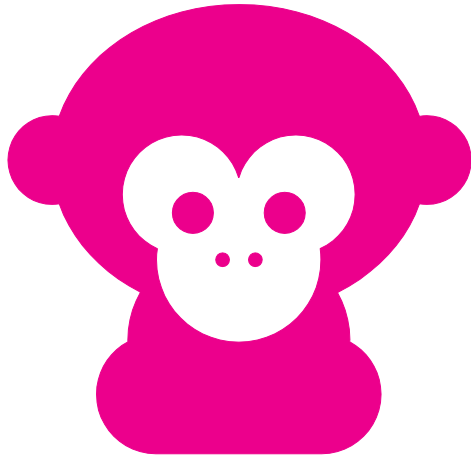


LIGHTCAN

INSTRUCTION MANUAL





ape labs

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Safety Instructions

- › The LightCan generates heat during operation and while charging. Therefore, make sure there is adequate ventilation and do not cover the light.
- › If you charge the LightCan in the Tourcase (optional), the LightCan Tourcase must remain open.
- › Do not use the LightCan in areas where the use of radio equipment is prohibited.
- › Do not look directly into the LEDs. This can cause damage to the eyes.

Warning

- › All ApeLabs products use the same charging/power cord. Ape Labs products are specifically designed and engineered based on the Ape Labs power source (Ape Labs PSU). Do not use a different charging/power cord to power or charge the units (other than the Ape Labs charging road cases or Ape Labs PSU). Using a different power source may void your warranty.

General (Features)

- › The LightCan has a power LED below the lens.
- › This device has 20 built-in auto programs. (See “List of Programs” below for details). Scroll thru the different pre-sets with the left and right buttons on the ApeRemote. If you’re on a static color, the Speed Up/Slow Down buttons will control the strobe speed. If you’re on a chase program, they will control the color changing speed. By default, the Speed is set to it’s lowest setting, which stops the speed effect.
- › This device can be wirelessly controlled with either the ApeRemote or W-Ape Transceiver (in combination with your favorite DMX controller).
- › All Ape Labs fixtures can be mixed/matched and controlled in the same room with the same remote (or DMX controller). To control certain fixtures differently from others in the same room, address the fixtures at the time they are turned on. For use with the ApeRemote, each fixture can be assigned to one of four groups. (See “Operation” section below for details on setting the fixture group).

- › If more than four groups are needed in a room, additional remotes can be used to add four additional groups per remote, as long as the added remotes are paired with the respective light fixtures. (“See Pairing Section” for additional details)
- › For use with the W-Ape (and a DMX controller), each fixture can be assigned to a DMX-512 address. By default, the device is set to DMX address one, but it can be assigned to any address when it is turned on by going into Set-Up mode on the W-Ape.
- › The device has a built-in microphone. It can be activated on the remote control to create sound active effects.

Operation

Turn On and Off

- › Press the button on the bottom of the LightCan for about one second. The unit turns on and remembers the previously selected program/brightness.
- › To turn the device off, press the button again for about a second.

Note: The LightCan ignores very short presses of the power button to prevent unintentional operation.

Assignment of a Group

Each Ape Labs lighting fixture can be assigned to a specific group (so certain fixtures can be controlled differently than others in the same room).

- › Immediately after turning the LightCan on, the current group setting of the LightCan flashes on the remote control. (Factory setting is group 1.)
- › While the group LED is flashing, tap the Group Button again to change groups. The selected group LED will change as you tap the Group Button.

Note: The remote control switches to a power-save mode after a few minutes and will not detect the power-on event of a LightCan. Press any key of remote control to stop the power-save mode.

Using the Remote Control

- › To select the group you'd like to control, tap the "Group" button until the group LED is lit up. To control all groups at once, press and hold the "Group" button until all four group LEDs light up.
- › Programs, brightness, speed and sound active mode can be controlled by the corresponding keys (see figure).

APE LABS USA REMOTE

Tap: Increase Brightness
Long-Press: Max Brightness

Tap: Scroll thru Static Colors & Programs
Long-Press: Static White Color

Tap: Enter Sound-Active Mode
Long-Press: Sync All Fixtures to Sound-Active Mode (if some were to set to sound-active and others were not)

Tap: Select Control Group
Long-Press: Select All (4) Groups at Once

Hold for mini remote flashlight. Remove remote battery, hold button, then insert battery to start "pairing mode." Pairing mode will let you assign a specific remote to a specific set of fixtures. This will let you increase the total number of groups that can be used in one room at the same time (up to 4 different groups per remote).
Example: 2 remotes = 8 groups

Shows which group of fixtures the remote is controlling. All groups will light up after a long-press on "group" button.

