

CONTROLLER

SF-X600

USER MANUAL



CONTENTS

1	PRODUCTINTRODUCTION	A2
1.1	PRODUCT OVERVIEW	A2
1.2	TECHNICAL PARAMETERS	A2
1.3	PANEL	A3
2	STEPS OF MANUAL LAMP LIFTING	A4
3	PROGRAM EDITING	A5
4	PROGRAMMED PLAYBACK	A6
5	WIRELESS INSTRUCTIONS	A6
5.1	SWITCH TO ONSWITCH ON AND TURN ON THE WRELESS FUNCTION	A7
5.2	PUSH-BUTTON FM	A7
5.3	LEDINDICATOR STATUS DESCRIPTION	A7
5.4	OPERATINGINSTRUCTIONS	A8

FOREWORD

Thanks for choosing SPARK FABRICA SF-X600. Please read following manual carefully and completely before operating this product. Operate according to instructions is very important for safety, and can elongate the service life of the machine.

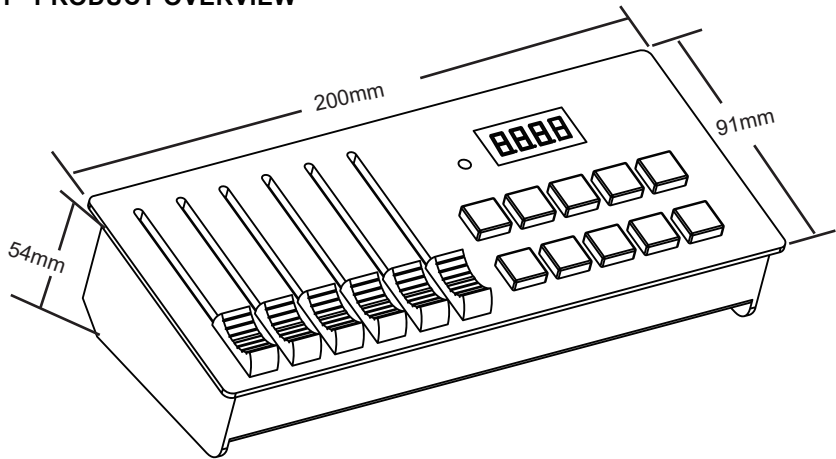
Strictly follow the instruction in the manual when operate SF-X600. If you have any doubts, please contact SPARK FABRICA by marketing@sparkfabrica.com.

We assume the person who use or come in contact with the device are familiar with how the device should be handled. This includes proper use, maintenance and repair of the machine as defined in this user manual.

This product has a built-in 18650 lithium battery. We recommend that you charge the product for 2 hours before using it for a better experience. Besides, please charge immediately after use, and charge it once a month when not in use. (When the Power indicator flashes, it indicates that the battery is charging , and if it is Always-On, it indicates that the battery has sufficient charge.

1 PRODUCT INTRODUCTION

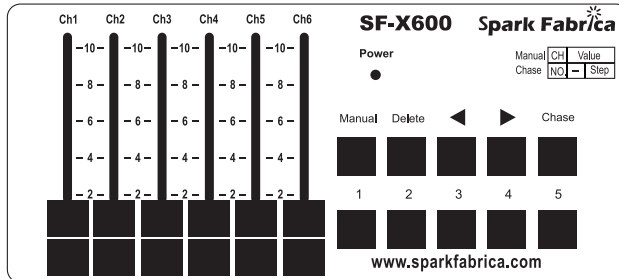
1.1 PRODUCT OVERVIEW



1.2 TECHNICAL PARAMETERS

Identification	Voltage	AC 100-240V, 50/60Hz
	Input Voltage	9V
	Work Power	3W
	Potencia de entrada	9V, 1A
Control	DMX	3PIN
	Control	DMX-512
Weight	Net Weight	546g
	Gross Weight	730g
Dimensions	Machine Dimensions	200*91*54mm

1.3 PANEL



[Manual] [Manual] key to lift the lamp manually

[Delete] [Delete] Delete a step when editing program.

[▶] key, Look each step backward when editing program.

[◀] key, Look each step forward when editing program.

