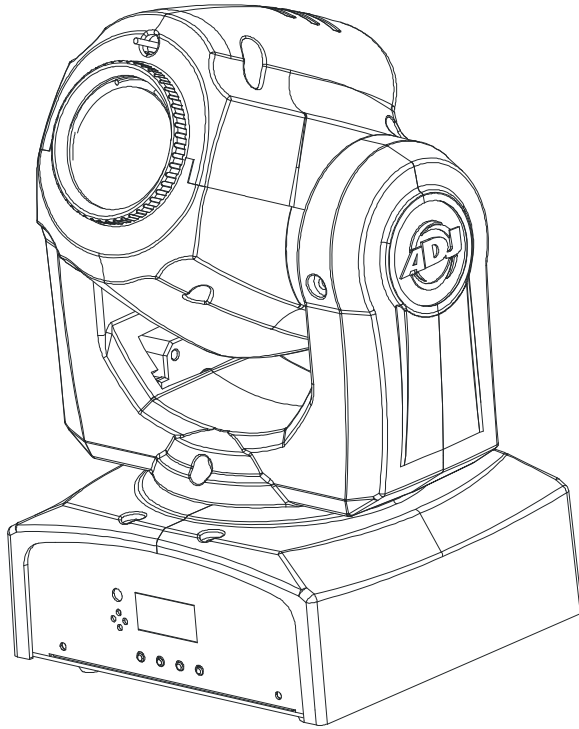




INNO POCKET SPOT LZR



User Instructions

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Europe Energy Saving Notice
Energy Saving Matters (EuP 2009/125/EC)
Saving electric energy is a key to help protecting the environment. Please turn off all electrical products when they are not in use. To avoid power consumption in idle mode, disconnect all electrical equipment from power when not in use. Thank you!

Inno Pocket Spot LZR

General Information

Unpacking: Thank you for purchasing the Inno Pocket Spot LZR by ADJ Products, LLC. Every Inno Pocket Spot LZR has been thoroughly tested and has been shipped in perfect operating condition. Carefully check the shipping carton for damage that may have occurred during shipping. If the carton appears to be damaged, carefully inspect your fixture for any damage and be sure all equipment necessary to operate the unit has arrived intact. In the event damage has been found or parts are missing, please contact our toll free customer support number for further instructions. Please do not return this unit to your dealer without contacting customer support first.

Introduction: The Inno Pocket Spot LZR is a DMX intelligent, hybrid mini LED moving head and green laser in one. The Inno Pocket Spot LZR can operate as a stand alone fixture or in a Master/Slave configuration. The Inno Pocket Spot LZR has three operating modes; a sound active, show mode, DMX controlled. This fixture is suitable for theaters, studios, retail stores, and other similar locations. *For best results use fog or special effects smoke to enhance the beams projections.*

CAUTION IMPORTANT! When installing this projector, make sure that it is mounted in a manner that prevents the audience from looking directly into the beam, and the beam from striking the audience.

Customer Support: ADJ Products, LLC provides a toll free customer support line, to provide help and to answer any question should you encounter problems during your set up or initial operation. You may also visit us on the web at www.adj.com for any comments or suggestions. Service Hours are Monday through Friday 8:00 a.m. to 4:30 p.m. Pacific Standard Time.

Voice: (800) 322-6337

Fax: (323) 582-2941

E-mail: support@americandj.com

Warning! To prevent or reduce the risk of electrical shock or fire, do not expose this unit to rain or moisture.

Warning! *This may cause severe eye damage. Avoid looking directly into the light or laser source at all times!*

Inno Pocket Spot LZR

General Instructions

To optimize the performance of this product, please read these operating instructions carefully to familiarize yourself with the basic operations of this unit. These instructions contain important safety information regarding the use and maintenance of this unit. Please keep this manual with the unit, for future reference.

Inno Pocket Spot LZR

Features

- 3 DMX Modes: 13 Channel Mode, 14 Channel Mode, & 16 Channel Mode
- 7 Colors + White
- Fixed Gobo Wheel with 7 Gobos + Spot
- 3 Operating Modes - Sound Active, Show Mode, & DMX Control
- Internal Microphone
- Digital Display for Address and Function Setting
- 4 Preprogrammed Shows
- UC IR Remote Compatible (Not Included) & Airstream IR Compatible (Transmitter Included)

Inno Pocket Spot LZR

Warranty Registration

The Inno Pocket Spot LZR carries a 2 year (730 days) limited warranty for LEDs and a 90 Day limited warranty for the laser. Please fill out the enclosed warranty card to validate your purchase and warranty. You may also register your product online at www.americandj.com. All returned service items whether under warranty or not, must be freight pre-paid and accompany a return authorization (R.A.) number. If the unit is under warranty you must provide a copy of your proof of purchase invoice. Please contact ADJ customer support for a R.A. number.

Inno Pocket Spot LZR

Handling Precautions

Caution! There are no user serviceable parts inside this unit. Do not attempt any repairs yourself, doing so will void your manufactures warranty. In the unlikely event your unit may require service please contact ADJ Products, LLC.

ADJ Products, LLC will not accept any liability for any resulting damages caused by the non-observance of this manual or any unauthorized modification to this unit.



- To reduce the risk of electrical shock or fire, do not expose this unit rain or moisture
- Do not spill water or other liquids into or on to your unit.
- Do not attempt to operate this unit if the power cord has been frayed or broken.
- Do not attempt to remove or break off the ground prong from the electrical cord. This prong is used to reduce the risk of electrical shock and fire in case of an internal short.
- Disconnect from main power before making any type of connection.
- Do not remove the cover under any conditions. There are no user serviceable parts inside.
- Never operate this unit when it's cover is removed.
- Always be sure to mount this unit in an area that will allow proper ventilation. Allow about 6" (15cm) between this device and a wall.
- Do not attempt to operate this unit, if it becomes damaged.
- This unit is intended for indoor use only, use of this product outdoors voids all warranties.
- Always mount this unit in safe and stable matter.
- Power-supply cords should be routed so that they are not likely to be walked on or pinched by items placed upon or against them, paying particular attention to cords at plugs, convenience receptacles, and the point where they exit from the appliance.
- Cleaning -The fixture should be cleaned only as recommended by the manufacturer. See page 33 for cleaning details.
- Heat -This fixture should be situated away from heat sources such as radiators, heat registers, stoves, or other appliances (including amplifiers) that produce heat.
- The fixture should be serviced by qualified service personnel when:
 - A. Objects have fallen, or liquid has been spilled into the appliance.
 - B. The appliance has been exposed to rain or water.
 - C. The appliance does not appear to operate normally or exhibits a marked change in performance.

NON-INTERLOCKED HOUSING WARNING

The Inno Pocket Spot LZR contains high power laser devices internally. **Do not** open the laser housing, due to the potential exposure to unsafe levels of laser radiation. The laser power levels, if the unit is opened, can cause instant blindness, skin burns and fires.

STOP AND READ ALL LASER SAFETY DATA OPERATION INSTRUCTIONS AND LASER SAFETY

The light source emitted from this product can potentially cause eye injury if not set up and used properly. The light source emitted from a laser is very different from any other light sources with which you may be aware of. Laser light is thousands of times more concentrated than any light from any other kind of light source. This concentration of light can cause instant eye injuries, primarily by burning the retina (the back of your eyeball containing cells that are sensitive to light). Even if you cannot feel "heat" from a laser beam, it can still potentially injure or blind you or your audience. Even very small amounts of laser beam light are potentially hazardous even at long distances. Laser eye injuries can be sustained faster than you can blink.

Do not think that because this laser splits the laser beam into hundreds of beams and that the laser beam is scanned out in high speed, that an individual laser beam is safe for eye exposure. This laser uses dozens of milliwatts of laser power (Class 3B levels internally) before it splits into multiple beams (Class 3R levels). Many of the individual beams are potentially hazardous to the eyes.