Tap: Enter/Exit Standby Mode
Long-Press: Sync All Fixtures to "On" (if some fixtures were set to standby and others were set to "On") User can see battery status in standby mode.
Red: lower than 50%
Green: higher than 50%

Tap: Scroll thru Static Colors & Programs
Long-Press: Rainbow Program

Tap: Decrease Brightness
Long-Press: No Output

Tap: Speed Up Program Effect (or Strobe Speed if on Static Color)
Long-Press: Max Speed

Tap: Slow Down Program Effect (or Strobe Speed if on Static Color)
Long-Press: Stop Color Change/ Strobe Effect



List of Programs

No	Program
1	White
2	Red
3	Orange
4	Amber
5	Lime
6	Green
7	Green/Blue
8	Blue/Green
9	Blue
10	Blue/Magenta
11	Magenta
12	Red/White
13	Green/White
14	Blue/White
15	Red > Blue
16	Magenta > White
17	White > Blue
18	Red/White > Green/White > Blue/White
19	Amber > Magenta > Blue
20	Rainbow (All Colors)

Hint: A long press on the left arrow will provide a static white color. A long press on the right arrow will provide a rainbow program. A long press on “Slow Down” stops a flash effect/color change in a multi-color program and will stay on single color. A long press on “Speed Up” will toggle between colors in selected program. In a multi-color program, the “Slow Down” button will also provide a fade effect opposed to flash effect/color change. In the Rainbow Program, a flash effect/color change will not occur, only a fade effect or single random color.

Battery State/Charging

- › If the brightness of the LightCan is reduced to zero (by “Power” or “Dimmer” button of the remote control), the fixture will show the battery state at low brightness:
 - LEDs glow green: battery level above 50%
 - LEDs glow red: battery level below 50%

Note: The calculation of the battery level needs at least one full charge/discharge cycle.
- › If the battery is completely empty, the device will blink 3 times red and turn itself off. Connect the provided power supply (18V DC) or put the device into the Tourcase.
- › If the battery charge is dropped to extremely low, the fixture may not blink Red (or show any signs of charging) during the first two hours of charging.
- › The LightCan flashes red while charging. As soon as the battery is fully charged, the device will flash green.

- › The device can also be used while a power supply is connected. The battery will charge very slowly.

Disabling of the Battery Status Indicator

The red/green glowing indicator of the battery level can be disabled.

- › Step 1: Press and hold the power button on fixture until it flashes blue/white (This is also placing the fixture into Service Mode).
- › Step 2: Remove the battery compartment out of the ApeRemote.
- › Step 3: Slide the battery compartment back into the remote while pushing the “flashlight” symbol. (Remote will be flashing red on groups 1 & 4).
- › Step 4: Push the “Dim” button on the remote.
- › Step 5: Press the power button on fixture one time.
- › Step 6: Press the “Power” button on the remote.

Enabling of the Battery Status Indicator

- › Step 1: Press and hold the power button on fixture until it flashes blue/white (This is also placing the fixture into Service Mode).
- › Step 2: Remove the battery compartment out of the ApeRemote.

- › Step 3: Slide the battery compartment back into the remote while pushing the “flashlight” symbol. (Remote will be flashing red on groups 1 & 4).
- › Step 4: Push the “Bright” button on the remote.
- › Step 5: Press the power button on fixture one time.
- › Step 6: Press the “Power” button on the remote.

Changing the Lens

- › You can change the lens by unscrewing the metal ring on top of the LightCan. You will be able to change the effect of the light depending on the lens.
- › *Effect Lens:* The effect lens produces a light beam with hard edges. *Important: The rough side of the lens must be facing out.*
- › *Frost Filter:* The frost filter distributes the light in all directions.

10 Degree Lens (optional accessory): The 10 degree lens produces a narrow beam with soft edges.

W-Ape Transceiver

The W-Ape Transceiver is for use with all ApeLabs products to control via DMX; since there are no controls on the

fixtures themselves.. Multiple W-Apes can be used in the same room on different universes if they are set to different groups.

The W-Ape Transceiver has the following built-in modes (selected with Up/Down buttons on left of unit). Pressing the +/- buttons on the right of the unit will scroll thru the different options of each mode. If a light fixture is in set-up mode with the W-Ape, the screen will display info for the light fixture rather than the W-Ape.

Group

- › Use +/- buttons to select the specific group.

Control Mode

- › Sound Master: While the W-Ape is set to Sound Master mode, it will use the internal mic built in to the W-Ape to sync the Sound Active feature among all light fixtures (instead of using the internal mic built in to each fixture). In this mode, units will be controlled with an ApeRemote, thru the W-Ape. This feature extends the wireless range on the remote from it's rated 200ft range, to the W-Ape's rated wireless range of 3,000ft.
- › DMX: To use DMX controller, set W-Ape to "DMX" and connect your DMX controller to W-Ape input with 3-pin DMX cable.
- › W-Ape (Receiver): If multiple W-Apes are being used in one room, some W-Ape's can be set as a receiver. In this

case, set W-Ape to “W-Ape (Reciever)” and connect a 3-pin DMX cable from the DMX output of the W-Ape to the DMX input of the light fixture (to wirelessly control a fixture that does not have wireless DMX built-in, such as a fixture from a brand other than Ape Labs).

Info

- › Battery: During set-up mode, this will display the precise battery level of each light fixture.
- › Serial: This will display the serial number of the fixture.
- › Firmware: This will display the firmware version of the fixture.

