

Guaranteed Performance

While all Classic Lumedyne Equipment including the Batteries* and Additional Accessories have a one year warranty, the new Action Pack Series items now have a full two year warranty. We guarantee what we claim about the equipment is true. We do not guarantee that you can not break or damage our equipment. Deliberate misuse will not be covered under warranty.

For example, the new Action Pack is not weather resistant, you will immediately damage a unit by submerging it in water or maybe even getting it wet, especially with salt water. As one of the World leaders in building high power portable flash systems, we have seen everything. While many Lumedyne's go to the beach, those that get knocked over or dropped into the surf, often have serious problems. Driving over your Lumedyne system after a long day at your location Automotive shoot is also not covered under warranty. After 30 years we have heard many horror stories you might find humorous, as long as it didn't happen to you.

To activate your warranty you will need to complete the Warranty Registration Card and return it along with a copy of your sales receipt within 30 days of purchase. Your warranty will cover your parts and labor to repair the Lumedyne equipment as well as the shipping back to you. In the event of a product failure during the warranty period, simply return the items being used at the time to our Factory in Florida or an Authorized Service Center near you. No other brands of equipment or other circumstances are covered under our warranty.

Rest assured, we will do our best to help you; no matter what, when, where or how you need us, just like our flash units themselves.

* All Lumedyne Batteries are covered during the first year by the one year warranty but also have a total of 100 months of pro-rate warranty on the battery cells inside based on the actual performance of the battery. The value of your battery cells only goes down by a few dollars a month. Please contact us or see our web site for more information about our product guarantees.

At Lumedyne, you are a:

**PROFESSIONAL
FLASHER**

Get your own iPROFESSIONAL FLASHERi gear from Lumedyne including Hats, Badges and Shirts. Thank you for your support...

Lumedyne, Inc.

6010 Wall Street, Port Richey, FL 34668 USA
Ph 727-847-5394 or 800-LUMEDYNE Fax 727-841-0000
Web www.lumedyne.com Email info@lumedyne.com

Lumedyne

Action Pack Flash System

Quick Usage Guide



**Please Read Before Using
Important Information Inside:**

The Action Pack System is designed to meet the need for a high power flash with a very short flash duration. This allows faster shutter speeds and will produce sharper images of fast action much better than a normal flash of similar power.

P2XX - 200ws Power Pack with X-tra Fast Flash Duration and X-tra Fast Recycling.
3 f-stops with 50ws - 100ws - 200ws all with 1/3000 second flash duration.
Recycles in 1.5 seconds at 200ws in X-Tra Fast Mode. Fast Mode is twice as long, but yields 30% more flashes per charge.

P4XX - 400ws Power Pack with X-tra Fast Flash Duration and X-tra Fast Recycling. 3 f-stops with 100ws - 200ws - 400ws all with 1/1500 second flash duration. Recycles in 3 seconds at 400ws in X-Tra Fast Mode. Fast Mode is twice as long, but yields 30% more flashes per charge.

The Action Pack Power Pack comes with one head jack (to be used with Lumedyne Flash Heads only), and a seven light battery gauge. Not for use with Booster Modules or AC Power Supplies. The Vehicle Adapter may be used if used with 30 amp inline fuse for the cigarette adapter outlet.

Power Pack and Head Features



Troubleshooting the System



It is possible to have various types of problems ranging from complete failure to only full power flashes at the wrong setting. There are also other ways that the Pack could malfunction or go out of adjustment. Pay attention to your equipment and test it often.

NEVER attempt to repair your Lumedyme equipment, this will void your warranty. Only return it to Lumedyme or an Authorized Service Center. Once you get to know your Lumedyme Equipment, you should know how long a correct recycle takes and how bright the flash typically looks and how quietly the flash tube ipuffsî with each exposure. Be sure to pay attention to these types of things as this is your early indication of a problem if the control circuit is damaged but the Flash is still firing.