Do not think that because the laser light is moving, it is safe. This is not true. Nor, do the laser beams always move. Since eye injuries can occur instantly, it is critical to prevent even the smallest possibility of any direct eye exposure. In the laser safety regulation, it is not legal to aim Class 3R lasers in areas which people can get exposed. This is true even if it is aimed below people's faces, such as on a dance floor.

Do not operate the laser without first reading and understanding all safety and technical data in this manual.

Always set up and install all laser effects so that all laser light is at least 3 meters (9.8 feet) above the floor on which people can stand.

After setting up, and before public use, test laser to ensure proper function. Do not use if any defect is detected. Do not use if laser emits only one or two laser beams rather than dozens/hundreds, as this could indicate damage to the diffraction grating optic, and could allow emission of higher laser levels above Class 3R.

Do not point lasers at people or animals. Never look into the laser aperture or laser beams.

Do not point lasers in areas in which people can potentially get exposed, such as uncontrolled balconies, etc.

Do not point lasers at highly reflective surfaces, such as windows, mirrors and shiny metal. Even laser reflections can be hazardous.

Never point a laser at aircraft, this is a federal offense.

Never point un-terminated laser beams into the sky.

Do not expose the output optic (aperture) to cleaning chemicals.

Do not use laser if the laser appears to be emitting only one or two beams.

Do not use the laser if the housing is damaged, the housing is open, or if the optics appear damaged in any way.

Never open the laser housing. The high laser power levels inside of the protective housing can start fires, burn skin and will cause instant eye injury.

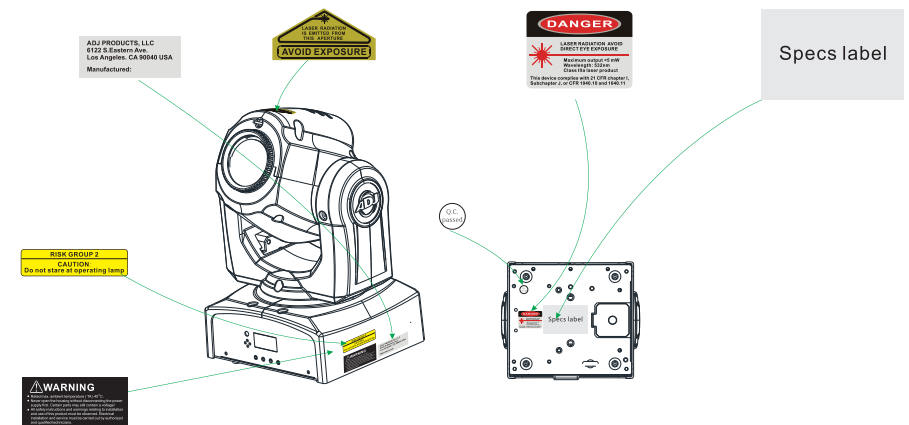
Never leave this device running unattended.

The operation of a class 3R laser show is only allowed if the show is controlled by a skilled and well- trained operator, familiar with the data included in this manual.

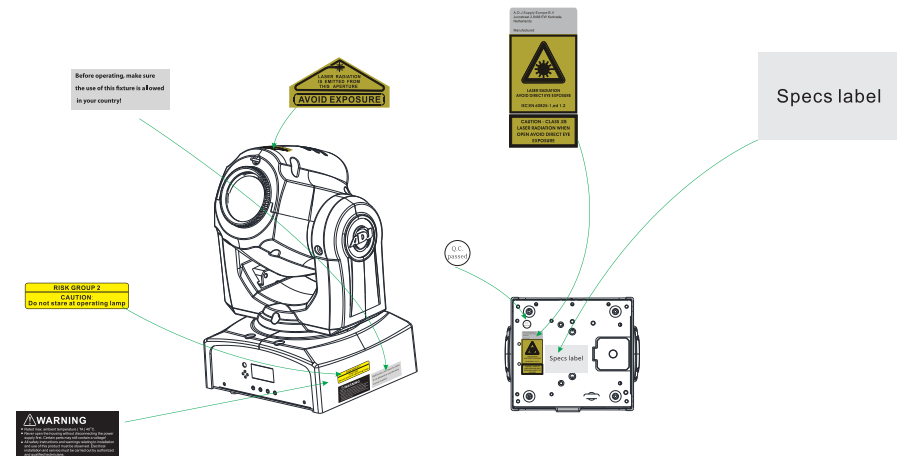
The legal requirements for using laser entertainment products vary from country to country. The user is responsible for the legal requirements at the location/country of use.

Always use proper lighting safety cables when hanging lights and effects overhead.

US Version



European Version



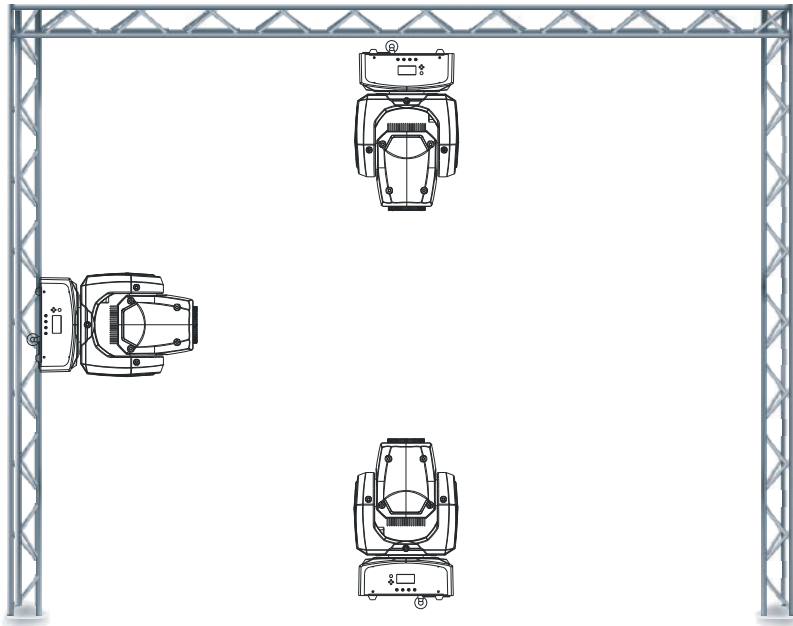
Inno Pocket Spot LZR

Mounting

When installing the unit, the trussing or area of installation must be able to hold 10 times the weight without any deformation. When installing the unit must be secured with a secondary safety attachment, e.g. and appropriate safety cable. Never stand directly below the unit when mounting, removing, or servicing the unit.

Overhead mounting requires extensive experience, including calculating working load limits, installation material being used, and periodic safety inspection of all installation material and unit. If you lack these qualifications, do not attempt the installation yourself.

The installation should be checked by a skilled person once a year.

