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2 Safety

Before you operate the unit, read this manual carefully. Make sure to keep the manual in case you need to consult this manual again or in case you give the unit to another person. Always make sure to include this manual if you hand the unit to another person. Keep in mind that this manual cannot address all possible dangers and environments. Please use your own caution when operating.

Only qualified personnel may repair this product. Don't open the case.

Do not operate the unite in areas where the high temperature condition or outdoors. It will cause abnormal function or damage the product.

The Li-ion is inbuild, please avoid bumping or plunging, it will cause FIRE or EXPLOSION. Never store the battery when fully drained. Always recharge immediately when empty.

Make sure to fully charge all AL6 units before storing them. Partially charged batteries will lose capacity.
3 Specifications:

a) Slim linear wall washer, for Indoor decorative lighting

b) Displays more than 16 million colors.

c) Low power consumption

d) Controllable by wireless Remote control ARC2, wireless DMX transmitter ART3 and can also get controllable via DMX512 cable connection

e) Build in Controller, the light effects also can get programmed directly via the integrated keyboard and LCD display

f) 8-24 hours operation time without recharging the battery.

g) Up to 300 meter operation distance of the remote control

h) High brightness LEDs

i) RGB LEDs combined with white LEDs for a better color mixing and color appearance
4 Quick Start

This linear Wallwasher is made for uncomplicated event illumination and for decorative lighting. Due to its integrated battery and wireless module it offers an uncomplicated setup. The AL6 can be used as standalone unit and be controlled with its integrated control pad or with the ARC2 Remote Control. For a larger setup, the AL6 can be grouped and paired with other Astera wireless lamps.

The AL6 wireless wall washer can operate at 4 modes, one is standalone second is remote control, wireless DMX,XLR DMX, (that can be set by "INPUT SELECT"), The basic concept behind the system offers a set of predefined programs (light effects), see "Overview of Programs", page ?.

All predefined programs, except RAINBOW take the displayed colors from a four color palette. This palette can be defined by selecting the color C1, C2, C3 and C4. Additionally, a lot of parameters, like SPEED, FADE and INTENSITY can be changed. It is also possible, to synchronize all units, and to spread programs over several units. So for example the RAINBOW effect will be stretched over two or more units. The AL6 is suitable for shopping window, house, party, hotel, display room...Illuminating walls, curtains and objects in the room.

Most advanced functions are accessed by holding down the Menu key.

4.1 Advantages

**Wireless design** --- The AL6 is easy for installation due to its integrated battery and RF receiver.

**Smart programing** --- The AL6 not only displays complex color-changing programs but also gives you the possibility to use your own customized colors for these programs. The AL6 can be used as a standalone unit or grouped and paired with other Astera lamps and be controlled with an ARC2 RF Remote Control.

**Energy saving design** --- Low working voltage, low power consumption and additional white LEDs helps to save up to 80% energy so it can reach a maximum operation time of up to 24 hours.
4.2 Overview

4.3 LCD Display

Definition of symbols:
(1) - Receiving (on controller units only)  (8) - Battery status.
(4) - Settings are stored in the internal memory. (this will be shown via a short blinking of this symbol)

Battery Icon
When the light is switched off and the power cord is correctly connected, the charging process will begin. This is indicated by the display being backlit and the battery icon in the display’s top right corner being animated. When the power cord is disconnected the battery symbol disappears. Once the battery is fully charged the battery icon will show 3 charging bars. If the battery is already fully charged and the power cord gets connected the display will show an animated battery icon which will become a battery icon with 3 charging bars after 30-60 seconds. When the light is switched on and the power cord is connected correctly the battery icon.

What the display indicates
Several important numbers can be seen on the display while the product is switched on:
The first line of the display indicates the Effect the product displays or BLACKOUT if it is not displaying any effect at the moment.
The second line switches between showing the product’s Group number, Set number, DMX address and the hours and minutes of runtime left with the current settings. The display automatically switches between these 2 things.
4.4 Buttons

**MENU/COLOR** Go back one level, or, if pressed for >1 second: enter the menu.
For details on the menu, see page "Menu Reference".

