

# STROBE CANNON™ MODULES

*Lightweight, Economical, Fits Easily into Standard Theatrical Par Cans*

*High Intensity Spot Illumination & Beam Flashes in Fog*

*High Performance Modules - Hyperblast™ Mode*

*DMX-512 Controls Individual Rates & Intensities for Up to 256 Strokes*

*Concentrates Explosions of Light into Designed Areas of Illumination*

## DMX Models

SCM-64QH 120 Volt (0462) / 240 Volt (0463)

SCM-56QH 120 Volt (0460) / 240 Volt (0461)

## FEATURES

- **Hyperblast™ Modes (Analog & DMX)** Continuous, Lightning, Fade Off, Crossfade & **Hyperflash™**
- Auto Recognition of Control Scheme; Digital Assignment Selection
- DMX Input/Output Selectors: 5-Pin XLR Connectors
- Flash Speed Range -15 Flashes/minute to 15 Flashes/second
- Duty cycle - 25% Continuous, No Trip; Extended Duty: 5 Minutes from Start Up
- Flexible Operation from Most Controllers (Analog Inputs & Outputs)
- Stand Alone (0-10 Volt, Step Rise & Line Voltage)
- Not Phase Sensitive; Single Flash or Burst (Analog Mode Only)
- 0-10 Volt Analog Speed & Intensity Control
- Daisy-chain Analog Control Compatible
- Power Requirement -120 Volt 50/60 Hz, 2 Fixtures/15 Amp Circuit  
240 Volt 50/60 Hz, 4 Fixtures/16 Amp Circuit
- Beam Angle - 30°; Spot 6-Foot in Diameter at a 12-Foot Throw
- Joules/Flash -30; 1800 Peak Watts/Flash; Output Beam: 600,000 Candela
- Internal Temperature Trip - 55° C, Self-resetting; Color Temperature: 5600° K
- Lamp Life - 10 Million Flashes; 1000-Watt Quartz Xenon Lamp



## ACCESSORIES

- SK-RJ - 0417 - Analog Remote
- SR-DMX - 0483 - 120V Strobe Runner, Models 0460 & 0462
- SR-DMX - 0484 - 240V, Models 0461 & 0463
- Quartz Lamp - Part No. 6091



## MECHANICAL

- SCM-56Q & SCM56-QH-DMX - 7" (17.8 cm) Diameter X 4.25" (10.8 cm) Deep
- SCM-64Q & SCM64-QH-DMX - 8-1/32" (20.3 cm) Diameter X 5" (12.7 cm) Deep
- Weight: 3 lbs. (1.4 kg)

# DMX STROBE CANNON MODULE

## Installation and Operating Instructions

### DMX MODELS w/HYPERFLASH

120V/ 240V		
0477 / 0479	SCM-56Q-DMX	(PAR 56 MODULE)
0476 / 0478	SCM-64Q-DMX	(PAR 64 MODULE)

**IMPORTANT:** Read all instructions before installing or operating strobe. For continued protection against electrical shock, always connect the green or green/yellow (ground) wire to a suitable ground or plug into a grounded outlet.

**WARNING:** Never look directly into flash tube! Always unplug the strobe from its power source and allow ample time for the lamp to cool before replacing! Replace only with Diversitronics, Inc. #6091 Lamp. Hazardous voltage inside. Do not expose to rain or moisture. Do not remove any screws or cover! Not for residential use. Keep front of strobe at least 3 feet from any flammable material. Always use safety cables when mounting fixtures. Never run power control wires in the same conduit. Always refer servicing to qualified service personnel!

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The PAR 56 and 64 strobe modules are designed to be installed into standard theatrical PAR cans (56 or 64).

## INSTALLATION

1. Unplug PAR can line cord.
2. Remove incandescent PAR lamp and connector.
3. Connect strobe cannon module to power wires with wire nuts provided.  
120 volt models HOT=Blk, NEU=Wht, GROUND=Grn.  
220 volt models HOT=Brn, NEU=Blu, GROUND=Grn./Yel.
4. Fish control cables through rear of PAR can and connect to appropriate connectors.  
Close cover. Note: Cover may not close with some PAR cans, if this happens try inserting the module into the cover first then close.

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## OPERATION

**ANALOG INPUT JACK:** Analog input is connected to the strobe through this four pin modular handset jack. The Diversitronics Model RC-A singlechannel remote control plugs directly into this jack. Buy any 0-10 voltcontrol source can be connected to this input using the following pin assignments:(two pigtailes are provided with each unit) (The +12v source, pin 3, canbe used for stand alone mode)

Yellow	Pin 1 = Intensity control (Do notexceed 24 volts on any input)
Green	Pin 2 = Rate control
Red	Pin 3 = +12 Volt (50ma Source)
Black	Pin 4 = Common

**ANALOG OUTPUT JACK:** This jack provides a convenient way to daisy-chain the analog signal to several strobes from one controller. All inputs except Pin 3 (+12v Source) are fed through to the output connector. The maximumnumber of strobes that can be daisy-chained is ten. Max cable length 1000feet.

Diversitronics has modular connectors, cable, and tools available to make your own connecting cables. These parts are also available throughelectronic parts distributors. Contact factory for part numbers. Optionalsingle channel (RC-A), stand alone (ALC), and 4 channel (PS4M-A) controlsare available.

**DMX INPUT CONNECTOR:** This (standard DMX) 5-pin XLR connectorinputsthe DMX signal to the strobe.

**DMX OUTPUT CONNECTOR:** This (standard DMX) 5-pin XLR connector provides signal thru DMX source to additional DMX loads. An End-of-line terminator resistor of 100-120 ohm is recommended.

**DMX CHANNEL SELECT DIP SWITCH:** This sets the strobe to respond to a given pair of DMX channels. Set it to the DMX channel you want thestrobe Intensity Control to respond. Rate control will automatically respondto the next channel. For example, if you want the strobe to respond to DMXchannels 148 (Intensity) & 149 (Rate) set DIP switch as follows:

## DIP SWITCH

### OFF ON

#	256	
#	128	
#	64	
#	32	128
#	16	+ 16
#	8	+ 4
#	4	-----
#	2	148
#	1	

When the DIP switch is set to zero (all off) the strobe will be locked in the analog mode and will ignore DMX inputs.

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**SINGLE FLASH OPERATION:** Can be performed in analog or DMX modes by keeping the rate input at zero and going from zero to some positive value on the intensity input. The strobe will then flash once at the intensityvalue inputted.

**HOW HYPERFLASH WORKS:** Hyperflash is controlled by the rate input channel onoy. The intensity channel must be off to be in the Hyperflashmode. Any positive input on the intensity channel will deactivate Hyperflashand the strobe will return to normal operation.

With the intensity channel set to zero, bumping the rate channel toagiven level (see table) will trigger a HyperBlast flash in one of 5 modes(see table). The rate channel must return to zero before another HyperBlastcan be activated.

Rate Input Level	HYPERBLAST MODE	Recycle Time
1 - 20%	Continuous	Continuous
21 - 40%	Lightning	1/2 second
41 - 60%	Fade Off	1.4 seconds
61 - 80%	Crossfade	2.25 seconds
61 - 100%	Hyperflash	1/2 second

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

**POWER LED:** This LED lights when main power is applied to the strobe.

**TEMP / STATUS LED:** This LED stays on continuously when a temperature overload exists (the internal temperature of the strobe exceeds 55 degrees C). Under this condition, the strobe automatically shuts off. When no overload exists, the LED blinks when an input signal is present. If the LED blinks but the strobe does not flash, a bad lamp or faulty power supply could exist.

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