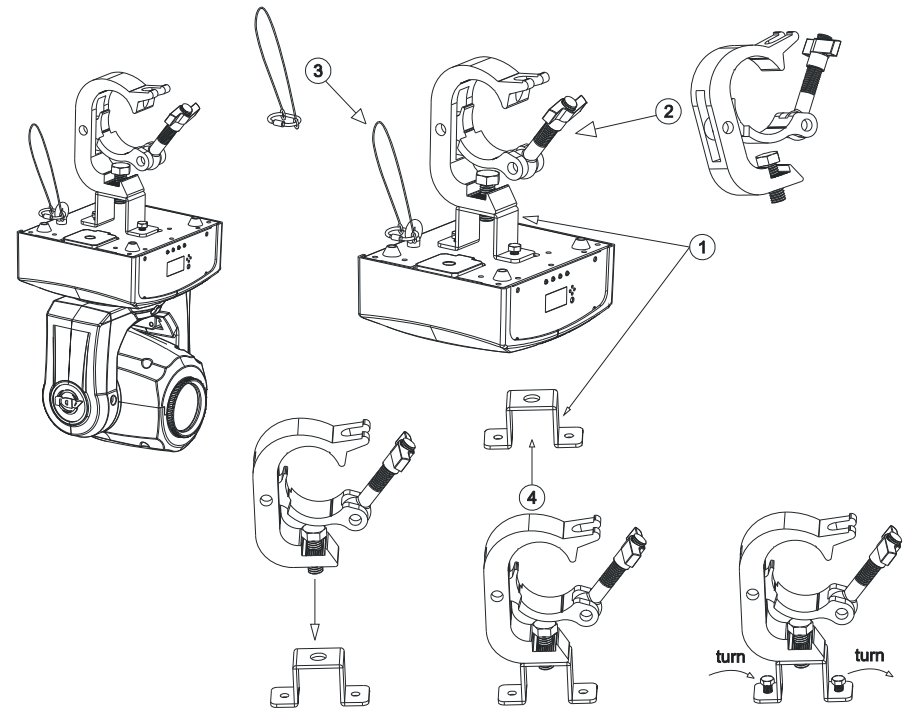


The Inno Pocket Spot LZR is fully operational in three different mounting positions; hanging upside-down from a ceiling, mounted sideways to trussing, or set on a flat level surface. Be sure this fixture is kept at least 3m away from any flammable materials (decoration etc.). Always use and install the supplied safety cable as a safety measure to prevent accidental damage and/or injury in the event the clamp fails (see next page).

Inno Pocket Spot LZR

Mounting

NOTICE: The suitable environmental temperature for this lighting fixture is between -25°C to 45°C . Do not place this lighting fixture in an environment where the temperatures are under or above the temperatures stated above. This will allow the fixture to run at its best and help prolong the fixture life.



Screw one clamp via a M12 screw and nut to the included bracket. Attach the bracket using the included screws to the bottom of the Inno Pocket Spot LZR. Attach the eyehole screw to the bottom of the base and pull the safety-cable through the screw and over the trussing system or a safe fixation spot. Insert the end in the carabine and tighten the safety screw.

Power Supply: The ADJ Inno Pocket Spot LZR contains a automatic voltage switch, which will auto sense the voltage when it is plugged into the power source. With this switch there is no need to worry about the correct power voltage, this unit can be plugged in anywhere.

DMX-512: DMX is short for Digital Multiplex. This is a universal protocol used by most lighting and controller manufactures as a form of communication between intelligent fixtures and controllers. A DMX controller sends DMX data instructions from the controller to the fixture. DMX data is sent as serial data that travels from fixture to fixture via the DATA “IN” and DATA “OUT” XLR terminals located on all DMX fixtures (most controllers only have a DATA “OUT” terminal).

DMX Linking: DMX is a language allowing all makes and models of different manufactures to be linked together and operate from a single controller, as long as all fixtures and the controller are DMX compliant. To ensure proper DMX data transmission, when using several DMX fixtures try to use the shortest cable path possible. The order in which fixtures are connected in a DMX line does not influence the DMX addressing. For example; a fixture assigned a DMX address of 1 may be placed anywhere in a DMX line, at the beginning, at the end, or anywhere in the middle. Therefore, the first fixture controlled by the controller could be the last fixture in the chain. When a fixture is assigned a DMX address of 1, the DMX controller knows to send DATA assigned to address 1 to that unit, no matter where it is located in the DMX chain.

Data Cable (DMX Cable) Requirements (For DMX and Master/Slave Operation): The Inno Pocket Spot LZR can be controlled via DMX-512 protocol. The Inno Pocket Spot LZR 3 DMX channel modes; 13 channel mode, 14 channel mode, & 16 channel mode. The DMX address is set electronically using the controls on the front panel of the unit. Your unit and your DMX controller require a approved DMX-512 110 Ohm Data cable for data input and data output (Figure 1). We recommend Accu-Cable DMX cables. If you are making your own cables, be sure to use standard 110-120 Ohm shielded cable (This cable may be purchased at almost all professional



Figure 1

sound and lighting stores). Your cables should be made with a male and female XLR connector on either end of the cable. Also remember that DMX cable must be daisy chained and cannot be split.

Notice: Be sure to follow figures two and three when making your own cables. Do not use the ground lug on the XLR connector. Do not connect the cable’s shield conductor to the ground lug or allow the shield conductor to come in contact with the XLR’s outer casing. Grounding the shield could cause a short circuit and erratic behavior.

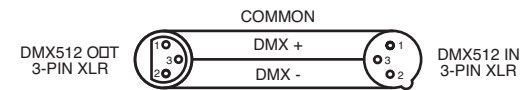


Figure 2

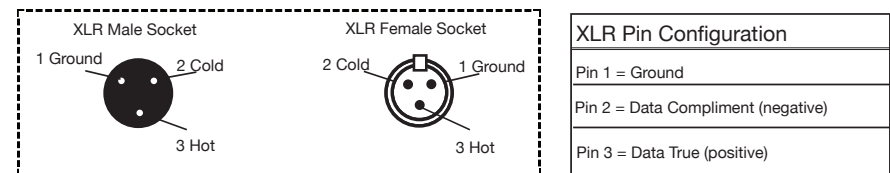


Figure 3

Special Note: Line Termination. When longer runs of cable are used, you may need to use a terminator on the last unit to avoid erratic behavior. A terminator is a 110-120 ohm 1/4 watt resistor which is connected between pins 2 and 3 of a male XLR connector (DATA + and DATA -). This unit is inserted in the female XLR connector of the last unit in your daisy chain to terminate the line. Using a cable terminator (ADJ part number Z-DMX/T) will decrease the possibilities of erratic behavior.



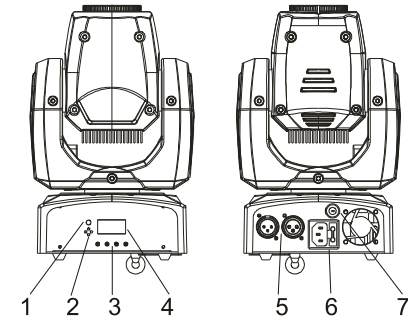
Termination reduces signal errors and avoids signal transmission problems and interference. It is always advisable to connect a DMX terminal, (Resistance 120 Ohm 1/4 W) between PIN 2 (DMX-) and PIN 3 (DMX +) of the last fixture.

Figure 4

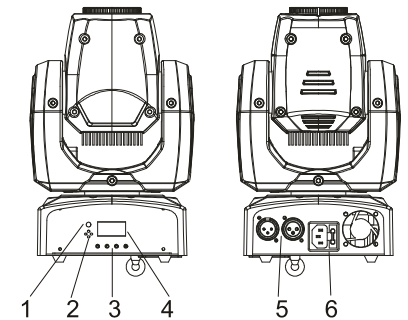
5-Pin XLR DMX Connectors. Some manufactures use 5-pin DMX-512 data cables for DATA transmission in place of 3-pin. 5-pin DMX fixtures may be implemented in a 3-pin DMX line. When inserting standard 5-pin data cables in to a 3-pin line a cable adaptor must be used, these adaptors are readily available at most electric stores. The chart below details a proper cable conversion.

