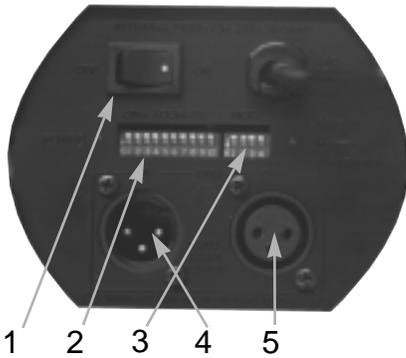


# American DJ® User Instructions

## Snap Shot DMX/D™

**Caution!** Always disconnect from main power before replacing lamps or servicing unit. Remember to always replace with same lamp and fuse.

PIN 1 GND, PIN2 DATA-, PIN3 DATA +



1. Power Switch
2. DMX Addressing or Rate \ Intensity \ Duration Switches
3. Mode Switches
4. DMX Input
5. DMX Output



Thank you for purchasing this *American DJ®* product. For your convenience this product has been lamped and is ready to be used, there is no assembly required. Please read the following instructions before installing or using your new unit.

### Product Description:

A new revolution in Strobe Lights! The Snap Shot DMX/D™ is a 100W, ultra light weight Strobe Light. Features include: plastic high tech case design with hanging bracket, and variable speed control (1 - 60 flashes per second) and dimming capabilities. The Snap Shot DMX/D™ can flash different colored light by replacing the interchangeable lamp cover, Snap/D™; available colors: red, blue, green, & yellow. .

To replace lamp; unscrew front dome of the fixture. Do not touch lamp with bare fingers, oil from fingers will ruin lamp. Use a clean, dry cloth for replacement. Replace bulbs; reassemble.

For service, contact your *American DJ®* dealer.

### SPECIFICATIONS:

Lamp: ZB-400 100W, Power: 120V 60Hz  
Weight: 3 lbs. Size: 7.75" x 7.75" x 8"  
Fuse: 10A.



## DMX MODE

Using the 1 thru 3 mode dipswitches you can control the intensity, duration, rate by DMX in 7 different ways with a DMX-512 Board. The following table show how the various settings these dip switches effect the way the DMX data should be sent.

DMX Function		DMX Data Assignments		
↓ on				
↓ on		Intensity is first DMX byte	Duration is 1/2 cycle	Rate is set by DMX refresh**
↓ on		Intensity is preset	Duration is first DMX byte*	Rate is set by DMX refresh**
↓ on		Intensity is first DMX byte	Duration is second DMX byte*	Rate is set by DMX refresh** <b>USED WITH SS-DMX/19C</b>
↓ on		Intensity is preset	Duration is 1/2 cycle	Rate is first DMX byte
↓ on		Intensity is first DMX byte	Duration is 1/2 cycle	Rate is second DMX byte
↓ on		Intensity is preset	Duration is first DMX byte*	Rate is second DMX byte
↓ on		Intensity is first DMX byte	Duration is second DMX byte*	Rate is third DMX byte

\* By setting duration for a long enough period, latch on is possible

\*\* Performance of Strobes will depend heavily on the intelligence and versatility of the DMX board when rate is set by the DMX refresh. Higher rates can be achieved if smaller data packets are sent more often.

For modes that use only 1 DMX channel, units should be addressed sequentially

For modes that use 2 DMX channels, units should be addressed at every other address

For modes that use only 3 DMX channel, units should be addressed at every 3rd address

Intensity from DMX	Values from 0 to 255 are useable
Duration byte from DMX	Values from 0-255 are useable Values 0 will flash the lamp for approx. 2 milliseconds, 255 will flash lamp for 5 seconds on AC 230V 50 Hz supply; On a 120 AC line with ,value 0 will last 3 milliseconds, value 255, 4 seconds.
Rate byte from DMX	Values from 0-255 are useable Values 0 will flash the lamp every 4 seconds on AC 230V 50 Hz supply; On a 120 AC line with Value 0 will flash every 6 seconds. On a 120 AC line with transformer. The highest rate is 50 or 60 flashes per second