**+/SPEED** Change the speed of the light effect. A time between 0.09 seconds and 9 minutes 11 seconds can be set. It reflects the duration of the selected program.

**+/-BRIGHT** The brightness of the LEDs can be changed from 0%-100% in 10% intervals. By holding down the +/-.

**ENTER/PROG** Choose menu item, save edited value or start sending a value.

**ON/OFF** Press the ON/OFF menu, then to switch on or off this system

**Prog** Change the program (light effect). Programs are predefined, but the user can choose for most of them which colors they consist of.

**C1 C2 C3 C4 USER COLORS RAINBOW** All programs consist of one to four user colors (except in RAINBOW program, there colors are predefined and cannot be changed).
For example, if PROGRAM is set to SIMPLE RUNNING, background color will be C1, and the color of the running pixel will be C2.
The following standard colors are available:
RED, ORANGE, YELLOW, GREEN, CYAN, BLUE, MAGENTA, PINK, WHITE WARM, WHITE COLD, BLACK.
If a larger selection of colors is required, there are two possibilities:
1. choose from a predefined list of INDEX COLORS (hold down color key C1..C4 for one second).
2. enter the menu, and set colors by their RGB values (located under: "AUTO SETTINGS" -> "USER COLORS").
### 4.5 Technical Data

#### Light Sources

<table>
<thead>
<tr>
<th>Color</th>
<th>AL6-S</th>
<th>AL6-M</th>
<th>AL6-L</th>
</tr>
</thead>
<tbody>
<tr>
<td>Red</td>
<td>24x</td>
<td>48x</td>
<td>84x</td>
</tr>
<tr>
<td>Green</td>
<td>24x</td>
<td>48x</td>
<td>84x</td>
</tr>
<tr>
<td>Blue</td>
<td>24x</td>
<td>48x</td>
<td>84x</td>
</tr>
<tr>
<td>White</td>
<td>24x</td>
<td>48x</td>
<td>84x</td>
</tr>
</tbody>
</table>

#### LED Power

<table>
<thead>
<tr>
<th>Model</th>
<th>Power</th>
</tr>
</thead>
<tbody>
<tr>
<td>AL6-S</td>
<td>12W</td>
</tr>
<tr>
<td>AL6-M</td>
<td>24W</td>
</tr>
<tr>
<td>AL6-L</td>
<td>48W</td>
</tr>
</tbody>
</table>

#### Power Supply

- **Input power**: 100-240V AC 50/60Hz Max: 0.85A
- **Power supply unit**: Built-in
- **Power Cable**: 2-pin, CE standard

#### Battery

<table>
<thead>
<tr>
<th>Model</th>
<th>Voltage</th>
<th>Capacity</th>
</tr>
</thead>
<tbody>
<tr>
<td>AL6-S</td>
<td>22.2V</td>
<td>1.6AH</td>
</tr>
<tr>
<td>AL6-M</td>
<td>22.2V</td>
<td>3.7AH</td>
</tr>
<tr>
<td>AL6-L</td>
<td>22.2V</td>
<td>7.4AH</td>
</tr>
</tbody>
</table>

Battery operational time: 8 ~ 24h (depending on selected colors, brightness, programs)

#### Control

- **Standalone control**: With built-in control panel, backlit display with 5 multifunctional buttons
- **Chain connection**: With DMX512 socket (XLR 3-pin)
- **Wireless control**: With Astera RF Remote Control

#### Radio Frequency

- **RF coverage**: 50m up to 300m
- **Frequency**
  - Europe: 868.000 MHz – 869.750 MHz
  - US: 902MHz – 928 Mhz

#### Housing

- **Material**: Aluminium
- **Size**
  - AL6-S: L350 x W66 x H98 mm
  - AL6-M: L570 x W66 x H98 mm
  - AL6-L: L1070 x W66 x H98 mm
- **Weight**
  - AL6-S: 1.2kg (2.6lb)
  - AL6-M: 1.9kg (4.1lb)
  - AL6-L: 3.4kg (7.5lb)

#### Environmental Requirements

- **Operational Temperature**: 0 ~ 50 °C work temperature
- **Environment**: Indoor and Dry Outdoor
5 Advanced Operation

The AL6 offers a wide range of advanced settings, to suit the professional user. Most of the advanced possibilities can only be accessed through the ARC2 Remote Control.

