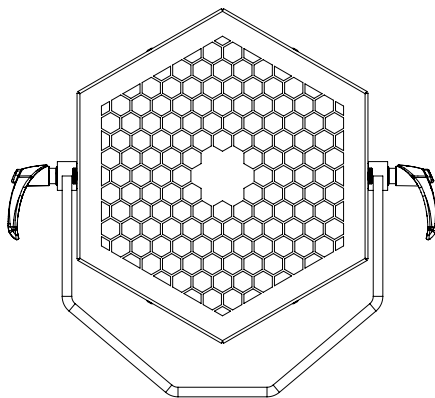




portman™
custom lights

P3 PIX3L USER MANUAL



 portmanlights.com
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Welcome!

Dear User,

Thank you for choosing our P3 PIX3L. We are proud of delivering you the highest quality, the greatest design and the real passion with our product. Each fixture in Portman P range is different, but all of them ensure you the best performance and support your creativity.

If you have any questions, suggestions or require additional information contact us at:

support@portmanlights.com

**FOR YOUR OWN SAFETY, PLEASE READ THIS USER MANUAL
CAREFULLY BEFORE YOUR INITIAL START-UP!**

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Safety information

WARNING This product is for professional use only! It is not for household use.

P3 PIX3L presents risk of lethal or severe injury due to heat, electric shock, fire or falls. Intense and flashing light could trigger epileptic seizures. **Read this manual** before your initial start-up and follow the safety information in this manual and engraved on the fixture.

Every person involved with the installation, operation and maintenance of this device has to be qualified.

Before your initial start-up, please make sure that there is no damage caused by transportation. Should there be any, consult your dealer and do not use the device.

Please consider that damages caused by manual modifications to the device are not subject to warranty.



CAUTION! Keep this device away from rain and moisture!



CAUTION! Be careful with your operations! With a dangerous voltage you can suffer an electrical shock when touching the fixture and wires!



CAUTION! During the operation the fixture surface becomes very hot. Allow the device to cool approximately 30 minutes prior to manipulating with it. Keep a minimum 1 meter distance from flammable materials to all exterior surfaces of the fixture.



CAUTION! Avoid looking directly into the light source (meant especially for epileptics)!



CAUTION! Unplug mains lead before opening the housing, installing the lamp or the fuse. Allow the device to cool approximately 1 hour prior to manipulating with it.

Protection against electrical shock

- Disconnect the fixture from AC power when not in use.
- Disconnect the fixture from AC power before any operation.
- Do not remove the rear cover. There are no user-serviceable parts inside.
- Always ground the fixture electrically.
- Use only the wires attached to the kit.
- Use only a source of AC power that complies with local building and electrical codes and has both overload and ground-fault protection.
- Do not expose the fixture to rain or moisture.
- Replace the lamp or fuse only as described.

Protection against burns and fire

- Never operate when the fixture is damaged or some part is missing.
- Do not touch surface when the fixture is in operation. The exterior of the fixture can reach temperatures up to 100°C (212°F). Allow the fixture to cool approximately 30 minutes before any operation.
- Replace the lamp when it becomes defective or worn out.
- Never attempt to bypass the fuse. Always replace defective fuses with ones of the specified type and rating.
- Keep all combustible and flammable materials (for example fabric, wood, paper) at a distance of at least 1 meter away from the fixture. Do not cover the fixture when in operation and when it is hot.
- Do not modify the fixture.
- Do not operate the fixture if the ambient air temperature exceeds 45°C (113°F).
- Do not operate the fixture after extreme change of surrounding environment temperature. Allow the fixture to acclimate for at least an hour before operating.

Protection against falls

- Use only professional tripods and clamps to mount the fixture or Portman Spinner structure.
- Ensure that the structure intended for installation can hold at least 10 times the weight of all installed devices or Portman Spinner structure.
- Ensure that all fixtures are attached correctly to the structure, after having checked that the housing is firmly closed and all screws are tightly fastened and use an approved means of secondary attachment such as a safety cable.
- Block access below the work area whenever installing or removing the fixture.
- Do not mount more than 7 fixtures per single structure build with Portman Spinner.
- When building a structure with Portman Spinners ensure that each fixture is connected to at least two Portman Spinners and whole structure is attached to mounting surface with at least two clamps.