Often, it is the simple things that are overlooked. So if you run into problems while using your Lumedyme equipment, start by checking the obvious possible causes for your problem first. For example, check your pack to make sure the switch is fully engaged in the setting. Is the switch resting between settings? Is the battery sufficiently charged? Is the cable securely fastened to the pack & head?

It is always a good idea to keep an extra sync cable and head cable with you during shoots. Having them available not only provides you with a backup, but also allows you to test using the extra cable to eliminate the cables as a possible cause of failure.

If your equipment appears to be working and the Modeling Light is working but it will not flash, it may just need a Flashtube. Flashtubes may be exchanged by gently pulling the glass housing straight out of the Head. The Modeling bulb is also user replaceable. These items are glass and are the most fragile part of your System but will last for years if properly cared for. Breaking the glass parts is not covered under our Warranty.

If you are having difficulties or experience an equipment failure, we are here to help. You can always contact Lumedyme with your questions. We will assist you in either correcting the problem at that time, or arranging for our technicians to evaluate the equipment here. Either way, your productivity in the field is important to us, and we will have you back up and running as quickly as possible.



Always use care when something gets damaged not to mix damaged equipment with good equipment as the damage can spread to or effect other modules. Often, it is best to return everything being used at the time of a failure. If the equipment is well maintained it may last for 30 or more years...

Be sure that your Equipment and Warranty Cards match. Fill out completely, then send in your Warranty Cards and a copy of sales receipt within 30 days to activate your Warranty. Save all receipts and paperwork together in a safe place.

Action Pack

Getting Started Continued

5 2

To check the charge level of the Battery, press the Battery Test Button (Check Mark) on the Pack. Only a fully Charged Battery will light all seven green lights and once you get down to one green light the Pack may not recycle correctly. A single red light shows connection, but the voltage is too low. Larger and newer Batteries will rebound quicker and show stronger than older and weaker Batteries.

To test the Flash Head press the Test Button on the head. During recycling the recycling light will illuminate. The Ready Lights will illuminate when the System is ready. After the recycle, normal operation should resume.

The two Sync Connections are located on the new Head, and connect to your camera or slave unit for Manual operation. Some slave units and cameras are polarized and may need to be plugged in one way to function. Remember, while the Action Packs are compatible with all Lumedyne heads, the 2400w Quartz tube is required for the 400ws P4XX, and strongly recommended for the 200ws P2XX.

No other brands of flash head or auto module should be used with the Action Packs. The guide number of the light output is about equal to our normal flash systems, it just happens much faster.

Some cameras can sync with a flash at very fast shutter speeds, but that could cut off some of the light output from a high power flash. These packs allow you to cut down the ambient light with your faster shutter speed without cutting off the end of the flash illumination.

You should test the System completely in every power setting to become familiar with the recycle time and light output of each one. Use a flash meter at a familiar distance you normally work from. Then it is easy to remember that half of the distance would be two f-stops brighter and double the distance would be two f-stops less.

Always:

... Be sure all power settings are turned OFF before connecting or disconnecting anything. Changing Heads or batteries while the power is on is a very bad practice and could be dangerous.

... Carefully align the notch on the connector of the Head Cable with the keyway on the Pack and Head connections. Fully turn (but don't over tighten) the locking connector rings. Always clasp the Pack's end clips every time you use the equipment. The living hinges on the Power Packs will last for many years and thousands of Battery changes if they are only used correctly. You can rip them off if you try, but please don't.

... Be sure the Pack is fully in the setting you wish to use. Do not rest the Main Control Knob between settings.

... Keep all connections clean and dry. High current and voltage will cause problems when connectors get dirty or wet. Keep all of the equipment as clean and dry as possible. The weather resistance should not be deliberately tested or abused.

... Pay attention to the indicators and sounds of your System. It should look and sound consistent every time. Do not ignore Ready/Recycle lights or other indicators if the System is still flashing but doesn't seem right. Not only could you cause further damage, but it is unlikely you will be happy with the exposures either.