As there are numerous settings, it is recommended to reset each unit, as well as the remote controller to FACTORY DEFAULT before they are set-up (again).

This can be done by entering the menu (hold Menu key for one second) and go to FACTORY RESET, and confirm with YES.

5.1 Extended Addressing

There are several ways to control only a selection of units, rather than all units at once:

a) Group addressing
b) Chain mode
c) Type addressing
d) Serial number addressing

5.1.1 Group Addressing

Each unit can be set up to be a member of one group. In total, there are four groups: 1, 2, 3 and 4. Each group of units can be controlled individually, or groups can be “linked” together. That means, programs will run over more than one group.

For example, if two groups are linked together, the rainbow effect will stretch over both.

*Note: This setting can be accessed by the RF Remote Control (ARC2) only.*

5.1.2 Chain Mode

A similar way of grouping units together is the chain mode. Using it, several units can form one virtual big unit. For example, if three units are put together into a chain, programs will always stretch over all three.

*Note: It is required, that they all belong to the same group!*

Chains can be set up with the ARC2 or through the control panel of the AL6 (Menu > Input Select > Auto Settings)
Setup of chain mode is done like this:

1. Decide maybe how units ought to be put into a chain. Then set the \textit{CHAIN SIZE} parameter on all relevant units to this number.

2. Define the order of the units inside the chain. Then set \textit{POS IN CHAIN} to the corresponding number. For example, if we have three units in chain, for the first unit it is set to “1”, for the second to “2” and the third to “3”.

These settings can be entered into the unit directly, or remote configuration can be used. please refer “Configure Units remotely”.

\textbf{Example:}

We have three units, that should form a chain. The units should setup like this:

Unit 1:

\textbf{CHAIN SIZE = 3}  \textbf{POS IN CHAIN = 1}

Unit 2:

\textbf{CHAIN SIZE = 3}  \textbf{POS IN CHAIN = 2}

Unit 3:

\textbf{CHAIN SIZE = 3}  \textbf{POS IN CHAIN = 3}

\textbf{Note:} the maximum chain size it 32.

\textit{5.1.3 Type Addressing}

Additionally to the group addressing, it is possible to address all units of a certain type.
This can be setup in \textit{SEND TO TYPE}.

\textit{Note: This setting can be accessed by the RF Remote Control (ARC2) only.}

\textit{5.1.4 Serial Number Addressing}

If it is necessary to address only a single unit, this can be done by entering its serial number.
Note: This setting can be accessed by the RF Remote Control (ARC2) only.
5.2 Overview of Programs

Note: *If more units are grouped or chained together, the effects stretch over all those units.*

