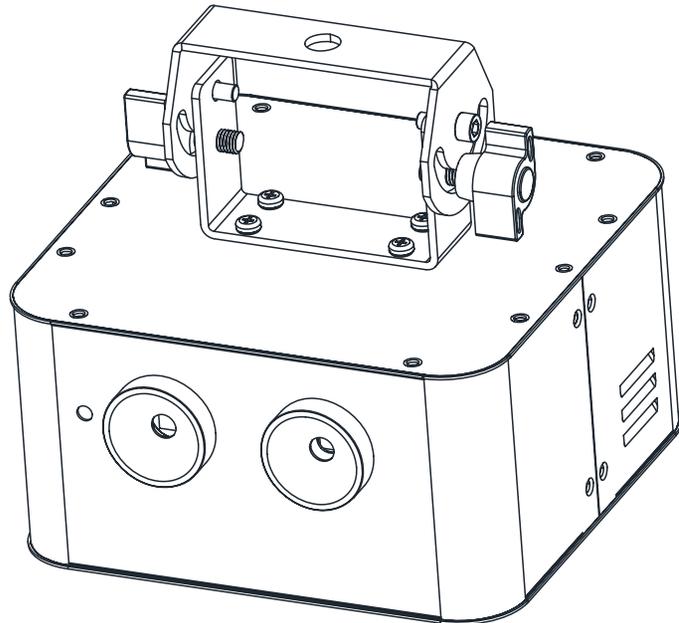




# GALAXIAN 3D MKII



## User Instructions

### Galaxian 3D MKII

### General Introduction

**Unpacking:** Thank you for purchasing the Galaxian 3D MKII by ADJ Products, LLC. Every Galaxian 3D MKII has been thoroughly tested and has been shipped in perfect operating condition. Carefully check the shipping carton for damage that may have occurred during shipping. If the carton appears to be damaged, carefully inspect your fixture for any damage and be sure all equipment necessary to operate the unit has arrived intact. In the event damage has been found or parts are missing, please contact our toll free customer support number for further instructions. Please do not return this unit to your dealer without contacting customer support first.

**Introduction:** The Galaxian 3D MKII is an incredible five channel DMX intelligent, green and red laser fixture. The red and green laser beams rotate back and forth creating amazing aerial effect on a ceiling or wall. The Galaxian 3D MKII can operate as a stand alone fixture, or in a Master/Slave configuration. The Galaxian 3D MKII can be a sound active fixture or it can also be controlled via DMX. This fixture is suitable for theaters, studios, retail stores, and other similar locations. *For best results use fog or special effects smoke to enhance the beams projections.*

**Customer Support:** ADJ Products, LLC provides a toll free customer support line, to provide set up help and to answer any question should you encounter problems during your set up or initial operation. You may also visit us on the web at [www.adj.com](http://www.adj.com) for any comments or suggestions. *For service related issue please contact ADJ Products, LLC. Service Hours are Monday through Friday 8:00 a.m. to 4:30 p.m. Pacific Standard Time.*

Voice: (800) 322-6337  
Fax: (323) 582-2941  
E-mail: [support@americandj.com](mailto:support@americandj.com)

**Warning!** To prevent or reduce the risk of electrical shock or fire, do not expose this unit to rain or moisture.

**Caution!** There are no user serviceable parts inside this unit. Do not attempt any repairs yourself, doing so will void your manufactures warranty. In the unlikely event your unit may require service please contact ADJ customer support.

*PLEASE recycle the shipping carton whenever possible.*

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## Galaxian 3D MKII

## General Instructions

Please carefully read and understand the instructions in this manual thoroughly before attempting to operate this unit. These instructions contain important safety information regarding the use and maintenance of this unit. Please keep this manual with the unit, for future reference.

**CAUTION IMPORTANT!** When installing this projector, make sure that it is mounted in a manner that prevents the audience from looking directly into the beam, and the beam from striking the audience.

## Galaxian 3D MKII

## Features

- 30mW Green Laser & 80mW Red Laser
- 5 Channel DMX Control
- 2 Operating Modes - Sound Active & DMX Control
- Fan Cooled
- Digital Display for Address and Function Setting
- UC3 Controller (Not Included)
- Power Cord Daisy Chain up to 14 units max. See page 16

## Galaxian 3D MKII

## Warranty Registration

The Galaxian 3D MKII carries a 90 day limited warranty. Please fill out the enclosed warranty card to validate your purchase. All returned service items whether under warranty or not, must be freight pre-paid and accompany a return authorization (R.A.) number. If the unit is under warranty you must provide a copy of your proof of purchase invoice. Please contact ADJ customer support for a R.A. number.

