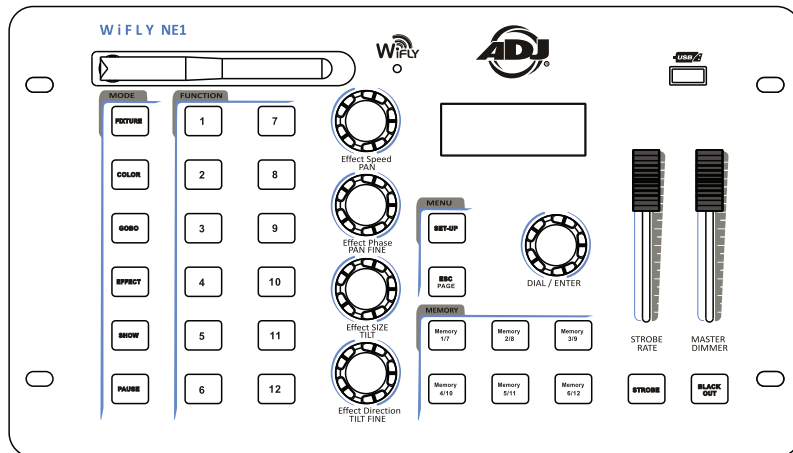




WiFLY NE1



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!

Unpacking: Thank you for purchasing the WiFly NE1 by ADJ Products, LLC. Every WiFly NE1 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 WiFly NE1 is a 432 channel DMX controller with ADJ's WiFly, wireless DMX built-in or hard wired via 3-pin DMX cable. This controller is designed for RGB, RGBW, RGBA, RGBWA, and RGBWA + UV LED units. The controller come preloaded with generic profiles for most of the fixture's that fall into the category above.

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.

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.

- 432 Channel DMX Controller
- Control Up to 12 Individual Fixtures
- 12 Multi-Function Buttons
- 12 Memories via 2 Banks
- 6 Mode Buttons (Fixture, Color, Gobo, Effect, Show, & Pause)
- Master Blackout Function
- Built-In ADJ's WiFly TransCeiver Wireless DMX
- USB Slot (8GB USB stick included.)
- Password Protection
- Master Dimmer Fader Control
- Strobe Rate Fader Control

The WiFly NE1 carries a 1 year (365 days) limited warranty. 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 Products, LLC customer support for a R.A. number.

Power Supply: Before plugging your unit in, be sure the source voltage in your area matches the required voltage for your ADJ WiFly NE1. Only use the included power supply to power WiFly NE1.

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): DMX controller and unit 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 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.



Figure 1

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.

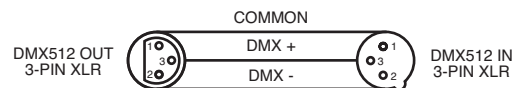


Figure 2

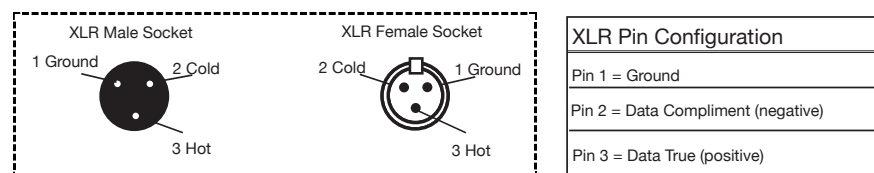


Figure 3

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.

