

American DJ®
Accu UFO



User Instructions

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American DJ®

Accu UFO

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Unpacking: Thank you for purchasing the Accu UFO by American DJ®. Every Accu UFO 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 Accu UFO is a unique, ten channel, rotating moving head, DMX intelligent LED fixture. The fixture can operate in three different operating modes; stand alone, sound-active, or in a Master/Slave configuration. The Accu UFO comes with several built in programs that can be used, while operating as a stand alone unit or when used in multiples linked in a master/slave configuration. *For best results use fog or special effects smoke to enhance the beams projections.*

Customer Support: American DJ® 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.americandj.com for any comments or suggestions. Service Hours are Monday through Friday 9:00 a.m. to 5:00 p.m. Pacific Standard Time.

Voice: (800) 322-6337

Fax: (323) 582-2941

E-mail: support@americandj.com

To purchase parts online visit <http://parts.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 source at all times!*

For Your Own Personal Safety, Please Read and Understand This Manual Completely Before You Attempt To Install Or Operate 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.
- Be sure that the local power outlet match that of the required voltage for 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 34 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.

Accu UFO

General Information

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.

American DJ® will not accept any liability for any resulting damages caused by the non-observance of this manual or any unauthorized modification to this unit.

Caution! There are no user serviceable parts inside this unit. Do not attempt any repairs yourself, doing so will void your manufacturer's warranty. In the unlikely event your unit may require service please contact American DJ®.

Accu UFO

Features

- DMX-512 Protocol Compatible (Uses ten DMX Channels)
- 3 Operating Modes -Sound Active, Auto, and DMX Control
- Internal Microphone
- Bright 3 Watt LEDs
- Edit and Save Scenes into the Memory
- Variable Strobe (1-12 fps)
- Switchable 540° to 360 Pan Movement
- 265° Tilt Movement
- Digital Display for Address and Function Setting

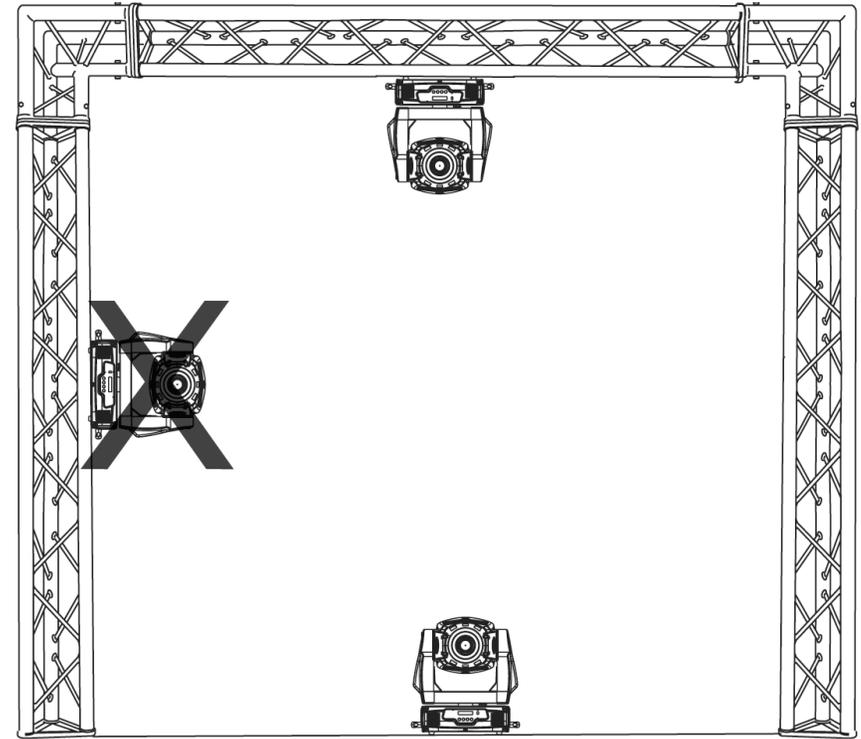
Accu UFO

Product Registration

The Accu UFO carries a three year (1095 day) limited warranty. Please fill out the enclosed warranty card to validate your purchase. All returned service items whether under warranty or not, must be freight pre-paid and accompany a return authorization (R.A.) number. The R.A. number must be clearly written on the outside of the return package. A brief description of the problem as well as the R.A. number must also be written down on a piece of paper and included in the shipping carton. If the unit is under warranty, you must provide a copy of your proof of purchase invoice. You may obtain a R.A. number by contacting our customer support team on our toll free customer support number. All packages returned to the service department not displaying a R.A. number on the outside of the package will be returned to the shipper at the shippers cost.

Accu UFO

Mounting



The Accu UFO is fully operational in two different mounting positions, hanging upside-down from a ceiling or set on a flat level surface. To avoid internal damage to the unit, never mount the unit on its side as illustrated above. Be sure this fixture is kept at least 0.5m 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. Never use the carrying handles for secondary attachment.