## Galaxian 3D MKII

## Installation

The unit should be mounted using a mounting clamp (not provided), affixing it to the mounting bracket that is provided with the unit. Always ensure that the unit is firmly fixed to avoid vibration and slipping while operating. Always ensure that the structure to which you are attaching the unit is secure and is able to support a weight of 10 times the unit's weight. Also, always use a safety cable that can hold 12 times the weight of the unit when installing the fixture. The equipment must be installed by a professional, and it must be installed in a place where it is out of the reach of people's grasp.

## Galaxian 3D MKII

## Safety Precautions



**Safety Issues:** This unit may "pop" the fuse if the maximum allotted load of 7 amps is reached.

- To reduce the risk of electrical shock or fire, do not expose this unit rain or moisture.
- Do not spill water or other liquids into or on to your unit.
- Do not attempt to remove or break off the ground prong from the electrical cord. This prong is used to reduce the risk of electrical shock and fire in case of an internal short. Do not attempt to operate this unit if the power cord has been frayed or broken.
- Disconnect from main power before making any type of connection.
- Do not remove the cover under any conditions. There are no user serviceable parts inside.
- Always be sure to mount this unit in an area that will allow proper ventilation. Allow about 6" (15cm) between this device and a wall.
- Do not attempt to operate this unit, if it becomes damaged.
- This unit is intended for indoor use only, use of this product outdoors voids all warranties.
- During long periods of non-use, disconnect the unit's main power.
- Always mount this unit in safe and stable matter.
- Power cords should be routed so they are not likely to be walked on, pinched by items placed upon or against them.
- Cleaning -The fixture should be cleaned only as recommended by the manufacturer. See page 18 for cleaning details.
- Heat -The appliance should be situated away from heat sources such as radiators, heat registers, stoves, or other appliances (including amplifiers) that produce heat.
- The fixture should be serviced by qualified service personnel when:
  - A. The power-supply cord or the plug has been damaged.
  - B. Objects have fallen, or liquid has been spilled into the unit.
  - C. The unit has been exposed to rain or water.
  - D. The unit does not appear to operate normally or exhibits a marked change in performance.

**NON-INTERLOCKED HOUSING WARNING**

The Galaxian 3D MKII contains high power laser devices internally. **Do not** open the laser housing, due to the potential exposure to unsafe levels of laser radiation. The laser power levels, if the unit is opened, can cause instant blindness, skin burns and fires.

**STOP AND READ ALL LASER SAFETY DATA  
OPERATION INSTRUCTIONS AND LASER SAFETY**

The light source emitted from this product can potentially cause eye injury if not set up and used properly. The light source emitted from a laser is very different from any other light sources with which you may be aware of. Laser light is thousands of times more concentrated than any light from any other kind of light source. This concentration of light can cause instant eye injuries, primarily by burning the retina (the back of your eyeball containing cells that are sensitive to light). Even if you cannot feel “heat” from a laser beam, it can still potentially injure or blind you or your audience. Even very small amounts of laser beam light are potentially hazardous even at long distances. Laser eye injuries can be sustained faster than you can blink.

Do not think that because this laser splits the laser beam into hundreds of beams and that the laser beam is scanned out in high speed, that an individual laser beam is safe for eye exposure. This laser uses dozens of milliwatts of laser power (Class 3B levels internally) before it splits into multiple beams (Class 3R levels). Many of the individual beams are potentially hazardous to the eyes.

Do not think that because the laser light is moving, it is safe. This is not true. Nor, do the laser beams always move. Since eye injuries can occur instantly, it is critical to prevent even the smallest possibility of any direct eye exposure. In the laser safety regulation, it is not legal to aim Class 3R lasers in areas which people can get exposed. This is true even if it is aimed below people’s faces, such as on a dance floor.

**Do not operate the laser without first reading and understanding all safety and technical data in this manual.**

Always set up and install all laser effects so that all laser light is at least 3 meters (9.8 feet) above the floor on which people can stand.

After setting up, and before public use, test laser to ensure proper function. Do not use if any defect is detected. Do not use if laser emits only one or two laser beams rather than dozens/hundreds, as this could indicate damage to the diffraction grating optic, and could allow emission of higher laser levels above Class 3R.

**Do not** point lasers at people or animals. Never look into the laser aperture or laser beams.

**Do not** point lasers in areas in which people can potentially get exposed, such as uncontrolled balconies, etc.

**Do not** point lasers at highly reflective surfaces, such as windows, mirrors and shiny metal. Even laser reflections can be hazardous.