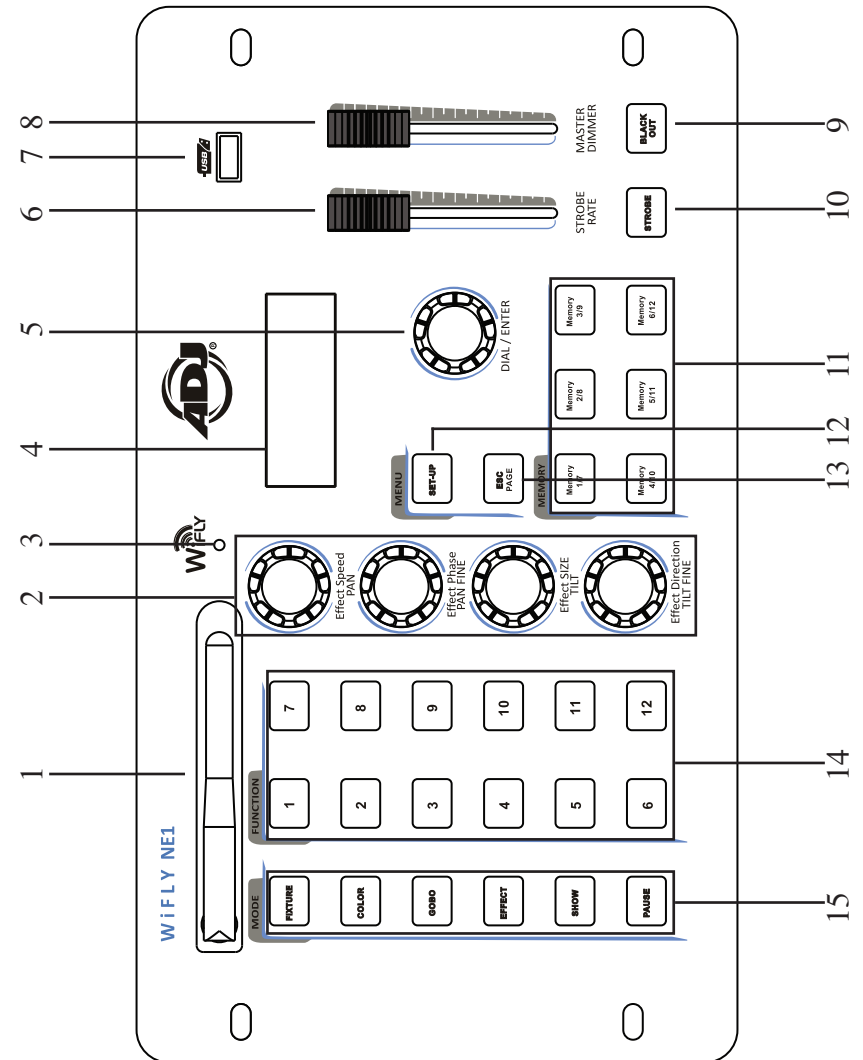


Termination reduces signal errors and avoids signal transmission problems and interference. It is always advisable to connect a DMX terminal, (Resistance 120 Ohm 1/4 W) between PIN 2 (DMX-) and PIN 3 (DMX +) of the last fixture.

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

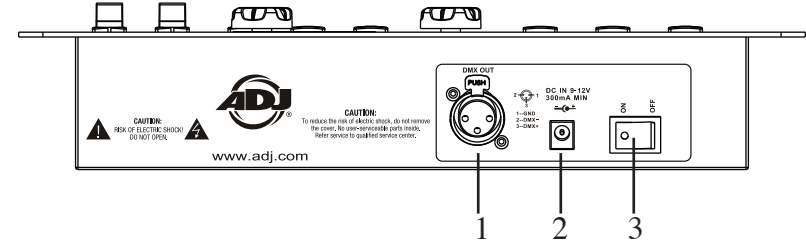


1. WIFLY ANTENNA - This is used to send WiFly wireless DMX signal to compatible WiFly products.
2. EFFECT ROTARY KNOBS - These knobs are used to adjust fixture channels and to adjust effect functions.
3. WIFLY INDICATOR - This LED will illuminate when a WiFly signal enabled and active.
4. LCD DISPLAY - Displays all current functions and menu data.
5. DIAL/ENTER BUTTON - This dial is used to scroll through menu options and confirm a selection by pressing it. It is also used to access manual fixture control mode.
6. STROBE RATE FADER - This fader controls the shutter channel for fixtures that include a shutter channel.
7. USB PORT - This USB port is used to upload fixture profiles and save/upload memory files. Supports most USB drives.

Note: USB stick can be formatted for FAT16 or FAT32.

Note: In order for your controller to recognize your files, they must be stored in a folder named **ADJ-NE1**. The folder cannot have any other name.