Power Supply: Before plugging your unit in, be sure the source voltage in your area matches the required voltage for your American DJ® Accu UFO.™ The American DJ® Accu UFO is available in a 120v and 220v version. Because line voltage may vary from venue to venue, you should be sure your unit voltage matches the wall outlet voltage before attempting to operate you fixture. Also be sure to only use the included I.E.C. power cable supplied with the unit, this cable matches the voltage and current requirements of the unit.

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 Accu UFO can be controlled via DMX-512 protocol. The Accu UFO is a ten channel DMX unit. The DMX address is set electronically using the controls on the front panel of the unit. Your unit and your DMX controller require an 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



Figure 1

sure to use standard 110-120 Ohm shielded cable (This cable may be purchased at almost all pro 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.

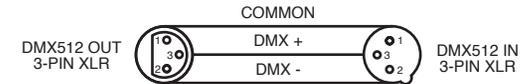


Figure 2

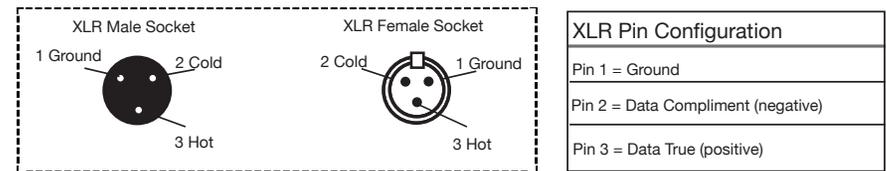


Figure 3

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

0	ADDR	AXXX	A001		Indicate the starting DMX address A001 also is the setting for slave	
1	TEST	T-01~T-XX			Automatically test the function	
2	PLAY	RUN		MSTR/ALON	Runs fixture as "master" or "alone" for auto	
		AUDI		MSTR/ALON	Runs fixture as "master" or "alone" for audio	
		AUTO		Clos/ Hold/Auto/Audi	Runs fixture for no DMX	
3	RESE	ALL			Reset all motors and returns fixture to home	
		SCAN			Reset only motors for pan/tilt	
4	TIME	LIFE		0000~9999	Displays the total fixture running time	
		CLMT			Clear fixture running time	
5	RPAN	ON/OFF			Reverses the pan movements	
6	RILT	ON/OFF			Reverses the tilt movements	
7	FINE	ON/OFF			Switch between 16 bit/8 bit	
8	MIC	M-XX			Mic sensitivity	
9	DISP	VALU		D-XX D-00 (DXXX)	Display the DMX512 value of each channel	
		D ON		ON/OFF	Display turn off after 2mins	
		FLIP		ON/OFF	This function will reverse the display 180	
10	SPEC	RDMX		ON/OFF	Change DMX address via external controller	
		SPEE		SP-1/SP-2	Movement Mode Select	
		DFSE		ON/OFF	Resets all the fixture functions to default	
		FEED		ON/OFF	Pan/tilt feedback (error correction) on/off	
		VER		V1.0~V9.9	Software version	
		ADJU		CODE	CXXX	Fixture code *code is "C050"
				CH01~CH30	XXXX(-128~127)	Motor Calibration
11	EDIT	STEP		S-01 ~S-48	Set the amount of your program	
		SCXX		C-01~C-30	0 1 XX(00~FFH) 3 0 XX(00~FFH)	Edit the channels of each scene
				TIME	T XXX(001~999)	Time for each scene
				CEDT	ON/OFF	Edit program via controller
		REC.		RE.XX		Auto Save
		RUN		ON/OFF		Program test

ADDRESS MENU -

R001 - R511 (Value) - This is where you set the DMX address of the unit.

TEST MENU -

T-01 - T-XX (Test) - Tests the functions of each channel. There are nine channels. **Note: Some channels cannot be tested.**

PLAY MENU -

RUN - Runs the unit as a “master” or in a stand alone mode. The unit will run a internal program mode.

AUDI (Audio) - Runs the unit as a “master” or in a stand alone, sound active mode.

AUTO - This is a precaution mode in case the DMX signal is lost. There are four settings to choose from:

- “Hold” - This is the default setting, which in case the signal is lost the fixture will “hold” at the last setting.
- “Close” - The fixture will return to its “home” standing.
- “Auto” - The fixture will go into Auto mode and run a pre-programmed show.
- “Audi” - The fixture will go into Sound Active mode.

RESE (RESET) MENU -

ALL - Resets all the motors in the unit.

SCAN - Resets the motors that control pan/tilt.

TIME MENU -

LIFE - Displays the fixtures total running time.

CLRT - Clears the fixture running time.

RPAN (REVERSE PAN) MENU -

ON/OFF - When “On” is chosen it will reverse the pan.

