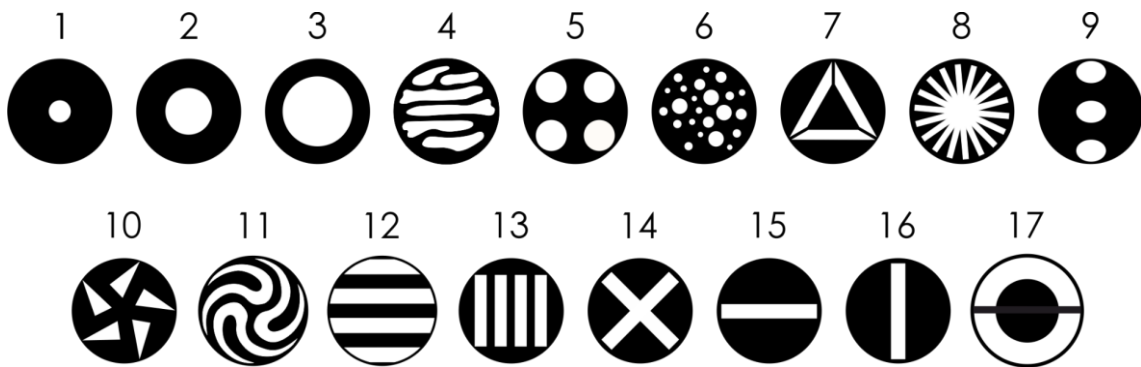
### Channel 9 – Color bump speed (see page 55 for more information)

0-10	No delay
11-50	Delay 0-166 ms
51-90	Delay 167-332 ms
91-130	Delay 333-499 ms
131-170	Delay 500-666 ms
171-210	Delay 667-882 ms
211-255	Delay 883-1000 ms

### Channel 10 – Color bump fire (see page 55 for more information)

0-99	1st color selection
100-193	2nd color selection
194-195	2400 ms
196-197	2350 ms
198-199	2310 ms
200-201	2260 ms
202-203	2220 ms
204-205	2180 ms
206-207	2140 ms

208-209	2110 ms
210-211	2070 ms
212-213	2030 ms
214-215	2000 ms
216-217	1970 ms
218-219	1940 ms
220-221	1900 ms
222-223	1880 ms
224-225	1850 ms
226-227	1820 ms
228-229	1790 ms
230-231	1760 ms
232-233	1740 ms
234-235	1710 ms
236-237	1690 ms
238-239	1670 ms
240-241	1640 ms
242-243	1620 ms
244-245	1600 ms
246-247	1580 ms
248-249	1560 ms
250-251	1540 ms
252-253	1520 ms
254-255	1500 ms



### Channel 11 – Static gobo wheel

0-3	Open
4-6	Gobo 1
7-9	Gobo 2
10-12	Gobo 3
13-15	Gobo 4
16-18	Gobo 5
19-21	Gobo 6
22-24	Gobo 7
25-27	Gobo 8
28-30	Gobo 9
31-33	Gobo 10
34-36	Gobo 11
37-39	Gobo 12
40-42	Gobo 13
43-45	Gobo 14
46-48	Gobo 15
49-51	Gobo 16
52-55	Gobo 17
56-59	Open
60-63	Gobo 1 shake, from slow to fast



64-67	Gobo 2 shake, from slow to fast
68-71	Gobo 3 shake, from slow to fast
72-75	Gobo 4 shake, from slow to fast
76-79	Gobo 5 shake, from slow to fast
80-83	Gobo 6 shake, from slow to fast
84-87	Gobo 7 shake, from slow to fast
88-91	Gobo 8 shake, from slow to fast
92-95	Gobo 9 shake, from slow to fast
96-99	Gobo 10 shake, from slow to fast
100-103	Gobo 11 shake, from slow to fast
104-107	Gobo 12 shake, from slow to fast
108-111	Gobo 13 shake, from slow to fast
112-115	Gobo 14 shake, from slow to fast
116-119	Gobo 15 shake, from slow to fast
120-123	Gobo 16 shake, from slow to fast
124-127	Gobo 17 shake, from slow to fast
128-189	Clockwise gobo flow, from fast to slow
190-193	Stop
194-255	Counterclockwise gobo flow, from slow to fast

### Channel 12 – Linear prism (5-facet)

0-4	No function
5-255	Prism

### Channel 13 – Linear prism rotation (5-facet)

0-45	Prism index
46-126	Clockwise rotation, from fast to slow
127-130	Stop
131-211	Counterclockwise rotation, from slow to fast
212-255	Back and forth movement

### Channel 14 – Circular prism (16-facet)

0-4	No function
5-255	Prism

### Channel 15 – Circular prism rotation (16-facet)

0-45	Prism index
46-126	Clockwise rotation, from fast to slow
127-130	Stop
131-211	Counterclockwise rotation, from slow to fast
212-255	Back and forth movement

### Channel 16 – Focus

0-255	Focus adjustment, 0-100%
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### Channel 17 – Frost

0-255	Frost effect, 0-100%
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### Channel 18 – Functions

0-5	No function
6-11	Pan reverse
12-17	Pan normal
18-23	Tilt reverse
24-29	Tilt normal
30-35	Pan auto reverse ON
36-41	Pan auto reverse OFF
42-47	Blackout during Pan/Tilt movement ON

