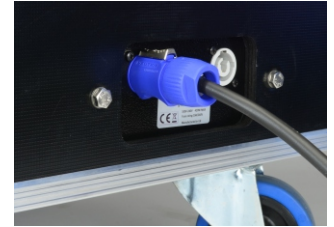
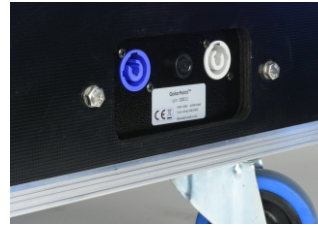




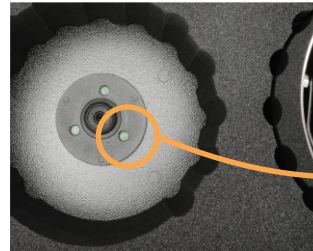
The City Theatrical QolorPoint fixture is a battery-powered wireless uplighter capable of providing portable and instant architectural and feature lighting anywhere. With high-powered red, green, blue and white LEDs the fixture is capable of producing any color or shade of white using combinations of those LEDs. Ideal for illuminating buildings in color, both indoors and outdoors, the fixture is powerful enough to light buildings of 3 or 4 stories. Lighting effects may be created by connecting to effects

generators such as lighting desks or other City Theatrical Master units using the built-in SHoW DMX receiver. Alternately, QolorPoint fixtures may be used to create dramatic stand alone systems as each unit comes pre-programmed with a variety of color/effect features. Set up is fast and easy...follow the instructions in this quick start guide. Refer to the complete product manual for more detailed operational information and specifications.



**1**

Remove power cable from flight case and attach the appropriate edison connector to the cut end. Attach power cable to receptacle on side of flight case and connect to mains power supply. Be sure to open lid of case while charging to prevent heat build-up.



**2**

Confirm that the three charging studs on the bottom of each unit are aligned and seated in their corresponding holes in the bottom of each storage/charging compartment in the flight case. When seated properly, the charging LED will be lit amber on each unit. When fully charged the LED will turn green (approximately 6 hrs.)

### User interface

#### Buttons



POWER

*Turn units on and off.*



DOWN

*Scroll to previous menu item*



FUNCTION

*Select desired operation mode, change settings*



SELECT

*Accept / Enter*



UP

*Scroll to next menu item*



SHoW ID

*Change SHoW ID*

#### LEDs



CHARGING



CHARGED

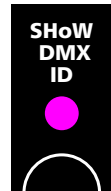
#### SHoW IDs



201



102



117



133



149



165










### Stand Alone Operation

For use without an external lighting console/controller, QolorPoint uplights may be operated individually or in synchronized groups. Every QolorPoint unit has the ability to transmit or receive control data to/from the other units being used. By setting multiple units to the same SHoW ID, and then selecting one unit to be the transmitter (master), they can be operated as a synchronized system with all units duplicating the actions of the master.

For Stand Alone use, there are three modes of operation which can be accessed through the main function menu: Custom Color, Static Color and Effects. Both Custom and Static color modes are used where specific colors are needed for non-changing display. The Effects mode allows use of one of six different dynamic programs each of which may be tuned for optimal display.










## Custom Color Mode

(create colors by setting individual brightness levels for red, green, blue and white LED emitters )

<b>1</b> Press  to change function	<b>"CHANGE Function"</b>	<b>5</b> Press  and view current red color level	<b>"Set Col. Red: XXX "</b> (current red value)
<b>2</b> Press  to enter function menu	<b>"Function XXXXXXXX"</b> (previous function is displayed)	<b>6</b> Press  or  to adjust red color level. Values range from 000 (0%) to 255 (100%)	<b>"Set Col. Red: 206 "</b>
<b>3</b> Press  or  to select "Function Custom"	<b>"Function CUSTOM"</b>	<b>7</b> Press  to save red color value and to adjust green level	<b>Set Col. Grn: XXX</b> (current green value)
<b>4</b> Press  to select:	<b>"CUSTOM Colour"</b>	<b>8</b> Repeat steps 6 & 7 for remaining colors	

## Static Color Mode












(select one of 70 pre-programmed colors for use)

<b>1</b> Press  to change function	<b>"CHANGE Function"</b>	<b>5</b> Press  to enable selection of new static color	<b>"SELECT XXX XXX"</b> (current static color)
<b>2</b> Press  to enter function menu	<b>"Function XXXXXXXX"</b> (previous function is displayed)	<b>6</b> Press  or  to scroll through the library of 10 "cc" colors and 60 "LEE" filter colors.	<b>"SELECT cc009"</b>
<b>3</b> Press  or  to select "Function STATIC"	<b>"Function STATIC"</b>	<b>7</b> Press  to save newly selected color	<b>"STATIC cc009"</b>
<b>4</b> Press  to show current static color choice	<b>"STATIC XXX XXX"</b> (current static color)		

\*a complete list of available static colors is shown in the product manual

## Effects Mode

(select and set speed of one of 6 pre-programmed dynamic effects)

<b>R'bow1</b>	<b>R'bow2</b>	<b>Snap</b>	<b>Warm</b>	<b>Cool</b>	<b>Test</b>
Continuous gradual transitions through the color spectrum.	Continuous gradual transitions through the color spectrum at slower speed.	Moves through a six color spectrum without transitions	Continuous gradual transitions through the warm color spectrum (reds-yellows)	Continuous gradual transitions through the cool color spectrum (blues-greens)	Moves through pure red, blue, green, white without transitions
<b>1</b> Press  to change function	<b>"CHANGE Function"</b>	<b>5</b> Press  to select new effect (ex. snap)	<b>"Type: Snap"</b>		
<b>2</b> Press  to enter function menu	<b>"Function XXXXXXXX"</b> (previous function is displayed)	<b>6</b> Press  or  to select desired effect	<b>"EFFECT XXXXXX"</b> (current effect )		
<b>3</b> Press  or  to select "Function EFFECT"	<b>"Function EFFECT"</b>	<b>7</b> Press  to save new effect	<b>"Speed: 08"</b>		
<b>4</b> Press  to view last selected effect	<b>"EFFECT XXXX xx"</b> (effect ) (speed)	<b>8</b> Press  or  to adjust the speed (01-slow to10-fast)of effect	<b>"EFFECT Snap 08"</b>		

## DMX Operation

There are three stand alone modes which are accessed through the function menu: *Custom Color*, *Static Color* and *Effects*. Both *Custom* and *Static* color modes are used for creating or selecting colors for use with DMX controlled

applications or where specific colors are needed for non-changing display. The *Effects* mode allows users to access one of six different dynamic programs each of which may be tuned for optimal display.