FP **FLASHPOINT**

Zoom Li-on Flash

FPLFSMZL

For Your Safety

- Do not use any power supply other than the included one to charge the battery.
- Do not charge the battery for more than 12 hours.
- Do not expose your lighting equipment to moisture, dust, dirt, rain, water, or extended sunshine.
- Any exposure to chemical solutions, gasoline, grease, oil, paint, or detergents can result in permanent damage to your equipment.
- Do not insert metal parts into any lighting equipment.
- Do not touch the electrical contacts on the flash or battery or contact them with any conductive materials.
- Dry your hands before handling the equipment, as touching your equipment with wet hands is dangerous to both the equipment and to you.
- Do not attempt repairs to your lighting equipment personally. If a problem arises, contact the store from which you purchased the light.
- This flash has an over-frequency protection circuit, rapid continuous rapid firing will cause the flash to slow operation and trigger a ˝cool down˝ period. After this period, the flash will resume normal operation.
- You may also reboot the flash by cycling the power off and then on.
- Do not use selective coloring.

- Do not use the flash to support other equipment. For example, do not lift your camera by the flash.
- The flash has a locking pin to ensure secure operation. To avoid damage, completely unscrew the locking ring before removing the flash.
- The battery should slide smoothly into the flash. If it does not, remove it, check alignment, and check for obstructions. Do not force the battery.
- Do not store illegal substances in the flash's battery compartment.
- Do not fire the strobe at very close distance to items or people/pets as the strobe releases intense heat and can cause damage and serious injury. And they will probably be upset at you.
- Do not leave or store the flash unit in places where the ambient temperature reaches over 50℃ (e.g. in automobile). Otherwise the electronic parts may be damaged.
- In case of abnormal function, sparks, excessive heat, flames or smoke, immediately power off the unit and remove the battery if safely possible. Have it checked by an authorized technician.

Name of Parts

Body
1. Retractable Bounce Card
2. Retractable Wide Angle Panel
3. Flash Head
4. Optical Slave Sensor
5. Focus Assist Light

6. Wave Commander Remote Receiver Port
7. 2.5mm Sync Port
8. Universal Hot Shoe
9. Hot Shoe Locking Ring

10. Li-Ion Battery Compartment

Control Panel
11. Mode Button
12. Zoom/Function Button
13. LCD Backlight/Audio Alert Button

14. Selection Dial
15. Set Button16. ON/OFF Power Switch
17. Test Button/Flash Ready Indicator
18. Focus Assist Beam/High Speed Sync Button

LCD Panel
19. Manual Flash Control Mode
20. Simple Optical Slave Flash Triggering
21. Intelligent Optical Slave Flash Triggering
22. Multi/Stroboscopic Flash Mode
23. High Speed Sync Triggering
24. Battery Level Indicator
25. Audio Alert Indicator
26. Sleep Status
27. Overheat Indicator
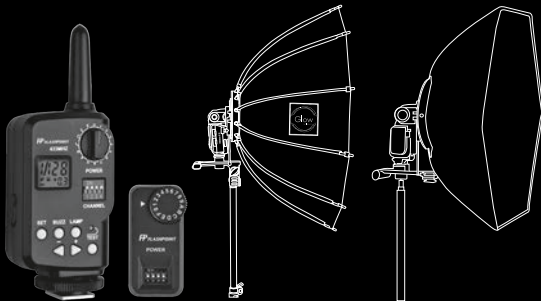28. Wireless Signal Receiving Indicator

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Included Items

Flash unit, Li-ion Battery Pack, Battery Charger with cable,
Mini Stand, Protective Case, Instruction manual

Available accessories
Radio system
Glow Hexapop and Parapop
(portable instant open and close softboxes)
Flashpoint lightstands

Battery Features

1. This flash unit uses an advanced Li-ion polymer battery which has amazing power and life expectancy
2. It has several safety features, such as circuitry to protect against overcharge, over discharge, outputting too much power, and short circuit.
3. It takes only 2.5 hours to fully charge the battery by using the standard battery charger (included).

Battery Warnings

1. Do not short circuit.
2. Do not expose to rain or immerse into water. This battery is not water proof.
3. Keep out of reach of children.
4. Do not leave the battery in the charger for more than 12 hours.
5. Store in dry, cool, ventilated places.
6. Do not put near or into fire.
7. Batteries should be disposed according to local regulations.
8. If the battery was not used for over 3 months, please charge fully before use.

Loading and unloading the battery

To load the battery, line up the shape of the battery with the battery compartment (it can only fit one way) and slide it into the flash until the white retaining snap clicks into place
To remove the battery, slide aside the white retaining snap. The battery should pop out of the unit on its own
Note: There is a battery level indicator on the LCD screen to inform you of the current battery level. Please keep an eye on it.

