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The Chroma-Q Color Punch has been designed specifically for the professional entertainment lighting industry. Regular maintenance should be performed to ensure that the products perform well in the entertainment environment.

If you experience any difficulties with any Chroma-Q products please contact your selling dealer. If your selling dealer is unable to help please contact [support@chroma-q.com](mailto:support@chroma-q.com). If the selling dealer is unable to satisfy your servicing needs, please contact the following for full factory service:

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# Quick Start Guide Color Punch™



For a full product manual please visit [www.chroma-q.com](http://www.chroma-q.com)

## 1. Overview


The Chroma-Q Color Punch lighting fixture is designed for professional entertainment lighting and suitable for a wide range of lighting effects, including blinders, footlights, side fills, truss toners, interior architectural and temporary exterior lighting applications (IP65).

Each Color Punch fixture features 36 high power LED's which produce an exceptionally bright 1250 Lumen output. With RGB control, the fixture provides vibrant colors across the spectrum. A 22 degree lens gives a smooth and even wash across the beam.

Designed to be intelligent inside and out, the Color Punch features a choice of standalone or DMX control for maximum versatility. Convection cooled, no fans mean completely silent operation.

The Color Punch has a built in power supply and can be controlled through ANSI E1.11 USITT DMX 512-A.

## 2. Safety

 <b>Caution</b>	<ol style="list-style-type: none"> <li>1. This product is for professional use only. It is NOT intended for domestic use.</li> <li>2. The bright flash of light during power-up may cause epileptic seizure.</li> <li>3. In Stand-alone or Demo Mode, the continuous bright flashing light may cause epileptic seizure.</li> </ol>
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## 3. Control and Power Cables

The Color Punch is supplied with a 1m trailing power lead. Connection for control is via two trailing leads of XLR 5-pin cable (in and through). The chassis is ground bonded.

## 4. Mounting the Unit

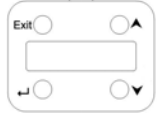
The Color Punch is supplied with a yoke which can be used for floor mounting, wall mounting and truss mounting.

### Note:

- Secure each fixture with a safety bond. Provision for two fixing points are built into the yoke

## 5. Operating the Unit

The Color Punch is controlled via ANSI E1.11 USITT DMX 512-A. Control functions are accessed through the LCD display at the rear of the fixture with 4 push buttons.

	Control	Function
	Exit	Back to previous Menu
	Up Arrow	Increases (+) the mode or value
	Down Arrow	Decreases (-) the mode level or value
	Back Arrow	Enter - Stores the Menu choice

## Control Menu

Menu Options	Function
<b>Home/DMX Address</b>	To set DMX start address, press Enter, press UP/DOWN to adjust DMX start address, press Enter for 2 seconds to save.
<b>Control Mode</b>	The Color Punch can be set to operate in various DMX controlled or standalone modes. Press UP button to the selection, press Enter and scroll to select modes: Mode 1 (3ch) – <b>RGB</b> (Red, Green Blue) Mode 2 (5ch) – <b>FX HSI</b> (Color roll, Range, Hue, Saturation, Intensity) Mode 3 (5ch) – <b>StRGBI</b> (Intensity effects, Red, Green, Blue, Intensity) Mode 4 – <b>Standalone Master</b> (set the unit to be Master or Slave) Mode 5 – <b>Demo</b> (Color Punch runs through a 'factory' set demo seq.) Mode 6 – <b>DMX Look Select</b> (uses 1 DMX ch to recall saved looks/chases)
<b>When DMX is Lost</b>	If DMX is not detected, select from various output selections: Press the UP button to the selection, and press Enter for 2 seconds to save.  <b>Off</b> – snap to off; <b>Hold</b> – hold the last valid DMX state; <b>FX 1-99</b> – snap to the <b>FX</b> of your choice; <b>Look 1-20</b> – snap to the <b>Look</b> of your choice; <b>Chase 1-10</b> – snap to the <b>Chase</b> of your choice.
<b>Look Store</b>	The unit has 20 internal preset <b>Looks</b> for standalone operation. To replay a Look, press UP/DOWN to the selection, press Enter and scroll through the Looks.  To record a Look via DMX console, set the Look, press Enter, scroll to the desired Look and press Enter. Press Enter again for 2 seconds to save the Look (refer to manual for advanced, standalone recording).
<b>Chase Store</b>	Looks can be linked together in a Chase. Press UP/DOWN to the selection, press Enter and scroll to the desired Chase option. Press Enter and then UP or DOWN arrow to select the Start Look. Press Enter to confirm and UP arrow to select End Look option. Press Enter and then UP or DOWN arrow to select the End Look . Press Enter to confirm and the UP arrow to select Delay option. Press Enter and then UP or DOWN arrow to select delay in seconds. Press Enter to confirm and the UP arrow to select XFade option. Press Enter to confirm and the UP arrow to set XFade in seconds. Press Enter to confirm.
<b>DMX Levels</b>	Press UP/DOWN to selection, Press Enter to display DMX levels that the Color Punch is receiving.
<b>Information</b>	Press UP/DOWN to selection, Press Enter to see the temperature of the unit, press DOWN to see the firmware version.
<b>Reset to Default</b>	Press DOWN arrow to selection, press Enter, select Yes and hold Enter for 2 seconds to reset all menu items to factory defaults: DMX address = 001, Control Mode = 1 RGB, DMX Lost = Hold, Looks = default, Chase = default.

## 6. Further Information

Please refer to the Chroma-Q Color Punch manual for more detailed information. A copy of the manual can be found at the Chroma-Q website – [www.chroma-q.com](http://www.chroma-q.com) – under Support.