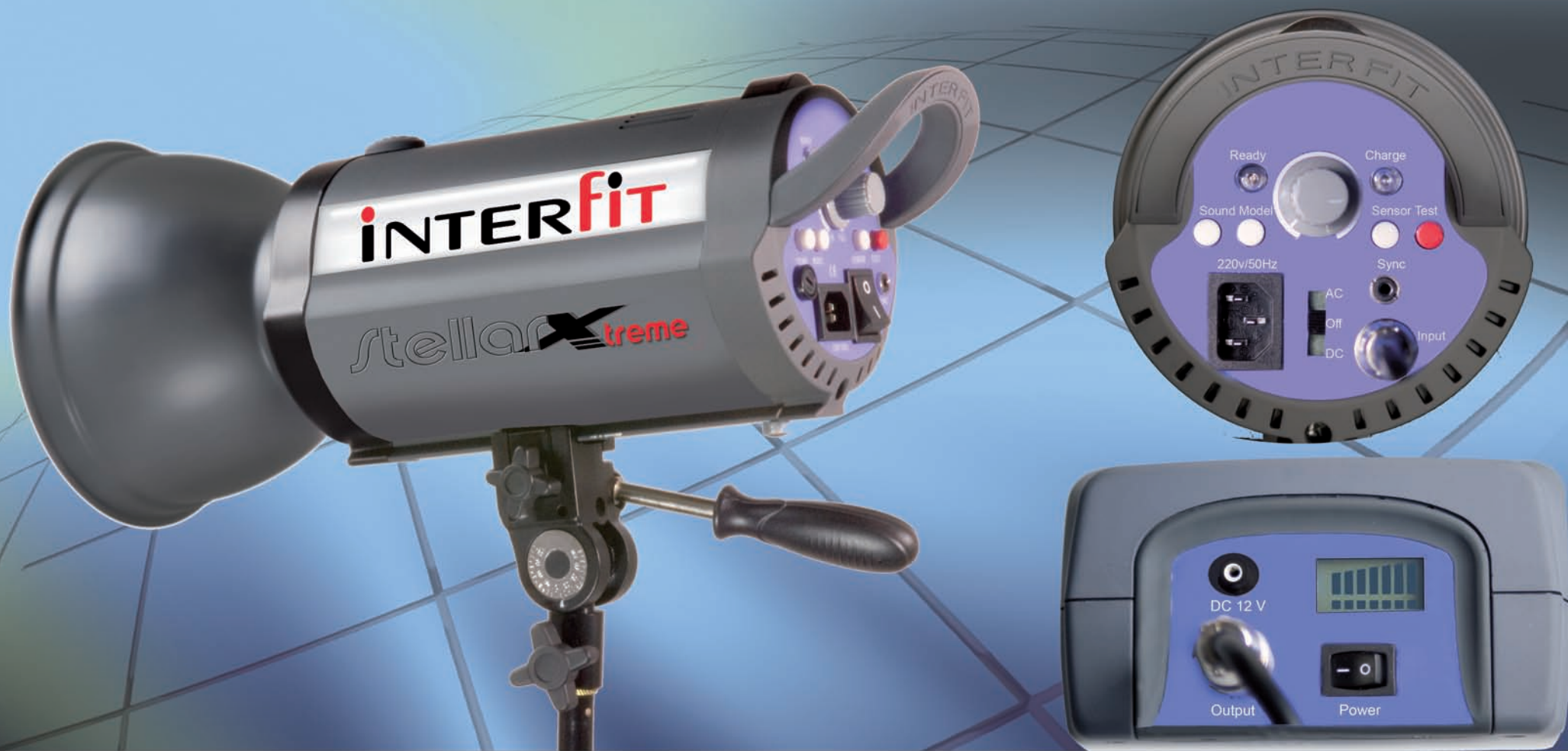


INTERfit

Expanding your creativity



MARK II BATTERY

Instructions for use with the with improved performance MKII battery 2011, may also be used with original Xtreme heads as a replacement battery.

stellarXtreme

150
300

With new improved MKII battery

Attaching the Stand Mount

Unpack the stand mount and remove the locking nut
 Undo the mount lock and slide on the stand. Assemble from the rear of the unit with the tilt handle position towards the rear of the unit.

Initially position the stand mount in the middle of the unit and tighten mount lock until held firmly in place. Now replace the locking nut until firmly fixed in position without over tightening the locking nut.

Twisting the handle in a clockwise direction tightens and locks the tilt handle, twisting the tilt handle in an anti-clockwise direction unlocks the tilt.

Caution should be used when unlocking the tilt handle not to cause damage to the user or the flash head.

The swivel release enables the stand mount to be locked on to a light stand with the thumbscrew, by releasing the screw a fraction allows the head to move freely on the stand, allowing the user to position the head as required.

Fitting an Umbrella to the head.