3-Pin XLR to 5-Pin XLR Conversion		
Conductor	3-Pin XLR Female (Out)	5-Pin XLR Male (In)
Ground/Shield	Pin 1	Pin 1
Data Compliment (- signal)	Pin 2	Pin 2
Data True (+ signal)	Pin 3	Pin 3
Not Used		Pin 4 - Do Not Use
Not Used		Pin 5 - Do Not Use

European Version:



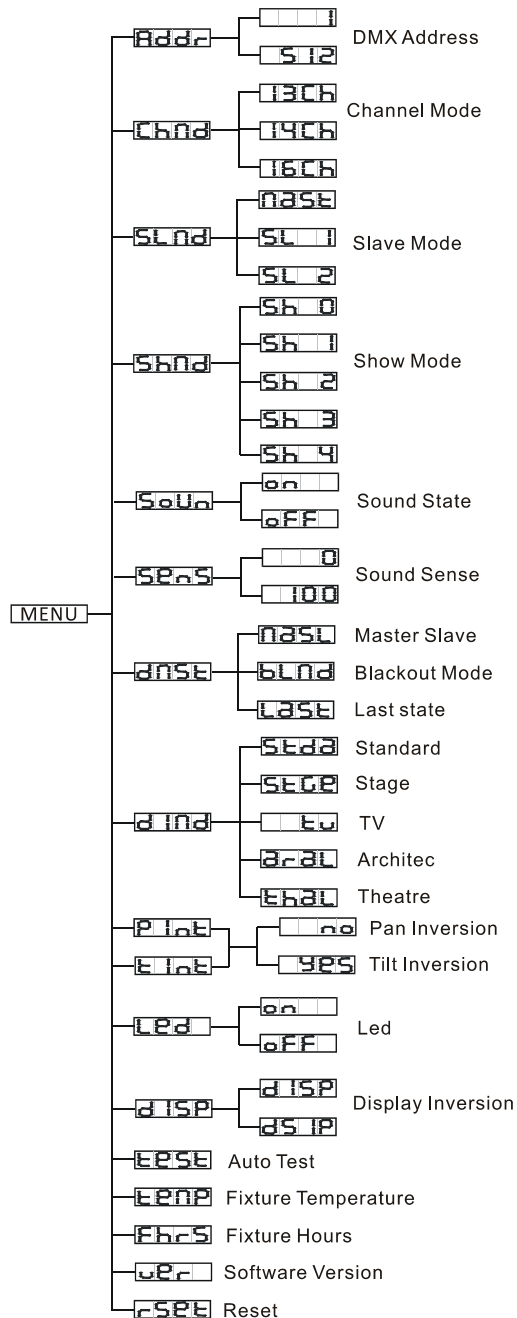
USA Version:



1. IR receiver : To receive the IR signal;
2. Microphone : To receive music for sound activity
3. Button:

MENU	To select the programming functions
▼ UP	To go forward in the selected functions
▲ DOWN	To go backward in the selected functions
ENTER	To confirm the selected functions

4. Display: To show the various menus and the selected function.
5. DMX In/Out: 3-pin XLR connectors for DMX 512 operation.
6. Power In: Power input connection
7. Key for Laser: To turn on/off the laser Led. (Only for EU version)



System Menu: When making adjustments press **ENTER** to confirm your setup then press and hold the **MENU** button for at least 3 seconds. To exit without making any adjustments press the **MENU** button. The display will lock after 30 seconds, press the **MENU** button for 3 seconds to unlock.

ADDR - DMX Address Setting.

1. Press the either the MENU, UP, or DOWN buttons until “**ADDR**” is displayed, press ENTER.
2. The current address will now be displayed and flashing. Press the UP or DOWN buttons to find your desired address. Press ENTER to set your desired DMX address.

CHND - This will let select your desired DMX channel mode.

1. Press the either the MENU button until “**CHND**” is displayed, press ENTER. The current channel mode will now be displayed.
2. Press the UP or DOWN buttons to find your desired DMX channel mode and press ENTER to confirm and exit.

SLND - This will let you set unit as a master or slave in a master/slave configuration.

1. Press the MENU button until “**SLND**” is displayed, press ENTER. Either “**MAST**”, “**SL 1**”, or “**SL 2**” will be displayed.
2. Press the UP or DOWN buttons until your desired setting is displayed, press ENTER to confirm.

NOTE: In a Master/Slave configuration you can set one fixture to Master and then set the next fixture to “**SL 2**”, the fixtures will now have contrast movement to each other.

SHND - Show modes 0-4 (Factory programs). Show mode can run with or without sound active mode active.

1. Press the MENU button until “**SHND**” is displayed, press ENTER.

2. “**Sh X**” will now be displayed, “**X**” representing a number between 0-4. Shows 1-4 are factory programs, while show “0” is random mode. Use the UP or DOWN buttons to find your desired show.

3. When you have found your desired show press ENTER, then press and hold the MENU button for at least 3 seconds to activate. After you have set your desired show, it can be changed at any time using the UP or DOWN buttons.

SOUN - Sound Active mode.

1. Press the MENU button until “**SOUN**” is displayed, press ENTER.

2. The display will show either “**ON**” or “**OFF**”. Press the UP or DOWN buttons to select “**ON**” to activate sound active mode, or “**OFF**” to deactivate sound active mode.

3. Press ENTER to confirm.

SENS - In this mode you can adjust the sound sensitivity.

1. Press the MENU button until “**SENS**” is displayed, press ENTER.

2. A number between 0-100 will be displayed. Press the UP or DOWN buttons to adjust the sound sensitivity. 0 being the least sensitive, and 100 being the most sensitive.

3. When you have found your desired setting press ENTER to confirm.

DNST - This mode can be used as a precaution mode, that in case the DMX signal is lost, interrupted, or power is lost, the operating mode chosen in the setup is the running mode the fixture will go into when the DMX signal is lost. You can also set this as the operating mode you would like the unit to return to when power is applied.

1. Press the MENU button until “**DNST**” is displayed, and either “**MASL**”, “**BLND**”, or “**LAST**” will be displayed beneath.

2. Press ENTER and the bottom choice will begin to flash. Use the UP or DOWN buttons to choose an operating mode you would like the unit

to start up in when power is applied or the DMX signal is lost.

- **LAST** - If the DMX signal is lost the fixture will stay in the last DMX setting. If power is applied and this mode is set, the unit will automatically go into the last DMX set up.

- **MASL** (Master Slave) - If the DMX signal is lost or power is applied, the unit will automatically go into Master Slave mode and run a built-in show.

- **BLND** (Blackout) - If the DMX signal is lost or interrupted, the unit will automatically go into stand by mode.

3. Press ENTER to confirm your desired set up.

DIND - This will let select your desired dimmer curve.

1. Press the either the MENU button until “**DIND**” is displayed, press ENTER. 1 of 5 dimmer curves will be displayed. “**STDA**” (standard), “**STGE**” (stage), “**TV**” (TV), “**ARAL**” (theatrical), or “**THAL**” (Architectural).

2. Press the UP or DOWN buttons to find your desired dimmer curve and press ENTER to confirm and exit.

PINT - Pan Inversion

1. Press the MENU button until “**PINT**” is displayed, press ENTER. Either “**Yes**” or “**No**” will be displayed.

2. To activate the Pan inversion press the UP or DOWN buttons until “**Yes**” is displayed, press ENTER to confirm. To deactivate Pan inversion, select “**No**” and press Enter.

TINT - Tilt Inversion

1. Press the MENU button until “**TINT**” is displayed, press ENTER. Either “**Yes**” or “**No**” will be displayed.

2. To activate the tilt inversion press the UP or DOWN buttons until “**Yes**” is displayed, press ENTER to confirm. To deactivate tilt inversion, select “**No**” and press Enter.

LED - With this function you can have the LED display turn off after 10 seconds.

1. Press the MENU button until “LED” is displayed, press ENTER.
2. The display will show either “ON” or “OFF”. Press the UP or DOWN buttons to select “ON” to keep the LED display on at all times, or “OFF” to switch to have the LED display switch off after 10 seconds.
3. Press ENTER to confirm. To make you LED display reappear again press any button.

DISP - This function will reverse the display 180°.

1. Press the MENU button until “DISP” is displayed, press ENTER.
2. Press ENTER to “flip” the display. Press ENTER to “flip” it again. Press ENTER when you have made your desired setup.

TEST - This function will run a self test program.

1. Press the MENU button until “TEST” is displayed, press ENTER.
2. The fixture will now run a self test.

TEMP - This function will show you current running temperature.

1. Press the MENU button until “TEST” is displayed, press ENTER.
2. The fixture will now run a self test.

FHRS - With this function you can display the running time of the unit.