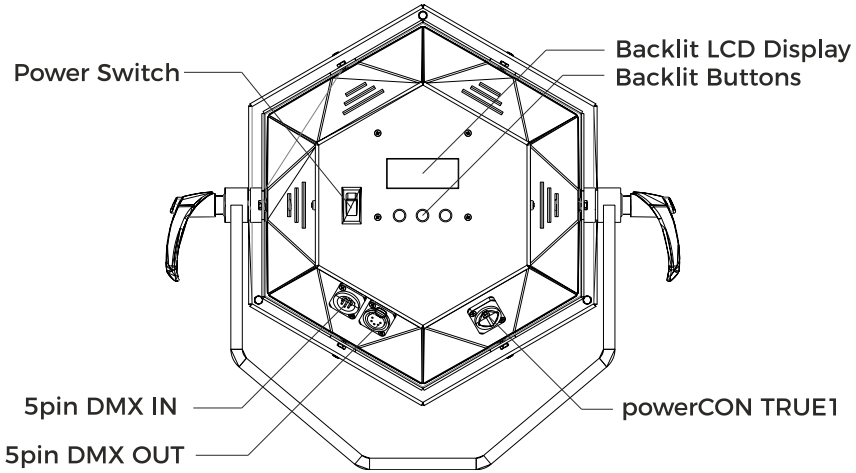
Protection against eyesight damage and epileptic seizure

- Do not stare directly into the light. Never look at an exposed lamp while it is lit.
- Provide advance notice that flash light is in use.
- Avoid long cycles of rapid flashing light.

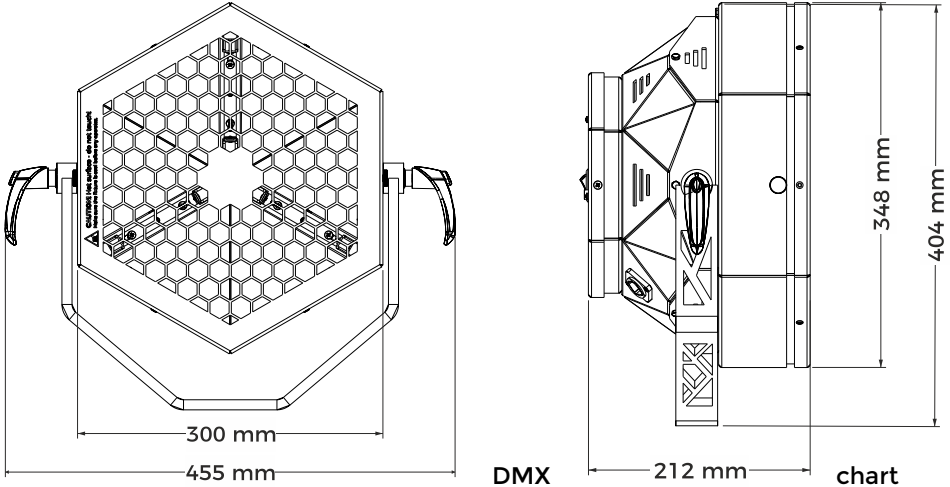
Technical specification

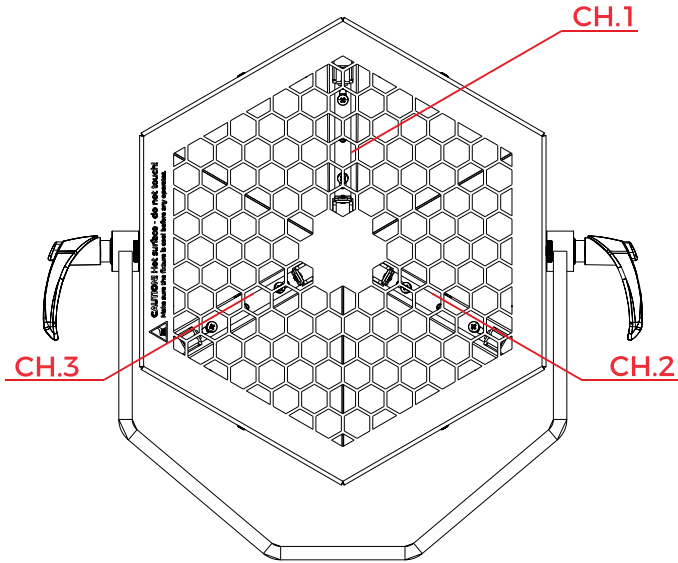
| | |
|-------------------|---|
| dimensions | 404 x 455 x 212 mm |
| weight | 3,5 kg |
| input voltage | 240V 50Hz/60Hz |
| power consumption | 730W (940W max) |
| light source | 230W R7s 118mm (max 300W) |
| channel fuses | F 2.0A |
| color temperature | 2900 K |
| luminous flux | 4 400 lm |
| CRI | 98,4 |
| beam angle | 94° |
| DMX channels | 3 |
| connectors | 2 x 5pin DMX 1 x AC powerCON TRUE1 |
| other features | built-in dimmers built-in display and buttons RDM Portman Spinner for building structures easily Wireless Solution W-DMX ready (W-DMX module not included) |

