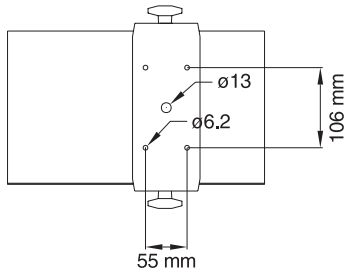
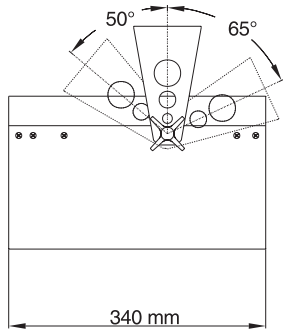
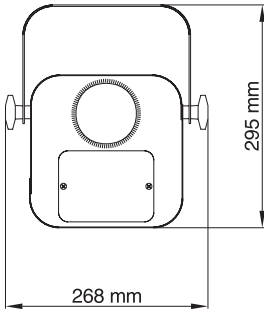


***Lynx,
Voyager,
Discovery,
Adventurer***
user manual



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Thank you for selecting this product from the Martin DJ Series. The Lynx 100, Voyager, Discovery, and Adventurer are aggressive lighting effects that use 100 watt halogen lamps, effect wheels, revolving reflectors, and built-in microphones to create bursts of light beams that automatically flash, revolve, and change in time with the music.

Safety information

WARNING!

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

This product presents risks of lethal or severe injury. **Read this manual** before powering or installing the fixture, follow the safety precautions below and observe all warnings. Contact your Martin dealer if you have questions about how to operate the fixture safely.

To protect yourself and others from electric shock

- Do not open the fixture. There are no user-serviceable parts inside. Refer all service to a qualified technician.
- Disconnect the fixture from AC power before removing or installing the lamp or fuse, and when not in use.
- Do not expose the fixture to rain or moisture.
- Replace the lamp if it becomes defective or worn out.
- Use only a source of AC power that complies with local codes and has both overload and ground-fault protection. Always ground (earth) the fixture electrically.

To protect yourself and others from burns and fire

- Replace defective fuses with ones of the specified type and rating.
- Keep all combustible materials at least 0.1 meters (4 inches) away from the fixture. Keep flammable materials well away from the fixture.
- Allow the fixture to cool for 10 minutes before removing the lamp.
- Do not illuminate surfaces within 0.3 meters (12 inches) of the fixture.
- Provide a minimum clearance of 0.1 meters (4 inches) around fans and air vents.
- Never place filters or other materials over the lens.
- Do not operate the fixture if the ambient temperature (T_a) exceeds 40° C (104° F).

To protect yourself and others from injury due to falls

- When suspending the fixture above ground level, verify that the structure can hold at least 10 times the weight of all installed devices.
- Verify that all external covers and rigging hardware are securely 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.

Setup

Unpack

Check the package for the following items. Please contact your Martin dealer immediately if any are missing or damaged.

- 1 fixture
- 1 mounting bracket (P/N 21020650)
- this user manual (P/N 35000037)
- 2 black hand nuts (P/N 08133401)
- 2 plastic washers (P/N 08260101)
- 1 IEC mains cable, 3-pin, 1.5 m, black (P/N 11501012)

Use the original packing materials when shipping the fixture.

Install lamp

Two different halogen lamps, not included, are available from your Martin dealer for use in the Lynx 100, Voyager, Discovery, and Adventurer. The high intensity lamp has approximately twice the output of the long life lamp. See the specifications for ordering information.

WARNING!

Disconnect the fixture from power. Allow lamp to cool for 10 minutes.

1. Remove one Phillips screw from the lamp access plate and loosen the other. Move the plate out of the way so you can get to the lamp.
2. If changing or removing a lamp, slide it sideways out of the metal holder. With the socket attached, remove the lamp from the fixture and pull the socket off the lamp.
3. Insert the pins of the new lamp fully into the ceramic socket.
4. Slide the lamp, with socket attached, sideways into the metal holder.
5. Turn the lamp until the tab snaps into the slot in the holder.
6. Replace the lamp access plate.

Install plug on power cord

WARNING!

