

# LITEPANELS GEMINI EFFECTS DETAILS

| <b>EMERGENCY!</b> |  |   |   |
|-------------------|--|---|---|
|                   | <b>LEFT</b>  | <b>CNTR</b>   | <b>RHT</b>                                    |
| <b>TURN</b>       | <b>PULSES</b><br>Select groups of 1,2,3,4,5 Pulses | <b>COLORS</b><br>Select from Red, Blue, Red, Amber, Blue/Red, Blue/Amber, Blue/White and Red/White/Blue | <b>DIM</b><br>0= No Ouput<br>100= Full Output |

| <b>FIRE (HUE=23, SAT=99 Typical)</b> |   |   |   |
|--------------------------------------|---|---|---|
|                                      | <b>LEFT</b>   | <b>CNTR</b>   | <b>RHT</b>                                    |
| <b>TURN</b>                          | <b>HUE</b><br>Std Color Wheel in Degrees<br>Red= 0,<br>Green=120,<br>Blue= 240                | <b>SAT(uration)</b><br>Purity of the HUE<br>0= White (5600K)<br>100= Pure Color   | <b>DIM</b><br>0= No Ouput<br>100= Full Output |
| <b>TURN</b>                          | <b>RATE</b><br>Adjust the Flicker Rate of the Flames.<br>1= Slow Flicker<br>100= Fast Flicker | <b>DEPTH</b><br>Adjust the range of the Intensities of the flames.<br>0= No change in Intensity<br>100= Large range in Intensities  |   |
| <b>PRESS</b>                         |   | <b>COLOR MIX</b><br>Select whether the Intensity affects the HUE and by how much.<br>1-CLR= Only Selected Hue used<br>NARROW= Intens affects HUE slightly<br>MED= Intens affects HUE moderately<br>WIDE= Intens affects HUE greatly |   |

**Notes:**

COLOR MIX: Larger Intensities lower the HUE value

RATE: Smaller values used for larger flames, larger values used for smaller flames. Ex. Candle RATE= 80

DEPTH: Smaller values used for smaller flames, larger values used for larger flames.

# FIREWORKS

|              | LEFT   | CNTR  | RHT   |
|--------------|--|---|---|
| <b>TURN</b>  | <b>FREQ</b><br>Adjust the amount of Fireworks bursts per time.<br>0= No Bursts<br>50= Medium amount of Bursts<br>100= Large amount of Bursts | <b>COLORS</b><br>Select the colors used in the Fireworks<br>Red/White/Blue, Red/Green/Blue, 6-Color, 12-Color, Random                             | <b>DIM</b><br>0= No Ouput<br>100= Full Output                               |
| <b>PRESS</b> |  | <b>SUSTAIN</b><br>Select the fade time of the Bursts.<br>SHORT= Burst decays quickly<br>MED= Burst decays moderately<br>LONG= Burst decays slowly | <b>TRIG</b><br>Trigger the Bursts manually, regardless of the FREQ setting. |

Notes:

# HUE BURST (Bursts of Multiple 36millisec Pulses)

|              | LEFT   | CNTR  | RHT  |
|--------------|--|---|--|
| <b>TURN</b>  | <b>HUE</b><br>Std Color Wheel in Degrees<br>Red= 0,<br>Green=120,<br>Blue= 240                               | <b>SAT(uration)</b><br>Purity of the HUE<br>0= White (5600K)<br>100= Pure Color   | <b>DIM</b><br>0= No Ouput<br>100= Full Output                        |
| <b>TURN</b>  | <b>GAP</b><br>Adjust the amount of time in between pulses in a Burst<br>Adjustment Range: 36 to 400 millisec | <b>OFF TIME</b><br>Sets the Repetition Rate of the Bursts while in LOOP MODE.   | <b>QTY</b><br>1= 1 pulse/Burst<br>0<br>0<br>0<br>16= 16 pulses/Burst |
| <b>PRESS</b> |  | <b>MODE</b><br>Select LOOP MODE or MANUAL MODE<br>MANUAL MODE= TRIGGER the Bursts maually.<br>LOOP MODE= Bursts Repeat as determined by OFF TIME setting. | <b>TRIG</b><br>Press to Trigger the Burst manually at any time.      |

Notes:

GAP formula for Muzzle Flashes:  $GAP = ((1/(RPMs/60)) - .036) \times 1000$ .