Fixture Overview



Dimensions





| DMX channel | DMX Value | function |
|-------------|-----------|-------------------------|
| CH.1 | 0 – 255 | 0 - 100% smooth dimming |
| CH.2 | 0 – 255 | 0 - 100% smooth dimming |
| CH.3 | 0 - 255 | 0 - 100% smooth dimming |

Kit contents

- 1 x Portman P3 PIX3L
- 1 x AC power wire (powerCON TRUE1)
- 1 x Portman Spinner
- 1 x User manual
- 1 x Spare lamp

Preparation for use

AC power connection

The Portman Custom Lights P3 PIX3L must be installed at **200-240V and 50/60Hz**. Fixture automatically detects the alternating current frequency. To power the fixture simply plug in the powerCon TRUE1 and set the switch to “ON”. Use only high quality 2.5 mm diameter or larger power feed cables. Make sure you are always connecting the fixtures to a protected circuit with appropriate electrical ground. Do never connect the fixture to a dimmer plug, even if it supplies proper current.

Only qualified electricians in accordance with all known electrical regulations can install the fixtures.

The P3 comes with power input cord terminated with powerCON TRUE1 on one end and Uni - Schuko plug on the other end (for European market). If your cord has got no Uni – Schuko plug, or you want to change the plug follow the rules from table below:

| Connection | | EU wires | US wires |
|------------|---|--------------|-----------------------|
| Live | L | Brown | Black |
| Neutral | N | Blue | White |
| Earth | ⊕ | Green/Yellow | Green or Green/Yellow |

REMEMBER! Only qualified person can change or install the plug!

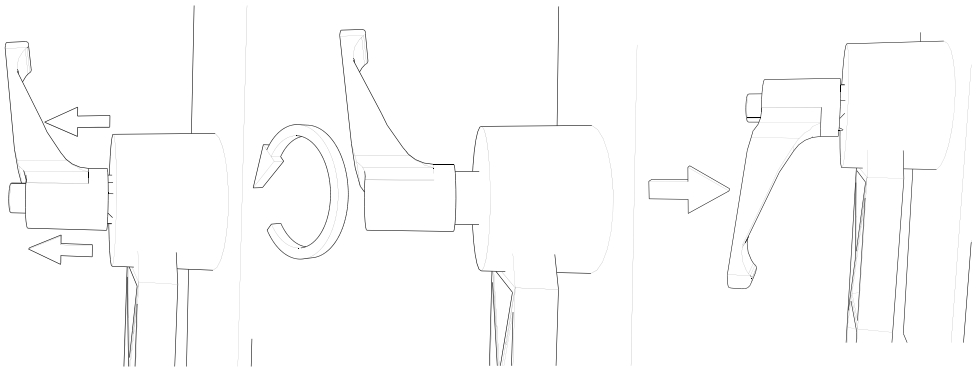
Installation

Before mounting the fixture read and follow the safety recommendations indicated in the Safety Information.

The Portman P3 PIX3L may be installed on a tripod, on a clamp or on Portman Spinner structure. The fixture has 13 mm (0,512 in) hole for a spigot, rigging clamp or a screw. Before rigging operations make sure, that the structure onto which you are mounting the fixtures can withstand the weight of all of the fixtures. Check if there is enough room for ventilation, configuration and maintenance in a location where you want to place the fixture. You must secure every hanged fixture with appropriate safety wire.