DEGR MENU -

360/540 - Switch the degree of the Pan between 360 and 540.

RTILT (REVERSE TILT) MENU -

ON/OFF - When “On” is chosen it will reverse the tilt.

FINE MENU -

ON/OFF - Switch between 8bit and 16bit movement.

MIC MENU -

M-01-M-70 - With this function you can make the internal mic more or less sensitive to sound.

DISPLAY MENU -

VALU (DMX-512 Value) - Display the DMX-512 value of each channel.

DOFF - Display will turn off in 2 minutes.

FLIP - “Flips” the digital display 180°.

SPEC MENU -

RDMX - Lets you adjust the DMX address via external controller.

SPEE - Lets you select the movement mode.

DFSE (Default Settings) - Resets the unit to the default settings.

FEED - Pan/Tilt feedback (error correction) on/off.

VER (Version) - Displays the software version

ADJU - Calibration functions

EDIT MENU -

STEP (S-01 - S-48) - These are the steps slots that you write your programs into. There are a total of 48 steps. See edit program.

SCXX (SC01 - SC30) - These are the scenes that are stored in your program. There are a total of 30 scenes.

REC - This will auto save your custom program.

RUN - This will run your custom program.

On-Board System Menu. The Accu UFO comes with an easy to navigate system menu. This next section will detail the functions of each command in the system menu.

To access the main menu press the MODE/ESC button on the front of the unit. Tap the UP or DOWN buttons until you reach function you wish to change. When you reach the function you wish to change tap the ENTER button. Again, tap the UP or DOWN buttons to change the function. Once your changes are made, tap the ENTER button to lock the change in the system, if the ENTER button is not selected within eight seconds the system will automatically return to menu section. To exit without making any changes tap the MODE/ESC button.

ADDR MAIN MENU -

ADDR DMX Address Setting via control board -

1. Access the main menu.
 2. Tap the UP button until "ADDR" is displayed, press ENTER.
 4. Now the display will show "ADDR". Adjust the DMX address by pressing the UP or DOWN buttons.
 5. Press ENTER to confirm.
 6. Press the MODE/ESC button to return to the main menu.
- When the display is on "ADDR", you can directly press the UP or DN buttons to change the DMX start address.**

TEST MAIN MENU -

TEST - This will test the functions of each channel.

1. Access the main menu.
2. Tap the UP button until "TEST" is displayed, press ENTER.
3. The display will show "T-01". You can now press the up button and test the different channels.
4. Press MODE/ESC to exit.

PLAY MAIN MENU -

RUN Run the unit in an Auto mode as a "master" in a Master/Slave configuration, or as a stand alone unit -

1. Access the main menu.
2. Tap the UP button until "PLAY" is displayed, press ENTER.
3. Tap the UP button until "RUN" is displayed, press ENTER.
4. Tap the UP or DOWN button to choose between "MASTER" or "SLAVE", select your choice by pressing ENTER, "PASS" will flash in the display and fixture will begin its function.

AUDI Run the unit in Sound Active mode as a "master", or as a stand alone unit -

1. Access the main menu.
2. Tap the UP button until "PLAY" is displayed, press ENTER.
3. Tap the UP button until "AUDI" is displayed, press ENTER.
4. Tap the UP or DOWN button to choose between "MASTER" or "SLAVE", select your choice by pressing ENTER, "PASS" will flash in the display and fixture will begin its function.

AUTO This is a precaution mode in case you lose the DMX signal. The fixture has 4 modes to choose from, please see page 14 for a description of the 4 modes -

1. Access the main menu by pressing MODE/ESC button.
2. Tap the UP button until "PLAY" is displayed, press ENTER.
3. Tap the UP button until "AUTO" is displayed, press ENTER.
4. Now you can choose between "CLOSE", "HOLD" "AUTO", or "AUDI". "HOLD" is the default setting.
5. Select the mode that you want the fixture to run in case of a

lost DMX signal and press ENTER.

RESE *MAIN MENU* -

ALL - When you activate the reset function, the fixture will begin the reset motion.

1. Access the main menu.
2. Tap the UP button until "RESE" is displayed, press ENTER.
3. Tap the UP button until "ALL" is displayed.
4. Press ENTER to reset all motors, or press MODE/ESC to cancel and return to the main menu.

SCAN - When you activate this reset function, the fixture will only reset the pan/tilt motor.

1. Access the main menu.
2. Tap the UP button until "RESE" is displayed, press ENTER.
3. Tap the UP button until "SCAN" is displayed.
4. Press ENTER to reset the pan/tilt motors, or press MODE/ESC to cancel and return to the main menu.

TIME *MAIN MENU* -

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

1. Access the main menu.
2. Tap the UP button until "TIME" is displayed, press ENTER.
3. Tap the UP button until "LIFE" is displayed, press ENTER.
4. Press MODE/ESC to return to the main menu.

