

# HIVE

## KILLER PLASMA MAXI



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Thank you for purchasing Hive Lighting's KILLER Plasma Two- Light Maxi fixture. The KILLER Maxi represents a re-imagination of the traditional par array. Inspired by classic cinema lamps, like the Maxi-Brute and Dino, Hive's KILLER Two – Light Maxi fixture marries Hive's Plasma Par™ technology with the form factor of those staples of set lighting. The result is the newest innovation in high-performance, energy efficient daylight and parabolic lamp arrays.

The KILLER's unique electronic and optical system provides a flexible solution to almost all lighting applications and an amazing output from such a compact and low-wattage fixture.

We strongly advise you read the following operating instructions carefully to ensure that your KILLER Maxi is always operated and maintained correctly, and operated as intended by Hive.

## **PRODUCT OVERVIEW:**

5600K CCT  
94 CRI  
Flicker Free (450 MHz cycle)  
10,000 Hour Hive Recommend Bulb Life (30,000 hours L70)  
90 – 270V AC  
540 Total System Watts  
4.6 Amps (120VAC) / 2.5 Amps (220VAC)  
DMX512  
32 lbs (8.2 kg)  
20.5" x 12" x 10.5" (521mm x 305mm x 267mm)  
17" (432mm) from pin receiver to yoke mount  
"Junior" 1 – 1/8" (28mm) pin  
Minimum Recommended Ambient Temp: - 31F (- 35C)  
Maximum Recommended Ambient Temp: 110F (43C)  
Max Operating Altitude 10,000 ft. (3,048 m)  
Max Non - Operating Altitude 30,000 ft. (9,144 m)

## **GENERAL INSTRUCTIONS:**

### **OPERATION (AC POWER)**

- Check to make sure the inline switch is in the OFF position.
- Plug NEMA 15A U – Ground AC plug into a source of AC power.
- Flip inline switch into ON position.
- Make sure both individual bulb switches are in the ON position. The red LED indicator light will be illuminated on the switch when in the ON position.
- Check to make sure DMX control is set to appropriate local or remote control and that DMX is set to “Hi”.
- Lamp head has individual bulb control and can be run with either individual bulb illuminated or both using individual bulb switches on the back of the KILLER’s housing.
- When lamp has reached full output use local or remote DMX control to place lamp into standby mode if desired.

NOTE: Plasma has an initial strike time of between 30 – 90 seconds. If DMX controls are on, then unit is receiving power. If DMX is powered but fixture is not emitting light check to make sure output on DMX is set to “Hi”, DMX will default to remote and “Off” when re-started.

NOTE: If turning individual bulbs on one at a time, “Hi” signal must be sent to each bulb individually. To send a signal to the individual bulb make sure that after each bulb is powered (red LED indicator light illuminated) put DMX control into remote, by pushing the button on the DMX control, then return it to local on “Hi”. Always send a “Hi” signal every time either one or both of the bulbs is turned on.

## **RE-STRIKE**

### *"HOT" RE-STRIKE:*

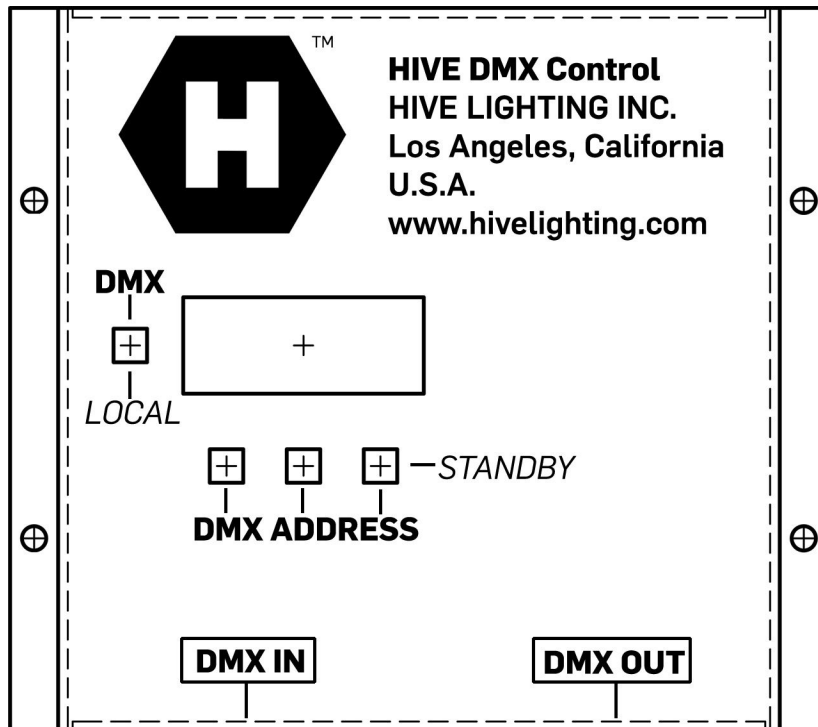
Hive Lighting's KILLER Plasma Maxi has an initial strike time of 30 – 90 seconds. If the KILLER Plasma Maxi has been running for over 30 minutes and the lamp is turned OFF it is best to wait 30 – 60 seconds before turning the lamp back on. If the lamp has been running for over 30 minutes re-strike can take between 90 seconds to 5 minutes.

If after 5 minutes the lamp has not turned on and the DMX controls are receiving power, attempt cycling power to the lamp. This will not damage the KILLER but in some cases may speed up re-strike. Do not attempt to cycle power more than once every 90 seconds.

### *HIGH TEMPERATURE "HOT" RE- STRIKE:*

Hive Lighting's KILLER Plasma Maxi™ is temperature regulated and will not operate for extended periods in ambient temperatures above 110F (43C). If after 5 minutes the lamp has not turned on, attempt to lower the temperature of the unit by introducing active airflow through a fan or air conditioning unit, removing from direct sunlight or moving the lamp head into a lower temperature location.

## DMX OPERATION



### DMX512:

Upon power-up, the interface will display the software version number for two seconds. It will then display the current DMX address. The interface will always default to remote DMX mode upon power up. The DMX address is held in non-volatile memory and will be recalled upon power up.

The right-most decimal point in the display functions as a DMX input signal indicator. It will be on while a valid DMX signal is present.

### *SETTING DMX ADDRESS*

- The DMX address can be changed by using the push button switches located below each digit of the display. Each press will increment the digit associated with it. Holding a button will cause that digit to increment quickly. A few seconds after the desired DMX address has been entered the new value will be stored in non-volatile memory.

### *“LO” (STANDBY MODE) / ON-OFF CONTROL (VIA DMX BOARD)*

- The DMX to Hive lamp interface uses a single DMX channel. When the channel is in the range of 0-30 percent the DMX signal will turn the lamp “Off”. When the DMX channel is in the range of 31-60 percent, the lamp will go to standby. When the DMX channel is in the range of 61-100 percent, the lamp will be at the full operating output level.

Upon loss of the DMX512 input signal, the interface will hold the last level it received. At power up, the interface defaults to an output level of 0 (or DMX “Off”).

NOTE: From the time the input changes from one level to another the time the lamp acts on that command can be up to 30 seconds. This is a normal function of the plasma emitter; not the interface.

### **LOCAL CONTROL OPERATION:**

A local control feature is available. The interface can be toggled between local and DMX control modes by pushing the mode button to the left of the display.

### *“LO” (STANDBY MODE) CONTROL (ON FIXTURE)*

- When the local control mode has been selected the display will show either “Lo” or “Hi”. This represents the level to which the lamp will be set. The “Lo” (low) level places the lamp into standby mode. The “Hi” (high) level sets the lamp to full operating output.
- The level can be switched between the low and high settings by pressing any of the three switches below the display.

The interface can be placed back in DMX control mode by pushing the mode button to the left of the display. The display will then show the current DMX address (see DMX Operation Above).

## **FOUR – LIGHT MAXI FRAME:**

The KILLER Plasma Maxi can be mounted into a frame designed to hold multiple lamps. Specifically the Hive offers a frame designed to hold two KILLER Plasma Two- Light Maxis to create a four-light fixture in the tradition of the Maxi-Brute.

### **ASSEMBLY:**

- Place Four-Light Maxi Frame face down on the ground.
- Remove two KILLER Plasma Maxi's from their yokes. Set aside Kip handles and washers.
- Place each KILLER inside the frame, lining up the yoke mounting points with the threaded mounting points on the frame
- Lift frame to align with yoke mounting point on each KILLER then mount frame to KILLERS with their respective kip handles by screwing threaded bolt ends through frame and KILLER mounting point.

## **FOUR – LIGHT MAXI SPACELIGHT:**

The KILLER Plasma Maxi can be used in any orientation and be hung from a lighting grid or stand. When KILLER Plasma Maxi is being used in the Four-Light Maxi Frame it will fit inside a traditional 6,000W Tungsten spacelight silk and skirt. There are three mounting carabineers that align with the mounting pegs on the spacelight silk allowing the user to hang the silk bag, target and accessories from the Four-Light frame.

## **IMPORTANT SAFETY INSTRUCTIONS:**

### **RISK OF ELECTRICAL SHOCK**

The KILLER Plasma Two-Light Maxi is a lighting product powered by sufficient electricity to cause harm to the human body. Use care and caution when handling and powering the product to avoid direct contact with electrical sources.

### **SAFETY GUIDELINES**

- Do not position or mount the product near open flames.
- Fixture is intended for use in dry locations only! Do not sit or submerge in water, fixture is not intended for wet applications.
- Do not operate fixture while standing in water.
- Do not operate fixture in rain.
- Do not cover ventilation slots.
- Allow space for proper ventilation around fixture.
- Do not operate if there is any damage to cables, plugs or fixture.
- The mounting accessories provided by HIVE are only intended for lamp placement/positioning; user must affix an approved safety cable (or other approved safety device) on all lamps at all times.
  
- Do not open fixture, or fixture electronics (specifically Hive AC/DC convertor or Hive Driver). All repairs must be performed by a Hive authorized technician or by Hive Lighting Inc, if Hive fixture, or fixture electronics are opened all warranty will be voided.

## **TECHNICAL AND WARRANTY ASSISTANCE:**

For all questions about Hive Lighting's Killer Plasma Maxi that are not answered in this manual, or require warranty assistance, contact the local dealer of Hive Lighting's Plasma Fixtures or Hive Lighting's Technical Support.

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