<table>
<thead>
<tr>
<th>Name</th>
<th>Light Effect</th>
<th>Used colors</th>
</tr>
</thead>
<tbody>
<tr>
<td>ONE COLOR STATIC</td>
<td>All pixels show the same color</td>
<td>C1</td>
</tr>
<tr>
<td>TWO COLOR STATIC</td>
<td>Same as <strong>ONE COLOR STATIC</strong>, but</td>
<td>C1 C2</td>
</tr>
<tr>
<td>THREE COLOR STATIC</td>
<td>not all pixels show the same color,</td>
<td>C1 C2 C3</td>
</tr>
<tr>
<td>FOUR COLOR STATIC</td>
<td>they are divided into 2, 3 or 4 parts.</td>
<td>C1 C2 C3 C4</td>
</tr>
<tr>
<td>ONE COLOR FADE</td>
<td>All pixels show the same color, but</td>
<td>C1 C2 C3 C4</td>
</tr>
<tr>
<td></td>
<td>the color changes between all four</td>
<td><strong>USER COLORS.</strong></td>
</tr>
<tr>
<td>TWO COLOR FADE</td>
<td>Same as <strong>ONE COLOR FADE</strong>, but</td>
<td>C1 C2 C3 C4</td>
</tr>
<tr>
<td>THREE COLOR FADE</td>
<td>all pixels show the same color, they</td>
<td>C1 C2 C3 C4</td>
</tr>
<tr>
<td>FOUR COLOR FADE</td>
<td>are divided into 2, 3 or 4 parts.</td>
<td>C1 C2 C3 C4</td>
</tr>
<tr>
<td>SIMPLE RUNNING</td>
<td>All pixels have C1 color, except one,</td>
<td>C1 C2</td>
</tr>
<tr>
<td></td>
<td>that is running over them with C2.</td>
<td></td>
</tr>
<tr>
<td>DOUBLE RUNNING</td>
<td>Same as <strong>SIMPLE RUNNING</strong>, but two</td>
<td>C1 C2</td>
</tr>
<tr>
<td></td>
<td>pixels are running over the background,</td>
<td></td>
</tr>
<tr>
<td></td>
<td>in opposite directions.</td>
<td></td>
</tr>
<tr>
<td>TWO COL RUNNING</td>
<td>Same as <strong>DOUBLE RUNNING</strong>, but the</td>
<td>C1 C2 C3</td>
</tr>
<tr>
<td></td>
<td>two pixels are of different color.</td>
<td></td>
</tr>
<tr>
<td>FLAG RUNNING</td>
<td>A “flag” consisting of three color</td>
<td>C1 C2 C3 C4</td>
</tr>
<tr>
<td></td>
<td>stripes is running over the background.</td>
<td></td>
</tr>
<tr>
<td>DOUBLE FLAG RUNNING</td>
<td>Same as <strong>FLAG RUNNING</strong>, but two</td>
<td>C1 C2 C3 C4</td>
</tr>
<tr>
<td></td>
<td>flags are running in opposite</td>
<td></td>
</tr>
<tr>
<td></td>
<td>directions.</td>
<td></td>
</tr>
<tr>
<td>SPIRAL 4 COLORS</td>
<td>The color of all pixels is changing</td>
<td>C1 C2 C3 C4</td>
</tr>
<tr>
<td></td>
<td>pixel by pixel from one color to the</td>
<td></td>
</tr>
<tr>
<td></td>
<td>next. If the geometry of the unit</td>
<td></td>
</tr>
<tr>
<td></td>
<td>allows it, the direction is circular.</td>
<td></td>
</tr>
<tr>
<td>SPIRAL 2 COLORS</td>
<td>Same as <strong>SPIRAL 4 COLORS</strong>, but</td>
<td>C1 C2</td>
</tr>
<tr>
<td></td>
<td>the movement starts at both and in</td>
<td></td>
</tr>
<tr>
<td></td>
<td>opposite directions, and moves back</td>
<td></td>
</tr>
<tr>
<td></td>
<td>after all pixels are changed.</td>
<td></td>
</tr>
<tr>
<td>RAINBOW</td>
<td>A moving rainbow is shown on the units.</td>
<td>none</td>
</tr>
<tr>
<td>FIRE</td>
<td>A flickering fire-like effect is</td>
<td>C1 C2</td>
</tr>
<tr>
<td></td>
<td>displayed. C1 is the background color,</td>
<td></td>
</tr>
<tr>
<td></td>
<td>randomly pixels flash and flicker with</td>
<td></td>
</tr>
<tr>
<td></td>
<td>C2.</td>
<td></td>
</tr>
<tr>
<td>ROTOR</td>
<td>The rotor programs are much like the</td>
<td>C1 C2 C3 C4</td>
</tr>
<tr>
<td></td>
<td><strong>FADE</strong> programs, but if the units are</td>
<td></td>
</tr>
<tr>
<td></td>
<td>of tower-like shape, then a clockwise</td>
<td></td>
</tr>
<tr>
<td></td>
<td>running rotor can be seen.</td>
<td></td>
</tr>
<tr>
<td>ROTOR SPLIT 2</td>
<td>Same as <strong>ROTOR</strong>, but two rotors in</td>
<td>C1 C2 C3 C4</td>
</tr>
<tr>
<td></td>
<td>opposite directions are running.</td>
<td></td>
</tr>
</tbody>
</table>
### Name | Light Effect | Used colors
--- | --- | ---
ROTOR SPLIT 4 | Same as ROTOR, but four rotors in opposite directions are running. | C1 C2 C3 C4

#### 5.3 DMX Operation

All Wireless Astera products can alternatively be controlled by wireless DMX or standard wired XLR DMX. This type also have this two functions.