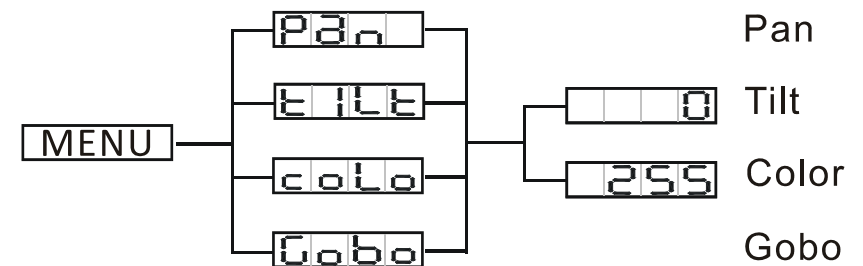
1. Press the MENU button until “FHRS” is displayed, press ENTER.
2. The running time of the fixture will now be displayed. Press MENU to exit.

VER - Use this function to display the Software version of the unit.

1. Press the either the MENU button until “VER” is displayed, press ENTER.
2. The display will show the software version.

RSET - Use this function to reset the unit.

1. Press the MENU button until “RSET” is displayed, press ENTER.
2. The fixture will now reset.



To enter the home position adjustment menu, press the ENTER button for at least 5 seconds. In this submenu you are able to adjust the original position of the pan position, tilt position, color wheel position, and gobo wheel position.

PAN - Adjustment of the pan position.

1. Press the ENTER button for at least 5 seconds, then press the UP or DOWN buttons so that “PAN” is displayed, press ENTER.
2. Use the UP and DOWN buttons to make your adjustments, and then press ENTER to confirm. Press the MENU button for one second to exit.

TILT - Adjustment of the tilt position.

1. Press the ENTER button for at least 5 seconds, then press the UP or DOWN buttons so that “**TILT**” is displayed, press ENTER.
2. Use the UP and DOWN buttons to make your adjustments, and then press ENTER to confirm. Press the MENU button for one second to exit.

COLO - Adjustment for the color wheel.

1. Press the ENTER button for at least 3 seconds, then press the UP or DOWN buttons so that “**COLO**” is displayed, press ENTER.
2. Use the UP and DOWN buttons to make your adjustments, and then press ENTER to confirm. Press the MENU button for one second to exit.

GOBO - Adjustment of the gobo wheel.

1. Press the ENTER button for at least 5 seconds, then press the UP or DOWN buttons so that “**GOBO**” is displayed, press ENTER.
2. Use the UP and DOWN buttons to make your adjustments, and then press ENTER to confirm. Press the MENU button for one second to exit.

Universal DMX Control: This function allows you to use a universal DMX-512 controller to control the chases and patterns, dimmer and strobe. A DMX controller allows you to create unique programs tailored to your individual needs.

1. The Inno Pocket Spot LZR has 3 DMX channel modes; 13 channel mode, 14 channel mode, and 16 channel mode. See pages 24-32 for detailed description of the DMX values and traits.
2. To control your fixture in DMX mode, follow the set-up procedures on pages 5-7 as well as the set-up specifications that are included with your DMX controller.
3. Follow the instructions on page 15 to set the DMX channel mode and DMX address.
4. Use the controller’s faders to control the various DMX fixture traits. This will allow you to create your own programs.
5. For longer cable runs (more than a 100 feet) use a terminator on the last fixture.
6. For extended help operating in DMX mode consult the manual included with your DMX controller.

Sound Active Mode: This mode allows either single unit or several units linked together, to run to the beat of the music.

1. Press the MENU button until “**SOUN**” is displayed, and press ENTER. Press the UP or DOWN buttons so that “**ON**” is displayed and press ENTER.
2. Press the MENU button until “**SENS**” is displayed, and press ENTER. Use the UP and DOWN buttons to adjust the sound sensitivity. Press ENTER when you have found your desired sensitivity level.

Show Mode: This mode allows either a single unit or several units linked together, to run one of four shows that you choose.

1. Press the MENU button until “**SHND**” is displayed, and press ENTER.
2. Press the UP or DOWN buttons until you find your desired show, and press ENTER.

Master-Slave Operation This function will allow you to link up to 16 units together and operate without a controller. In a Master-Slave set up one unit will act as the controlling unit and the others will react to the controlling units programs. Any unit can act as a Master or as a Slave.

1. Using approved DMX data cables, daisy chain your units together via the XLR connector on the rear of the units. Remember the Male XLR connector is the input and the Female XLR connector is the output. The first unit in the chain (master) will use the female XLR connector only - The last unit in the chain will use the male XLR connector only. For longer cable runs we suggest a terminator at the last fixture.
2. On the master unit press the MENU button until “**SLND**” is displayed, and press ENTER. Use the UP and DOWN buttons to scroll to the “**MAST**” setting and press ENTER.
3. After setting the master unit, find your desired operating mode.
4. On the slave units press the MENU button until “**SLND**” is displayed, and press ENTER. Choose either “**SL 1**” or “**SL 2**” and press ENTER.
5. The slave units will now follow the master unit.

NOTE: In a Master/Slave configuration you can set one fixture to Master and then set the next fixture to “**SL 2**”, the fixtures will now have contrast movement to each other.

This feature lets you instantly blackout the laser effect. Have the key inserted into the keyhole at all times. To activate the laser blackout feature turn it to the “Off” position. To reactivate the laser turn the key to the “On” position.

The **UC IR (sold separately)** infrared remote gives you control of various functions (See below). To control the fixture you must aim the remote at the front of the fixture and be no more than 30 feet away.

The Inno Pocket Spot LZR comes with the **Airstream IR** remote transmitter. The transmitter plugs into the headphone jack of your iOS phone or tablet. To control your IR fixture you must raise the volume to the maximum on your iOS phone or tablet and aim the transmitter at the front of the fixture and be no more than 15 feet away. After you have purchased the Airstream IR transmitters, the app is a free download from the app store for your iOS phone or tablet. The app comes with 3 pages of control depending on the IR fixture you are using. Please see below for IR functions including the corresponding app page.

Works with App pages 1 & 2. Page 2 is used to adjust Pan/Tilt. See Show 0.

STAND BY - Pressing this button will blackout the fixture.

FULL ON - Hold this button down to fully light up the unit. When you let the button go, the unit will return to its previous state.

FADE/GOBO - Press this button to enter Gobo mode. Use the 1-9 buttons to select your desired gobo.

“DIMMER +” and “DIMMER -” - Use these buttons to adjust the output intensity and to adjust the strobe speed.

STROBE - This button will activate the strobe effect. You can control the flash rate by pressing the “DIMMER +” and “DIMMER -” buttons. If you press and hold this button the unit will begin to strobe.

COLOR - Press this button to enter Dimmer mode. Use the 1-9 buttons to select your desired color.

1-9 - When in Gobo mode, Color mode, or Show mode, these buttons will allow you to select a gobo, color, or show.

SOUND ON & OFF - These buttons activate and deactivate the sound active mode.

SHOW 0 - Press this button once to enter Show mode. Use buttons 1-4 to select your desired show. To enter Pan/Tilt adjustment mode, press and hold this button for more then 3 seconds. Use buttons 2 & 8 to adjust Tilt. Use buttons 4 & 6 to adjust Pan. Press button 5 center the Pan/Tilt. Press and hold this button again to cancel this mode. App page 2 is used to adjust Pan and Tilt.

