

## VRIR Tri-Colour PAR64 Manual

### Specification

Input Power: 120V - 240V, 50 - 60Hz  
Power Consumption: 80W  
LED's: 18 x RGB 3W Tri-Colour  
Beam Angle: 40 degrees  
DMX Connection: 3Pin Male / Female XLR connections  
Remote Control: Full infra-red remote control option  
Housing: Polished Aluminum  
Weight: 5kgs  
Size: Standard PAR64 housing.

### Operation

Press the MODE button to activate the main menu  
To select the various modes of operation, press the Up and Down buttons.

### Static Colour Selection

Press MODE until **C.L.XX** is displayed, where **XX** is the selected colour.  
By pressing the UP or DOWN buttons you can scroll through the set colours:  
**0**: Blackout, **1**: Red, **2**: Green, **3**: Blue, **4**: Purple, **5**: Yellow and **6**: Cyan.

### Colour Chase

Press MODE until **J.XX** is displayed, where **XX** is the speed of the colour chase.  
By pressing the UP or DOWN buttons the speed of the colour chase can be varied between 01 & 99.

Note: "Blackout" is omitted from the colour chase sequence.

### Colour Fade

Press MODE until **F.XX** is displayed, where **XX** is the speed of the colour fade.  
By pressing the UP or DOWN buttons the speed of the colour chase can be varied between 01 & 99.

Note: Blackout is omitted from the colour fade sequence.

### Strobe

A **Strobe** feature is only available using the infra-red remote control on the VR PAR64 Tri-Colour and can be added to any of the modes detailed above

Notes: Strobe is not available in Auto Run, Sound-to-Light, Slave or DMX mode.

### Auto Run

Press MODE until **A.--** is displayed and the unit will scroll through an Auto-Run program sequence.

Note: The UP & DOWN buttons are not available in this mode.

### Colour Dimming

Colour dimming is only available by remote control on the VR PAR64 Tri-Colour.

### **Sound-to-Light**

Press MODE until **S.XX** is displayed, where **XX** is the sensitivity level. By pressing the UP or DOWN buttons the sound sensitivity level can be adjusted to enable the unit to follow the beat of the music. The values are variable between 00 (less sensitive) to 31 (most sensitive).

### **Slave Mode**

Press MODE button until **S.L.A.** is displayed. This puts the unit into slave mode which when connected to other VR PAR64 Tri-Colour units will enable it to “mimic” the master unit.

### **DMX Mode**

Press MODE button until **XXX** is displayed, where **XXX** is the value of the DMX address. By pressing the “UP” or “DOWN” buttons the DMX address can be set from **001** to **512**.

Note: The VR PAR64 Tri-Colour is a four channel DMX unit.

### **DMX Protocols**

Channel 1: RED DMX Value: 000 – 255.

Channel 2: GREEN: DMX Value: 000 – 255.

Channel 3: BLUE: DMX Value: 000 – 255.

Channel 4: DIMMING: DMX Value: 000 – 189. STROBE: DMX Value: 190 – 250.

**IR Remote Operation** Using the **VRIR** remote control transmitter (not included).

**Blackout**: Switches the unit on and off.

**A**: Auto-Run; Selects the auto run program feature.

**Prog**: Select program; this switches between **C.L.** (colour select), **J.** (Colour Chase) and **F.** (colour fade). When using this button to select the colour, first press **Prog** then select numbers **1** to **6** or **0** on the keypad to select the colour required:

**0**: Blackout; **1**: Red, **2**: Green, **3**: Blue, **4**: Purple, **5**: Yellow and **6**: Cyan.

**Note**: The **+** & **-** buttons can be used to cycle through the colours if required.

**F**: Flash; press this to select the **Strobe** feature. This feature can be added to any of the operating modes of the unit apart from: Auto Run, sound-to-light, slave or DMX mode.

Press the **F** button then the **SP** button followed by **+** & **-** buttons to increase or decrease the speed of the strobe function.

**SP**: Speed; press this button followed by the **+** & **-** buttons to increase or decrease the run speed of the Colour Fade, Colour Chase programs or Strobe.

i.e. To vary the speed of a colour fade, first press **Prog** to select the colour fade program (**FS.**) then press **SP** followed by the **+** or **-** buttons to vary the run speed of the program.

**D**: DMX Mode; press this button to put the unit into DMX Mode.

When this button is pressed the unit will flash and blackout. The DMX mode is then switched on to the last DMX address previously stored. (See setting DMX address function below).

**Note**: The display on the rear of the unit will show the DMX address.

**SA**: Sound active; press this button to put the unit into the sound-to-light mode.

The sensitivity of the unit can then be adjusted remotely using the **+** & **-** buttons to adjust the sensitivity to ensure the unit follows the beat of the music.

**SL**: Slave; press this to put the unit into Slave mode.

**S**: Set address; this is used to set the DMX address.

Press the **S** button, the unit will flash three times and switch to RED.

The display on the rear of the unit will read: **000**.

Using the **0** to **9** buttons on the keypad, select the DMX address required.

As the first number is entered the unit will switch to GREEN, with the second entry it will switch to BLUE with the final entry it will switch to white and flash to indicate that the address has been set. The display on the rear of the unit will read **XXX** where **XXX** is the address set. The unit is then in DMX mode.

**Example**: To select DMX address 21; Press **S**, then: **0**, then: **2**, then: **1**.

**R G B**: Dimming; by pressing the **R**, **G** or **B** buttons followed by the **+** & **-** buttons to mix the Red, Green and Blue colours to give an individual colour mix.

The colour values are adjustable from **000** (no colour) to **255** maximum colour).

**Tip**: When mixing a colour, look at the projection area rather than into the LED's.