Hold down **MENU** for 1 second, display **INPUT SELECT**, then use “-” to select the input signal :XLR DMX/WIRELESS DMX

When units are controlled by WIRELESS DMX, they can be setup to offer different number of channels features to suit almost any application:

1. Normal mode: every pixel can be controlled by three or four DMX channels, RGB and optionally S(stroboscope).

2. Effect mode: the build in effect engine that is usually controlled by the remote control can also be used with WIRELESS DMX. In this mode, the four user colors can either be controlled by three DMX channels each, RGB, or by only one channel by color. Then a set pre-defined set of colors can be accessed: “Index Colors”, this might be useful as a scanner profile with 4 “gobo-wheels” can be defined in a light control desk.
5.3.1 Parameters for DMX Operation

DMX ADDRESS

Sets the DMX-address.

CHANNELS

ALL PIXELS

Every pixel can be controlled individually by DMX.

REDUCED PIXELS

Pixels are combined to archive a fewer pixel count for easier control. Please see manual of the specific device to see how many pixels will be present on DMX when this setting is chosen.

ONE PIXEL

The device can be controlled with only three DMX channels; all pixels are combined to one.

DMX TAB

Several different DMX tables can be chosen:

RGB RGB S S ..

All RGB channels are followed by all stroboscope channels.

RGB S RGB S ..

For each pixel, there are three channels RGB and one channel stroboscope.

EFFECT MODE FIX

EFFECT MODE RGB

The integrated effect generator can be controlled by DMX.

STROBE

SINGLE

One DMX channel is supplied for the control of the stroboscope function, all
pixels will strobe identical. When using this setting, **DMX TAB** should not be set to **RGB S RGB S**.

**MULTIPLE**

For each pixel, the stroboscope can be controlled individually.

**OFF**

Stroboscope is turned off globally.

**DMX FAILURE**

The behavior of the light in case of an interrupted DMX signal can be set.

**HOLD**

The output keeps unchanged; the last received DMX frame is displayed.

**EMERGENCY LIGHT**

If the DMX reception times out, the light turns white.

**BLACKOUT**

If the DMX reception times out, the light turns black.
## 5.3.2 DMX table for EFFECT MODE

<table>
<thead>
<tr>
<th>Channel</th>
<th>EFFECT MODE FIX</th>
<th>EFFECT MODE RGB</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>INTENSITY</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>STROBE</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>PROGRAM</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>SPEED</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>FADE</td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>DIRECTION: 0..63: FFW+LOOP 64..127: FFW 128..190: REW 191..255: REW+LOOP</td>
<td></td>
</tr>
<tr>
<td>7</td>
<td>SIZE: defines the virtual size of the program in groups. For example if SIZE is set to 2 groups, only half of the program is shown on the unit. 0..63: 1 group 64..127: 2 groups 128..191: 3 groups 192..255: 4 groups</td>
<td></td>
</tr>
<tr>
<td>8</td>
<td>OFFSET: if SIZE is set to &gt;1 group, the units pixels can be shifted within the virtually larger program. Increasing the OFFSET parameter scrolls the position of the unit within the virtual large program.</td>
<td></td>
</tr>
<tr>
<td>9</td>
<td>RESTART PROGRAM: if value is changed, the program starts again from the beginning (useful if DIRECTION is not set to loop)</td>
<td></td>
</tr>
<tr>
<td>10</td>
<td>INDEX COLOR 1</td>
<td>COL 1 RED</td>
</tr>
<tr>
<td>11</td>
<td>INDEX COLOR 2</td>
<td>COL 1 GREEN</td>
</tr>
<tr>
<td>12</td>
<td>INDEX COLOR 3</td>
<td>COL 1 BLUE</td>
</tr>
<tr>
<td>13</td>
<td>INDEX COLOR 4</td>
<td>COL 2 RED</td>
</tr>
<tr>
<td>14</td>
<td></td>
<td>COL 2 GREEN</td>
</tr>
<tr>
<td>15</td>
<td></td>
<td>COL 2 BLUE</td>
</tr>
<tr>
<td>16</td>
<td></td>
<td>COL 3 RED</td>
</tr>
<tr>
<td>17</td>
<td></td>
<td>COL 3 GREEN</td>
</tr>
<tr>
<td>18</td>
<td></td>
<td>COL 3 BLUE</td>
</tr>
<tr>
<td>18</td>
<td></td>
<td>COL 4 RED</td>
</tr>
<tr>
<td>20</td>
<td></td>
<td>COL 4 GREEN</td>
</tr>
<tr>
<td>21</td>
<td></td>
<td>COL 4 BLUE</td>
</tr>
</tbody>
</table>
5.4 Menu Reference