CLRT - With this function you can clear the running time of the fixture.

1. Access the main menu.
2. Tap the UP button until "TIME" is displayed, press ENTER.
3. Tap the UP button until "CLRT" is displayed, press ENTER.
4. Press ENTER to confirm.
5. Press MODE/ESC to return to the main menu.

RPRN *MENU* -

RPRN - The movement of the Pan will be reversed.

1. Access the main menu.
2. Tap the UP button until "RPRN" is displayed, press ENTER.
3. Press the UP or DOWN buttons to select either "ON" to activate this function, or "OFF" to deactivate this function.
4. Press ENTER to confirm.
5. Press MODE/ESC to return to the main menu.

RTILT *MENU* -

RTILT - The movement of the Tilt will be reversed.

1. Access the main menu.
2. Tap the UP button until "RTILT" is displayed, press ENTER.
3. Press the UP or DOWN buttons to select either "ON" to activate this function, or "OFF" to deactivate this function.
4. Press ENTER to confirm.
5. Press MODE/ESC to return to the main menu.

FINE MENU -

FINE - This function will switch the pan/tilt movement between 8bit and 16bit.

1. Access the main menu.
3. Tap the UP button until "FINE" is displayed, press ENTER.
4. Press the UP or DOWN buttons to select either "ON" to activate this function, or "OFF" to deactivate this function.
5. Press ENTER to confirm.
6. Press MODE/ESC to return to the main menu.

DEGR MENU -

DEGR - With this function you can switch the Pan degree between 360° and 540°.

1. Access the main menu.
2. Tap the UP button until "DEGR" is displayed, press ENTER.
3. Press the UP or DOWN buttons to select either "360" or "540".
4. Press ENTER to confirm your selection.
5. Press MODE/ESC to return to the main menu.

MIC MENU -

MIC - The internal microphone can be made more or less sensitive.

1. Access the main menu.
3. Tap the UP button until "MIC" is displayed, press ENTER.
4. The display will show "0-01".

5. Press the UP or DOWN button to adjust the microphone sensitivity between "0-01 - 0-99".

6. Press ENTER to confirm when you have reached your desired microphone sensitivity level.
7. Press MODE/ESC to return to the main menu.

DISP MAIN MENU -

VALU Display the DMX-512 value of each channel -

1. Access the main menu.
2. Tap the UP button until "DISP" is displayed, press ENTER.
3. Tap the UP button until "VALU" is displayed, press ENTER.
4. The display should show "0-00". Press the UP button in order to select the desired channel. If you select "0-05" the display will only show the DMX value of the 5th channel
5. Press ENTER to confirm.
6. Press MODE/ESC to return to the main menu.

Now the display will change as per the 5th channel DMX value.

ON With this function "On" the display will shut off after 2 minutes -

1. Access the main menu.
2. Tap the UP button until "DISP" is displayed, press ENTER.
3. Tap the UP button until "ON" is displayed, press ENTER.
4. Press the UP or DOWN buttons to select either "ON" to activate this function, or "OFF" to deactivate this function.
5. Press ENTER to confirm.

6. Press MODE/ESC to return to the main menu.

FLIP - This function will reverse the display 180°.

1. Access the main menu.
2. Tap the UP button until "DISP" is displayed.
3. Tap the UP button until "FLIP" is displayed, press ENTER.
4. Press the UP or DOWN buttons to select either "ON" to activate this function, or "OFF" to deactivate this function.
5. Press ENTER to confirm.
6. Press MODE/ESC to return to the main menu.

SPEC MAIN MENU -

RDMX With this function you are able to change the DMX address via any DMX controller. This function is factory set to "ON" already.

1. Access the main menu by pressing MODE/ESC.
2. Tap the UP button until "SPEC" is displayed, press ENTER.
3. Tap the UP button until "RDMX" is displayed, press ENTER.
4. Press the UP button to select "ON" to activate this function, or "OFF" to deactivate.
5. Press ENTER to confirm, and "PRESS" will flash quickly.
6. Press MODE/ESC to return to the main menu.

To use this function follow the instructions:

To adjust the address of your unit you must first go to the address that it is currently set to. From there you can adjust the address. First make sure all channels are set to the value of "0".

1. On your DMX controller set the DMX value of Channel 1 to the value "7".

2. Now set the DMX value of Channel 2 to the value "7" to adjust the starting address between 1 and 255. To adjust the address between 256 and 511 set Channel 2 to the value "8".

3. Set the DMX value of Channel 3 to your desired starting address. This will take about 20 seconds before the unit accepts the new DMX address.

EXAMPLE: So, if you want the address to be 57, you must first set the address that is currently assigned to the unit. The proceed to set Channel 1s' value to "7", Channel 2s' value to "7", and Channel 3s' value to "57".