Attaching to a Camera

1. Attach the Camera Flash
   Slip the camera flash's mounting foot into the camera's hotshoe all the way.

2. Secure the Camera Flash
   Rotate the locking screw on the mounting foot until it locks up.

3. Detach the Camera Flash
   Rotate the locking screw on the mounting foot until it is loosened.

Note: The flash features a Locking Pin. Do not attempt to remove the flash from the camera without completely loosening the locking screw

Using the Flash

1. Power Management
Use the ON/OFF Power Switch (16) to power the flash unit on or off. Turn it off if it will not be used for an extended period of time. This flash unit has Sleep Function and will enter into sleep status when there is no operation for a long time. The timeout can be adjusted from the Custom Menu (see the Custom Menu section).

2. Flash Output Control
Flash output can be varied from 1/128th power to 1/1 (full power) in 1/3 stop increments. To obtain a correct flash exposure, use a hand-held flash meter or guide number calculator to determine the required flash output. Adjust the power output by rotating Selection Dial (14). Flash output is displayed based on the most recent full stop displayed, so 1/1-.3 is the same as 1/2 +.7. The following table makes it easier to see how the power changes in terms of f/stop when you increase or decrease the flash output:

Figures displayed when reducing flash output level →

1/1	1/1-0.3	1/1-0.7	1/2	1/2-0.3	1/2-0.7	1/4	...	OF
	1/2+0.7	1/2+0.3		1/4+0.7	1/4+0.3		...	

←Figures displayed when increasing flash output level
Lowering the flash power setting to OF indicates that the flash is off and will not fire.

3. ZOOM: Setting the Flash Coverage
The flash coverage can be set to match the lens focal length from 24 mm to 105 mm. Press the Zoom / Function button (12) and rotate Selection Dial (14) to change the flash coverage.
Note: That using the flash zoomed in while photographing at a wide angle will result in darkness on the sides of the photo.

Shooting Modes

• M Manual mode
Use the Mode button to select manual mode. In this mode the flash power is manually controlled, either from the unit or the radio controller. The flash can be triggered by the hot shoe, the radio controller, or the sync port

• S1 Slave mode
Use the Mode button to select S1 mode. In this mode the flash power is manually controlled, either from the unit or the radio controller. The flash can be triggered by the hot shoe, the radio controller, or the sync port, and the flash will also fire immediately if the Optical slave sensor sees another flash firing. Use this mode when you want the flash to fire in synchronization with other flash units without them being connected via radio or cord. Do not use this mode if you are using any other unit with a pre-flash such as TTL

• S2 Slave mode

  Use the Mode button to select S2 mode. In this mode the flash power is manually controlled, either from the unit or the radio controller. The flash can be triggered by the hot shoe, the radio controller, or the sync port, and the flash will also fire immediately if the Optical slave sensor sees another flash firing TWICE. Use this mode when you want the flash to fire in synchronization with other flash units using TTL without them being connected via radio or cord. In S2 mode, the flash unit will ignore a single "preflash" from the master flash and will only fire in response to the second, actual flash from the master slave unit.

• RPT Mode (Stroboscopic Flash)

  Use the Mode button to select RPT mode (Multi/Stroboscopic flash). With stroboscopic flash, a rapid series of flashes is fired. It can be used to capture multiple images of a moving subject in a single photograph. You can set the firing speed (number of flashes per sec. expressed as Hz), the number of flashes, and the flash output power.
  To change the options in Stroboscopic mode, use the Selection Dial to make changes, and the Set button (15) to move to the next option. By default the wheel starts controlling the output power.

Notes about Stroboscopic Flash

• Make sure that you set your camera's shutter speed to last as long as the flashes you have programmed. To calculate the shutter speed, use this formula Number of flashes/Hz= Shutter speed

• For best results use a dark background and a tripod

• Make sure your flash is not set to fire "rear curtain" by your camera. See your camera manual for settings

• Do not use stroboscopic mode more than 5 times in a row without breaks as this can result in overheating

• Due to power constraints and overheat, there are limits on how many higher powered flashes you can fire in a short amount of time. You can refer to this chart for the maximum amount of flashes/hz/power

• Maximum Stroboscopic Flashes

Flash Output \ Hz	1	2	3	4	5	6- 7	8- 9
1/4	7	6	5	4	4	3	3
1/8	14	14	12	10	8	6	5
1/16	30	30	30	20	20	20	10
1/32	60	60	60	50	50	40	30
1/64	90	90	90	80	80	70	60
1/128	100	100	100	100	100	90	80

