## **LITEPANELS GEMINI EFFECTS DETAILS**

MERGENCY!				
HT	RHT	CNTR	LEFT	
	DIM 0= No Oup	<b>COLORS</b> Select from Red, Blue, Red, Amber,	<b>PULSES</b> Select groups of 1,2,3,4,5 Pulses	TURN
•	100= Full Ou	Blue/Red, Blue/Amber, Blue/White and Red/White/Blue		
ι	100= F			

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

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

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

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

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

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

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

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

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

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

## TV/MONITOR

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