8. MASTER DIMMER FADER - This fader controls the master intensity, typically tied into the dimmer channel of a fixture.
9. BLACKOUT BUTTON - Activates/Deactivates blackout state.
10. STROBE BUTTON - Press this button to activate/deactivate strobing for selected fixtures.
11. MEMORY 1-6/7-12 BUTTONS - Used to save/playback memories (can be static or moving scenes).
12. SET-UP BUTTON - This button is used to enter and exit the settings menu.
13. ESC/PAGE - This button is used to exit the submenu. If you press and hold this button for at least 3 seconds all output goes to zero. This button is also used to switch between memory button pages.
14. FUNCTION BUTTONS 1-12 - These buttons are multi-functional depending on the selected mode.
15. MODE BUTTONS - These buttons are used to change the state of operation. Note: The PAUSE button will only pause running effects.



1. DMX OUT - Used to send DMX signal to the compatible LED fixtures.
2. DC INPUT - Accepts a DC12V, 500mA minimum, power supply (Included).
3. POWER SWITCH - Use this switch to power on/off the controller.

Set Wifly Channel

1. Press the SET-UP button for two seconds to enter the main menu.
2. Turn the DIAL/ENTER button to menu option 6 (Set wifly channel). Press the DIAL/ENTER button to enter.
3. Turn the DIAL/ENTER button to set the channel address (00 – 15), then press the DIAL/ENTER button to confirm.
4. Press and hold the SET-UP button for 2 seconds to exit menu mode.

Set Wifly Power

1. Press the SET-UP button for two seconds to enter the main menu.
2. Turn the DIAL/ENTER dial to menu option 7 (Set Wifly Power). Press the DIAL/ENTER button to enter.
3. Turn the DIAL/ENTER dial to turn the WiFly power ON or OFF, then press the DIAL/ENTER button to enter.
4. Press and hold the SET-UP button for 2 seconds to exit menu mode.

LOADING FIXTURE PROFILES

NOTE: The WiFly NE1 comes pre-loaded with Generic fixture profiles, which include RGB, RGBW, RGBA, RGBWA, RGB-WAU, TRI-WHITE, 36CH 8-Bit ML (M1), and 36CH 16-Bit ML (M2). See the Generic fixture traits chart section on page 18 for channel details. All other profiles can be loaded from the USB stick, which is included. The USB stick includes several ADJ profiles, which are compatible with this controller. Because the file names are abbreviated, due to character limitations, please use the “Fixture Profile Details” PDF list to cross reference the files. So your controller runs at optimum speed, please only load the profiles that you will be using. A maximum of 65 profiles can be loaded at a time.

1. With the controllers power switch OFF, insert the included USB drive into the controllers USB port and power ON the controller.
2. Press and hold down the SET-UP button for two seconds to enter the main menu.
3. Select menu option 1 (Load Light Lib) by pressing the DIAL/ENTER dial then turn the DIAL/ENTER dial to find the profile that you wish to load.
4. Once you have located the profile, press the DIAL/ENTER dial to load it. The display will momentarily read “Operation Complete”. Repeat steps 3 and 4 to load additional profiles or press the ESC/PAGE button to exit.

Delete Light Lib

1. Press and hold the SET-UP button for two seconds to enter the main menu.
2. Turn the DIAL/ENTER dial to menu option 2 (Delete Light Lib). Press the DIAL/ENTER dial to enter.
3. Turn the DIAL/ENTER dial to find the profile that you wish to

delete or select “delete all lib” to delete all profiles. Press the DIAL/ENTER dial to enter.

4. Turn the DIAL/ENTER dial to select “Yes”. Press the DIAL/ENTER dial to enter. Press the ESC/PAGE button to exit.

Patch Light Lib

1. Press and hold the SET-UP button for two seconds to enter the main menu.
2. Turn the DIAL/ENTER dial to menu option 3 (Patch Light Lib). Press the DIAL/ENTER dial to enter.
3. Turn the DIAL/ENTER dial to find the profile that you wish to patch. Press the DIAL/ENTER dial to enter.
4. Press the fixture button(s), 1-12, that you wish to patch the selected profile to and turn the DIAL/ENTER dial to set the starting address. Press the DIAL/ENTER dial to enter. Press the ESC/PAGE button to exit.