Hold MENU key for 1 second to enter menu

- INPUT SELECT

- AUTO
  System will operate at auto mode.

- STANDALONE
  System will operate standalone, don't care the DMX or RF
  REMOTE CONTROL
  System will operate according to Remote Controller
  WIRELESS DMX
  System will operate according to Remote wireless DMX
  XLR DMX
  System will operate according to XLR DMX

- AUTO SETTING

  PROGRAM
  Chooses the program.

  INTENSITY
  Sets the brightness of the LEDs.

  SPEED
  Speed of the programs.

  FADE
  Fade between programs steps.

  DIRECTION
  Adjusts direction and looping of programs.

  FFW+LOOP
  Programs run in normal (forward) direction, when a program is finished, it starts again.

  REV+LOOP
  Programs run in reversed direction, when a program is finished, it starts again.

  FFW
  Programs run in normal (forward) direction, when a program is finished, execution is stopped.
REV

Programs run in normal (forward) direction, when a program is finished, execution is stopped.

Set the group.

OFFSET
If SIZE is set to >1 group, the units pixels can be shifted within the virtually larger program. Increasing the OFFSET parameter scrolls the position of the unit within the virtual large program.

CHAIN SIZE
Please refer to 5.1.2 Chain Mode.

POS IN CHAIN
Please refer to 5.1.2 Chain Mode.

USER COLORS
Settle RGB colors and the brightness.

SOUND TRIG
Enable Sound trig or disable.

DMX SETTINGS

DMX ADDRESS
Sets the DMX-address

CHANNELS

ALL PIXELS
Every pixel can be controlled individually by DMX.

REDUCED PIXELS
Pixels are combined to archive a fewer pixel count for easier control.

Please see manual of the specific device to see how many pixels will be present on DMX when this setting is chosen.

DMX TAB

EFFECT MODEL RGB

RGB S, RGB S..

EFFECT MODEL FIX

STROBE
SINGLE

One DMX channel is supplied for the control of the stroboscope function, all pixels will strobe identical. When using this setting, DMX TAB should not be set to RGB S RGB S..

MULTIPLE

For each pixel, the stroboscope can be controlled individually.

-- DMX FAILURE

The behavior of the light in case of an interrupted DMX signal can be set.

HOLD
The output keeps unchanged, the last received DMX frame is displayed.

EMERGENCY LIGHT
If the DMX reception times out, the light turns white.

BLACKOUT
If the DMX reception times out, the light turns black.

-- USE WHITE LEDs

ENABLED
The level of the white LEDs is calculated automatically corresponding to the RGB data. This setting usually reduces power consumption and so increases battery run-time.

DISABLED
The white LEDs are turned off.

-- LED POWER

Most of the available light fixtures support different LED-power levels. This is useful to influence the battery runtime.

MAXIMISE RUNTIME
Lowest available brightness. Should be used if extended battery life is needed. For details on runtime, see the unit’s manual.

NORMAL
At this level, any unit should run about 8 hours on battery, displaying COLD WHITE.

HIGH BRIGHTNESS
For some applications this setting suits best: only short duration on battery is required, or only single colors like RED, GREEN are displayed most of the time.