48-53	Blackout during Pan/Tilt movement OFF
54-59	Blackout during color wheel movement ON
60-65	Blackout during color wheel movement OFF
66-71	Blackout during gobo wheel movement ON
72-77	Blackout during gobo wheel movement OFF
78-95	No function
96-101	DMX Fail: Hold
102-107	DMX Fail: OFF
108-113	Lamp ON
114-119	Lamp OFF <b>Note:</b> If the lamp has been turned OFF, let the lamp cool down for 15 minutes before turning the lamp ON again.
120-125	Blackout all ON
126-131	Blackout all OFF
132-167	No function
168-173	Reset Pan/Tilt, after 3 seconds
174-179	Reset Prism, after 3 seconds
180-185	Reset Color wheel, after 3 seconds
186-191	Reset Gobo wheel, after 3 seconds
192-197	Reset frost/focus, after 3 seconds
198-209	No function
210-215	Reset all, after 3 seconds
216-255	No function

## 23 Channels (Advance Personality)

### Channel 1 – Horizontal movement (Pan)

Push the slider up, in order to move the head horizontally (PAN).  
Gradual horizontal rotation of the head from 0° to 540° (0-255).  
The head can be stopped at any position.

### Channel 2 – Pan fine 16 bit

### Channel 3 – Vertical movement (Tilt)

Push the slider up, in order to move the head vertically (TILT).  
Gradual vertical rotation of the head from 0° to 270° (0-255).  
The head can be stopped at any position.

### Channel 4 – Tilt fine 16 bit

### Channel 5 – Pan/Tilt Speed

0-255 From fast to slow

### Channel 6 – Dimmer ⚠ CH8 must be set between 8-255 ⚠

0-255 Dimmer intensity, from OFF to full ON

### Channel 7 – Dimmer fine 16 bit ⚠ CH8 must be set between 8-255 ⚠





























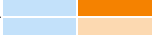

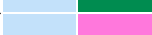












0-255 Dimmer intensity, from OFF to full ON

### Channel 8 – Shutter/Strobe









0-7	Closed/Blackout
8-15	Shutter open
16-131	Synchronized strobe, from low to high frequency
132-167	Fast open/slow close, from low to high frequency
168-203	Slow open/fast close, from low to high frequency
204-239	Pulse strobe, from low to high frequency
240-250	Random strobe, from low to high frequency
251-255	Shutter open

### Channel 9 – Color wheel ⚠ CH6 and CH8 must be open ⚠

0-2	White	
3-5	Red	
6-8	Orange	
9-11	Dark yellow	
12-14	CTO	
15-17	Neon green	
18-20	Dark green	
21-23	Magenta	
24-26	Pink	
27-29	Light lavender	
30-32	Dark lavender	
33-35	CTB	
36-38	Cyan	
39-41	Dark blue	
42-44	Congo blue	
45-47	Split colors Red + Orange	
48-50	Split colors Red + CTO	
51-53	Split colors Red + Dark green	
54-56	Split colors Red + Pink	
57-59	Split colors Red + Dark lavender	
60-62	Split colors Red + Cyan	

63-65	Split colors Red + Congo blue	
66-68	Split colors Dark yellow + Orange	
69-71	Split colors Dark yellow + CTO	
72-74	Split colors Dark yellow + Dark green	
75-77	Split colors Dark yellow + Pink	
78-80	Split colors Dark yellow + Dark lavender	
81-83	Split colors Dark yellow + Cyan	
84-86	Split colors Dark yellow + Congo blue	
87-89	Split colors Neon green + Orange	
90-92	Split colors Neon green + CTO	
93-95	Split colors Neon green + Dark green	
96-98	Split colors Neon green + Pink	
99-101	Split colors Neon green + Dark lavender	
102-104	Split colors Neon green + Cyan	
105-107	Split colors Neon green + Congo blue	
108-110	Split colors Magenta + Orange	
111-113	Split colors Magenta + CTO	
114-116	Split colors Magenta + Dark green	
117-119	Split colors Magenta + Pink	
120-122	Split colors Magenta + Dark lavender	
123-125	Split colors Magenta + Cyan	
126-128	Split colors Magenta + Congo blue	
129-131	Split colors Light lavender + Orange	
132-134	Split colors Light lavender + CTO	
135-137	Split colors Light lavender + Dark green	
138-140	Split colors Light lavender + Pink	
141-143	Split colors Light lavender + Dark lavender	
144-146	Split colors Light lavender + Cyan	
147-149	Split colors Light lavender + Congo blue	
150-152	Split colors CTB + Orange	
153-155	Split colors CTB + CTO	
156-158	Split colors CTB + Dark green	
159-161	Split colors CTB + Pink	
162-164	Split colors CTB + Dark lavender	
165-167	Split colors CTB + Cyan	
168-170	Split colors CTB + Congo blue	
171-173	Split colors Dark blue + Orange	
174-176	Split colors Dark blue + CTO	
177-179	Split colors Dark blue + Dark green	
180-182	Split colors Dark blue + Pink	
183-185	Split colors Dark blue + Dark lavender	
186-188	Split colors Dark blue + Cyan	
189-191	Split colors Dark blue + Congo blue	
192-222	Continuous clockwise rotation (positive rainbow effect), from fast to slow	
223-224	Stop	
225-255	Continuous counterclockwise rotation (negative rainbow effect), from slow to fast	