**Never** point a laser at aircraft, this is a federal offense.

**Never** point un-terminated laser beams into the sky.

**Do not** expose the output optic (aperture) to cleaning chemicals.

**Do not** use laser if the laser appears to be emitting only one or two beams.

**Do not** use the laser if the housing is damaged, the housing is open, or if the optics appear damaged in any way.

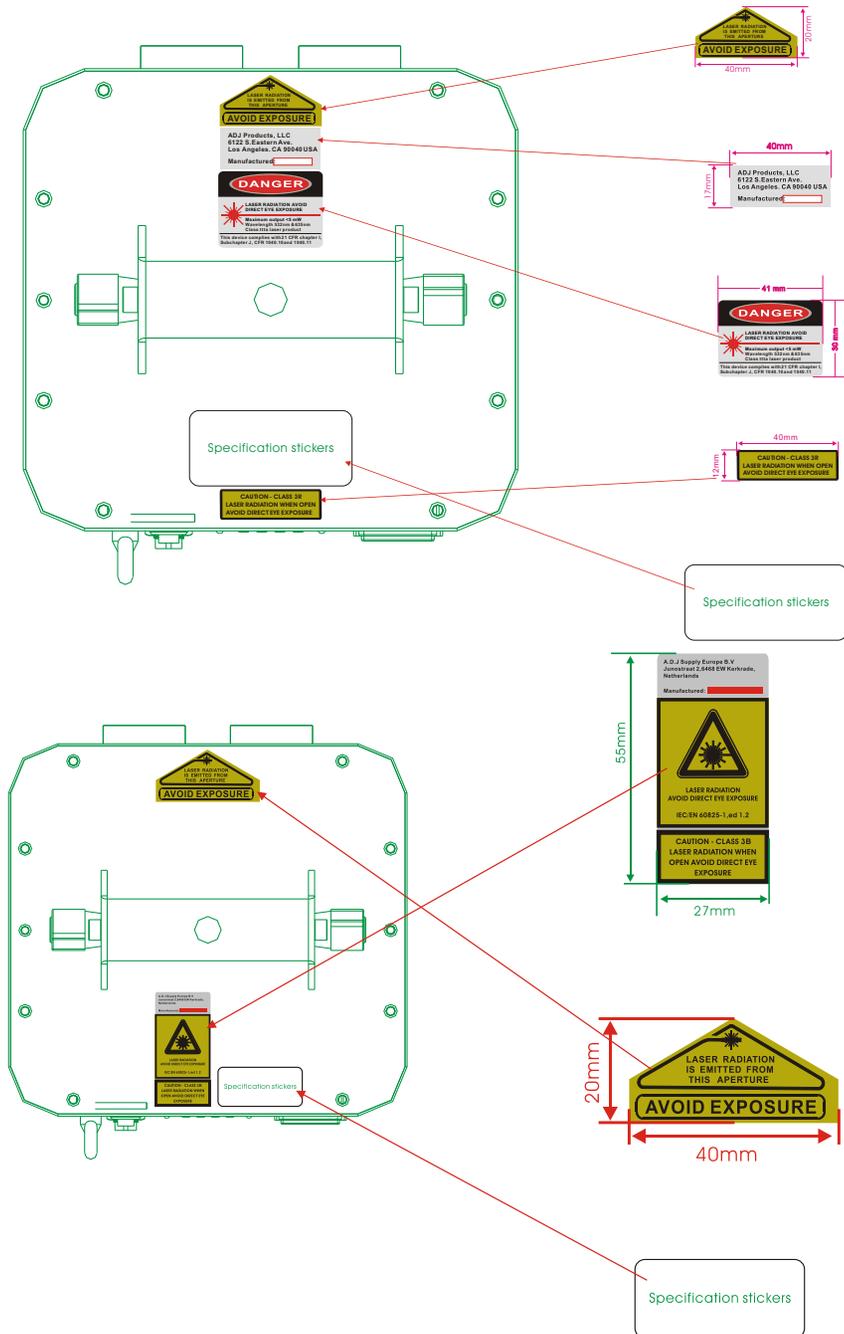
**Never** open the laser housing. The high laser power levels inside of the protective housing can start fires, burn skin and will cause instant eye injury.

**Never** leave this device running unattended.

The operation of a class 3R laser show is only allowed if the show is controlled by a skilled and well- trained operator, familiar with the data included in this manual.

The legal requirements for using laser entertainment products vary from country to country. The user is responsible for the legal requirements at the location/country of use.

Always use proper lighting safety cables when hanging lights and effects overhead.



**Power Supply:** Before plugging your unit in, be sure the source voltage in your area matches the required voltage for your ADJ Galaxian 3D MKII. The ADJ Galaxian 3D MKII voltage is user selectable. Because line voltage may vary from venue to venue, you should be sure your unit voltage matches the wall outlet voltage before attempting to operate you fixture.