If the current step is the last (4th in the digital tube with a point), press this key to save the change and then a step will be added automatically.

[Chase] key Edit / Run the program, tap the key to enter running program, and the corresponding indicator light will Always-On. Press the key for 3 seconds to enter the editing program, and the corresponding indicator light flashes.

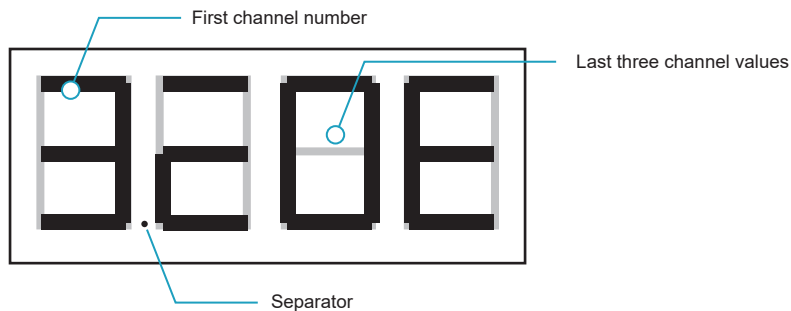
[CH1/6] Channel push rod

[1-5] 1-5 numeric keys for selecting chase program and selecting computer light.

[Speed] [Speed] rod: speed adjustment during program play

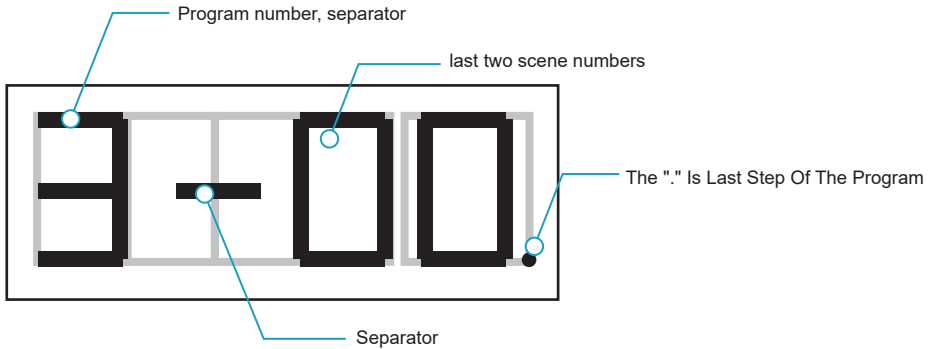
[Fade] [Fade] rod: fade time adjustment during program play

2 STEPS OF MANUAL LAMP LIFTING



1. Press **[Manual]** key to enter the state of light lifting state, and the corresponding indicator will light up.
 2. Choose the luminaire address by numeric key **1-5**.
 3. Choose the output value by **CH1/6**.
- The programme number, the separator, the last two digits are the scene number

3 PROGRAM EDITING



1. Long Press [Chase] key for more than 3 seconds, the corresponding indicator will flash, and the digital tube will display "--" to enter the program editing.

2. Select the program, There are 5 programs in total, choose the numeric keys 1-5 (each program has a maximum of 99 steps).

EX 1. When selecting the numeric key 1, the digital tube displays "1—" if the program No.1 is empty.

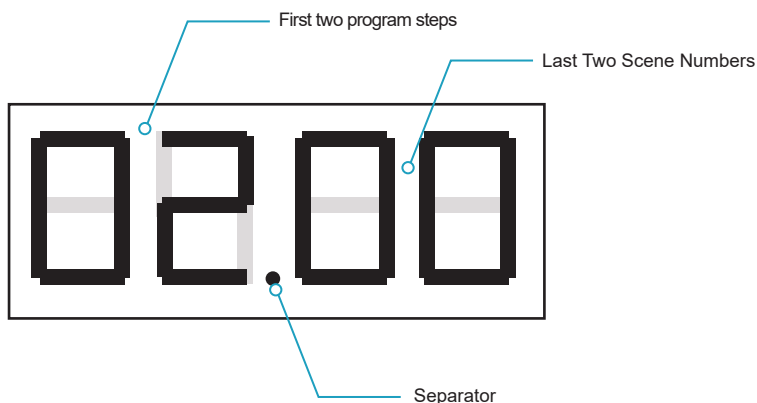
EX 2 : When selecting the numeric key 2, the digital tube displays "2-01" if the program No.2 is empty.