## Channel 10 – Color bump selection (see page 55 for more information)

0	No function	
3-7	Red + Orange	
8-12	Red + CTO	
13-17	Red + Dark green	
18-22	Red + Pink	
23-27	Red + Dark lavender	
28-32	Red + Cyan	
33-37	Red + Congo blue	
38-42	Dark yellow + Orange	

43-47	Dark yellow + CTO		
48-52	Dark yellow + Dark green		
53-57	Dark yellow + Pink		
58-62	Dark yellow + Dark lavender		
63-67	Dark yellow + Cyan		
68-72	Dark yellow + Congo blue		
73-77	Neon green + Orange		
78-82	Neon green + CTO		
83-87	Neon green + Dark green		
88-92	Neon green + Pink		
93-97	Neon green + Dark lavender		
98-102	Neon green + Cyan		
103-107	Neon green + Congo blue		
108-112	Magenta + Orange		
113-117	Magenta + CTO		
118-122	Magenta + Dark green		
123-127	Magenta + Pink		
128-132	Magenta + Dark lavender		
133-137	Magenta + Cyan		
138-142	Magenta + Congo blue		
143-147	Light lavender + Orange		
148-152	Light lavender + CTO		
153-157	Light lavender + Dark green		
158-162	Light lavender + Pink		
163-167	Light lavender + Dark lavender		
168-172	Light lavender + Cyan		
173-177	Light lavender + Congo blue		
178-182	CTB + Orange		
183-187	CTB + CTO		
188-192	CTB + Dark green		
193-197	CTB + Pink		
198-202	CTB + Dark lavender		
203-207	CTB + Cyan		
208-212	CTB + Congo blue		
213-217	Dark blue + Orange		
218-222	Dark blue + CTO		
223-227	Dark blue + Dark green		
228-232	Dark blue + Pink		
233-237	Dark blue + Dark lavender		
238-242	Dark blue + Cyan		
243-255	Dark blue + Congo blue		

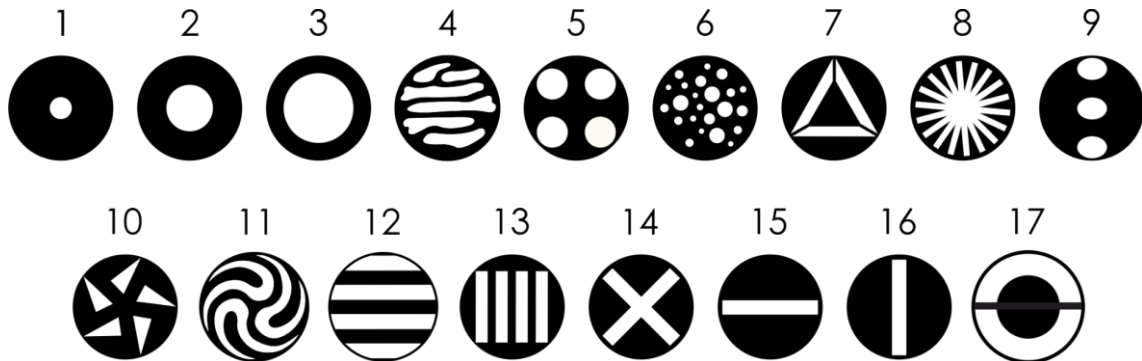
### Channel 11 – Color bump speed (see page 55 for more information)

0	No delay
11-50	Delay 0-166 ms
51-90	Delay 167-332 ms
91-130	Delay 333-499 ms
131-170	Delay 500-666 ms
171-210	Delay 667-882 ms
211-255	Delay 883-1000 ms

### Channel 12 – Color bump fire (see page 55 for more information)

0-99	1st color selection
100-193	2nd color selection
194-195	2400 ms
196-197	2350 ms
198-199	2310 ms

200-201	2260 ms
202-203	2220 ms
204-205	2180 ms
206-207	2140 ms
208-209	2110 ms
210-211	2070 ms
212-213	2030 ms
214-215	2000 ms
216-217	1970 ms
218-219	1940 ms
220-221	1900 ms
222-223	1880 ms
224-225	1850 ms
226-227	1820 ms
228-229	1790 ms
230-231	1760 ms
232-233	1740 ms
234-235	1710 ms
236-237	1690 ms
238-239	1670 ms
240-241	1640 ms
242-243	1620 ms
244-245	1600 ms
246-247	1580 ms
248-249	1560 ms
250-251	1540 ms
252-253	1520 ms
254-255	1500 ms



### Channel 13 – Static gobo wheel

0-3	Open
4-6	Gobo 1
7-9	Gobo 2
10-12	Gobo 3
13-15	Gobo 4
16-18	Gobo 5
19-21	Gobo 6
22-24	Gobo 7
25-27	Gobo 8
28-30	Gobo 9
31-33	Gobo 10
34-36	Gobo 11
37-39	Gobo 12
40-42	Gobo 13
43-45	Gobo 14
46-48	Gobo 15