**DMX-512:** DMX is short for Digital Multiplex. This is a universal protocol used by most lighting and controller manufactures as a form of communication between intelligent fixtures and controllers. A DMX controller sends DMX data instructions from the controller to the fixture. DMX data is sent as serial data that travels from fixture to fixture via the DATA "IN" and DATA "OUT" XLR terminals located on all DMX fixtures (most controllers only have a DATA "OUT" terminal).

**DMX Linking:** DMX is a language allowing all makes and models of different manufactures to be linked together and operate from a single controller, as long as all fixtures and the controller are DMX compliant. To ensure proper DMX data transmission, when using several DMX fixtures try to use the shortest cable path possible. The order in which fixtures are connected in a DMX line does not influence the DMX addressing. For example; a fixture assigned a DMX address of 1 may be placed anywhere in a DMX line, at the beginning, at the end, or anywhere in the middle. Therefore, the first fixture controlled by the controller could be the last fixture in the chain. When a fixture is assigned a DMX address of 1, the DMX controller knows to send DATA assigned to address 1 to that unit, no matter where it is located in the DMX chain.

**Data Cable (DMX Cable) Requirements (For DMX and Master/Slave Operation):** The Galaxian 3D MKII can be controlled via DMX-512 protocol. The Galaxian 3D MKII is a five channel DMX unit. The DMX address is set electronically using the controls on the top rear panel of the unit. Your unit and your DMX controller require a approved DMX-512 110 Ohm Data cable for data input and data output (Figure 1). We recommend Accu-Cable DMX cables. If you are making your own cables, be sure to use standard 110-120 Ohm shielded cable (This cable may be purchased at almost



Figure 1

all professional sound and lighting stores). Your cables should be made with a male and female XLR connector on either end of the cable. Also remember that DMX cable must be daisy chained and cannot be split.

**Notice:** Be sure to follow figures two and three when making your own cables. Do not use the ground lug on the XLR connector. Do not connect the cable's shield conductor to the ground lug or allow the shield conductor to come in contact with the XLR's outer casing. Grounding the shield could cause a short circuit and erratic behavior.

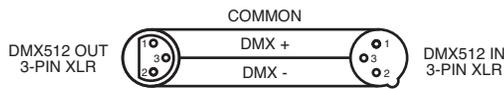


Figure 2

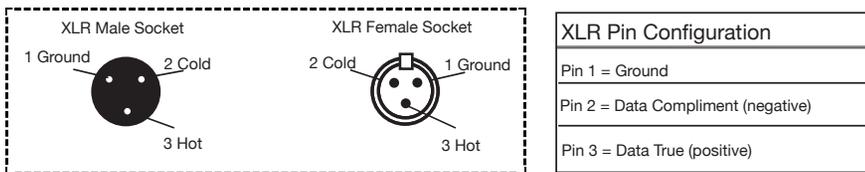


Figure 3

**Special Note: Line Termination.** When longer runs of cable are used, you may need to use a terminator on the last unit to avoid erratic behavior. A terminator is a 110-120 ohm 1/4 watt resistor which is connected between pins 2 and 3 of a male XLR connector (DATA + and DATA -). This unit is inserted in the female XLR connector of the last unit in your daisy chain to terminate the line. Using a cable terminator (ADJ part number Z-DMX/T) will decrease the possibilities of erratic behavior.