Delete Patch Light

1. Press and hold the SET-UP button for two seconds to enter the main menu.
2. Turn the DIAL/ENTER dial to menu option 4 (Delete Light Patch) then select the fixture(s), 1-12, that you wish to delete from the patch. Press the DIAL/ENTER dial to excute.
3. Turn the DIAL/ENTER dial to select “Yes”. Press the DIAL/ENTER dial to excute.

Edit Light Lib

Note: WiFly NE1 allows for channel defaults to be set for PAN, TILT, COLOR, and GOBO channels when the profile is being created. If you wish to edit these defaults or set automatic defaults for other channels, this is where you do this.

1. Press the SET-UP button for two seconds to enter the main

menu.

2. Select the fixture(s), 1-12, that you wish to edit. Turn the DIAL/ENTER dial to menu option 5 (Edit Light Lib). Press the DIAL/ENTER dial to enter. Turn the DIAL/ENTER dial to select the fixture that you wish to edit. Press the DIAL/ENTER dial to save and confirm.
3. Turn the EFFECT dials, 1-4, to adjust the relevant channel data. Turn the DIAL/ENTER dial to access additional channels. Press the DIAL/ENTER dial to save and confirm.

Save Data To USB

Note: This option allows you to store all of your controllers data to the included USB stick. Up to 12 data files can be stored on the stick. File names are automatically generated as CONFIG01 - CONFIG12. These file name cannot be changed. If changed, the controller will not recognize them when you attempt to upload it.

1. Press the SET-UP button for two seconds to enter the main menu.
2. Turn the DIAL/ENTER dial to menu option 8 (Save Data to USB). Press the DIAL/ENTER dial to enter
3. Using the function buttons 1-12, select the file button that you wish to save to. If you select button #4, for example, the file will be stored on the USB stick as "CONFIG04".

Note: If you have a flashing green FUNCTION button, this means you already have data stored in that location. So if you do not want to overwrite it, do not select a flashing green button.

Load Data From USB

Note: This option can only be used if you already have data from a WiFly NE1 controller stored on your USB stick. Data files will appear in your computer as CONFIG01-CONFIG12. These

files cannot be renamed. Otherwise, the controller will not recognize them.

1. Press and hold the SET-UP button for two seconds to enter the main menu.
2. Turn the DIAL/ENTER dial to menu option 9 (Load Data from USB). Press the DIAL/ENTER dial to enter.
3. Usin the FUNCTION buttons 1-12, select the file button that you wish to upload into your computer.

Note: Green flashing FUNCTION buttons indicate there is data stored there and are available to be selected. If you select a non-flashing button, you will get a "Operation Failure!" error.

Format The USB

Note: This function should be used with caution as all data on the USB stick will be erased. It is highly recommended that you back up all USB stick files to your computer before proceeding.

1. With the controllers power switch OFF, insert the USB stick into the controllers USB port and power on the controller.
2. Press the SET-UP button for two seconds to enter the main menu.
3. Turn the DIAL/ENTER dial to menu option 10 (Format the USB disk). Press the DIAL/ENTER dial to enter.
4. Turn the DIAL/ENTER dial to select "YES". Press the DIAL/ENTER dial to excute.

Strobe Settings

This setting allows you to choose the manner in which the STROBE button functions. It allows you to choose between Latch and Flash. Selecting Latch will make the STROBE button latch ON/OFF and selecting Flash will make it momentary, last-

ing only as long as you press the hold down the button.

1. Press the SET-UP button for two seconds to enter the main menu.
2. Turn the DIAL/ENTER dial to menu option 11 (Strobe Settings). Press the DIAL/ENTER dial to enter.
3. Turn the DIAL/ENTER dial to select between “Latch” and “Flash”. Press the DIAL/ENTER dial to confirm your selection.