The fixture must be grounded (earthed).

The fixture may be delivered without a plug on the power cord. A 3-prong grounding-type plug must be installed. Following the manufacturer's instructions:

1. Connect the BROWN wire to the LIVE pin.
2. Connect the BLUE wire to the NEUTRAL pin.
3. Connect the YELLOW/GREEN wire to the GROUND (EARTH) pin.

Install mounting bracket

1. Place a plastic washer over each bracket stud.
2. Place the mounting bracket on the studs.
3. Screw a hand nut on each stud.
4. Tighten the hand nuts to lock the fixture.

Rig fixture

WARNING!

Block access below the work area.

The fixture may be installed by fastening the mounting bracket directly to a structural support or with a rigging clamp.

1. If using a rigging clamp, bolt the clamp to the bracket with an M12 bolt and lock nut through the 13 mm hole in the mounting bracket.
2. If fastening the bracket directly to the structure, make sure that the attachment hardware (not included) can hold 10 times the weight of the fixture. The four 6 mm holes and the 13 mm hole in the mounting bracket may be used.
3. Verify that the structure can support at least 10 times the weight of all installed fixtures, clamps, cables, auxiliary equipment, etc.
4. Working from a stable platform, fasten the fixture to the structure.
5. Install a safety cable that can hold at least 10 times the weight of the fixture through/over the support and through the mounting bracket.
6. Loosen the locks on both sides of the bracket and tilt the fixture to the desired angle. Tighten the tilt locks.

Operation

IMPORTANT!

Electric dimmers may damage the electronic components.

Before applying power for the first time, check that the fixture's operating voltage and frequency, listed on the serial number label on the rear panel, match the local AC voltage and frequency. Do not apply power if they do not match: have your Martin service technician set the power supply correctly.

The lamp turns on as soon as power is applied. The effect wheel and reflector begin to rotate when sound is picked up by the built-in microphone and the effect wheel stops periodically to vary the action. The effects stop rotating 2 seconds after the sound level drops below the threshold. An Automatic Gain Control (AGC) adjusts sensitivity when the average sound pressure alters.

Note: Although the Lynx 100, Voyager, Discovery, and Adventurer cannot be dimmed, they may be switched on and off remotely using switch packs or the full-on and full-off levels on dimmer packs.

Troubleshooting

problem	probable cause(s)	suggested remedy
No light	No power to the fixture	• Check connections
	Blown fuse	• Replace fuse
	Burned out lamp	• Install new lamp
	Fixture too hot	• Allow to cool • Improve air flow around fixture
No action	Sound too low to activate control circuit	• Increase volume • Move speakers closer
	Electrical malfunction	• Refer to service technician
Fuse blows repeatedly	Electrical malfunction	• Refer to service technician

If these remedies do not solve the problem, contact your Martin dealer for service.

Replacing the fuse

1. Unplug the power cord from the fixture.
2. Place the tip of a screwdriver in the slot on top of the fuse holder, located in the power cord socket, and pry open the holder.
3. Replace the fuse with one of the same rating. The rating is shown on the serial number label. Replace the fuse holder and reconnect the power cord.

Specifications

Dimensions (with mounting bracket)

- Length 340 mm (13.4 in)
- Width 268 mm (10.6 in)
- Height 295 mm (11.6 in)
- Weight 8 kg (17.6 lb)

Electrical

- Power consumption 0.5A, 120W @ 230V; 1.0A, 120W @ 125V
- Fuse, EU model 1AT / 250 V
- Fuse, US model 2AT / 250 V

Compatible lamps

- 1500 hour long life 12 V/100 W halogen P/N 97000000
- 50 hour high intensity 12 V/100 W halogen P/N 97000003

Construction

- Housing steel
- Finish electrostatic powder coating

Thermal

- Maximum surface temperature 85° C (167° F)
- Maximum operating environment temperature 40° C (104° F)

Accessories

- Martin DMX Switch Pack, 210-245 V P/N 90758200
- Martin DMX Switch Pack, 100-130 V P/N 90758300
- Half-coupler clamp P/N 91602005
- G clamp P/N 91602003



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