49-51	Gobo 16
52-55	Gobo 17
56-59	Open
60-63	Gobo 1 shake, from slow to fast
64-67	Gobo 2 shake, from slow to fast
68-71	Gobo 3 shake, from slow to fast
72-75	Gobo 4 shake, from slow to fast
76-79	Gobo 5 shake, from slow to fast
80-83	Gobo 6 shake, from slow to fast
84-87	Gobo 7 shake, from slow to fast
88-91	Gobo 8 shake, from slow to fast
92-95	Gobo 9 shake, from slow to fast
96-99	Gobo 10 shake, from slow to fast
100-103	Gobo 11 shake, from slow to fast
104-107	Gobo 12 shake, from slow to fast
108-111	Gobo 13 shake, from slow to fast
112-115	Gobo 14 shake, from slow to fast
116-119	Gobo 15 shake, from slow to fast
120-123	Gobo 16 shake, from slow to fast
124-127	Gobo 17 shake, from slow to fast
128-189	Clockwise gobo flow, from fast to slow
190-193	Stop
194-255	Counterclockwise gobo flow, from slow to fast

### Channel 14 – Linear prism (5-facet)

0-4	No function
5-255	Prism

### Channel 15 – Linear prism rotation (5-facet)

0-45	Prism index
46-126	Clockwise rotation, from fast to slow
127-130	Stop
131-211	Counterclockwise rotation, from slow to fast
212-255	Back and forth movement

### Channel 16 – Linear prism rotation 16 bit (5-facet)

### Channel 17 – Circular prism (16-facet)

0-4	No function
5-255	Prism

### Channel 18 – Circular prism rotation (16-facet)

0-45	Prism index
46-126	Clockwise rotation, from fast to slow
127-130	Stop
131-211	Counterclockwise rotation, from slow to fast
212-255	Back and forth movement

### Channel 19 – Circular prism rotation 16 bit (16-facet)

### Channel 20 – Focus

0-255	Focus adjustment, 0-100%
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### Channel 21 – Focus 16 bit

0-255	Focus adjustment, 0-100%
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## Channel 22 – Frost

0-255 Frost effect, 0-100%

## Channel 23 – Functions

0-5 No function

6-11 Pan reverse

12-17 Pan normal

18-23 Tilt reverse

24-29 Tilt normal

30-35 Pan auto reverse ON

36-41 Pan auto reverse OFF

42-47 Blackout during Pan/Tilt movement ON

48-53 Blackout during Pan/Tilt movement OFF

54-59 Blackout during color wheel movement ON

60-65 Blackout during color wheel movement OFF

66-71 Blackout during gobo wheel movement ON

72-77 Blackout during gobo wheel movement OFF

78-95 No function

96-101 DMX Fail: Hold

102-107 DMX Fail: OFF

108-113 Lamp ON

114-119 Lamp OFF

**Note:** If the lamp has been turned OFF, let the lamp cool down for 15 minutes before turning the lamp ON again.

120-125 Blackout all ON

126-131 Blackout all OFF

132-167 No function

168-173 Reset Pan/Tilt, after 3 seconds

174-179 Reset Prism, after 3 seconds

180-185 Reset Color wheel, after 3 seconds

186-191 Reset Gobo wheel, after 3 seconds

192-197 Reset frost/focus, after 3 seconds

198-209 No function

210-215 Reset all, after 3 seconds

216-255 No function

## How to Create Color Bump Effect

The Infinity B401 Beam offers the possibility to create a color bump effect: switching quickly between two single colors with a white flash in-between. To create a color bump effect, follow the steps below:

01) Set the **Color Bump Fire** channel between 0-99 to enable the selection of the 1st color for the color bump effect.

02) Select the desired color bump in the **Color Bump Selection** channel.

For example, set the **Color Bump Selection** channel between 28-32, if you want to create a color bump effect between Red as the 1st color and Cyan as the 2nd.

28-32 Red + Cyan



03) Set the **Color Bump Fire** channel between 100-193 to enable the selection of the 2nd color from the color bump effect.

04) Adjust the delay between the colors by choosing one of the options in the **Color Bump Speed**

channel. This will determine the duration of the white flash between the color change. The range of adjustment is between 0-1000 ms (11-255). If you choose NO DELAY (0-10), the 2 colors will follow each other without a flash.

05) Play the color bump effect by manually toggling between the 1st (0-99) and the 2nd color (100-193) in the **Color Bump Fire** channel or by choosing auto play speed in the range 2400-1500 ms (194-255).



## Maintenance

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The operator has to make sure that safety-related and machine-technical installations are to be inspected by an expert after every year in the course of an acceptance test.

The operator has to make sure that safety-related and machine-technical installations are to be inspected by a skilled person once a year.

The following points have to be considered during the inspection:

- 01) All screws used for installing the device or parts of the device have to be tightly connected and must not be corroded.
- 02) There may not be any deformations on housings, fixations and installation spots.
- 03) Mechanically moving parts like axles, eyes and others may not show any traces of wearing.
- 04) The electric power supply cables must not show any damages or material fatigue.

The Infinity B401 Beam requires almost no maintenance. However, you should keep the unit clean. Otherwise, the fixture's light output will be significantly reduced. Disconnect the mains power supply, and then wipe the cover with a damp cloth. Do not immerse in liquid. Wipe lens clean with glass cleaner and a soft cloth. Do not use alcohol or solvents.