Delete Memory

Note: This function should be used with caution as it will delete all memories stored in MEMORY buttons 1-12. The default passcode to execute this function is 1668. If your passcode has changed, you will need to input it to execute this function.

1. Press the SET-UP button for two seconds to enter the main menu.
2. Turn the DIAL/ENTER dial to menu option 12 (Delete Memory). Press the DIAL/ENTER dial to enter.
3. Turn the DIAL/ENTER dial to select the memory that you wish to delete. Press the DIAL/ENTER dial to execute.
4. Using the FUNCTION 1-12 buttons, input the passcode.
5. Turn the DIAL/ENTER dial to select “Yes”. Press the DIAL/ENTER dial to execute.

Delete all data

Note: This function should be used with caution as it will delete all data stored in your controller. Deleted data will include all profiles and MEMORY button files. The default passcode to execute this function is 1668. If your passcode has changed, you will need to input it to execute this function.

1. Press the SET-UP button for two seconds to enter the main menu.

2. Turn the DIAL/ENTER dial to menu option 13 (Delete All Data). Press the DIAL/ENTER dial to enter.
4. Using the FUNCTION 1-12 buttons, input the passcode.
5. Turn the DIAL/ENTER dial to select “Yes”. Press the DIAL/ENTER dial to execute.

Factory Setting

Note: This function should be used with caution as it will delete all data, memories, and return all settings, including passcode, back to factory default. The default passcode to execute this function is 1668. If your passcode has changed, you will need to input it to execute this function.

1. Press the SET-UP button for two seconds to enter the main menu.
2. Turn the DIAL/ENTER dial to menu option 14 (Factory Settings). Press the DIAL/ENTER dial to enter.
4. Using the FUNCTION 1-12 buttons, input the passcode.
5. Turn the DIAL/ENTER dial to select “Yes”. Press the DIAL/ENTER dial to execute.

Change Passcode

1. Press the SET-UP button for two seconds to enter the main menu.
2. Turn the DIAL/ENTER dial to menu option 15 (Change Password). Press the DIAL/ENTER dial to enter.
4. Using the FUNCTION 1-12 buttons, input the current passcode.
5. Using the FUNCTION 1-12 buttons, input your new four digit passcode, then re-input your new passcode a second time to confirm.

Firmware Version

Note: This is a read only menu option that will display the controllers current software version.

1. Press the SET-UP button for two seconds to enter the main menu.
2. Turn the DIAL/ENTER dial to menu option 16 (Firmware Version). Press the DIAL/ENTER dial to enter. Press the ESC/PAGE button to exit.

Fixture Control, Saving, & Playing Memories

Note: Although the generic profiles may work for you, it is recommended that you load and use the custom profiles that were provided on the USB stick that was included with your controller. The custom profiles may offer you additional control and features that the generic profiles do not include. If you wish to use the custom profiles, please refer to the LOADING FIXTURE PROFILES section of this user manual and load them before proceeding. After you have patched your fixtures, you can control and save memories using the following steps.

1. Press the FIXTURE button then select the fixtures, using the FUNCTION 1-12 buttons, that you want to control. If you are using multiple fixtures of the same type and want to control them at the same time, you can press the first and last buttons so all fixtures in between are selected at the same time. For example, I have patched 6 fixtures on buttons 1-6, to select them all quickly, I would simultaneously press buttons 1 & 6 so all 6 fixtures are selected.
2. Press the COLOR button and add a color by using the FUNCTION 1-12 buttons. Turn the DIAL/ENTER dial to switch between two pages of preset colors (Note: your fixture must support this feature to function).
3. Press the GOBO button and add a gobo by using the FUNCTION 1-12 buttons. Turn the DIAL/ENTER dial to switch be-

tween two pages of preset gobos (Note: your fixture must support this feature to function).