... Be gentle with the equipment. We make it as tough as weight and size will allow, but please take care of your System. You'd be surprised how much damage is clearly avoidable. The plastic housings protect you from the high voltage and the electronics from the elements. For example, DO NOT sit or stand on the System. Another common mistake is stretching the cables tight.

... Be prepared. The worst part of something unexpected is not being prepared. This often means extra Batteries or additional Flashtubes. (The tubes will last thousands of flashes but may only last until one face down fall.)

Lumedyne

Never:

3 4

... Never add or change components while the System is ON. Head connectors have High Voltage while ON and can be dangerous to you and the equipment if misaligned while live. This is another reason the Battery should always be clasped firmly to the Pack while in use.

... Never Run any non-quartz 400ws flashtube on the Action Pack Series Power Packs. The 400ws P4XX requires the Quartz flash tube. Quartz tubes are strongly recommended for the P2XX.

... Never use Booster modules or AC Power supplies with the Action Pack Power Pack. Vehicle adapters may be used if you have a 30 Amp in-line fuse to your cigarette lighter. (They are normally 15 Amp from most car companies).

... Never submerge your equipment in any liquid or loose sand. It's not waterproof. Don't set the Batteries down in wet or dirty areas. At least put a plastic bag or container (like Rubbermaid) on the System if you are working in a difficult environment.

... Never touch the open connectors on the Pack or Cables. You'd be surprised how electrically conductive a sweaty finger can be, even to a recessed connector. Even though most of the voltage is taken off of the Pins while the Pack is off, the connectors are not serviceable, only replaceable. Basically, don't mess with them. Only keep them clean without chemicals or abrasion. Canned air or the maximum abrasiveness of a brush like a tooth brush should be used in case of mishap.

... Never open or service any Lumedyne equipment. If you break one open, tape it shut as fully intact as possible and return to Lumedyne or a Service Center ASAP. There is very high voltage inside and is dangerous to contact the electronics inside, even when turned OFF!

... Never leave home without a backup plan. With over 250,000 pieces of Lumedyne equipment built, very few fail. Often checking the clean condition of connectors and professional servicing of your equipment can prevent on the job failures. If something doesn't seem right, it probably isn't.

Getting Started

Even though we build the Batteries with a Charge, the Battery will lose about 1% of its charge each day at room temperature and may be too low to operate the Pack. Regardless of the charge level of a Lumedyne Battery, you may charge it with a Lumedyne Charger and it will turn off automatically and turn on a Green Light. Never use a Non-Lumedyne Charger to charge a Lumedyne Battery as it could be dangerous.

Align the Battery directly with the Pack and push them straight together. Then Always Clasp Both End Clips. Taking care while changing Batteries and keeping them clean will add years to the performance of the six pin connectors. Plug the Head Cable into the Flash Head and tighten the locking collar fully but do not over tighten. The diffusers can be used at any power level but excessive Modeling Light usage will melt a hole in the cover.

Plug the Head Cable into the Power Pack and fully tighten the locking collar but do not over tighten. Do Not twist or pull Cables or Connections excessively, they are not meant to rotate.

Turn the System ON by pressing the power button. Set the Main Control Switch (white slide switch) to the desired power setting. The P4XX offers settings of 100ws, 200ws, and 400ws. The P2XX offers 50ws, 100ws, and 200ws. Each setting is noted with the watt seconds of power and each is about an f-stop higher than the previous one. The recycling light will light up while recycling and then blink every few seconds. On Action Packs this may cause the modeling light to wink just before each top off.

There are two speeds of recycle available, Fast Mode and X-Tra Fast Mode. Packs will yield 200ws in 1.5 Sec. and 400ws in 3 Sec. in X-Tra fast Mode. Recycle times double in fast mode, but yield 30% more flashes per charge. Recycle Speed light is lit in X-Tra Fast Mode and dark in fast mode.

The Ready Light will light up when the Pack is Ready. The Ready Light on the Flash Head will also light up. Check if the Modeling Light is on. The Modeling Light will drain your Battery the same as one 200ws flash in twenty seconds and will remain on (except during recycling) until you turn it off.