Flash Output \ Hz	10	11	12- 14	15- 19	20- 50	60- 199
1/4	2	2	2	2	2	2
1/8	4	4	4	4	4	4
1/16	8	8	8	8	8	8
1/32	20	20	20	18	16	12
1/64	50	40	40	35	30	20
1/128	70	70	60	50	40	40

• High Speed Sync Triggering

The flash unit is capable of High Speed Sync when used with the correct radio trigger remote. (This function is not available when used on the camera Hot Shoe.) To enter High Speed Sync mode hold the Focus Assist Beam / High Speed Sync Button (18) for 2 seconds. When using the Flashpoint HSS radio transmitter, you can sync your flash with a compatible camera up to a shutter speed of 1/8000 second. This allows you to use higher shutter speeds outdoors to control your ambient exposure.

• High Speed Sync results in several nearly simultaneous flashes. Please monitor the heat of your unit, and allow the unit to cool if possible in between shots.
• If the unit begins to overheat, the overheat protection will trigger, delaying recycle times to 10 seconds and possibly putting the unit into overheat lockdown until it cools

• Focus Assist Lamp

The flash features a focus assist lamp for helping the camera to focus in low light areas. To activate it, push the Focus Assist Beam / High Speed Sync Button (18). To turn it off, push the button again, or the light will go out on its own after the timeout has elapsed without the flash being triggered. The default timeout is 10 seconds. The timeout can be adjusted from the Custom Menu (see the Custom Menu section).

> Pro Tip The focus assist lamp can be used to check which units will be affected by remote changes, even if they are far away. When using the remote, to confirm which unit(s) you are controlling in the current group, push the LAMP button on the remote. Even from a distance, you can see which units have the red focus assist lamp illuminated on the front, to know which unit(s) you controlling with the current group.

• Beep Notification

The flash offers beep notifications, to inform you when the light has recycled, and also when you are making changes remotely. It can be activated and deactivated from the LCD Backlight / Audio Alert Button (13) by holding it for 2 seconds. When the Audio Alert is activated the Audio Alert Indicator appears on the screen

Note: The audio alert will not beep for recycle if the unit did not require a recycle, for example when firing lower power flashes.

• Radio Control

Certain features of the flash can be controlled by radio, using the Flashpoint Wave Commander and receiver. These features are

• Firing the flash
• Raising and lowering the power
• Deactivating the flash from firing
• Turning on and off beep notifications
• Turning on and off the focus assist lamp

• Triggering via Sync Cord

The flash can be triggered via a standard 2.5mm sync cable connected to a radio if you prefer to use your existing radio system. This does not interfere with any of the other triggering methods or the use of the Wave Commander controller or triggering system.

• Custom Menu

The flash can has a custom menu to control the timeout of the flash
going to sleep and the AF assist light going off when the flash is not
in use. To access the Custom Menu, hold down the Zoom / Function
Button (12) for 2 seconds until the Panel displays "SL". This dialog
controls how long to delay before the flash unit automatically goes
into sleep mode. Rotate the dial to select the desired time for the
flash or to turn off Sleep Function.

Idle Time	Meaning
OF	Sleep Function is turned off. The flash unit will not automatically enter sleep mode.
3	Idle time before entering Sleep Mode is set to 3 minutes.
10	Idle time before entering Sleep Mode is set to 10 minutes.
30	Idle time before entering Sleep Mode is set to 30 minutes.
60	Idle time before entering Sleep Mode is set to 60 minutes.

The flash can be woken using any button or by triggering the flash. To control the AF Assist lamp timeout, hold down the Zoom / Function Button (12) for 2 seconds until the Panel displays "SL", then press the "Set" button (15). The panel should now say "FC". Rotate the dial to select the desired time for the flash AF Assist light to remain awake without a flash. The default time is 10 seconds.

No-Flash Time	Meaning
10 seconds	10 seconds after the last fire, focus assist lamp will automatically go out.
20 seconds	20 seconds after the last fire, focus assist lamp will automatically go out.
30 seconds	30 seconds after the last fire, focus assist lamp will automatically go out.

• Other Features

- If the unit begins to overheat, the overheat protection will trigger, delaying recycle times to 10 seconds and possibly putting the unit into overheat lockdown until it cools. Allow the unit to cool to prevent permanent damage.
- The unit features a rotating and tilting head for use as a bounce flash. Do not attempt to rotate the head beyond its intended range. When bouncing, you can extend the Retractable Bounce Card to bounce light and ensure a catch light in the subject's eyes.
- When bouncing, keep in mind that the zoom setting of the flash can affect the effective light size of the bounce surface.
- If you need to use the flash at a wider setting than the 24mm, lower the Retractable Wide Angle Panel to enable wider coverage.