4. Press the EFFECT button and add an effect by using the FUNCTION 1-12 buttons. Turn the DIAL/ENTER dial to switch between three pages of effects. In the display, you will see ML EFFECT (for moving lights) and RGB EFFECT 1 and RGB EFFECT 2 (for RGBWA+UV LED's) plus the speed, phase, size, and direction settings, which can be controlled from the four EFFECT rotary dials. You can pause an effect at any time by pressing the PAUSE button. (Note: your fixture must support this feature to function).
5. Press the SHOW button and enable a show by using the FUNCTION 1-12 buttons. (Note: your fixture must support this feature to function).
6. You can also set all channel values manually. If you have already set your scene and want to store it. please see step 7 now. To make manual channel adjustments, press the FIXTURE button, then press the DIAL/ENTER dial for two seconds, the display will list channels 1-4 along with their current values. Use the four EFFECT dials to adjust each channel listed in the display. Channels are displayed four at a time. To access additional channels, turn the DIAL/ENTER dial clockwise and counter-clockwise.
7. To save your current output, press and hold down any of the six MEMORY buttons until the display reads "Operation Complete!". Press that same MEMORY button a second time to playback from that memory location, it should illuminate solid green. Repeat steps 1-6 to store additional memories. There are two memory banks. To access the secondary memory bank press the ESC/PAGE button. If there is a memory running, that MEMORY button will flash letting you know that is actively running in the other bank. If your memory includes an "EFFECT", you can pause the effect by pressing the PAUSE button.

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Operation

8. You can trigger the STROBE button at any time during playback. The STROBE button will function relative to the STROBE RATE fader setting. Adjusting your STROBE RATE fader will give you DMX control over your fixtures shutter or RGBWA+UV channels. This function cannot be stored into a memory.

9. You can manually adjust the MASTER DIMMER fader at any time during playback to set the overall intensity for you active fixtures. This function cannot be stored into a memory.

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Generic Fixture Traits

Profile	DMX Channels	Channel Info
RGB	3	CH1=RED, CH2=GREEN, CH3=BLUE
RGBW	4	CH1=RED, CH2=GREEN, CH3=BLUE, CH4=WHITE
RGBA	4	CH1=RED, CH2=GREEN, CH3=BLUE, CH4=AMBER
RGBWA	5	CH1=RED, CH2=GREEN, CH3=BLUE, CH4=WHITE, CH5=AMBER
RGBWAU	6	CH1=RED, CH2=GREEN, CH3=BLUE, CH4=WHITE, CH5=AMBER, CH6=UV
TRI-WHITE	3	CH1=WARM WHITE, CH2=COOL WHITE, CH3=AMBER
36CH ML 8-BIT	36	CH1=PAN, CH2=TILT, CH3=CH3, CH4=CH4,... CH35=CH35, CH36=CH36
36CH ML 16-BIT	36	CH1=PAN, CH2=PAN FINE, CH3=TILT, CH4=TILT FINE, CH5=CH5, CH6=CH6,... CH35=CH35, CH36=CH37