DMX Mode

- › During set-up mode with given fixture, this will let you select the number of DMX mode for the fixture.
 - **Off:** W-APE/DMX-Mode is not activated - the device is only controllable by the remote control
 - **3C:** 3 channels: Dimmer, Program, Speed
 - **4C:** 4 channels: Red, Green, Blue, White (each is 1-DMX channel/8 Bit)
 - **8C:** 8 channels: Red, Green, Blue, White (each is 2-DMX channels/16 Bit: coarse + fine)

More Functions and Updates

Pairing

Ape Labs lights and ApeRemotes can be paired permanently to one another so that they will no longer synchronize with other fixtures. Pair as many lights to one remote as you would like. This will allow users to create up to four groups on one remote and up to four more groups on each additional remote that is being used at the same time.

Pairing an ApeRemote with a Fixture:

- › Step 1: Remove battery from ApeRemote
- › Step 2: While holding down flashlight button, insert battery into ApeRemote (if done correctly, group 1 and group 4 will flash on remote).
- › Step 3: Turn on fixture with long press on power button (5 seconds – if done correctly, fixture will blink blue).
- › Step 4: Press Right Arrow button to pair remote and light.
- › Step 5: Turn light off then back on. It will now only be controlled with that specific remote.
- › Step 6: To unpair, follow steps 1-3, then press Left Arrow button to unpair.

NOTE: In case you lose paired remote, any remote can be used to unpair fixtures.

Reset or Update of Firmware

Press and hold the power button of the LightCan for about 10 seconds. The device will restart and stay in update mode for about 15 seconds (flashes red). During this period, an update can be started. If no update occurs, the device will go back to normal function. You can find firmware updates at www.apelabsusa.com or at your dealer.

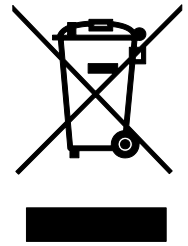
Troubleshooting

Problem	Possible Reason	Solution
LightCan is dimmed and flashes sometimes	Sound active mode is active.	Press the microphone button on the remote control to deactivate sound active mode.
LightCan flashes slowly	Regular flash effect	Long press (2s) “Slow Down” on the remote control, to reduce the effect speed to 0.
LightCan flashes 3 times red and turns itself off	Battery empty	Connect the power supply to charge the battery.

Problem	Possible Reason	Solution
LightCan cannot be turned on	Power button was pressed too short	Press and hold the button for about 1 second
	Brightness is at lowest level.	Press “Brighter” button on the remote control
	Battery is deeply discharged	Connect the 18V power supply or charge the LightCan in the Tourcase. It may take several hours until the charge will start
LightCan glows permanently red/green	Regular battery status indicator	The battery status will be shown by a glow of LEDs. This feature can be disabled. Instructions can be found above in “Disabling of the Battery Status Indicator” section

Disposal

If the LightCan is to be put out of operation, take it to a local recycling facility for a disposal which is not harmful to the environment. Never throw used batteries or defective rechargeable batteries into the household disposal: Always take them to a special waste disposal (e. g. collecting container at your retailer).



DMX Modes/DMX Sheets

3 Channel Mode: Dimmer, Program, Speed

This mode can be used with other Ape Labs products, i.e. MobiLight4, ApeStick4, ApeLight ART, and ApeLight Maxi.

Ch	DMX	Function	
1	0 - 255	Dimmer	0 - 100%
2	0 - 5	Prog 1	White with fade
	<i>steps of 6*</i>	Prog 2 - 19	... with fade
	114 - 127	Prog 20	Rainbow with fade
	128 - 133	Prog 1	White without fade
	<i>steps of 6*</i>	Prog 2 - 19	... without fade
	242 - 255	Prog 20	Rainbow without fade
3	0 - 255	Prog Speed	0 - 100%

* Channel 1: Program 1-20 without fade and 1-20 with fade start at DMX value 0, 6, 12, 18, 24, 30, 36, 42, 48, 54, 60, 66, 72, 78, 84, 90, 96, 102, 108, 114, 128, 134, 140, 146, 152, 158, 164, 170, 176, 182, 188, 194, 200, 206, 212, 218, 224, 230, 236, 242

4 Channel Mode: Red, Green, Blue, White / 8Bit (Default Mode)

This is the default DMX mode.

This mode can be used with other Ape Labs products, i.e. ApeStick4 and ApeLight Maxi.

If your DMX controller has no matching profile, use a “Generic/RGBW LED 8 Bit”.

Channel	DMX	Function	
1	0 - 255	red	0 - 100%
2	0 - 255	green	0 - 100%
3	0 - 255	blue	0 - 100%
4	0 - 255	white	0 - 100%

8 Channel Mode: Red, Green, Blue, White / 16Bit

This mode can be used with other Ape Labs products, i.e. ApeStick4 and ApeLight Maxi.

If your DMX controller has no matching profile, use a “Generic/RGBW LED 16 Bit.”

Channel	DMX	Function	
1	0 - 255	red	0 - 100%
2	0 - 255	red fine	
3	0 - 255	green	0 - 100%
4	0 - 255	green fine	
5	0 - 255	blue	0 - 100%
6	0 - 255	blue fine	
7	0 - 255	white	0 - 100%
8	0 - 255	white fine	