

# LITEPANELS GEMINI EFFECTS DETAILS

<b>EMERGENCY!</b>			
	<b>LEFT</b>	<b>CNTR</b>	<b>RHT</b>
<b>TURN</b>	<b>PULSES</b> Select groups of 1,2,3,4,5 Pulses	<b>COLORS</b> Select from Red, Blue, Red, Amber, Blue/Red, Blue/Amber, Blue/White and Red/White/Blue	<b>DIM</b> 0= No Ouput 100= Full Output

<b>FIRE (HUE=23, SAT=99 Typical)</b>			
	<b>LEFT</b>	<b>CNTR</b>	<b>RHT</b>
<b>TURN</b>	<b>HUE</b> Std Color Wheel in Degrees Red= 0, Green=120, Blue= 240	<b>SAT(uration)</b> Purity of the HUE 0= White (5600K) 100= Pure Color	<b>DIM</b> 0= No Ouput 100= Full Output
<b>TURN</b>	<b>RATE</b> Adjust the Flicker Rate of the Flames. 1= Slow Flicker 100= Fast Flicker	<b>DEPTH</b> Adjust the range of the Intensities of the flames. 0= No change in Intensity 100= Large range in Intensities	
<b>PRESS</b>		<b>COLOR MIX</b> 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.

# FIREWORKS

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

Notes:

# HUE BURST (Bursts of Multiple 36millisec Pulses)

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

Notes:

GAP formula for Muzzle Flashes:  $GAP = ((1/(RPMs/60)) - .036) \times 1000$ .

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

# LIGHTNING

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

Notes:

# PAPARRAZI

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

Notes:

# PARTY LITES

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

Notes:

# PULSING (RAMPUP / RAMPDOWN)

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

Notes:

# SQUARES (Sharp Single Pulses)

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

Notes:

# STROBE

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

Notes:

# TV/MONITOR

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

Notes: