

# Power Pack and Head Features



**Be sure that your Equipment and Warranty Cards match. Fill out completely, and 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.**

# 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 Lumedyne equipment, this will void your warranty. Only return it to Lumedyne or an Authorized Service Center. Once you get to know your Lumedyne Equipment, you should know how long a correct recycle takes and how bright the flash typically looks and how quietly the flash tube ipuffs 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 though the Flash is still firing.

Often, it is the simple things that we overlook. If you run into problems while using your Lumedyne equipment, start by checking the obvious possible causes for your problem first. For example, check your pack settings for correctness. Is the switch resting between settings? Is the battery sufficiently charged? Is the cable securely fastened to the pack?

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 Lumedyne 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...

The Recycle light will light up, then go out when the Pack is Ready. The Ready Light on the Flash Head will also light up. Check if the Modeling Light (rear of the head) 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.

You can check the charge level of the Battery once the pack is connected. 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 light the Pack may not recycle correctly. Only the single red light shows a 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. The Ready Lights will illuminate when the System is ready. After the recycle, normal operation should resume. It is normal for the recycling light to blink every few seconds as it maintains the charge to the capacitors.

The two Sync Connections are also on the new heads are to 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.

You can use Auto Modules to control the flash heads individually in manual or automatic with 7 f-stops of control. These power packs do not offer any TTL control even if used with a Lumedyne TTL head, because Quantum QFX, X2 and X3D flash heads have all of their controls inside the head, they should function normally on Next Generation Power Packs. Just select the full power setting to be sure all the power is available to the head.

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. While the color temperature of the light shifts less than 200 degrees in four f-stops, the flash duration is basically twice as long for each setting. The duration of a 200ws flash is 1/750th of a second.

## 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. 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 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 switches 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.

... Pay attention to the indicators and sounds of your System. It should look and sound consistent every time. Do not ignore the Recycle/Ready 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.

... 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 10's of thousands of flashes but may only last until one face-down fall.) It sometimes means extra Power or extra Heads for more dynamic lighting to make your images more valuable.

# 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. Electrical arcing can occur if the battery is changed while the power is on.

... Never use 800ws Flashtubes over 800ws. Any Lumedyne Flash Head can be used with this pack. Quartz Flashtubes allow Heads to be used up to 2400ws.

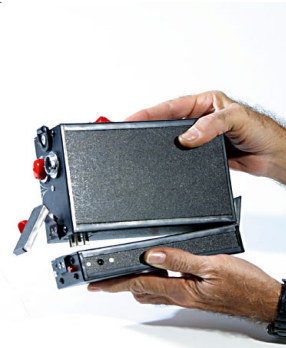
... Never submerge your equipment in any liquid or loose sand. It is not waterproof. Don't set the Batteries down in wet or dirty areas. At least put a plastic bag or container (like Rubbermaid) around the System if you are working in a difficult environment.

... 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. Limited high voltage may still be present for a short time after the pack is turned off. The connectors are not serviceable, only replaceable. Basically, don't mess with them. Simply keep them clean without chemicals or abrasion. Canned air or the maximum abrasion 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, only about 50 a week fail. Unfortunately, that's better odds than the Lottery. 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. 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.



Connect the flash head cable securely to the pack, but do not over-tighten. Diffusers can be used at any power level but excessive Modeling Light usage will melt a hole in the cover.

Leave the red Jack Cover in place on unused Head Jacks. Although the SS Head can be connected directly to a Head Jack on the Power Pack, the one facing you on the right is the preferred connector and the combination Pack/Head should be treated as FRAGILE and must be collar locked together.



The Signature Series Head should not be twisted into any other direction other than the natural alignment as it plugs directly into the Pack. It will face up at about 60 degrees from the ground while standing. It will face up at about 30 degrees while laying on its side. It will face straight across while balanced on the opposite End Clip. Do Not twist or pull Cables or Connections excessively, as they are not meant to rotate.



Set the White slide switch to the ON position, and set the red slide switch to either 50ws, 100ws or 200ws (P4NF & P4NX) or 25ws, 50ws, or 100ws (P2NF & P2NX). The recycle light on the pack will light, and go out when it is ready to fire at any chosen setting. To use the highest settings, push the white switch past the on position to the max position (200 or 400 respectively). This is the only setting effected by the addition of a Booster.

Note that the red switch is only active when the white switch is in the ON position. Its setting is bypassed when the white switch is in the max position. Also note that each setting is noted with the watt seconds of power and each is about an f-stop higher than the previous one.