Inno Pocket Spot LZR		13 Channel Mode	
Channel	Value	Function	
1	0 - 255	PAN MOVEMENT 0° - 540°	
2	0 - 255	TILT MOVEMENT 0° - 210°	
3	0 - 7	COLORS	
	8 - 14	WHITE	
	15 - 21	RED	
	22 - 28	ORANGE	
	29 - 35	YELLOW	
	36 - 42	GREEN	
	43 - 49	UV	
	50 - 56	LIGHT BLUE	
	57 - 127	PINK	
	128 - 189	SPLIT COLORS	
	190 - 193	COLOR SCROLL FAST - SLOW	
	194 - 255	STOP	
	4	0 - 7	COLOR SCROLL SLOW - FAST
		8 - 15	GOBO WHEEL
16 - 23		OPEN	
24 - 31		GOBO 1	
32 - 39		GOBO 2	
40 - 47		GOBO 3	
48 - 55		GOBO 4	
56 - 63		GOBO 5	
64 - 71		GOBO 6	
72 - 79		GOBO 7	
80 - 87		OPEN SHAKE	
88 - 95		GOBO 1 SHAKE	
96 - 103		GOBO 2 SHAKE	
104 - 111		GOBO 3 SHAKE	
112 - 119		GOBO 4 SHAKE	
120 - 127		GOBO 5 SHAKE	
128 - 189		GOBO 6 SHAKE	
190 - 193		GOBO 7 SHAKE	
194 - 255		GOBO SCROLL FAST - SLOW	
		STOP	
		GOBO SCROLL SLOW - FAST	

Inno Pocket Spot LZR		13 Channel Mode
Channel	Value	Function
5	0 - 7	SHUTTER/STROBE
	8 - 15	BLACKOUT
	16 - 131	OPEN
	132 - 139	STROBING SLOW - FAST
	140 - 181	OPEN
	182 - 189	SLOW OPEN - FAST CLOSE
	190 - 231	OPEN
	232 - 239	FAST OPEN - SLOW CLOSE
	240 - 247	OPEN
	248 - 255	RANDOM STROBE
6	0 - 255	OPEN
7	0 - 9	MASTER DIMMER 0% - 100%
	10 - 119	LASER
	120 - 134	NO ROTATION
	135 - 247	CLOCKWISE ROTATION FAST - SLOW
	248 - 255	NO ROTATION
		COUNTER- CLOCKWISE ROTATION
8	0 - 7	SLOW - FAST
	8 - 15	NO ROTATION
	16 - 131	LASER SHUTTER/STROBE
	132 - 255	OFF
		OPEN
9	0 - 255	STROBING SLOW - FAST
10	0 - 16	OPEN
	17 - 35	LASER MASTER DIMMER 0% - 100%
	36 - 55	PAN/TILT MACRO
	56 - 75	NO FUNCTION
	76 - 95	MACRO 1
	96 - 115	MACRO 2
	116 - 135	MACRO 3
	136 - 155	MACRO 4
	156 - 175	MACRO 5
	176 - 195	MACRO 6

Inno Pocket Spot LZR		13 Channel Mode
Channel	Value	Function
10	196 - 215	PAN/TILT MACROS
	216 - 235	MACRO 10
	236 - 255	MACRO 11
		MACRO 12
11	0 - 255	PAN/TILT MACRO SPEED SLOW - FAST
12	0 - 255	PAN/TILT SPEED FAST - SLOW
13	0 - 69	BLACKOUT/RESET FUNCTIONS NOTHING
	70 - 79	BLACKOUT WITH PAN/TILT MOVE
	80 - 89	NOTHING
	90 - 99	BLACKOUT WITH COLOR CHANGE
	100 - 109	NOTHING
	110 - 119	BLACKOUT WITH GOBO CHANGE
	120 - 199	NOTHING
	200 - 209	RESET ALL
	210 - 249	NOTHING
	250 - 255	SOUND ACTIVE MODE

Inno Pocket Spot LZR		14 Channel Mode
Channel	Value	Function
1	0 - 255	PAN MOVEMENT 0° - 540°
2	0 - 255	TILT MOVEMENT 0° - 210°
3	0 - 7	COLORS
	8 - 14	WHITE
	15 - 21	RED
	22 - 28	ORANGE
	29 - 35	YELLOW
	36 - 42	GREEN
	43 - 49	UV
	50 - 56	LIGHT BLUE
	57 - 127	PINK
	128 - 189	SPLIT COLORS
	190 - 193	COLOR SCROLL FAST - SLOW STOP
194 - 255	COLOR SCROLL SLOW - FAST	
4	0 - 7	GOBO WHEEL
	8 - 15	OPEN
	16 - 23	GOBO 1
	24 - 31	GOBO 2
	32 - 39	GOBO 3
	40 - 47	GOBO 4
	48 - 55	GOBO 5
	56 - 63	GOBO 6
	64 - 71	GOBO 7
	72 - 79	OPEN SHAKE
	80 - 87	GOBO 1 SHAKE
	88 - 95	GOBO 2 SHAKE
	96 - 103	GOBO 3 SHAKE
	104 - 111	GOBO 4 SHAKE
	112 - 119	GOBO 5 SHAKE
	120 - 127	GOBO 6 SHAKE
	128 - 189	GOBO 7 SHAKE
190 - 193	GOBO SCROLL FAST - SLOW STOP	
194 - 255	GOBO SCROLL SLOW - FAST	

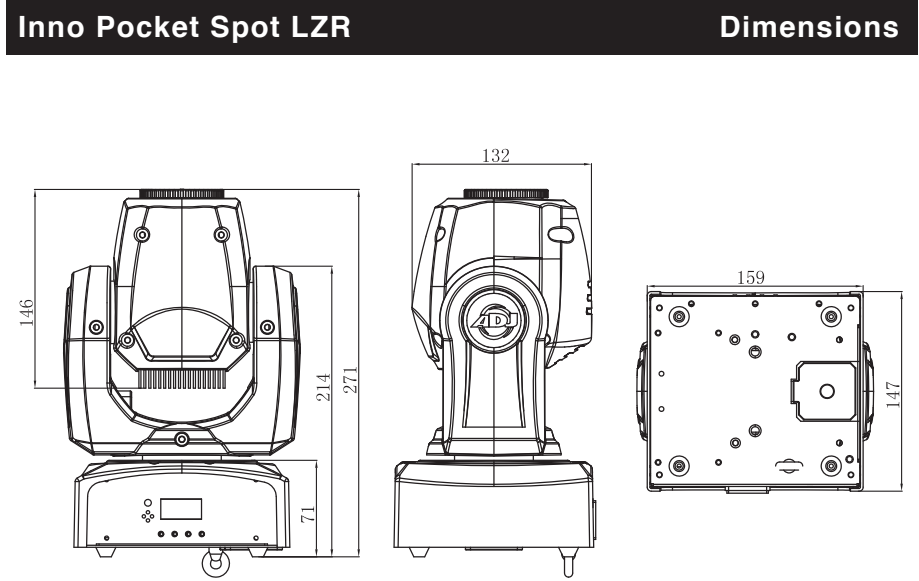
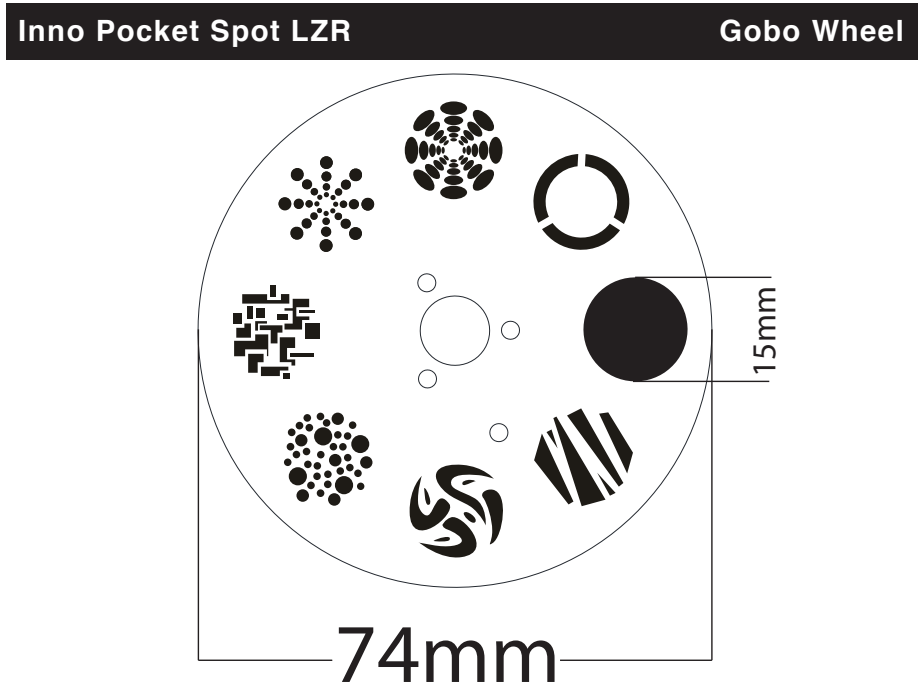
Inno Pocket Spot LZR		14 Channel Mode
Channel	Value	Function
5	0 - 7	SHUTTER/STROBE BLACKOUT
	8 - 15	OPEN
	16 - 131	STROBING SLOW - FAST
	132 - 139	OPEN
	140 - 181	SLOW OPEN - FAST CLOSE
	182 - 189	OPEN
	190 - 231	FAST OPEN - SLOW CLOSE
	232 - 239	OPEN
	240 - 247	RANDOM STROBE
	248 - 255	OPEN
6	0 - 255	MASTER DIMMER 0% - 100%
7	0 - 9	LASER NO ROTATION
	10 - 119	CLOCKWISE ROTATION FAST - SLOW
	120 - 134	NO ROTATION
	135 - 247	COUNTER- CLOCKWISE ROTATION SLOW - FAST
	248 - 255	NO ROTATION
8	0 - 7	LASER SHUTTER/STROBE OFF
	8 - 15	OPEN
	16 - 131	STROBING SLOW - FAST
	132 - 255	OPEN
9	0 - 255	LASER MASTER DIMMER 0% - 100%
10	0 - 16	PAN/TILT MACRO NO FUNCTION
	17 - 35	MACRO 1
	36 - 55	MACRO 2
	56 - 75	MACRO 3
	76 - 95	MACRO 4
	96 - 115	MACRO 5
	116 - 135	MACRO 6
	136 - 155	MACRO 7
	156 - 175	MACRO 8
	176 - 195	MACRO 9