The front lens requires weekly cleaning, as smoke-fluid tends to build up residues, reducing the light output very quickly.

The cooling fans should be cleaned monthly with a soft brush.

The internal components should be cleaned once a year with a soft brush and vacuum cleaner.

Remove dust and dirt from the cooling vents weekly using a soft brush and vacuum cleaner.

Keep connections clean. Disconnect electric power, and then wipe the DMX connections with a damp cloth. Make sure connections are thoroughly dry before linking equipment or supplying electric power.

## Replacing the Lamp

To replace the lamp, follow the instructions for installing a new lamp (see pages 11-12).

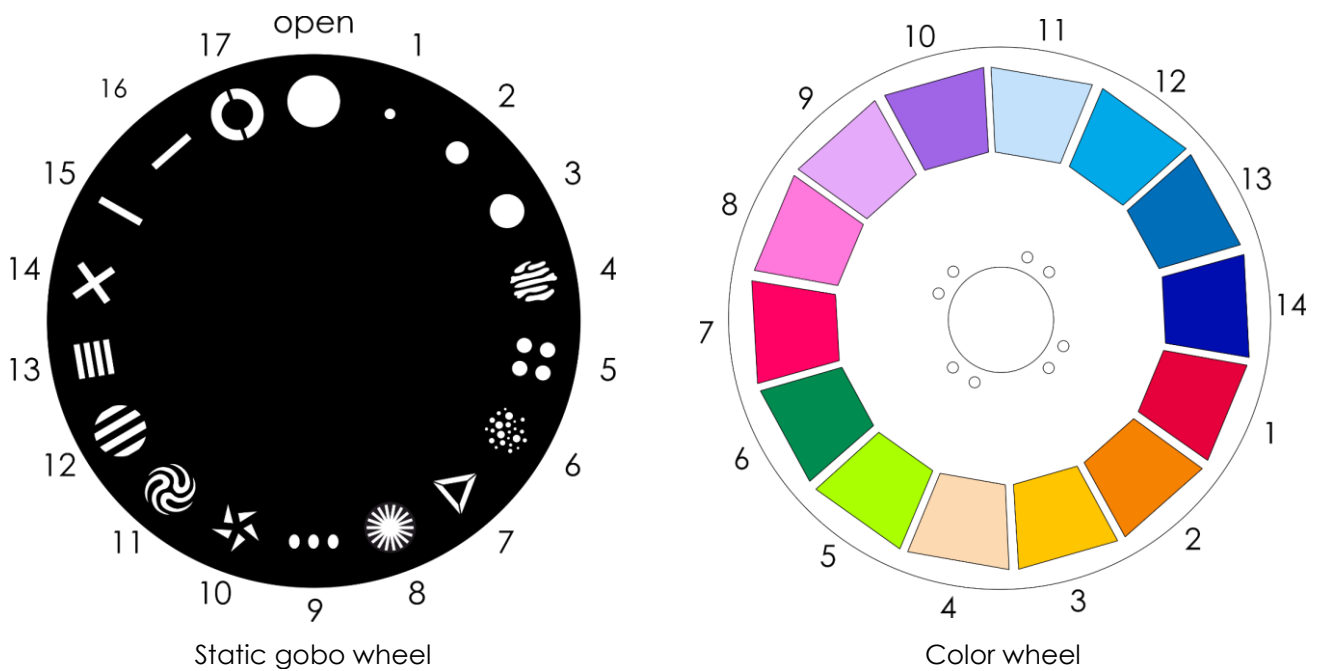
Always change the lamp when it has reached the recommended lifespan. You can monitor the operating hours of the lamp via the Fixture Information menu (see page 41).

## Replacing the Fuse

Power surges, short-circuit or inappropriate electrical power supply may cause a fuse to burn out. If the fuse burns out, the product will not function whatsoever. If this happens, follow the directions below:

- 01) Unplug the unit from electric power source.
- 02) Insert a flat-head screwdriver into the slot in the fuse cover. Turn the screwdriver to the left, at the same time gently push a bit. The fuse will come out.
- 03) Remove the used fuse. If brown or unclear, it is burned out.
- 04) Insert the replacement fuse into the holder where the old fuse was. Reinsert the fuse cover. Be sure to use a fuse of the same type and specification. See the product specification label for details.

## Static Gobo Wheel and Color Wheel



## Troubleshooting

This troubleshooting guide is meant to help solve simple problems.

If a problem occurs, carry out the steps below in sequence until a solution is found. Once the unit operates properly, do not carry out following steps.

### No Light

If the light effect does not operate properly, refer servicing to a technician.

Suspect four potential problem areas as: factory reset, the power supply, the lamp, the fuse.

- 01) First try to reset the device to its default settings (See **3. Settings Menu** on pages 32-33).
- 02) Power supply. Check that the unit is plugged into an appropriate power supply.
- 03) The lamp. Replace the lamp. See pages 11-12 for replacing the lamp.
- 04) The fuse. Replace the fuse. See page 56 for replacing the fuse.
- 05) If all of the above appears to be O.K., plug the unit in again.
- 06) If you are unable to determine the cause of the problem, do not open the Infinity, as this may damage the unit and the warranty will become void.
- 07) Return the device to your Infinity dealer.