Typical GAP Settings for Muzzle flashes. 833RPM= 36 GAP, 700RPM= 50 GAP, 600RPM= 64 GAP

# LIGHTNING

|              | <b>LEFT</b>   | <b>CNTR</b>  | <b>RHT</b>   |
|--------------|---|--|--|
| <b>TURN</b>  | <b>RATE</b><br>Adjust the speed of the Undulations of the Intensity | <b>CCT</b><br>Adjust the CCT of the light output from 2700K to 6000K   | <b>DIM</b><br>0= No Ouput<br>100= Full Output                        |
| <b>PRESS</b> |   | <b>MODE</b><br>Select LOOP MODE or MANUAL MODE<br>MANUAL MODE= Activate the Lightning maually.<br>LOOP MODE= Lightning is output continuously. | <b>BUMP</b><br>Press to activate the Lightning while in MANUAL MODE. |

Notes:

# PAPARRAZI

|              | <b>LEFT</b>  | <b>CNTR</b>  | <b>RHT</b>  |
|--------------|--|--|---|
| <b>TURN</b>  | <b>FREQ</b><br>Adjust the amount of flashes per time.<br>0= No Flashes<br>100= large amount of Flashes   | <b>CCT</b><br>Adjust the CCT of the light output from 2700K to 6000K   | <b>DIM</b><br>0= No Ouput<br>100= Full Output               |
| <b>PRESS</b> | <b>FLASH</b><br>Select the type of Flash<br>50millisec= Short Flash<br>100millisec= Med Flash<br>150millisec= Long Flash<br>BULB= Flash with decay | <b>TRIG</b><br>Select LOOP MODE or MANUAL MODE<br>MANUAL MODE= Trigger a Flash manually.<br>LOOP MODE=Flashes are output continuously. | <b>TRIG</b><br>Press to Trigger a single Flash at any time. |

Notes:

# PARTY LITES

|              | <b>LEFT</b>  | <b>CNTR</b>   | <b>RHT</b>                                      |
|--------------|--|---|---|
| <b>TURN</b>  | <b>RATE</b><br>Adjust the amount of color changes per time.<br>0= Long time between changes<br>100= Short time between changes | <b>TYPE</b><br>Select the Type of Lite Show<br>PULSING- Light Fades from Color to Color.<br>Chase- Light changes from Color to Color<br>Blend= Color is continuously output from the HUE color Wheel. | <b>DIM</b><br>0= No Ouput<br>100= Full Output   |
| <b>PRESS</b> |  | <b>COLORS</b><br>Select colors used in the Show while in PULSING or CHASE Modes.<br>Red/White/Blue,<br>Red/Green/Blue,<br>6-Color,<br>12-Color,<br>Random   | <b>TRIG</b><br>Press to Trigger a Color change. |

Notes:

# PULSING (RAMPUP / RAMPDOWN)

|              | <b>LEFT</b>   | <b>CNTR</b>   | <b>RHT</b>   |
|--------------|---|---|--|
| <b>TURN</b>  | <b>HUE</b><br>Std Color Wheel in Degrees.<br>Red= 0,<br>Green=120,<br>Blue= 240   | <b>SAT(uration)</b><br>Purity of the HUE.<br>0= White (5600K)<br>100= Pure Color  | <b>DIM</b><br>0= No Ouput<br>100= Full Output                                |
| <b>TURN</b>  | <b>RAMP T</b><br>Adjust the amount of time for the Pulse to Ramp Up. The same value is used for Ramp Down.<br>160= Fast RampUp & RampDn<br>2000= Slow RampUp & RampDn | <b>ON TIME</b><br>Adjust the amount of time between the end of RampUp and beginning of RampDn<br>25= 25millisec before RampDn<br>5000= 5sec before RampDn     | <b>OFF T</b><br>Adjust the amount of time between Pulses while in LOOP MODE. |
| <b>PRESS</b> |   | <b>MODE</b><br>Select LOOP MODE or MANUAL MODE.<br>MANUAL MODE= TRIGGER the Pulses manually only.<br>LOOP MODE= Pulses repeat as determined by OFF T setting. | <b>TRIG</b><br>Press to Trigger the Pulses manually at any time.             |