2ND EXAMPLE: Again, if you want the address to be 420, you must first set the address that is currently assigned to the unit. If you want the set the address to 420, set Channel 1s' value to "7", Channel 2s' value to "8", and Channel 3s to "164". (256 + 164 = 420)

SPEE - With this function you can select the movement mode

1. Access the main menu.
2. Tap the UP button until "SPEE" is displayed, press ENTER.
3. Tap the UP button until "SPEE" is displayed, press ENTER.
4. Press the UP or DOWN buttons to select either "SP-1" or "SP-2".
5. Press ENTER to select your desired mode.

DFSE - With this function you can restore the factory settings of the device. All settings will be set back to the default values. Any edited scenes will be lost. When restoring the factory settings the unit must be set to the address that the unit was in when you started editing.

1. Access the main menu.
2. Tap the UP button until "SPEC" is displayed, press ENTER.
3. Tap the UP button until "OFFSE" is displayed, press ENTER.
4. The display will show "ON/OFF".
5. Press the UP button to display "ON" to activate this function, or "OFF" to deactivate this function.
6. Press ENTER to confirm.
7. Press MODE/ESC to return to the main menu.

When you exit this function, the unit will begin to reload data.

FEED - With this function you can switch the Pan/Tilt error correction on and off. This will automatically correct the Pan/Tilt if it is somehow moved out of place.

1. Access the main menu.
2. Tap the UP button until "SPEC" is displayed, press ENTER.
3. Tap the UP button until "FEED" is displayed, press ENTER.
4. Press the UP or DOWN buttons to select either "ON" to activate this function, or "OFF" to deactivate this function.
5. Press ENTER to confirm.
6. Press MODE/ESC to return to the main menu.

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

1. Access the main menu.
2. Tap the UP button until "SPEC" is displayed, press ENTER.
3. Tap the UP button until "VER" is displayed, press ENTER.

4. The display will show "V-1.0", the display may also show, "V-2.0", "V-3.9" etc.
5. Press MODE/ESC to exit.

ADJ - Use this function is used to make sure all motors are aligned and to adjust any motors that are not.

1. Access the main menu.
2. Tap the UP button until "SPEC" is displayed, press ENTER.
3. Tap the UP button until "ADJ" is displayed, press ENTER.
4. Tap the UP button until "CODE" is displayed, press ENTER.
5. The display will show "CXXX", were as "XXX" represents the calibration password. The calibration password is "C050." Use the UP or DOWN buttons to enter the proper password.
6. Once the proper password is entered the display will read "CHXX", were as "XX" represents the fixture channel number, in the case of the Accu UFO 1~10.
7. Select the desired channel to be calibrated by pressing the UP or DOWN buttons and then ENTER to confirm.
8. The display will then read "XXXX", were "XXXX" stands for the calibrate values.
9. Adjust the desired calibration value between -128 and 127 by pressing the UP and DOWN. As you scroll up and down through the calibration values you will notice slight changes in the wheel or motor you are attempting to calibrate.
10. Once you reach your desired calibration press ENTER to confirm and lock in your calibration.
11. Once you are completely finished press MODE/ESC to return to the main menu.

EDIT - This menu item allows you to write a program into the memory (EEPROM) via the control panel or via the external controller. *Please see pages 25-27 for detailed instructions.*

STEP - With this function you can program the number of steps in your individual Program.

1. Access the main menu.
2. Tap the UP button until “EDIT” is displayed, press ENTER.
3. Tap the UP button until “STEP” is displayed, press ENTER.
4. The display shows “S-01”, this stands for the first step of your program. You can call up to 48 scenes in “Run”. For example, if “S-05” is displayed, it means that “Run” will run the first 5 scenes you saved in “Edit”.
5. Press ENTER to save and press MODE/ESC to exit.

SC01 - With this function you can choose the number of scenes in your Program.

1. Access the main menu.
2. Tap the UP button until “EDIT” is displayed, press ENTER.
3. Tap the UP button until “SC01” is displayed.
4. The display shows “SC01”, this stands for the first scene of your program. You can call up to 48 scenes. For example, if “SC05”, it means that “Run” will run the first 5 scenes you saved in “Edit”.
5. Press ENTER to save and press MODE/ESC to exit.

REC - With this function you can record the scenes automatically for the external controller.

1. Access the main menu.

2. Tap the UP button until “EDIT” is displayed, press ENTER.
3. Tap the UP button until “REC” is displayed.
4. The display shows “RE.XX”, “XX” stands for the scene number in the internal memory of where your scenes from the controller will be stored.
5. Press the UP or DOWN button to select your desired scene number.
6. Press ENTER to confirm, and the fixture will record the scenes from the external controller.
7. Press MODE/ESC to return to the main menu.

RUN With the function “RUN”, you can run your pre-made program. You can set the number of steps under Step (S-01 - S-48). You can edit the individual scenes under Edit.