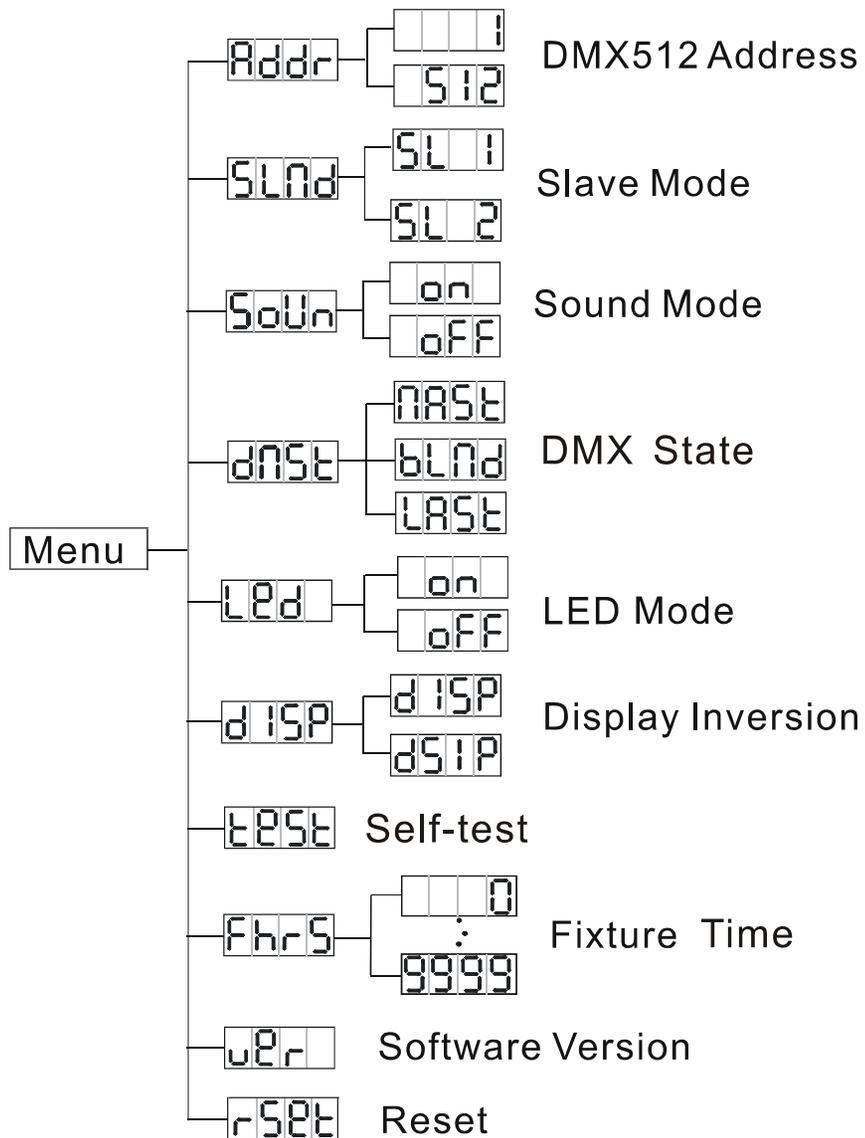


Termination reduces signal errors and avoids signal transmission problems and interference. It is always advisable to connect a DMX terminal. (Resistance 120 Ohm 1/4 W) between PIN 2 (DMX-) and PIN 3 (DMX+) of the last fixture.

Figure 4

**5-Pin XLR DMX Connectors.** Some manufactures use 5-pin DMX-512 data cables for DATA transmission in place of 3-pin. 5-pin DMX fixtures may be implemented in a 3-pin DMX line. When inserting standard 5-pin data cables in to a 3-pin line a cable adaptor must be used, these adaptors are readily available at most electric stores. The chart below details a proper cable conversion.

| 3-Pin XLR to 5-Pin XLR Conversion |                        |                     |
|-----------------------------------|------------------------|---------------------|
| Conductor                         | 3-Pin XLR Female (Out) | 5-Pin XLR Male (In) |
| Ground/Shield                     | Pin 1                  | Pin 1               |
| Data Compliment (- signal)        | Pin 2                  | Pin 2               |
| Data True (+ signal)              | Pin 3                  | Pin 3               |
| Not Used                          |                        | Pin 4 - Do Not Use  |
| Not Used                          |                        | Pin 5 - Do Not Use  |



**System Menu:** When confirming your setting press **ENTER** and then hold **MENU** for at least 2-3 seconds, or you can wait 1 minute for automatic setup. To exit without making any adjustments press the **MENU** button.

### ADDR - DMX Address Setting.

1. Tap the either the MENU, UP, or DOWN buttons until “**ADDR**” is displayed, press ENTER.
2. The current address will now be displayed and flashing. Press the UP or DOWN buttons to find your desired address. Press ENTER to set your desired DMX address.

### SLND - This will let you set unit as a master or slave in a master/slave configuration.

1. Tap the MENU button until “**SLND**” is displayed, press ENTER. Either “**SL 1**” or “**SL 2**” will be displayed.
2. Tap the UP or DOWN buttons until your desired setting is displayed, press ENTER and then hold MENU for at least 2-3 seconds to confirm.

**NOTE:** In a Master/Slave configuration you can make one fixture the Master and then set the next fixture to “**SL 2**”, the fixtures will now have contrast movement to each other.

### SOUN - Sound Active mode.

1. Tap the MENU button until “**SOUN**” is displayed, press ENTER.
2. The display will show either “**ON**” or “**OFF**”. Press the UP or DOWN buttons to select “**ON**” to activate sound active mode, or “**OFF**” to deactivate sound active mode.
3. Press ENTER and then hold MENU for at least 2-3 seconds to confirm.

**DNST** - This mode can be used as a precaution mode, that in case the DMX signal is lost, the operating mode chosen in the setup is the running mode the fixture will go into when the DMX signal is lost. You can also set this as the operating mode you would like the unit to return to when power is applied.