-- WHITE CORRECTION

It can be necessary to recalibrate a unit after some time, or to adapt it to other RGB sources. Then this should be set to ENABLED.

-- WHITE CALIB RED / GREEN / BLUE

If WHITE CORRECTION is enabled, then this three parameters adjust the calibration. If set to '255', factory calibration applies. Lowering the values
reduces brightness for the specific colors.

- **AC FAILURE**
  Some units are capable of detecting a loss of AC power (if plugged in). It might be desirable to make the unit react on those conditions:

  **EMERGENCY LIGHT**
  LEDs turn white until AC power is restored.

  **NO ACTION**
  No reaction on loss of AC power.

  **BLACKOUT**
  LEDs turn dark in case of AC power loss.

---

**INFO**

- **SERIAL**
  shows the serial number of the unit

- **FIRMWARE VERSION**
  shows the firmware version of the unit

- **HOURS**
  shows the number of hours the unit has been played (P) and charged (C)

- **RF LINK**
  an advanced function for testing the signal strength together with the ARC2

- **RADIO PIN**
  The Radio Pin makes it possible for different customers to operate their lamps at the same place without influencing other lamps. The 4-digit pin can be set to a unique value and paired with selected lamps. To activate the radio pin, choose a pin on lamps and remote control, then press PAIR WITH LAMPS.

---

**FACTORY RESET**

Resets all settings of the menu to its factory defaults. Confirm with fourth button or abort with the first button
## 6 Troubleshooting

<table>
<thead>
<tr>
<th>Faulty condition</th>
<th>Cause</th>
<th>Troubleshooting</th>
</tr>
</thead>
<tbody>
<tr>
<td>The display of a unit is showing BLACK-OUT, and there is no light output.</td>
<td>Either the unit is set to BLACKOUT mode, or DMX-FAILURE/AC FAILURE is set to BLACKOUT and one of these conditions persist.</td>
<td>Press SEND button or change PROGRAM.</td>
</tr>
<tr>
<td>No LED light when the unit is switched on</td>
<td>Due to the vast number of settings, one can not always predict behavior of the units, if setup was already done earlier.</td>
<td>Set the brightness to other value.</td>
</tr>
<tr>
<td>Units behave incorrectly</td>
<td>Due to the vast number of settings, one can not always predict behavior of the units, if setup was already done earlier.</td>
<td>Do FACTORY RESET on units and/or remote control.</td>
</tr>
<tr>
<td>Couldn’t turn on the system</td>
<td>Maybe the battery is run out.</td>
<td>Plug the AC input, and put the system charge 1 hour more, then can turn ON</td>
</tr>
<tr>
<td>Units will go out of battery after only 6 hours of operation.</td>
<td>The AL6 may last only 8 hours with COLD WHITE, if the LED POWER is set to NORMAL. For HIGH BRIGHTNESS the run time may be shorter than 8 hours.</td>
<td>Adjust LED POWER and/or see manual of the unit.</td>
</tr>
<tr>
<td>DMX cable is plugged in but the LEDs don’t react according to the DMXsignal, and the LCD does not display DMX LINK OK.</td>
<td>The DMX signal is not received</td>
<td>Change another XLR cable, and make sure there is no problem on the DMX signal output device.</td>
</tr>
</tbody>
</table>
7 Disposal

Follow local ordinances and/or regulations for disposal!

**PACKAGING:**
The unit is shipped in protective packaging. This packaging can be recycled!

**UNIT:**
Don’t throw the unit into the garbage at the end of its lifetime. Make sure to dispose is according to your local ordinances and/or regulations, to avoid polluting the environment!

**BATTERIES:**
Don’t throw empty batteries into the garbage!

Bring them to a collecting point for used batteries!
This instruction manual is part of the device and persons operating the device must have access to it at any time. Safety precautions mentioned in the instruction manual have to be observed. If the device is being sold, this instruction manual has to be included.

Translations

If the device is being sold, this instruction manual has to be translated into the national language of the destination country. If discrepancies occur in the translated text, the original instruction manual has to be used to solve them or the manufacturer has to be contacted.

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