3. Select The Program Step, press "◀" and "▶" keys to select the single-step program to edit, and you can also review the lighting effect of the edited program steps: Press ▶ key to save the current step and add a step automatically, you can modify a new step on the content of the current program step.

4. Delete A Step In The Current Program. Short Press The [Delete] Key , if the corresponding indicator flashes, it means being deleted successfully. Press [Delete] key for more than 3 seconds to delete the current program.

5. Save and exit the program editing. Short Press The [Delete] Key, the indicator changes from blinking to being Always-On.

4 PROGRAMMED PLAYBACK



1.Short Press The [Chase] Key. If the corresponding indicator light is Always-On, and the digital tube displays "--", then it means having entered the state of program playing successfully.

2. Select The Program To Be Played. Select the program to be played by the numeric keys 1-5

3. Adjust Residence Time of Each Step of The Program.

With push rod [Speed] to the top, the residence time is the shortest and vice versa.

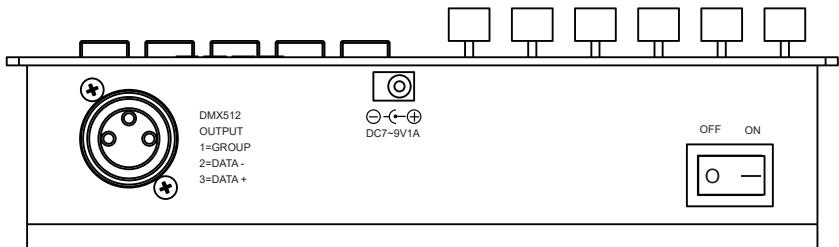
4.Adjust The Fade Time Between Two Steps of The Program.

Pushing rod [Fade] to the top, the fade time is the shortest and vice versa the longer.

5.Program Switch and Exit. Select different programs with the numeric keys 1-5. The corresponding indicator lights up when there is a program, and does not light up when there is no program. Just shot press the numeric key again to exit the current program and the indicator light will go off.

5 WIRELESS INSTRUCTIONS (WITH WIRELESS MODELS)

5.1 SWITCH TO ON, SWITCH ON AND TURN ON THE WIRELESS FUNCTION.



5.2 SEGMENTO FM

Press the KEY key to adjust the frequency, There are 7 bands correspond to the 7 colors of the LED; when the receiver and the LED colour of the console are the same, the machine just could be controlled.

5.3 LED INDICATOR STATUS DESCRIPTION

PROTOCOLO	ACTION	STATUS DESCRIPTION
Colour pairing protocol	Red, Green, Blue, Yellow, Cyan, Purple	White means 7 wireless groupings
	When flashing red	Transmitting DMX signal
	When flashing green	Receiving DMX signal

5.4 OPERATING INSTRUCTIONS

1. Press the button to display the current ID setting.
2. Press again for ID setting, every time you press the button, the ID value will plus
3. Correspondence between ID code and LED color:

- 1: RED —— red
- 2: GREEN —— green
- 3: RED + GREED —— yellow
- 4: BLUE —— blue
- 5: RED + BLUE —— purple
- 6: GREED + BLUE —— green
- 7: RED + GREED + BLUE —— white

Instructions:

1. Warranty period: maintenance free within one year (The warranty is valid from the date of purchase.)
2. We won't charge any maintenance and spare parts if the products in conformity with the terms of warranty. In regard to the products which exceed warranty period, we'll only charge the cost of the spare parts accordingly.
3. We reserved the right of final explanation for the content of the warranty card. If there is any doubt,

*Invoice and warranty card are necessary when applying for maintenance service from SPARK FABRICA.

WARRANTY CARD

Product Name:		Serial No:	
Purchase Date:			
Tel:			
Address:			
Info.Feedback About The Problem:			
Actual Problem:			
Maintenance Detail:			
Service Engineer:		Service Date:	

Spark Fabrica

www.sparkfabrica.com



| marketing@sparkfabrica.com

| +86 138 7585 1139