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Fixture Profile Details

ADJ-NE1 Fixture Profile List		
NO.	Item Name	File Names (Numbers at the end of each file name indicate channel mode)
1	Generic 36ch ML 8-bit	36CH-M1
2	Generic 36ch ML 16-bit	36CH-M2
3	Generic RGB LED	RGB
4	Generic RGBA LED	RGBA
5	Generic RGBW LED	RGBW
6	Generic RGBWA LED	RGBWA
7	Generic RGBWAU LED	RGBWAU
8	Generic Tri White LED	WWCWA
9	COB Cannon Wash	COBCWS-1, COBCWS-2, COBCWS-3, COBCWS-4, COBCWS-5, COBCWS-6, COBCWS-7,
10	Crazy 8	CRAZ8-1, CRAZ8-9, CRAZ8-12, CRAZ8-15
11	Dotz Flood	DFLD-3, DFLD-4, DFLD-6, DFLD-9A, DFLD-9B
12	Dotz Par-100	DP100-3, DP100-4, DP100-5, DP100-9
13	Event Bar Q4	EBQ4-2, EBQ4-12, EBQ4-14, EBQ4-32, EBQ4-34
14	Event Bar	EVBAR-12, EVBAR-14, EVBAR-25
15	Flat Par QA12XS	FPQA12-1, FPQA12-2, FPQA12-3, FPQA12-4, FPQA12-5, FPQA12-6, FPQA12-7, FPQA12-8
16	Freq Matrix Quad	FMAQD-2, FMAQD-5, FMAQD-18
17	Illusion Dotz 3.3	ID33-12, ID33-13
18	Illusion Dotz 4.4	ID44-12, ID44-14
19	Inno Beam LED	IBLED-12, IBLED-14
20	Inno Color Beam 12	ICB12-9, ICB12-16
21	Inno Color Beam LED	ICBL-1, ICBL-13
22	Inno Color Beam Quad 7	ICBQ7-1, ICBQ7-13
23	Inno Color Beam Z7	ICBZ7-14
24	Inno Color Beam Z19	ICB19-14
25	Inno Pocket Scan	INPSCN-6
26	Inno Roll HP	IRHP-9
27	Inno Pocket Beam	IPB-10, IPB-11, IPB13
28	Inno Pocket Roll	IPROLL-6
29	Inno Pocket Spot	IPS-9, IPS-11
30	Inno Pocket Spot Pearl	IPSP-9, IPSP-11
31	Inno Pocket Spot Twins	IPST19, IPST23
32	Inno Pocket Wash	IPW-9, IPW-11, IPW-19, IPW-21
33	Inno Pocket Fusion	IPF-2, IPF-6, IPF-8, IPF-9, IPF-11
34	Inno Scan HP	ISHP-9, ISHP-12
35	Inno Spot LED Wifly	ISLEDW10
36	Inno Spot Elite	ISPEL-15
37	Inno Spot LED	ISLED-10
38	Inno Spot Pro Pearl	ISPPRL14
39	Inno Spot PRO	ISPRO-14

NO.	Item Name	File Names (Numbers at the end of each file name indicate channel mode)
40	Kaos	KAOS-2, KAOS-6, KAOS-15, KAOS-23
41	Mega Par Profile Plus	MPPP-4, MPPP-5, MPPP-6, MPPP-9, MPPP-10
42	Mega Tri Par Profile Plus	MTPPP-4, MTPPP-5, MTPPP-6, MTPPP-9, MTPPP-1
43	Nucleus LED	NUCLS-4
44	Pixel Pulse Bar	PPBAR-1, PPBAR-4
45	Quad Phase HP	QPHP-4
46	Quad Scan Pro	QSPRO-32
47	Sniper 2R	SN2R-14, SN2R-16, SN2R-18
48	Sweeper Beam Quad LED	SBQLED-6
49	Starburst	SBST-13
50	Stinger	STNGR-10
51	Vizi Beam 5R	VB5R-10, VB5R-12
52	Vizi Beam 5RX	VB5RX-16, VB5RX-19
53	Vizi Beam Hybrid 2R	VBH2R-10, VBH2R-12
54	Vizi Spot 5R	VS5R-11, VS5R-13
55	Vortex 1200	VTEX-14, VTEX-15, VTEX-17
56	Warlock	WARLOCK8
58	WiFly Bar QA5	WBQA5-4, WBQA5-5, WBQA5-6, WBQA5-7, WBQA5-8
57	WiFly EXR HEX5IP	WEH5IP6, WEH5IP7, WEH5IP8, WEH5IP11, WEH5IP12
58	WiFly Par QA5	WPQA5-1, WPQA5-2, WPQA5-3, WPQA5-4, WPQA5-5, WPQA5-6, WPQA5-7, WPQA5-8
58	X-Move LED 25R	XML25R-9
59	Zipper	ZIPPR-1, ZIPPR-3, ZIPPR-11

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 identifying 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 90 Day Limited Warranty)
- **ADJ DMX Controllers = 2 Year (730 Days) Limited Warranty** (excluding faders and tact switches)

Specifications

POWER SUPPLY:	DC12V, 300mA
OUTPUT:	3-Pin XLR
AUDIO TRIGGER:	Built-In Microphone
DIMENSIONS:	12.75" (L) x 7.25" (W) x 2.75" (H) 325 x 185 x 68.7mm
WEIGHT:	4.4 lbs./ 2 kgs.
WARRANTY:	1 Year (365 Days)

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

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