To adjust the position of the fixture when aiming it to the desired angle, use the side handles. Loosen them by turning them counterclockwise before adjustment and set the desired angle. Tighten the handles after adjusting the position by turning them clockwise. Operate handles carefully and manually only. Tools can damage them.

You can easily change the orientation of tightened handles to make your rig looks even better. Gently pull the tightened handle to disengage its teeth and rotate it into the desired orientation. By releasing the handle the return spring automatically engages the teeth.

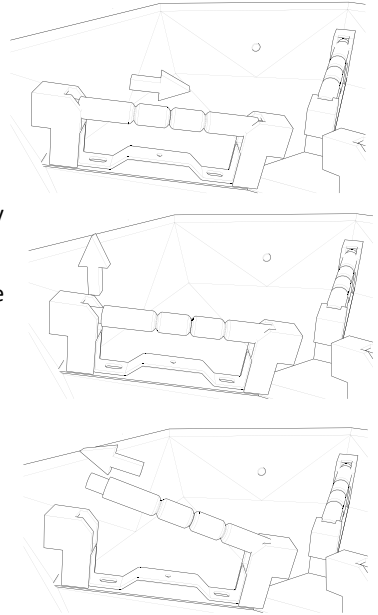


Lamp and fuse replacement

To replace the lamp:

- **Disconnect the fixture from AC power.**
- **Make sure the fixture is cool.**
- Open the front cover by releasing 2 screws located on right and left side of the front cover.
- Gently push the lamp towards one of the mounting brackets and remove the used lamp by pulling it up.
- Put the new lamp onto the mounting brackets.
- Do not touch the new lamp with bare hands. Use gloves or a cloth to hold the lamp.
- Close the front cover and fasten the side screws before applying power.

REMEMBER! Always use safety glasses to protect your eyes when changing a lamp!



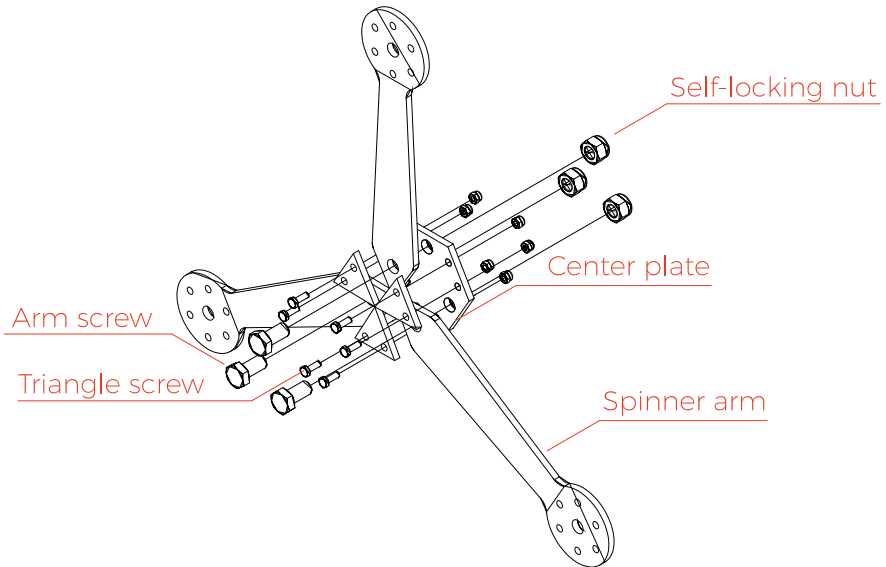
To replace the fuse:

- **Disconnect the fixture from AC power.**
- **Make sure the fixture is cool.**
- Open the back cover by releasing 2 screws located on the right and left sides. Fuses are located on the dimmer board inside the fixture.
- To unscrew the fuse holder use “flat-blade” screwdriver. First gently push the cover of the fuse holder and rotate it a quarter turn clockwise.
- After you unlock cover of the fuse holder pull it up and replace the fuse.
- Put the cover with new fuse back to the fuse holder, gently push it with screwdriver and rotate it a quarter turn counterclockwise.

Portman Spinner

Before building a structure with Portman Spinners read and follow the safety recommendations indicated in the Safety Information chapter.