1. Access the main menu.
2. Tap the UP button until “EDIT” is displayed, press ENTER.
3. Tap the UP button until “RUN” is displayed, press ENTER.
4. “AUTO” is displayed. If you press the UP button it will show “SOON”. Select which one you want to activate, and press ENTER.
5. Press UP, to select “ALON” or “NAST”. Which mean stand alone, and master/slave mode.
6. Select a mode, and press ENTER to confirm.
7. Press MODE/ESC to return to the main menu.

Editing procedure 1: Using the control board only.

1. Access the main menu.
2. Tap the UP button until "EDIT" is displayed. Press ENTER.
3. The display will show "SCXX", the "X" again stands for the scene number. For example, "SC01" is displayed, it means you will be editing scene 1, press ENTER. You can change the scene number by pressing the UP button.
4. Press ENTER, the display will show "C-X", the "X" again stands for the channel number. If "C-01" is displayed, you will be editing channel 1 of your selected scene, press ENTER. You can change the channel number by pressing the UP button.
5. The display will show the DMX value for the channel that is being edited. It will be displayed as "11XX", it stands for Channel 11 of the editing scene, the DMX value is "XX".
6. Adjust the DMX value by pressing the UP button, until you get the expected effect for this channel.
7. Press ENTER to enter the editing of the other channels of the scene.
8. Repeat steps 5-8, until you finish setting all the DMX values for all the channels of this scene, each scene can have 15 channels maximum.
9. Once all the channels are completed, the display will flash "TIME", this stands for the time needed to run this scene.
10. Press ENTER to edit the time needed, the display shows "TXX", "X" stands for the time needed to run this scene. For example, "T002" means scene 1 needs 0.4 seconds to run, "T015" means scene 1 needs 3 seconds to run.
11. Adjust the time needed by pressing the UP button.
12. Press ENTER to save the settings for the scene you are editing, the display will change to the next scene automatically.

13. Repeat steps 3-12 to edit other scenes, you can edit and save 48 scenes maximum.
14. Press MODE/ESC to exit, now you have edited and saved scenes using the control board. The number of steps can be defined under "Step" and the scenes can be called up under "Run". To run the scenes see page 28.

Editing procedure 2: Using an external controller (Manually record scenes one by one):

1. Access the main menu.
2. Select "EDIT" by pressing the UP or DOWN buttons, press ENTER.
3. The display shows "SC01".
4. Press ENTER, and the display shows "C-01".
5. Select "CE01" by pressing the DOWN button, and press ENTER.
6. The display "OFF", press the UP button so that "ON" is displayed, and press ENTER.
7. The display will show "SC02". You have now successfully downloaded the first scene.
8. Adjust the Step-time needed by pressing the UP button.
9. Call up the second scene in your controller now.
10. Repeat steps 7-9 until all desired scenes are downloaded.
11. Press MODE/ESC to exit. The number of steps can be defined under "Step" and the scenes can be called up under "Run".

Editing procedure 3: Record the selected scenes automatically from external controller:

1. Access the main menu.
2. Select "EDIT" by pressing the UP or DOWN buttons, press ENTER.
3. Press the UP button until the display shows "STEP", press ENTER.
4. Now adjust and set the number of steps by pressing the UP or DOWN buttons. Press ENTER to confirm the number of steps, and "PRESS" will display briefly.
5. Now press the DOWN button until "REC" is displayed, and press ENTER.
6. The display will now show "RE.XX", "XX" stands for the scene number in the internal memory which the scenes from the controller will be stored to. Press ENTER when you have chosen the scene number.
7. Call up the scenes on the controller, and the fixture will record the scenes from the controller automatically. After the number of scenes as selected in the "STEP" menu are loaded into the fixture, it will stop the procedure and return to the previous menu.
8. Press MODE/ESC to exit the "EDIT" menu and return to the main menu.

When power is applied, the unit will automatically enter a "reset/test" mode. This mode brings all the internal motors to a home position. If there is an internal problem with one or more of the motors an error code will flash in the display in the form of "XXEr", "XX" will represent a function number. For example, when the display shows "02Er," it means there is some type of error with the channel 2 motor. If there are multiple errors during the start-up process they will all flash in the display. For example: if the fixtures has errors on channel 1 and channel 2 all at the same time, you will see the error message flash "01Er", and "02Er repeated 5 times.

If an error does occur during the initial start-up procedure the fixture will self-generate a second reset signal and try to realign all the motors and correct the errors, if the errors persist after a second attempt a third attempt will be made.

If after a third attempt all the errors have not been corrected the fixture will make the following determinations:

- 1) 1 or more errors - The fixture cannot function properly with one or more errors therefore the fixture will place itself in a stand-by mode until subsequent repairs can be made.
- 2) Less than 2 errors - If the fixture has less than 2 errors, therefore most other functions will work properly. The fixture will attempt to operate normally until the errors can be corrected by a technician. The errors in question will remain flashing in the display as a reminder of internal errors.

