

Strobes

DK-2000-DMX Dome Strobe

Unmatched in brilliance, duty cycle and control flexibility. The DomeStrobe Cannon is a high performance direct DMX-512 control xenon strobelight that combines the concentration of beam flashing with the brilliance of lamp line of sight. Perfect for club or concert applications.

- Includes adjustable yoke, Lexan Dome (Colors available Red, Blue, Amber), 3-wire heavy-duty line cord, and cool-line extruded aluminum body
- Quick -lock easy removable dome latches
- Comes assembled and is individually addressable to be used easily in systems of any configuration, including stand alone
- DMX control-up to 256 strobes with individual rate and intensity
- 9 Hyper effects including Hyperblast, CrossFade, Fade Out, Arcweld, Emergency Vehicle, Rapidfire, Fixed Lightning, Variable Lightning, Solid light
- High output 30 Joules/flash, 600,000 candela, **4500 Watts** peak flash
- Color Temperature 5600 Deg K
- Analog inputs/outputs
- Direct decimal channel assignment selector
- Daisy-chain analog control compatible
- Auto recognition of control scheme
- Self-resetting safety thermal switch (55C)
- Not phase sensitive
- Status indicator & valid DMX signal LED's
- Can be used with Diversitronics [Striker Remote](#) and [Strobe Runner](#) or other industry standard DMX and 0-10 analog controllers
- Long life, quartz xenon lamp (10 million flashes)
- 50/60Hz with auto frequency detection
- Extended duty (5 minutes start-up), 25% no trip At maximum speed and intensity
- Power requirements: At 120Volt 2 fixtures/15Amp. At 240 4 fixtures/16Amp circuit.
- 11" diameter; 15" high (total hanging)
- Shipping weight: 10 lbs.



UL Listed

Patented Circuit



[CONTACT US ABOUT THIS PRODUCT](#)



[OD-DK-56-QH-DMX](#)

[OD-DK-56-QH-ANA](#) Analog

Installation and Operating Instruction for MODEL DK-2000-DMX STROBE

IMPORTANT SAFETY INSTRUCTIONS

- Not for residential use
- Read instructions before installing this unit.
- Always plug unit into a grounded outlet or connect green or green/yellow wire to a suitable ground.
- Do not use with extension cords.
- Never operate dome models without dome in place.
- Never look directly into flash lamp at close range.
- Always disconnect from power source when changing lamp or cleaning.
- Allow ample time for lamp to cool before touching.
- Replace lamp only with Diversitronics Part #6091.
- Hazardous voltage inside. To prevent electrical shock, do not remove any screws or covers or expose indoor models to rain or moisture. Always refer servicing to qualified service professionals.
- Never run control cables in the same conduit as power wiring.

INTRODUCTION

Congratulations on your purchase of the Diversitronics DK-2000-DMX strobe product. This state of the art professional strobe fixture features cool-line extruded aluminum housing, decimal DMX address switches, quick-lock dome removable latches, dual microprocessor control, DMX present LED indicator, automatically detects power line frequency and voltage allowing operation from any power source ranging between 95 to 250 Volts 50/60 Hz, and comes with a high power quartz xenon lamp, optically coated reflector, mounting yoke, and 6 foot line cord.

INSTALLING THE FIXTURE

1. To mount the fixture to truss, use a theatrical C-clamp bolted through the 1/2inch hole in the yoke. If needed, the yoke can be bolted to a flat surface in a similar manner. (Always use a safety cable when mounting this fixture.)
2. Loosen "T" handles and adjust the fixture to the desired position then tighten.
3. Set the DMX decimal switches to the desired DMX channel between 1 and 511.
4. Connect the control cables to the fixture. (See Control Connections.)
5. Plug into 120 Volt outlet. If you purchased a fixture for other voltages it comes with an unterminated line cord and an appropriate connector must be attached to the line cord first. (Consult local electrical codes for properly rated connector and wiring code.)

OPERATION

Control Connections

DMX uses 5 pin XLR connectors, Analog uses 4 pin modular connectors. Both DMX and Analog Inputs have corresponding feed through Outputs allowing daisy-chaining of control lines.

Use DMX-512 standard cables when operating DMX. (Not supplied) For best results, use 120 ohm end of line terminator. (Not supplied)

A modular pigtail is provided (two per fixture) to facilitate connecting to analog connectors. Pin and color code assignments are as follows:

Yellow	= Pin 1	Intensity control
Green	= Pin 2	Speed control

Red = Pin 3 +12 Volt (25ma)Source
Black = Pin 4 Circuit Common

DMX connectors should follow DMX standard pin assignments as follows:

Pin 1 =Signal common (Shield)

Pin 2 = Data -

Pin 3 - Data +

Setting the DMX Address Switch

The strobe fixture operates on two channels. The first channel controls the flash intensity and the second channel controls flash speed and hyperflash modes. If you set the DMX switches to 2-4-6

for example, the strobe intensity will respond to DMX channel 246 and the flash speed will respond

to DMX channel 247. If the switches are set to zero or greater than 511, there will be no response to the DMX signal and the strobe will respond to analog signals only.

LED Indicators

PWR LED(Green) lights when the strobe is connected to a live power source.

DMX LED(Green) lights when a valid DMX signal is present.

TEMPLED (Red) lights when a temperature overload exists. This LED blinks in sync to the flash signal and indicates a possible lamp failure if it is blinking but the strobe is not flashing.

Hyperflash Operation

Hyperflash™ is controlled by the Speed input channel. The Intensity channel must be off to be in the Hyperflash™ mode. Any positive input on the Intensity channel will deactivate Hyperflash™, and the strobe will return to normal operation. The Speed input must start at zero to activate a Hyperflash effect.

Rate Input Setting	Hyperflash Effects	Recycle Time	
15%	Solid Light	Continuous	
	30%	Fixed Lightning	1
Second			
40%	Variable Lighting	2 Second	
50%	Fade Down	1.5 Second	
60%	Arc Weld	Continuous	
70%	Fade UP/Down	2.5 Second	
80%	Emergency Vehicle	Continuous	
90%	Rapid Fire	Continuous	
100%	Hyperflash	1/2 Second	

Proper planning and the correct number of fixtures can guarantee continuous HYPERFLASH™ chase sequences without interruption.

Normal Operation

When both Intensity and Speed are at non-zero levels, normal strobe operation occurs with Speed ranging from 15 flashes per minute to 15 flashes per second. Setting the Intensity input to 5% allows presetting the Speed input without flashing the strobe, thus providing a way to queue the strobe from just the intensity input.

Single Flash Operation

When the Speed channel is set to zero, you are in the single flash mode. Any change on

the Intensity channel from zero to a non-zero level will flash the strobe once at that level.

Lamp Replacement

Replace Lamp only with Diversitronics Part #6091

1. Disconnect power and allow ample time for lamp to cool.
2. Pull out and twist to lock Dome retaining latches, remove plastic Dome.
3. Unplug and old lamp
4. Align pins properly and install new lamp.
- 5 Replace Dome and snap latches to in position.