### No Response to DMX

Suspect the DMX cable or connectors, a controller malfunction, a light effect DMX card malfunction.

- 01) Check the DMX setting. Make sure that DMX addresses are correct.
- 02) Check the DMX cable: Unplug the unit; change the DMX cable; then reconnect to electrical power. Try your DMX control again.
- 03) Determine whether the controller or light effect is at fault. Does the controller operate properly with other DMX products? If not, take the controller in for repair. If so, take the DMX cable and the light effect to a qualified technician.

Problem	Probable cause(s)	Solution
One or more fixtures do not function at all	No power to the fixture	<ul style="list-style-type: none"> <li>• Check if power is switched on and cables are plugged in</li> </ul>
	Primary fuse blown	<ul style="list-style-type: none"> <li>• Replace fuse</li> </ul>
Fixtures reset correctly, but all respond erratically or not at all to the controller	The controller is not connected.	<ul style="list-style-type: none"> <li>• Connect controller</li> </ul>
	5-pin DMX OUT of the controller does not match DMX IN of the first fixture on the link (i.e. signal is reversed)	<ul style="list-style-type: none"> <li>• Install a phase reversing cable between the controller and the first fixture on the link</li> </ul>
Fixtures reset correctly, but some respond erratically or not at all to the controller	Poor data quality	<ul style="list-style-type: none"> <li>• Check data quality. If much lower than 100 percent, the problem may be a bad data link connection, poor quality or broken cables, missing termination plug, or a defective fixture disturbing the link</li> </ul>
	Bad data link connection	<ul style="list-style-type: none"> <li>• Inspect connections and cables. Correct poor connections. Repair or replace damaged cables</li> </ul>
	Data link not terminated with 120 Ohm termination plug	<ul style="list-style-type: none"> <li>• Insert termination plug in the DMX OUT connector of the last fixture on the link</li> </ul>
	Incorrect addressing of the fixtures	<ul style="list-style-type: none"> <li>• Check address settings</li> </ul>
	One of the fixtures is defective and disturbs data transmission on the link	<ul style="list-style-type: none"> <li>• Bypass one fixture at a time until normal operation is regained: unplug both connectors and connect them directly together</li> <li>• Have the defective fixture serviced by a qualified technician</li> </ul>
Shutter closes suddenly	5-pin DMX OUT on the fixtures does not match (pins 2 and 3 reversed)	<ul style="list-style-type: none"> <li>• Install a phase-reversing cable between the fixtures or swap pin 2 and 3 in the fixture that behaves erratically</li> </ul>
	The color wheel or the gobo wheel has lost its index position and the fixture is resetting the effect	<ul style="list-style-type: none"> <li>• Contact a technician for servicing if the problem persists</li> </ul>
No light or lamp cuts out intermittently	Fixture is too hot	<ul style="list-style-type: none"> <li>• Allow fixture to cool</li> <li>• Clean fan</li> <li>• Make sure air vents and front lens are not blocked</li> <li>• Turn up the air conditioning</li> </ul>
	Lamp is damaged	<ul style="list-style-type: none"> <li>• Disconnect fixture and replace the lamp</li> </ul>
	The power supply settings do not match local AC voltage and frequency	<ul style="list-style-type: none"> <li>• Disconnect fixture. Check settings and correct if necessary</li> </ul>

## Error Messages

In case one of the error messages below appears on the error information screen, discontinue the use of the device and contact your local dealer.

To view any present error messages, see **6.3. Error Information** on page 42 for more information.

Error code	Error description
Focus	Focus error
Zoom	Zoom error
Prism	Prism error
Prism.R	Prism rotating error
Gobo	Rotating gobo wheel 1 error
Gobo.R	Gobo wheel 1 rotating error
Gobo2	Rotating gobo wheel 2 error
Gobo2.R	Gobo wheel 2 rotating error
Color	Color error
X_cm1	Pan magnetic sensor 1 error
X_cm2	Pan magnetic sensor 2 error
X_op	Pan optocoupler error
Y_cm	Tilt magnetic sensor error
Y_op	Tilt optocoupler error
X_da	Pan data error
Y_da	Tilt data error
BladeR	Framing shutter sensor error
CPU-A	CPU A ERROR
CPU-B	CPU B ERROR
CPU-C	CPU C ERROR
CPU-D	CPU D ERROR
CPU-E	CPU E ERROR
head Fan1	Head fan 1 error
head Fan2	Head fan 2 error
Base Fan1	Base fan 1 error
Base Fan2	Base fan 2 error
Gobo Fan	Gobo fan error
Blade Fan	Framing shutter fan error
R-OPEN	Thermistor open
R-SHORT	Thermistor short
LED_HOT	Lamp overheat

## Product Specifications

Model:	Infinity B401 Beam
Input voltage:	100-240 V AC, 50/60 Hz
Power consumption:	402 W (full output)
DMX linking:	30 pcs
Fuse:	7 A Fast Blow/250 V
Dimensions:	519 x 380 x 284 mm (L x W x H)
Weight:	21 kg

