

Silk Flame Machine User Manual

Specifications

Input Voltage: 240v AC 50-60Hz

Weight: 18Kg

Dimensions: 57.5 x 30 x 40.5cm

LED's: 168 x 10mm Ultra Bright LED's (72 x Red, 48 x Green, 48 x Blue)

DMX Connections: 3 Pin Male / Female XLR Sockets

Features

Stand Alone / Master Slave

DMX 512 Controllable (4 x Channels)

Built in Auto Run program and Strobe function

DMX Linkable

Introduction

Thank you for choosing our Silk Flame Machine, Prior to use, please read all the instructions carefully paying particular attention to the installation of this product. By following the suggestions found in this user manual you can look forward to long and reliable service of your new product.

Unpacking, Inspection and Installation

Please check that the following items are included in your packaging. If anything is missing please contact your dealer. Silk Flame Machine • Silk Mounting Bar with Silk • Power cord with 13A mains plug

Carefully remove all packaging materials from the box, ensuring that all foam padding is discarded responsibly.

Installation and Siting of the Flame Machine

The Flame Machine is designed to be mounted on a firm flat surface. As little or no heat is generated by the unit it can safely be installed next to marquee linings and drapes although it is important to make sure that the air intake vents on the front, rear and underside of the unit are not obstructed.

Please ensure that the Flame Machine is not sited where material can be sucked into the air intake vents as above, as this will restrict the airflow into the unit and prevent the silk from flying correctly. We do not recommend siting the unit on thick carpet as this could also restrict the airflow into the underside of the unit.

Note: If the silk does not fly properly, double check that the air intake vents are not obstructed. Please be aware that after a lot of use the silk may become contaminated with dirt and grease causing it to fly incorrectly. When this happens, it is advisable to replace the silk for a new one. Take care when using the Flame Master in the general vicinity of smoke or haze machines as the blower will suck smoke through the machine which, although creating a great effect, it will also contaminate the fan and impeller with a sticky residue which will eventually restrict the airflow through the unit and cause the silk to fly incorrectly.

Set Up

Carefully unroll the Silk which is attached to the silk fixing plate. Slot the silk fixing plate into the narrow slots on either side of the blower aperture. Set the Dip Switches on the side of the Flame Master to your required operating mode as detailed below.

Manual Operation

Connect your Flame Machine to a suitable mains supply.

Switch on the unit by operating the red switch on the side of the unit. The blower will then start.

Manual Colour Selection: Setting Dip Switch 1 to the ON position will illuminate the RED LED's.

Setting Dip Switch 2 to the ON position will illuminate the GREEN LED's

Setting Dip Switch 3 to the ON position will illuminate the BLUE LED's

Note: Combining dip switches 1, 2 & 3 will enable a combination of the RED, GREEN & BLUE LED's to be mixed giving different colour washes to the silk.

Manual Strobe: Set Dip Switch 5 to ON. The LED's will now strobe all the colours. Adding switches 1, 2, 3 & 4 will select different strobe speeds.

Manual Colour Chase: Set Dip Switch 6 to "ON". The LED's will then chase through each of the pre-programmed colours in sequence. Adding switches 1, 2, 3 & 4 will change the chase speed.

Manual Colour Fade: Set Dip Switch 7 to "ON". The LED's will then fade through each of the pre-programmed colours in sequence. Adding switches 1, 2, 3 & 4 will change the fade speed.

Master / Slave Operation

By linking multiple Flame masters together with a suitable DMX lead fitted with 3 Pin XLR connectors all the machines can be set to copy the first machine in the chain. Set dip switches 1 & 10 to ON on all the slave machines except the first one in the chain which will operate as the master machine. Whatever the master machine is then set to using the manual settings, the slave units will copy.

DMX Operation

The unit can be set to DMX mode which will enable accurate control over colour mixing, strobe and dimming using a compatible DMX 512 Controller.

Switch Dip switch 10 to ON (DMX Mode) and then select the appropriate DMX address using switches 1 to 9:

DMX Switch Values

Switch 1=1, 2=2, 3=4, 4=8, 5=16, 6=32, 7=64, 8=128 & 9=256.

Examples: To set DMX Address 17: Set Dip Switch numbers 5 & 1 ON. To set DMX Address 50: Set Dip Switch numbers: 6, 5 & 2 ON.

The machine can then be operated using the values in the following DMX Protocol table.

Note: Channel one must be in the full on position to operate channels 1, 2 & 3.

DMX Protocol Table

Channel	DMX Value	Function
1	000 – 127	0 – 100% Dimming
	128 – 250	0 – 100% Strobe Speed
	251 – 255	Full Brightness
2	000 – 255	Red
3	000 – 255	Green
4	000 – 255	Blue