LITEPANELS GEMINI EFFECTS DETAILS

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

| FIRE | (HUE=23, SAT=9 | 9 Typical) | |
|-------|---|--|---|
| | LEFT | CNTR | RHT |
| TURN | HUE Std Color Wheel in Degrees Red= 0, Green=120, Blue= 240 | SAT(uration) Purity of the HUE 0= White (5600K) 100= Pure Color | DIM 0= No Ouput 100= Full Output |
| TURN | RATE Adjust the Flicker Rate of the Flames. 1= Slow Flicker 100= Fast Flicker | DEPTH Adjust the range of the Intensities of the flames. 0= No change in Intensity 100= Large range in Intensities | |
| PRESS | | COLOR MIX 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.

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

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

Notes:

GAP formula for Muzzle Flashes: GAP= ((1/(RPMs/60)) - .036)x1000.

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

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

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

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

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

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

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

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