### Operating and Programming:

Signal pin OUT:	Pin 1 (earth), pin 2 (-), pin 3 (+), pin 4 (N/C), pin 5 (N/C)
DMX Mode:	Basic (16 channels), Advance (23 channels), User (up to 23 channels)

### Electro-mechanical properties:

Light source:	1 x Osram Sirius HRI 230 W (7R)
Lamp socket:	E20.6
Color temperature:	7600 K
Output:	9500 lm
Beam angle:	4°
Onboard:	Battery-powered, full color display including gravity sensor
Focus:	Motorized focus
Dimmer:	0-100 %, mechanical
Shutter:	0-20 Hz
Pan:	540°
Tilt:	270°
Pan/Tilt resolution:	16 bit
Special:	Blackout during Pan/Tilt movement, color and gobo change; User-selectable Pan and Tilt ranges; Reverse Pan/Tilt movement
Static gobo wheel:	17 gobos + open
Gobo functions:	Gobo flow effect, Gobo shake
Color wheel:	14 dichroic filters + white
Color functions:	Bump colors, Split colors, Rainbow flow effect
Prisms:	5-facet linear and 16-facet circular
Frost filter:	Yes
Housing:	Metal and flame-retardant plastic
IP rating:	IP20
DMX control:	via standard DMX controller
Color:	Black
Control modes:	Stand-Alone, Manual, DMX-512, W-DMX, Art-Net/sACN
Connections:	PowerCON True1 IN/OUT, 5-pin DMX IN/OUT, 2 x RJ45 connector
Control protocol:	DMX, W-DMX, sACN, Art-Net, RDM
Wireless DMX:	Wireless Solution Sweden

Max. ambient temperature $t_a$ :	40 °C
Max. housing temperature $t_B$ :	60 °C

### Minimum distance:

Minimum distance from flammable surfaces:	0,5 m
Minimum distance to lighted object:	12 m

Design and product specifications are subject to change without prior notice.



Website: [www.highlite.com](http://www.highlite.com)  
 Email: [service@highlite.com](mailto:service@highlite.com)

