

Next



SEQUY 1000

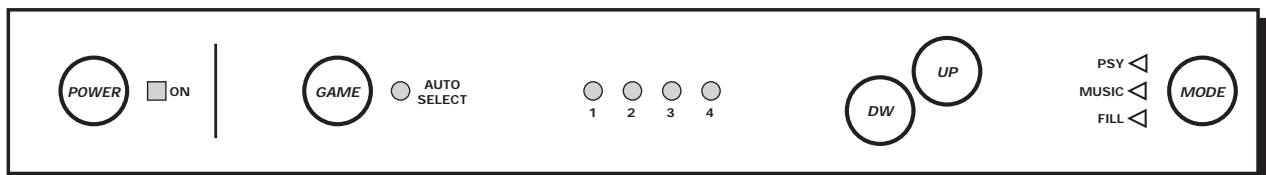
Light Processor

4 Channels x 5 A

Microprocessor controlled - Zero Crossing System

Remote Control System

GB *USER'S MANUAL*



After connecting the power supply SEQUY is off.

To turn on push the **POWER** button.

SEQUY hold in its memory all functions until connected to a power supply.

POWER BUTTON

Push this button to switch SEQUY on.
(red led is on)

Push again to switch SEQUY off.
(red led is off)

GAME SELECT BUTTON

Push this button to activate the **MANUAL GAME SELECTION**.

(AUTO led is off)

Push again to select one game (1÷16).

Push this button for over two seconds to activate the **AUTOMATIC GAMES SELECTION**.

All games will be repeated 4 times each one.

(AUTO led is on)

SPEED UP BUTTON

Push this button to increase the game speed.

SPEED DW BUTTON

Push this button to decrease the game speed until stop.

NOTE: There are two separated speed adjustments for Sequential and Music mode.

MODE BUTTON

Push this button to select sequentially these functions:

SEQUENTIAL FUNCTION

Triangular leds are off and SEQUY is in sequential mode.

PSY FUNCTION (psycosequential)

By this function lamps are on for only 0,5 second.

(Triangular **PSY** led is on)

MUS FUNCTION (music)

With this function the game run with music signal.

(Triangular **MUS** led is on)

N.B. By this function, game runs only if a audio signal is present on the input "**Audio in**" (in the rear pannel) or if a signal is picked up by internal microphone.

Inserting a jack plug in rear input "**Audio in**", the internal microphone is disconnected.

PSY + MUS FUNCTION

By this function the game runs with music signal and lamps are on for only 0,5 second.

(Triangular **MUS** and **PSY** leds are on)

FILL FUNCTION

By this function the lamps are always on.

(Triangular **FILL** led is on)

N.B. SEQUY can stay in this function only if load of each channel doesn't exceed 5 A and total load 16 A.

If **BLK** (blackout) function is active (by external control **R.C.S.**) lamps are off.

To switch off **BLK** function use external control **R.C.S.** or push **POWER** button.

POWER SUPPLY CONNECTION

Connect the power plug in a 220V 50/60 Hz current socket.
Be sure that current socket is capable to delivery required current.

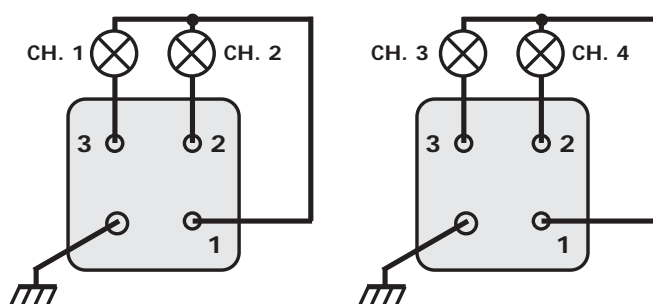
AUDIO MONO INPUT CONNECTION

The jack mono input "**Audio in**" is 0 dB (775 mV) type. Connect only low level signal (mixer / tape / CD). **DO NOT connect this input to a power signal (loudspeaker).**
The internal microphone is active if "**Audio in**" input is not connected.

OUTPUTS CONNECTION

- **ALWAYS REMOVE POWER SUPPLY BEFORE CONNECTING EACH OUTPUT.**
- The lamp must be connected between **N** terminal (1) and **OUT** terminal (2 or 3). (fig.1)
- Use always a suitable section cable with ground wire.
- In single or parallel lamps connection, be sure that load is not over **5 A per channel** (1100 W) and **total load 16 A** (3500 W).
- **Zero Crossing system** has been conceived for longer lamps life and to exclude noise in audio systems.
- **Do not connect OUT 1, OUT 2, OUT 3, OUT 4 together.**
- **Replace internal fuses with correct type only.**

fig. 1



REAR VIEW

- 220/240 Vac - 50/60 Hz single-phase supply.
- 4 channels - resistive and inductive load (PAR 36).
- 5 A/channel (1100 W) - 16 A total load.
- 16 programmed games with automatic or manual selection.
- Music / Sequential / Psychosequential functions.
- Fill and Blackout functions (Blackout by external **R.C.S.** control not included).
- Separated electronic speed adjustment for music or sequential mode.
- Microprocessor controlled.
- **R.C.S.** input for external remote control of all functions or foot switches.
- Functions memory at turn off.
- Internal microphone and 0 dB mono input with automatic level control.
- Antiscratch and water proof front panel.
- Zero-crossing system: no audio noise and longer lamps life.
- Internal fuse for each channel.
- Double output connector for fast wiring (Ch. 1/2 left out and Ch. 3/4 right out).
- Dimension: 1 rack unit 19" (482 x 44 mm) - Net weight: 2,5 Kg.

LAMP TYPE / TOTAL CURRENT LOAD (when the FILL function is active)
4 X 300 W = 1,2 KW 5,5 A
4 X 500 W = 2 KW 9 A
4 X 650 W = 2,6 KW 12 A
4 X 1000 W = 4 KW 18 A **

**** Do not activate FILL function more than a few seconds with more than 16 A total load.**

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