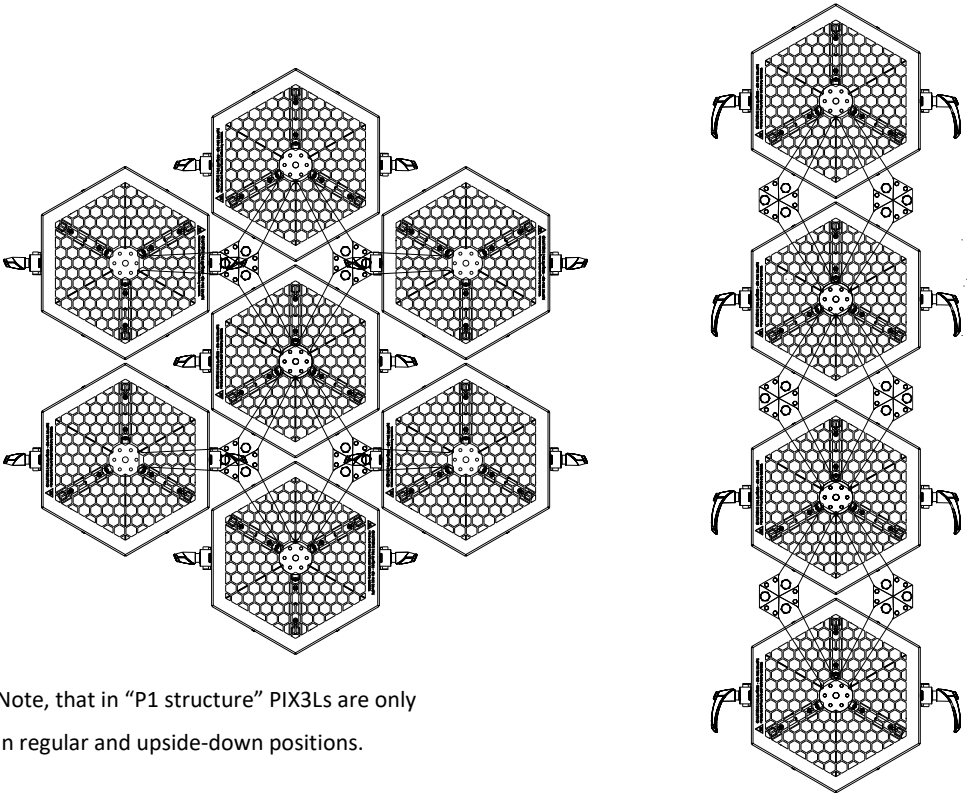
Each Portman Custom Lights P3 PIX3L comes with a Portman Spinner that allows you to build structures with P3s easily. Portman Spinner is a construction element designed especially for P3 PIX3L fixtures. Using it you can build horizontal or vertical lines, arrays, circles or arcs. Portman Spinner consists of the center plate and three arms, which can be removed if necessary. When attaching an arm to a center plate remember to tight the screws firmly. Use only attached screws and self-locking nuts, Always use the proper tools to tighten the screws, never tight them only manually.



Portman recommends following the rules below when building a structure with Portman Spinner.

- Before starting any works with Portman Spinners make sure, that the surface onto which you are attaching Portman Spinner structure can support the weight of the structure and the fixtures;
- Always use safety wires to secure all of the fixtures in the rig individually;
- Never use Portman Spinner to build structures with more than 7 P3 PIX3Ls. Build more separated structures if you want to use more P3s in a rig.
- Always attach structures built with Portman Spinners with at least two clamps (you should use more if needed).
- Make sure, that all of the screws of Portman Spinner are tightened firmly before using Spinner. Use only self – locking nuts to attach fixtures to Portman Spinner structure. When using wing nut always tighten it with proper tool.
- You can detach one of Spinner’s arm if your rig requires that.

Examples of structures built with Portman Spinner:



Note, that in “P1 structure” PIX3Ls are only in regular and upside-down positions.

REMEMBER! Only qualified person can assembly fixtures together with Portman Spinners and hang them on the structures!

REMEMBER! Do not mount more than 7 P3s on one Portman Spinner structure! Always attach Portman Spinner structure to a mounting surface with at least two clamps.

REMEMBER! Always secure all of the fixtures with safety wires. Double check if all of the screws are tightened firmly.

REMEMBER! Make sure that the mounting surface and clamps are capable of supporting the weight of whole Portman Spinner structure with P3s attached.