1. Press the MENU button until “**DNST**” is displayed, press ENTER.
2. Either “**MAST**”, “**BLND**”, or “**LAST**” will be displayed. Choose an operating mode you would like the unit to start up in when power is applied or the DMX signal is lost.
  - MAST (Master Slave) - If the DMX signal is lost or power is applied, the unit will automatically go into Master Slave mode.
  - BLND (Blackout) - If the DMX signal is lost or power is applied, the unit will automatically go into stand by mode.
  - LAST (Last State) - If the DMX signal is lost the fixture will stay in the last DMX set up. If power is applied and this mode is set, the unit will automatically go into the last DMX set up.
3. Press ENTER to confirm your desired set up.

**LED** - With this function you can have the LED display turn off after 10 seconds.

1. Tap the MENU button until “**LED**” is displayed, press ENTER.
2. The display will show either “**ON**” or “**OFF**”. Press the UP or DOWN buttons to select “**ON**” to keep the LED display on at all times, or “**OFF**” to switch to have the LED display switch off after 10 seconds.
3. Press ENTER and then hold MENU for at least 2-3 seconds to confirm.

**DISP** - This function will “flip” the LED display 180°.

1. Press the MENU button until “**DISP**” is displayed, press ENTER.
2. Either “**dISP**” or “**dSIP**” will now be displayed. Press the UP or DOWN buttons to select one or the other.
3. Press ENTER, and then press and hold the MENU button for at least three seconds to confirm.

**TEST** - This function will run a self test program.

1. Press the MENU button until “**TEST**” is displayed, press ENTER.
2. The unit will now run a self test. Press the MENU button to exit.

**FHRS** - With this function you can display the running time of the fixture.

1. Tap the MENU button until “**FHRS**” is displayed, press ENTER.
2. The display shows the running time of the unit. Press MENU to exit.

**VER** - This will display the software version.

1. Press the MENU button until “**VER**” is displayed. Press the ENTER button and the software version will be displayed.
2. Press the MENU button to leave this function.

**RSET** - Use this function to reset the unit.

1. Tap the MENU button until “**RSET**” is displayed, press ENTER.
2. The fixture will now reset.

## Galaxian 3D MKII

## Operation

**CAUTION IMPORTANT!** When installing this projector, make sure that it is mounted in a manner that prevents the audience from looking directly into the beam, and the beam from striking the audience.

**Operating Modes:** The Galaxian 3D MKII has two different operating modes.

**Universal DMX Control:** This function allows you to use a Elation® universal DMX-512 controller to control the chases and patterns, dimmer and strobe. A DMX controller allows you to create unique programs tailored to your individual needs.

1. The Galaxian 3D MKII is a five DMX channel DMX fixture. See page 17 for detailed description of the DMX values and traits.
2. To control your fixture in DMX mode, follow the set-up procedures on pages 8-10 as well as the set-up specifications that are included with your DMX controller.
3. Use the controller's faders to control the various DMX fixture traits.
4. This will allow you to create your own programs.
5. Follow the instruction on page 12 to set the DMX address.
6. For longer cable runs (more than a 100 feet) use a terminator on the last fixture.
7. For help operating in DMX mode consult the manual included with your DMX controller.

**Sound Active Mode:** This mode allows either single unit or several units linked together, to run to the beat of the music.

1. Tap the MENU button until "**SOUN**" is displayed, and press ENTER.
2. Tap the UP or DOWN buttons so that "**ON**" is displayed, and press ENTER and then hold MENU for at least 2-3 seconds.
3. The optional *UC3 Controller* (not included) may be used to control different functions including blackout.

**Master-Slave Operation** This function will allow you to link up to 16 units together and operate without a controller. The units will be sound activated. In Master-Slave operation one unit will act as the controlling unit and the others will react to the controlling units programs. Any unit can act as a Master or as a Slave.

1. Using approved DMX data cables, daisy chain your units together.

## Galaxian 3D MKII

## Operation

er via the XLR connector on the rear of the units. Remember the Male XLR connector is the input and the Female XLR connector is the output. The first unit in the chain (master) will use the female XLR connector only - The last unit in the chain will use the male XLR connector only. For longer cable runs we suggest a terminator at the last fixture.

2. On the Master unit find your desired show and set that show by pressing the ENTER button.
3. On the slave units tap the MENU button until "**SLND**" is displayed, and Press ENTER. Choose either "**SL 1**" or "**SL 2**" and press ENTER. Please see page 12 for more info.
4. The slave units will now follow the Master unit.