01Er – PAN movement error:

If the yoke is not located in the default position after start-up or after a reset command. This message will appear after a fixture reset, if the pan-yoke's magnetic-indexing circuit malfunctions (sensor failed or magnet is missing) or there is a stepper motor failure (defective motor or a defective motor IC drive on the main PCB).

03Er – TILT movement error:

If the head is not located in the default tilt position after start-up or after a reset command. This message will appear after a fixture reset, if the tilt magnetic-indexing circuit malfunctions (sensor failed or magnet is missing) or there is a stepper motor failure (defective motor or a defective motor IC drive on the main PCB).

Operating Modes: The Accu UFO can operate in three different modes. This next section will detail the differences in the operating modes.

- **Sound Active mode -**

The unit will react to sound.

- **Auto mode -**

The unit will run through a built-in program.

- **DMX control mode -**

This function will allow you to control each individual fixtures traits with a standard DMX-512 controller such as the Elation® Show Designer.™

Universal DMX Control: This function allows you to use a universal DMX-512 controller such as the Elation® DMX Operator™ or Elation® Show Designer™ to control head movement, the color wheel, gobo wheel, prism, and the shutter (strobe). A DMX controller allows you to create unique programs tailored to your individual needs.

1. The Accu UFO uses ten DMX channels. See pages 32-33 for detailed description of the DMX traits.
2. To control your fixture in DMX mode, follow the set-up procedures on pages 7-9 as well as the set-up specifications that are included with your DMX controller.
3. Use the controller's faders to control the various DMX fixture traits.
4. This will allow you to create your own programs.
5. Follow the instruction on page 13 to set the DMX address.
6. For longer cable runs (more than a 100 feet) use a terminator on the last fixture.
7. For help operating in DMX mode consult the manual included with your DMX controller.

Stand-Alone (Sound Active or Auto Program): This mode allows a single unit to run to the beat of the music or run through a built-in program.

1. Access the main menu.
2. Tap the UP button until "PLAY" is displayed, and Press ENTER.
3. Tap the UP button until "AUTO" is displayed, and Press ENTER.
4. Press the UP or DOWN button to select "RUN", or "AUDIO". "RUN" will make the unit run through a built-in program. "AUDIO" will make the unit sound active.

Accu UFO**Operation**

5. Select a mode, and press ENTER to confirm.
6. Press MODE/ESC if you want to return to the main menu.
7. You can invert the pan and tilt functions in the system menu by following the directions on page 16.

Master-Slave Operation (Sound Active or Auto Program):

This function will allow you to link up to 16 units together and operate without a controller. The units can run a built-in program or run in sound active mode. In Master-Slave operation 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 standard XLR microphone 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. Access the main menu.
2. Tap the UP button until "PLAY" is displayed, and Press ENTER.
3. Tap the UP button to choose between "RUN" or "AUDI". "RUN" will make the units run through a built-in program. "AUDI" will make the units sound active.
4. Press the UP or DOWN buttons to select "FAST" and press ENTER to confirm.
5. Press MODE/ESC if you want to return to the main menu
6. You can invert the pan and tilt functions in the system menu by following the directions on page 16.

Accu UFO**DMX Traits**

Channel	Value	Function
1	0 - 255	PAN MOVEMENT 8bit
2	0 - 255	PAN FINE 16bit
3	0 - 255	TILT MOVEMENT 8bit
4	0 - 255	TILT FINE 16bit
5	0 - 255	<u>SPEED OF PAN/TILT MOVEMENT</u> MAX - MIN
6	0 - 3 4 - 127 128 - 131 132 - 255	<u>LENS INDEXING & ROTATION</u> LENS INDEXING FOWARD LENS ROTATION FAST - SLOW NO ROTATION BACKWARD LENS ROTATION SLOW - FAST
7	0 - 10 11 - 20 21 - 30 31 - 40 41 - 50 51 - 60 61 - 70 71 - 80 81 - 90 91 - 100 101 - 110 111 - 120 121 - 130 131 - 140 141 - 150 151 - 160 161 - 170 171 - 180	<u>LED EFFECTS</u> BLACKOUT RED GREEN BLUE WHITE RED + GREEN RED + BLUE RED + WHITE GREEN + BLUE GREEN + WHITE BLUE + WHITE RED + GREEN + BLUE RED + GREEN + WHITE RED + BLUE + WHITE GREEN + BLUE + WHITE RED + GREEN + BLUE + WHITE AUTO PROGRAM 1 AUTO PROGRAM 2