Inno Pocket Spot LZR		14 Channel Mode
Channel	Value	Function
10	196 - 215	PAN/TILT MACROS MACRO 10
	216 - 235	MACRO 11
	236 - 255	MACRO 12
11	0 - 255	PAN/TILT MACRO SPEED SLOW - FAST
12	0 - 255	PAN/TILT SPEED FAST - SLOW
13	0 - 69	BLACKOUT/RESET FUNCTIONS NOTHING
	70 - 79	BLACKOUT WITH PAN/TILT MOVE
	80 - 89	NOTHING
	90 - 99	BLACKOUT WITH COLOR CHANGE
	100 - 109	NOTHING
	110 - 119	BLACKOUT WITH GOBO CHANGE
	120 - 199	NOTHING
	200 - 209	RESET ALL
	210 - 249	NOTHING
250 - 255	SOUND ACTIVE MODE	
14	0 - 20	DIMMER MODE STANDARD
	21 - 40	STAGE
	41 - 60	TV
	61 - 80	ARCHITECTURAL
	81 - 100	THEATRE
	101 - 255	DEFAULT DIMMER SETTING

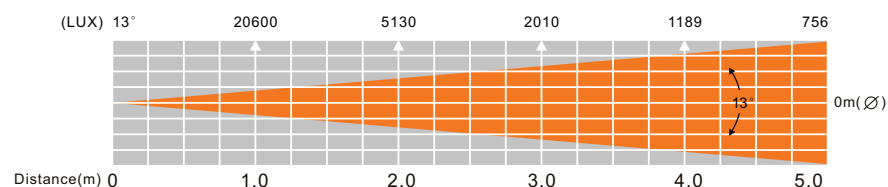
Inno Pocket Spot LZR		16 Channel Mode
Channel	Value	Function
1	0 - 255	PAN MOVEMENT 0° - 540°
2	0 - 255	PAN FINE
3	0 - 255	TILT MOVEMENT 0° - 210°
4	0 - 255	TILT FINE
5	0 - 7	COLORS
	8 - 14	WHITE
	15 - 21	RED
	22 - 28	ORANGE
	29 - 35	YELLOW
	36 - 42	GREEN
	43 - 49	UV
	50 - 56	LIGHT BLUE
	57 - 127	PINK
	128 - 189	SPLIT COLORS
	190 - 193	COLOR SCROLL FAST - SLOW
	194 - 255	STOP
	6	0 - 7
8 - 15		GOBO WHEEL
16 - 23		OPEN
24 - 31		GOBO 1
32 - 39		GOBO 2
40 - 47		GOBO 3
48 - 55		GOBO 4
56 - 63		GOBO 5
64 - 71		GOBO 6
72 - 79		GOBO 7
80 - 87		OPEN SHAKE
88 - 95		GOBO 1 SHAKE
96 - 103		GOBO 2 SHAKE
104 - 111		GOBO 3 SHAKE
112 - 119		GOBO 4 SHAKE
120 - 127		GOBO 5 SHAKE
128 - 189		GOBO 6 SHAKE
		GOBO 7 SHAKE
		GOBO SCROLL FAST - SLOW

Inno Pocket Spot LZR		16 Channel Mode
Channel	Value	Function
6	190 - 193	GOBO WHEEL
	194 - 255	STOP
		GOBO SCROLL SLOW - FAST
7	0 - 7	SHUTTER/STROBE
	8 - 15	BLACKOUT
	16 - 131	OPEN
	132 - 139	STROBING SLOW - FAST
	140 - 181	OPEN
	182 - 189	SLOW OPEN - FAST CLOSE
	190 - 231	OPEN
	232 - 239	FAST OPEN - SLOW CLOSE
	240 - 247	OPEN
	248 - 255	RANDOM STROBE
8	0 - 255	OPEN
9	0 - 9	MASTER DIMMER 0% - 100%
	10 - 119	LASER
	120 - 134	NO ROTATION
	135 - 247	CLOCKWISE ROTATION FAST - SLOW
	248 - 255	NO ROTATION
10	0 - 7	CLOCKWISE ROTATION FAST - SLOW
	8 - 15	NO ROTATION
	16 - 131	COUNTER- CLOCKWISE ROTATION
	132 - 255	SLOW - FAST
		NO ROTATION
11	0 - 7	LASER SHUTTER/STROBE
	8 - 15	OFF
	16 - 131	OPEN
	132 - 255	STROBING SLOW - FAST
11	0 - 255	OPEN
12	0 - 16	LASER MASTER DIMMER 0% - 100%
	17 - 35	PAN/TILT MACRO
	36 - 55	NO FUNCTION
	56 - 75	MACRO 1
	76 - 95	MACRO 2
	96 - 115	MACRO 3
	116 - 135	MACRO 4

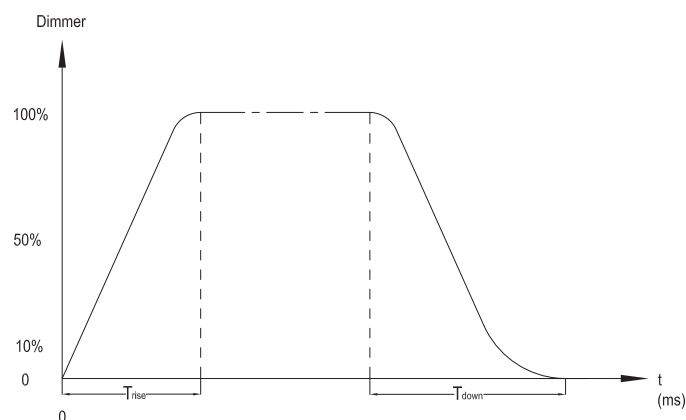
Inno Pocket Spot LZR		16 Channel Mode
Channel	Value	Function
12	136 - 155	PAN/TILT MACRO
	156 - 175	MACRO 7
	176 - 195	MACRO 8
	196 - 215	MACRO 9
	216 - 235	MACRO 10
	236 - 255	MACRO 11
13	0 - 255	PAN/TILT MACRO SPEED SLOW - FAST
14	0 - 255	PAN/TILT SPEED FAST - SLOW
15	0 - 69	BLACKOUT/RESET FUNCTIONS NOTHING
	70 - 79	BLACKOUT WITH PAN/TILT MOVE
	80 - 89	NOTHING
	90 - 99	BLACKOUT WITH COLOR CHANGE
	100 - 109	NOTHING
	110 - 119	BLACKOUT WITH GOBO CHANGE
	120 - 199	NOTHING
	200 - 209	RESET ALL
	210 - 249	NOTHING
250 - 255	SOUND ACTIVE MODE	
16	0 - 20	DIMMER MODE STANDARD
	21 - 40	STAGE
	41 - 60	TV
	61 - 80	ARCHITECTURAL
	81 - 100	THEATRE
	101 - 255	DEFAULT DIMMER SETTING



