taff Hires

Martin MAC 3000 DMX Strobe

An incredibly powerful and very bright strobe light, which can be used in low or high-power mode. Capable of acting as a blinder, or a strobe at a rate of 0-65 flashes per second, with DMX control, or manual control, the Atomic produces 3000W worth of light in a single flash. It's an industry-standard strobe that is incredibly bright and is incomparable to many other strobes.

Power to the unit is provided via a 16A connection, hence this unit works without adaptors in the O'Reilly Theatre, but will need an adaptor for most venues which TAFF is able to supply as a separate hire. DMX data is in/out via either XLR 5-pin connectors or XLR 3-pin connectors.
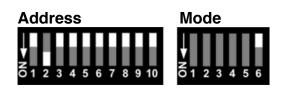
Operation

The unit is simple to operate under DMX control and instructions on the standalone mode can be found in the full manual online. There are three DMX control modes available: 1-channel, 3-channel and 4-channel. Each of these modes offers more parameters to control, including **Flash Intensity**, **Flash Duration** and **Flash Rate** in 3- and 4-channel modes. 4-channel mode will require a digital desk because the **Special Effects** channel is segmented.

DIP Switches

The unit has two sets of DIP switches on the rear. The first is for the unit **Address** and the second is for unit **Mode.** In order to set the start-address of the unit, the DIP switch equivalent must be calculated, as dip switches work in binary coding. A table is included below to demonstrate how to number in binary, however, on the reverse of this sheet, there are links to some useful mobile apps that calculate it for you. Essentially, sum the values of DIP switches that are ON to obtain your address.

1	2	4	8	16	32	64	128	256	Equals
ON	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	1
OFF	**ON**	OFF	OFF	OFF	OFF	OFF	OFF	OFF	2
ON	**ON**	OFF	OFF	OFF	OFF	OFF	OFF	OFF	3
OFF	OFF	OFF	OFF	**ON**	OFF	OFF	OFF	OFF	16
ON	**ON**	**ON**	**ON**	**ON**	OFF	OFF	OFF	OFF	31

Address   **Mode**

Lamp Power Setting

There are two power settings for the lamp power of the unit. These are **High** and **Low**. They are set using **Pin 6** on the **Mode** DIP switch. This setting will remain the same regardless of channel mode selected.

High power setting

Low power setting

DMX Control Mode Selection

The channel mode is selected on the **Mode** DIP switch. A table is included below of how to enable each channel mode. The DMX chart below describes the channel modes in more detail.

Mode	Setting on Mode DIP switch	Picture
1-channel	**Pins 1 – 4 OFF; Pin 5 ON**	
3-channel	**Pins 1 – 5 OFF**	
4-channel	**Pins 1 – 3 OFF; Pin 4 ON; Pin 5 OFF**	

DMX Patching

The user should follow the instructions on the **DIP Switches** section to set the start address of the unit and have selected the **Mode** before patching the unit. In order to patch the unit onto an ETC Eos system, for example onto Channel 30 where the start address has been set to 250, the user should first go to the **Patch** tab on the console. They should then enter the following keystrokes on the console: '3' '0' '@' '2' '5' '0' 'ENTER'. This should appear as "Channel 30 Address 250 ◊". They should then click on **Type** in the right-hand window and search "**Martin Atomic 3000**". A number of options will appear from which the user must select the personality that reflects the **Mode** they have selected, i.e. if 3-channel mode has been selected then "**Martin Atomic 3000 3ch**" should be chosen on the lighting console.

DMX Chart

1-channel mode

Channel	Value	Function
1	0 – 255	Blackout at 0 – 1%, Flash rate (slow – fast) at 2 – 98%, blinder at 98 – 100%

3- and 4-channel mode

Channel	Value	Function
1	0 – 255	Flash Intensity
2	0 – 255	Flash Duration
3	0 – 255	Flash Rate
4		Special Effects: Ramp up/down, Ramp up-down, Random, Lightning, Spikes

Please note that there are some helpful apps for calculating dip-switch values, included here:

DMX Dip for iOS

DMX Calc for Android