Accu UFO		DMX Traits cont.
Channel	Value	Function
7 ↓	181 - 190	AUTO PROGRAM 3
	191 - 200	AUTO PROGRAM 4
	201 - 210	AUTO PROGRAM 5
	211 - 220	AUTO PROGRAM 6
	221 - 230	AUTO PROGRAM 7
	231 - 240	AUTO PROGRAM 8
	241 - 255	AUTO PROGRAM 9
8	0 - 255	<u>LED SPEED</u> SLOW - FAST
9 ↓	0	<u>STROBING</u> NO FUNCTION
	1 - 95	STROBING SLOW - FAST
	96 - 127	NO FUNCTION
	128 - 159	PULSE EFFECT IN SEQUENCES
	160 - 191	NO FUNCTION
	192 - 223	RANDOM STROBING SLOW - FAST
	224 - 255	NO FUNCTION
10 ↓		<u>RESET & INTERNAL PROGRAMS</u>
	0 - 19	NORMAL COLOR CHANGE
	20 - 79	NO FUNCTION
	80 - 84	ALL MOTOR RESET
	85 - 87	SCANNER MOTOR RESET
	88 - 99	NO FUNCTION
	100 - 119	INTERNAL PROGRAM 1
	120 - 139	INTERNAL PROGRAM 2
	140 - 159	INTERNAL PROGRAM 3
	160 - 179	INTERNAL PROGRAM 4
	180 - 199	INTERNAL PROGRAM 5
	200 - 219	INTERNAL PROGRAM 6
	220 - 239	INTERNAL PROGRAM 7
	240 - 255	SOUND ACTIVE

Accu UFO Fuse Replacement

The fuse holder located at the rear of the unit above the power cord. Disconnect from the main power supply. Insert a standard flat head screw driver in to the fuse holder housing, located on the back of the unit. Turn the screwdriver in counter-clockwise direction to remove the fuse holder. Remove the old fuse and discard it, replace the fuse with the same type. Insert the fuse back into it's housing.

Accu UFO 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 and mirror 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.

Accu UFO Trouble Shooting

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

- No light output from the unit;**
1. Be sure you have connected your unit into a standard 120v wall outlet.
 2. Be sure the external fuse has not blown. The fuse is located at the rear of the unit.
 3. 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.

Accu UFO

Warranty

MANUFACTURER'S LIMITED WARRANTY

A. American DJ, Inc. hereby warrants, to the original purchaser, American DJ and American Audio 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. Contact American DJ, Inc. Service Department at 800-322-6337. Send the product only to the American DJ, Inc. factory. All shipping charges must be pre-paid. If the requested repairs or service (including parts replacement) are within the terms of this warranty, American DJ, Inc. 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, American DJ, Inc. 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 American DJ, Inc. concludes, after inspection, affects the reliability of the product; if the product has been repaired or serviced by anyone other than the American DJ, Inc. factory unless prior written authorization was issued to purchaser by American DJ, Inc.; 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, American DJ, Inc. 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 American DJ, Inc. under this warranty shall be limited to the repair of the product, or replacement thereof, including parts, at the sole discretion of American DJ. All products covered by this warranty were manufactured after January 1, 1990, and bear identifying marks to that effect.

E. American DJ, Inc. 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 American DJ, Inc. 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 American DJ, Inc. 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 American DJ and American Audio Products and supersedes all prior warranties and written descriptions of warranty terms and conditions heretofore published.

MANUFACTURER'S LIMITED WARRANTY PERIODS:

- All American Audio Products = 1-year (365 day) Limited Warranty (except V-Plus Series Amplifiers)
- All American Audio V-Plus Series Amplifiers = 3-year (1095 day) Limited Warranty
- American DJ Lighting and American DJ Branded Products = 1-year (365 day) Limited Warranty (Such as: Special Effect Lighting, Intelligent Lighting, UV lighting, Strobos, Fog Machines, Bubble Machines, Mirror Balls, Par Cans, Trussing, Lighting Stands etc. excluding Laser Products, lamps, and Star Tec Series)
- American DJ Laser Products and Star Tec Products = 90-Day Limited Warranty
- American DJ L.E.D. Products = 3-year (1095 day) Limited Warranty (excluding motors which have a 1-year (365 day) Limited Warranty)

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Accu UFO

Specifications

Model:	Accu UFO
Voltage*:	120v/60Hz or 230v/50Hz
LEDs:	32 x 8mm LED's (8 Red, 8 Green, 8 Blue, & 8 White)
Dimensions:	16.75"(L) x 18"(W) x 14.25"(H) 415mm x 452mm x 354mm
Weight:	27 Lbs. / 12.2 kgs.
Fuse:	2A (120v) / 1A (220v)
Beam Angle:	24 Degree
Duty Cycle:	None
DMX:	10 Channels
Sound Active:	Yes
Working Position:	Any Safe, Secure Position
Warranty:	3 Year (1095 days)

*Voltage is preset at the factory and is not user selectable

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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