Inno Pocket Spot LZR Photometric Chart



Inno Pocket Spot LZR Dimmer Curve Chart



Ramp Effect	0 \square 255 0S (Fade Time)		0 \square 255 1S (Fade Time)	
	T_{rise} (ms)	T_{down} (ms)	T_{rise} (ms)	T_{down} (ms)
Standard	0	0	0	0
Stage	780	1100	1540	1660
TV	1180	1520	1860	1940
Architectural	1380	1730	2040	2120
Theatre	1580	1940	2230	2280

Inno Pocket Spot LZR Fuse Replacement

Locate and remove the unit's power cord. Once the cord has been removed locate the fuse holder located inside the power socket. Insert a flat-head screw driver into the power socket and gently pry out the fuse holder. Remove the bad fuse and replace with a new one. The fuse holder has a built-in socket for a spare fuse be sure not to confuse the spare fuse with active fuse.

Inno Pocket Spot LZR Cleaning

Due to fog residue, smoke, and dust cleaning the internal and external optical lenses and mirror should be carried out periodically to optimize light output. Cleaning frequency depends on the environment in which the fixture operates (i.e. smoke, fog residue, dust, dew). In heavy club use we recommend cleaning on a monthly basis. Periodic cleaning will ensure longevity, and crisp output.

1. Use normal glass cleaner and a soft cloth to wipe down the outside casing.
2. Use a brush to wipe down the cooling vents and fan grill.
3. Clean the external optics with glass cleaner and a soft cloth every 20 days.
4. Clean the internal optics with glass cleaner and a soft cloth every 30-60 days.
5. Always be sure to dry all parts completely before plugging the unit back in.

Inno Pocket Spot LZR Trouble Shooting

Trouble Shooting: Listed below are a few common problems that you may encounter, with solutions.

No light output from the unit;

1. Be sure the external fuse has not blown. The fuse is located on the rear panel of the unit.
2. Be sure the fuse holder is completely and properly seated.

Unit does not respond to sound;

1. Low frequencies (bass) should cause the unit to react to sound. Tapping on the microphone, quiet or high pitched sounds may not activate the unit.

MANUFACTURER'S LIMITED WARRANTY

- A. ADJ Products, LLC hereby warrants, to the original purchaser, ADJ Products, LLC products to be free of manufacturing defects in material and workmanship for a prescribed period from the date of purchase (see specific warranty period on reverse). This warranty shall be valid only if the product is purchased within the United States of America, including possessions and territories. It is the owner's responsibility to establish the date and place of purchase by acceptable evidence, at the time service is sought.
- B. For warranty service you must obtain a Return Authorization number (RA#) before sending back the product—please contact ADJ Products, LLC Service Department at 800-322-6337. Send the product only to the ADJ Products, LLC factory. All shipping charges must be pre-paid. If the requested repairs or service (including parts replacement) are within the terms of this warranty, ADJ Products, LLC will pay return shipping charges only to a designated point within the United States. If the entire instrument is sent, it must be shipped in its original package. No accessories should be shipped with the product. If any accessories are shipped with the product, ADJ Products, LLC shall have no liability whatsoever for loss of or damage to any such accessories, nor for the safe return thereof.
- C. This warranty is void if the serial number has been altered or removed; if the product is modified in any manner which ADJ Products, LLC concludes, after inspection, affects the reliability of the product; if the product has been repaired or serviced by anyone other than the ADJ Products, LLC factory unless prior written authorization was issued to purchaser by ADJ Products, LLC; if the product is damaged because not properly maintained as set forth in the instruction manual.
- D. This is not a service contract, and this warranty does not include maintenance, cleaning or periodic check up. During the period specified above, ADJ Products, LLC will replace defective parts at its expense with new or refurbished parts, and will absorb all expenses for warranty service and repair labor by reason of defects in material or workmanship. The sole responsibility of ADJ Products, LLC under this warranty shall be limited to the repair of the product, or replacement thereof, including parts, at the sole discretion of ADJ Products, LLC. All products covered by this warranty were manufactured after August 15, 2012, and bear indentifying marks to that effect.
- E. ADJ Products, LLC reserves the right to make changes in design and/or improvements upon its products without any obligation to include these changes in any products theretofore manufactured.

No warranty, whether expressed or implied, is given or made with respect to any accessory supplied with products described above. Except to the extent prohibited by applicable law, all implied warranties made by ADJ Products, LLC in connection with this product, including warranties of merchantability or fitness, are limited in duration to the warranty period set forth above. And no warranties, whether expressed or implied, including warranties of merchantability or fitness, shall apply to this product after said period has expired. The consumer's and/or Dealer's sole remedy shall be such repair or replacement as is expressly provided above; and under no circumstances shall ADJ Products, LLC be liable for any loss or damage, direct or consequential, arising out of the use of, or inability to use, this product.

This warranty is the only written warranty applicable to ADJ Products, LLC Products and supersedes all prior warranties and written descriptions of warranty terms and conditions heretofore published.

MANUFACTURER'S LIMITED WARRANTY PERIODS:

- **Lighting Products = 1-year (365 days) Limited Warranty** (Such as: Special Effect Lighting, Intelligent Lighting, UV lighting, Strobes, Fog Machines, Bubble Machines, Mirror Balls, Par Cans, Trussing, Lighting Stands etc. excluding LED and lamps)
- **Laser Products = 1 Year (365 Days) Limited Warranty** (excluding laser diodes which have a 6 month limited warranty)
- **L.E.D. Products = 2-year (730 days) Limited Warranty** (excluding motors, PCB boards, and power supplies, which have a 1-year (365 day Limited Warranty) batteries which have a 180 day limited warranty). Only the L.E.D.s carry a 2-year warranty (excluding StarTec Series which carries a 1 Year Limited Warranty) **Note: 2 Year Warranty only applies to purchases within the United States.**
- **ADJ DMX Controllers = 2 Year (730 Days) Limited Warranty** (excluding faders and tact switches)

Model:	Inno Pocket Spot LZR
Voltage:	100 - 240V, 50/60Hz
LED:	1 x 12W White LED
Laser:	30mW Green Diodes
Power Consumption:	48W
Dimensions:	5.75"(L) x 6.25"(W) x 10.75"(H) 147 x 159 x 271mm
Weight:	7 Lbs. / 3.4 kgs.
Beam Angle:	13 Degrees
Fuse:	2 Amp
Duty Cycle:	None
DMX:	3 DMX Channel Modes: 13/14/16
Colors:	7 + White
Gobos:	7 + Spot
Sound Active:	Yes
Working Position:	Any Safe, Secure Position
Warranty:	2 Year (730 days) (LEDs) 1 Year (365 days) (Laser)

Please Note: Specifications and improvements in the design of this unit and this manual are subject to change without any prior written notice.

Auto Sensing Voltage: This fixture contains a automatic voltage switch, which will auto sense the voltage when it is plugged into the power source.

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