## Galaxian 3D MKII

## Power Cord Daisy Chain

**With this feature you can connect the fixtures to one another using the IEC input and output sockets. The quantity that can be connected is 14 fixtures maximum. After 14 fixtures you will need to use a new power outlet. They must be the same fixtures. DO NOT mix fixtures.**

## Galaxian 3D MKII

## UC3 Control

|          |  |                    |
|----------|--|--------------------|
| Stand By | Blackout the fixture                                       |                    |
| Function | 1. Strobe Red<br>2. Strobe Green<br>3. Strobe in Green/Red | Chase Speed<br>1-3 |
| Mode     | Sound (LED OFF)  | Speed(LED ON)      |

| Galaxian 3D MKII |              | DMX Traits                           |
|------------------|--------------|--------------------------------------|
| Channel          | Value        | Function                             |
| 1                | 0 - 7        | <u>RED LASER</u><br>OFF              |
|                  | 8 - 15       | ON                                   |
|                  | 16 - 239     | STROBING SLOW - FAST                 |
|                  | 240 - 247    | SOUND ACTIVE                         |
|                  | 248 - 255    | ON                                   |
| 2                | 0 - 7        | <u>GREEN LASER</u><br>OFF            |
|                  | 8 - 15       | ON                                   |
|                  | 16 - 239     | STROBING SLOW - FAST                 |
|                  | 240 - 247    | SOUND ACTIVE                         |
|                  | 248 - 255    | ON                                   |
| 3                | 0 - 127      | <u>LASER ROTATION 1</u><br>0° - 360° |
|                  | 128 - 189    | COUNTER - CLOCKWISE FAST - SLOW      |
|                  | 190 - 193    | NO ROTATION                          |
|                  | 194 - 255    | CLOCKWISE SLOW - FAST                |
| 4                | 0 - 127      | <u>LASER ROTATION 2</u><br>0° - 360° |
|                  | 128 - 189    | COUNTER - CLOCKWISE FAST - SLOW      |
|                  | 190 - 193    | NO ROTATION                          |
|                  | 194 - 255    | CLOCKWISE SLOW - FAST                |
| 5                | 0 - 7        | <u>MACROS</u><br>NO FUNCTION         |
|                  | 8 - 23       | MACRO 1                              |
|                  | 24 - 39      | MACRO 2                              |
|                  | 40 - 55      | MACRO 3                              |
|                  | 56 - 71      | MACRO 4                              |
|                  | 72 - 87      | MACRO 5                              |
|                  | 88 - 103     | MACRO 6                              |
|                  | 104 - 119    | MACRO 7                              |
|                  | 120 - 135    | MACRO 8                              |
|                  | 136 - 151    | MACRO 9                              |
|                  | 152 - 167    | MACRO 10                             |
|                  | 168 - 183    | MACRO 11                             |
|                  | 184 - 199    | MACRO 12                             |
|                  | 200 - 215    | MACRO 13                             |
|                  | 216 - 231    | MACRO 14                             |
|                  | 232 - 247    | MACRO 15                             |
| 248 - 255        | SOUND ACTIVE |                                      |

## Galaxian 3D MKII Fuse Replacement

Locate and remove the unit's power cord. Once the cord has been removed locate the fuse holder located inside the power socket. Insert a flat-head screw driver into the power socket and gently pry out the fuse holder. Remove the bad fuse and replace with a new one. The fuse holder has a built-in socket for a spare fuse be sure not to confuse the spare fuse with active fuse.

## Galaxian 3D MKII Cleaning

**Fixture Cleaning:** Due to fog residue, smoke, and dust cleaning the internal and external lenses should be carried out periodically to optimize light output.

1. Use normal glass cleaner and a soft cloth to wipe down the outside casing.
2. Clean the external optics with glass cleaner and a soft cloth every 20 days.
3. Always be sure to dry all parts completely before plugging the unit back in.

Cleaning frequency depends on the environment in which the fixture operates (i.e. smoke, fog residue, dust, dew). In heavy use we recommend cleaning on a monthly basis. Periodic cleaning will ensure longevity, and crisp beam output.

## Galaxian 3D MKII Trouble Shooting

**Trouble Shooting:** Listed below are a few common problems that you may encounter, with solutions.

### **No output from the unit;**

1. Be sure the external fuse has not blown. The fuse is located on the rear panel of the unit.
2. Be sure the fuse holder is completely and properly seated.

### **Unit does not respond to sound;**

1. Low frequencies (bass) should cause the unit to react to sound. Tapping on the microphone, quiet or high pitched sounds may not activate the unit.