Notes:

# SQUARES (Sharp Single Pulses)

|              | <b>LEFT</b>  | <b>CNTR</b>  | <b>RHT</b>  |
|--------------|--|--|---|
| <b>TURN</b>  | <b>HUE</b><br>Std Color Wheel in Degrees<br>Red= 0,<br>Green=120,<br>Blue= 240                             | <b>SAT(uration)</b><br>Purity of the HUE<br>0= White (5600K)<br>100= Pure Color  | <b>DIM</b><br>0= No Ouput<br>100= Full Output                           |
| <b>TURN</b>  | <b>ON TIME</b><br>Adjust the Pulse duration in<br>millisecs.<br>30= 30 millisec pulse<br>5000= 5 sec pulse | <b>OFF TIME</b><br>Adjust the amount of time between<br>Pulses.<br>30= 30 millisec OFF TIME<br>5000= 5 sec OFF TIME  | <b>BIAS</b><br>Adjust the light output<br>level while between Pulses    |
| <b>PRESS</b> |  | <b>MODE</b><br>Select LOOP MODE or MANUAL<br>MODE<br>MANUAL MODE= Activate the<br>Pulses with BUMP Only.<br>LOOP MODE= Pulses repeat as<br>determined by OFF TIME setting. | <b>BUMP</b><br>Press to activate the<br>Pulses manually at any<br>time. |

Notes:

# STROBE

|       | LEFT   | CNTR  | RHT   |
|-------|--|---|---|
| TURN  | <b>HUE</b><br>Std Color Wheel in Degrees<br>Red= 0,<br>Green=120,<br>Blue= 240                       | <b>SAT(uration)</b><br>Purity of the HUE<br>0= White (5600K)<br>100= Pure Color   | <b>DIM</b><br>0= No Ouput<br>100= Full Output                     |
| TURN  | <b>RPM</b><br>Adjust the RATE of ON/OFF of the lite.<br>30= 30 RPM (.5HZ)<br>1000= 1000 RPM (16.7HZ) | <b>DUTY</b><br>Ratio of Time between ON and OFF Time<br>40= 40% ON TIME, 60% OFF TIME<br>50= 50% ON TIME, 50% OFF TIME<br>60= 60% ON TIME, 40% OFF TIME           | <b>BIAS</b><br>Adjust the light output level while between Pulses |
| PRESS |  | <b>MODE</b><br>Select LOOP MODE or MANUAL MODE<br>MANUAL MODE= Activate the Pulses with BUMP Only.<br>LOOP MODE= Pulses repeat as determined by OFF TIME setting. | <b>BUMP</b><br>Press to activate the Pulses manually at any time. |

Notes:

# TV/MONITOR

|       | LEFT   | CNTR  | RHT   |
|-------|--|---|---|
| TURN  | <b>RATE</b><br>Adjust the amount of Scene Changes per time.<br>0= No Scene Changes<br>100= Frequent Scene Changes                                    | <b>MOTION</b><br>Adjust the amount of variations within a Scene<br>0= No variations within a Scene<br>Frequent variations within a Scene. | <b>DIM</b><br>0= No Ouput<br>100= Full Output               |
| PRESS | <b>RANGE</b><br>Set the amount of variation due to Scene Changes or MOTION.<br>SML= Small Variation<br>MED= Medium Variation<br>LRG= Large Variation | <b>CCT</b><br>Select the general CCT of the Effect.<br>WARM= Less than 3800K<br>NEUT= 3800K < CCT < 4900K<br>COOL= > 4900K                | <b>TRIG</b><br>Press to Trigger a Scene Change at any time. |

Notes: