

elektraLite

**ElektraLite**  
**eyeBall RGBWA (5-in-1)**  
Quick Guide for Set Up.



**ElektraLite (a division of Group One),  
70, Sea Lane, Farmingdale, NY11735, U.S.A.  
T. +1 (631)-396-0184. F. +1 (631)-396-0190  
[www.myElektraLite.com](http://www.myElektraLite.com)**

## 1. Setting up the eyeBall without connecting to a Lighting Board.

<Manu C> is Manual Control for all 5 colors to any brightness required.

<Fix C> is Fixed Colors which are already preprogrammed into the eyeBall's memory bank.

### <Manu C>

Use the Menu button to get to



Press enter, the screen will immediately switch to <Fix C> which will also be flashing. Press ↑. You will now have the <Manu C> option flashing. Press Enter again, the screen will read



R will be flashing. If you wish to change the brightness of Red leds (R), then press enter. The R will stop flashing and now 000 will be flashing instead. Use the ↑ or ↓ to increase or decrease the brightness of the Red leds.

If the next color requires a change in brightness, then press the enter button again. It will change back to the letter R flashing.

Now use the ↑ or ↓ to move to the next color which will be Green. Repeat the process above but this time for Green. If you don't need to change Green then just press ↑ or ↓ to move to the next color. Once the last color adjustment is made, the eyeBall can be left in this mode running the "look" you just programmed. It has been automatically saved. The screen will then automatically return to



### <Fix C>

If you do not want to set up the brightness for each color, then there are some preset colors loaded into the eyeBall. With <Fix C> flashing, press enter. The display will now read



The Red leds will be on full brightness. If the ↑ or ↓ keys are used, choices of different colors are displayed. Once the right color combination is found stop pressing the ↑ or ↓ keys. The color is then fixed. No other button needs pressing. The eyeBall will maintain the chosen color even when the eyeBall is turned off and back on again.

## 2. Setting up the eyeBall to work from a Lighting Board using the DMX signal protocol.

There are two parts to this operation. One: setting up the eyeBall to receive the signal from the lighting board. Two: setting up the lighting board to send the signal to the eyeBall. Now just like you cannot put any key in a locked door and expect it to open, it's the same with a signal from the board to the eyeBall. The "right key" is what we call, the profile or personality. The board must be in the right profile and the eyeBall must be in the same profile, otherwise you will not control the light.

The simplest profile for the eyeBall is ARC3. ARC 3 is displayed in the table below.

1 ch	0-255	RED
2 ch	0-255	GREEN
3 ch	0-255	BLUE
4 ch	0-255	WHITE
5 ch	0-255	AMBER

To set the eyeBall to ARC3 profile/personality press the Menu button until the display reads <Channel>. Press enter and then use the ↑ or ↓ buttons to cycle through all the profiles until you reach <ARC3>. Press enter to save the profile.

Next : the DMX address. You have to set the DMX address so that the lighting board talks to this eyeBall and only this eyeBall. To set the DMX address press the Menu button until the screen reads



Press enter and then set the <001> to the correct starter address number for the eyeBall. After 10 seconds, the display will read the profile and the address number chosen. Now go to the lighting board and chose the same profile and address number. You can now operate this eyeBall from your DMX lighting board.

At any time, if you get confused or lost, press the Menu button until you reach Default. Press enter. The word <NO> will be flashing. Use the ↑ to get to <YES> and press enter. The fixture will be reset back to everything being turned off and back to zero values.

Helpful tip :There are instances where the board does not have the eyeBall's profile. If you cannot get it from the board's manufacturer, then use their entry for "dimmer". Set the number of dimmer channels to 5, to be the same as the eyeBall in ARC3's profile.