Operation modes

The Portman P3 PIX3L can work in three operation modes: Wired DMX mode, Wireless DMX mode (if the WDMX card is installed) and standalone mode. You can link The P3 PIX3L to a DMX controller using a 5 pin DMX wires, or Wireless Solution Sweden hardware (if WDMX card is installed). You can control each channel individually whether with a DMX controller or a manual control build in the fixture. The P3 PIX3L has got only one 3-channel DMX personality and it does support RDM.

RDM

RDM (Remote Device Management) is an enhancement of DMX 512 protocol and allows the bi-directional communication between DMX consoles and fixtures. It works simultaneously with DMX 512 and on the same lines and wires. RDM is not affecting non-RDM devices in a line, however non-RDM devices can disrupt communication with console. RDM allows you to change the fixtures options (such as DMX address) without even touching neither ladder or fixture's buttons. P3 PIX3L fully supports the RDM standards.

Standalone mode

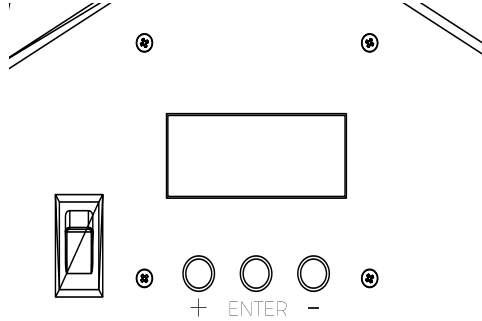
The fixture works in standalone mode when it's not receiving DMX signal whether wired or wireless. You can adjust the brightness of all light sources at once, or you can control each source individually from the "MANUAL CONTROL" option in the menu (refer to the "Menu" chapter to learn how to manually control halogens). To enter menu simply hold enter for 2 seconds.

DMX 512 modes

The fixture automatically switches into DMX mode after receiving DMX data. To learn how to change the DMX address or signal source (wired or wireless) refer to the "Menu" chapter. When the fixture works in the wired DMX mode You can daisy chain fixtures using 5 pin DMX wires. When daisy chaining remember, that you can connect up to 32 devices per DMX 512 universe. Always terminate the DMX 512 line, put the terminator into last device's DMX OUT XLR socket. When the fixture works in the wireless mode (only when WDMX card is installed) it is receiving DMX 512 signal from Wireless Solution Sweden transmitters and can send the signal throughout the 5 pin DMX OUT XLR socket. You can put the fixture with WDMX card installed as a first fixture in a line and use it as a WDMX receiver. The P3 PIX3L supports bi - directional WDMX TRX module. It means, that the fixture supports RDM in wireless mode too. To link P3 with W-DMX transmitter first use "UPAIR ALL WDMX DEVICES" option from menu, than turn the scanning mode in the transmitter. Transmitter will link with all unlinked devices. For more detailed information please refer to your transmitter's user manual.

Menu

Navigation buttons are located under the LCD display on the back panel. To enter the menu hold enter button for 2 seconds. To navigate the menu use the “+” and “-” buttons. To exit the menu from any level hold enter for 2 seconds or use the exit function. For confirming simply push the enter button.



Menu map

| Main section | Level 1 | Description |
|----------------|---------------|--|
| ADDRESS | 1 - 509 | Sets up the DMX start address. |
| DMX INPUT | WIRED | Changes the DMX input to wired (default). In this mode fixture is receiving DMX signal from the DMX IN 5 pin XLR socket. |
| | WIRELESS | Changes the DMX input to wireless. This mode works only when WDMX card is installed. Fixture is receiving DMX data from WDMX card. |
| RDM INFO | MANUFACTURER | Shows the name of the fixture’s manufacturer. |
| | DEVICE NAME | Shows the fixture’s name given by manufacturer. |
| | DDEVICE LABEL | Shows the fixture’s name given by user. |
| | RDM ID | Shows the fixture’s RDM unique ID number. |
| UNPAIR WDMX | | Unlinks all linked Wireless Solution Sweden WDMX transmitters. |
| MANUAL CONTROL | ALL CHAN: | 0-100% |
| | CHAN. 1 | 0-100% |
| | CHAN. 2 | 0-100% |
| | CHAN. 3 | 0-100% |
| EXIT | | Exits from main section of the menu to main screen. |



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Help preserve the environment! Ensure that this product is recycled at the end of its life. Your supplier can give details of local arrangements for the disposal of Portman products.