## Galaxian 3D MKII

## Warranty

### MANUFACTURER'S LIMITED WARRANTY

- A. ADJ Products, LLC hereby warrants, to the original purchaser, ADJ Products, LLC products to be free of manufacturing defects in material and workmanship for a prescribed period from the date of purchase (see specific warranty period on reverse). This warranty shall be valid only if the product is purchased within the United States of America, including possessions and territories. It is the owner's responsibility to establish the date and place of purchase by acceptable evidence, at the time service is sought.
- B. **For warranty service you must obtain a Return Authorization number (RA#) before sending back the product—please contact ADJ Products, LLC Service Department at 800-322-6337.** Send the product only to the ADJ Products, LLC factory. All shipping charges must be pre-paid. If the requested repairs or service (including parts replacement) are within the terms of this warranty, ADJ Products, LLC will pay return shipping charges only to a designated point within the United States. If the entire instrument is sent, it must be shipped in its original package. No accessories should be shipped with the product. If any accessories are shipped with the product, ADJ Products, LLC shall have no liability whatsoever for loss of or damage to any such accessories, nor for the safe return thereof.
- C. This warranty is void if the serial number has been altered or removed; if the product is modified in any manner which ADJ Products, LLC concludes, after inspection, affects the reliability of the product; if the product has been repaired or serviced by anyone other than the ADJ Products, LLC factory unless prior written authorization was issued to purchaser by ADJ Products, LLC; if the product is damaged because not properly maintained as set forth in the instruction manual.
- D. This is not a service contract, and this warranty does not include maintenance, cleaning or periodic check up. During the period specified above, ADJ Products, LLC will replace defective parts at its expense with new or refurbished parts, and will absorb all expenses for warranty service and repair labor by reason of defects in material or workmanship. The sole responsibility of ADJ Products, LLC under this warranty shall be limited to the repair of the product, or replacement thereof, including parts, at the sole discretion of ADJ Products, LLC. All products covered by this warranty were manufactured after August 15, 2012, and bear identifying marks to that effect.
- E. ADJ Products, LLC reserves the right to make changes in design and/or improvements upon its products without any obligation to include these changes in any products theretofore manufactured.

No warranty, whether expressed or implied, is given or made with respect to any accessory supplied with products described above. Except to the extent prohibited by applicable law, all implied warranties made by ADJ Products, LLC in connection with this product, including warranties of merchantability or fitness, are limited in duration to the warranty period set forth above. And no warranties, whether expressed or implied, including warranties of merchantability or fitness, shall apply to this product after said period has expired. The consumer's and/or Dealer's sole remedy shall be such repair or replacement as is expressly provided above; and under no circumstances shall ADJ Products, LLC be liable for any loss or damage, direct or consequential, arising out of the use of, or inability to use, this product.

This warranty is the only written warranty applicable to ADJ Products, LLC Products and supersedes all prior warranties and written descriptions of warranty terms and conditions heretofore published.

### MANUFACTURER'S LIMITED WARRANTY PERIODS:

- **Lighting Products = 1-year (365 days) Limited Warranty** (Such as: Special Effect Lighting, Intelligent Lighting, UV lighting, Strobes, Fog Machines, Bubble Machines, Mirror Balls, Par Cans, Trussing, Lighting Stands etc. excluding LED and lamps)
  - **Laser Products = 90-Day Limited Warranty**
  - **L.E.D. Products = 3-year (1095 days) Limited Warranty** (excluding motors, PCB boards, and power supplies, which have a 1-year (365 day Limited Warranty) and batteries which have a 180 day limited warranty). Only the L.E.D.s carry a 3-year warranty
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## Galaxian 3D MKII

## Specifications

### Model: Galaxian 3D MKII

|                                |  |
|--------------------------------|--|
| <b>Voltage:</b>                | 120V 60Hz or 230V 50Hz                                 |
| <b>Power Consumption:</b>      | 22.5W  |
| <b>Power Cord Daisy Chain:</b> | 14 Fixtures Max.                                       |
| <b>Lasers:</b>                 | 30mW Green Diode<br>80mW Red Diode                     |
| <b>Colors:</b>                 | Red & Green  |
| <b>Beam Angle:</b>             | 90 Degrees   |
| <b>Dimensions:</b>             | 8.75"(L) x 7.75"(W) x 3.25"(H)<br>221mm x 194mm x 78mm |
| <b>Weight:</b>                 | 7 Lbs. / 3 kgs.  |
| <b>Fuse:</b>                   | 6.3 Amp  |
| <b>Duty Cycle:</b>             | None   |
| <b>DMX:</b>                    | 5 DMX Channels   |
| <b>Sound Active:</b>           | Yes  |
| <b>Working Position:</b>       | Any Safe, Secure Position                              |
| <b>Warranty:</b>               | 90 Days  |

**Please Note:** Specifications and improvements in the design of this unit and this manual are subject to change without any prior written notice.

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