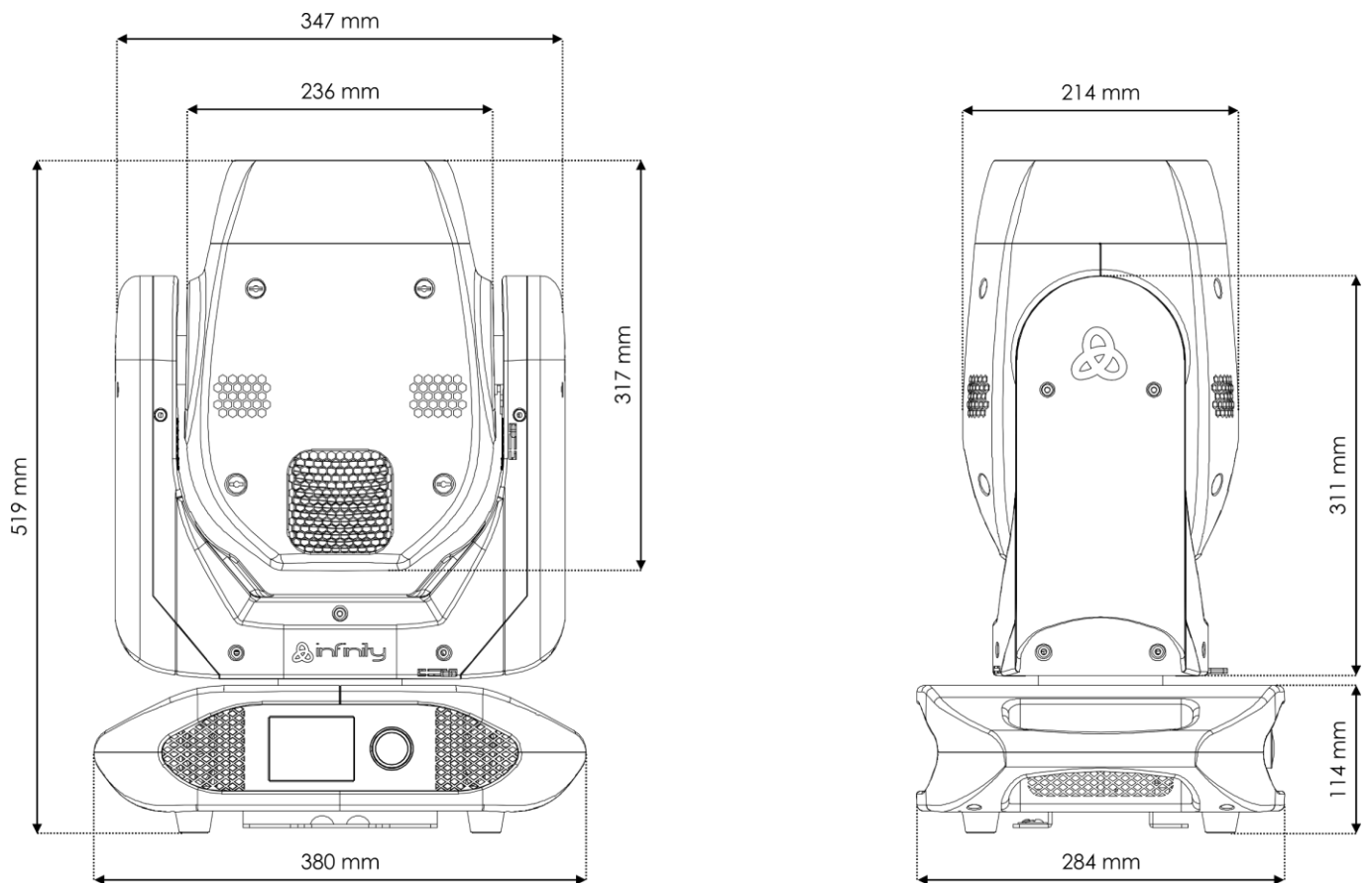
## Approval

The Infinity B401 Beam is in conformity with the following guidelines and standards:

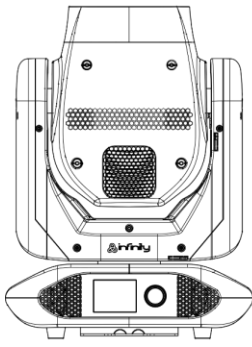
- Restriction of Hazardous Substances (RoHS) Directive 2011/65/11
- Radio Equipment Directive (RED) 2014/53/EU
- Safety of electrical equipment
- Exposure of humans to electromagnetic fields
- Electromagnetic compatibility
- Restricted substances in electrical products

The complete declaration of conformity can be found at [www.highlite.com](http://www.highlite.com).

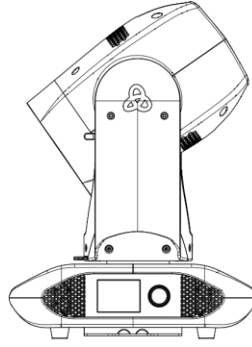
## Dimensions



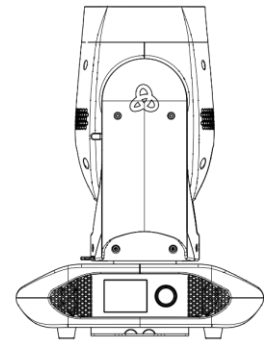
## Moving Head Position / DMX Values



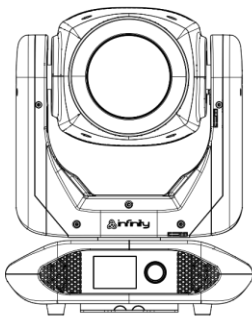
Pan 127 - Tilt 127



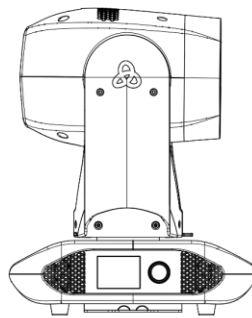
Pan 0 - Tilt 0



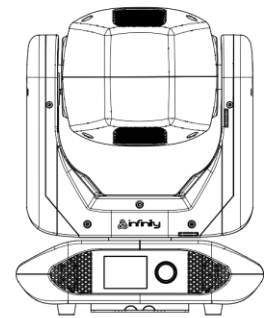
Pan 0 - Tilt 127



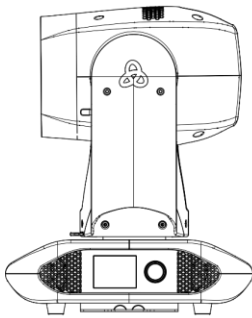
Pan 42 - Tilt 45



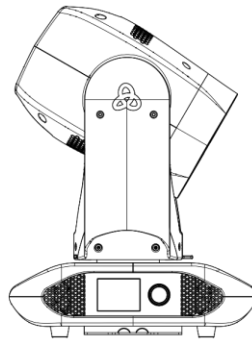
Pan 85 - Tilt 45



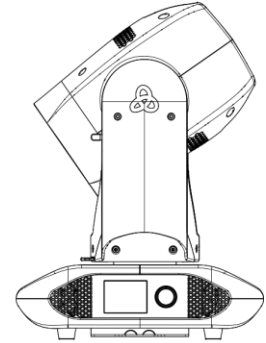
Pan 127 - Tilt 45



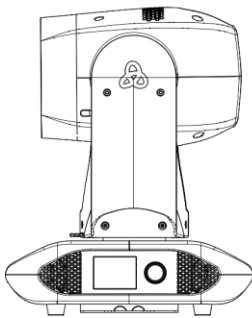
Pan 0 - Tilt 45



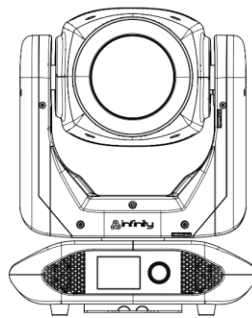
Pan 0 - Tilt 255



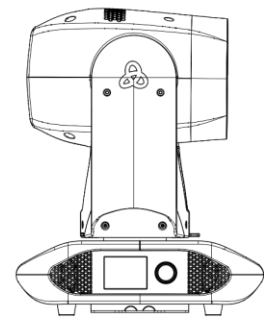
Pan 255 - Tilt 255



Pan 169 - Tilt 45



Pan 214 - Tilt 45



Pan 255 - Tilt 45



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