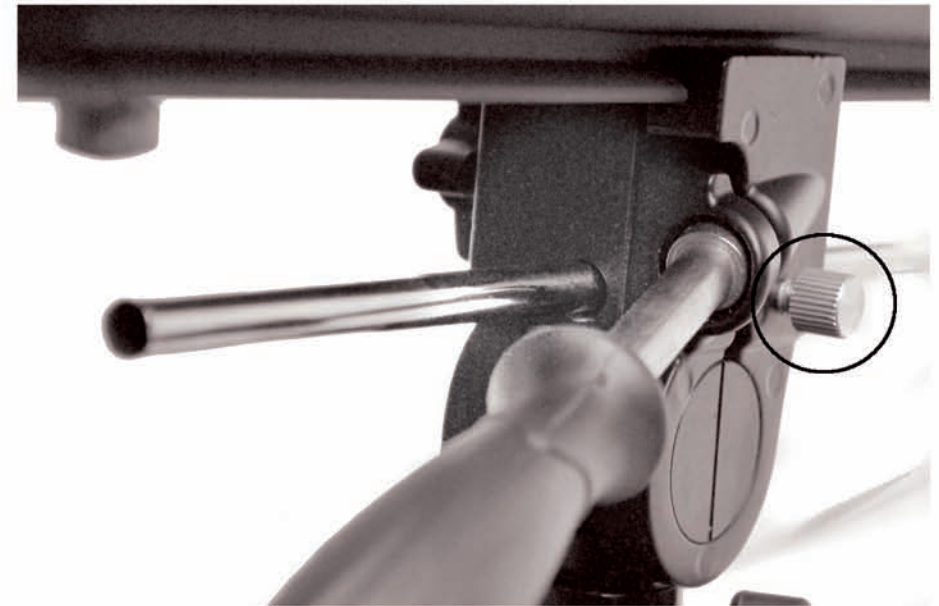
Open the umbrella and pass the rear tube / stem through the hole located next to the tilt handle. Turn on the modeling lamp and adjust the umbrella backwards / forward until excess light is filling the umbrella at the edges. Lock into position with the umbrella locking nut shown on the image above and right.

(note in a darkened room this will be easy to spot when looking at the ceiling. Excess light will be seen here, this indicates that the umbrella is not correctly located, adjust until all excess light is contained inside the umbrella)

Flash tube replacement

Stellar units are fitted with easy to replace plug in flashtubes.

Follow the text and images to the right.



Stand mount with Umbrella fitted through location hole
 Shows Umbrella locking nut in black circle.

Plug in Flashtube replacement

Remove the power lead from the head and press the TEST button.
 Leave the head for a minimum of 1 hour to FULLY discharge the capacitors, (failure to do this may give you a Hefty Electric shock). Remove the Reflector and bulb.

Fig 1 Undo the spring from the outside edge Fig 2.
 Fig 3 Lift the two glass stems gently and evenly with a gentle upward pressure.
 Fig 4 Lift the Flashtube clear
 Refitting is a reversal of the above process ensuring that the spring is correctly seated in its holder.

Fig 1



Fig 2



Fig 3



Fig 4





- A Rear grab handle
- B Ready Light (green) indicates the unit is ready to take another shot.
- C Charge Light (red) indicates the unit is in the charge cycle
- D Turns On / Off the sound (Beep)
- E Turns On / Off the modeling lamp in AC mode only
- F Controls the Flash and Modelling lamp output
- G Turns On / Off the Built in Infrared slave cell
- H Test fires the head, use to reduce the output after turning the power down
- I Main AC Power input
- J Main Power Function switch to control AC/DC inputs
- K Small Jack Sync cable input
- L Connection between Head and battery pack for DC input only
- M Built in Infrared slave cell (does not operate when button (G) is activated)



The flash head must not be connected to mains power when the battery pack is connected to the (L) input cable. Failure to observe this will damage the head and battery pack which is not covered under the warranty.

Ensure the head power (J) and battery pack power switches are in the OFF position before connecting the DC Battery pack, failure to observe this will damage the battery pack which is not covered by the warranty

To maximise the life of the battery, we recommend that the unit is not fully discharged, this will impair its life cycle and shorten its capabilities. Failure to observe is not covered by the warranty.

Improved Performance MKII Battery

With worldwide charger 110 volts - 240 volts ac via an adaptor (15v 1000ma charging)



Charger lead R plugs in to N

- N Charger connection (plug the charger into the mains and cable into this socket)
- O Charge and remaining power in the battery
- P Output to Stellar Xtreme 150/300 watt heads only
- Q DC battery pack power switch (note must be in the OFF position to charge the batter pack)
- R Charger LED Red = charging Green = fully charged, charger is plugged into "N"

Charging for the first time only

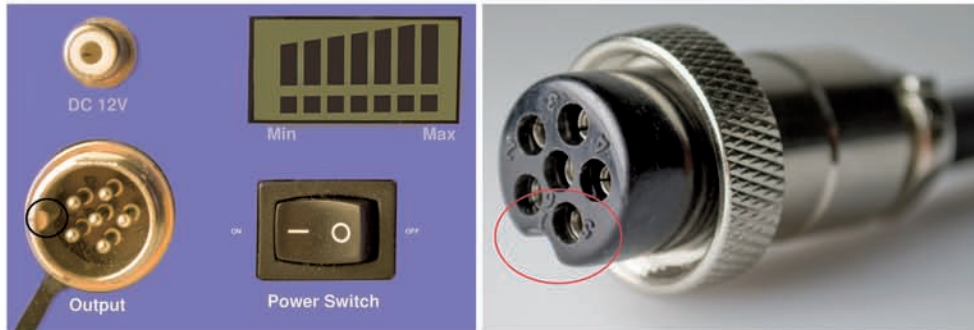


To pre condition the batteries for a longer life span the batteries need to be charged for 8 hours for the first charge only. The battery is shipped in a semi discharged state after a full charge it can be topped up as required.

When charging, the power switch (Q) needs to be turned to the OFF position. A fully charged battery will be indicated by the charging unit LED which will be illuminated in Green when fully charged, RED blinking indicates that the battery is currently charged and should be until the charger is indicating Green.

The battery pack is likely to give around 200 flashes on a Stellar Xtreme 150/300 watt heads, on Maximum power, and is likely to offer more when used below half power to minimum power.

It should be noted that the modelling lamp can not be turned on when the heads is powered by the battery pack. The flash output is also reduced to give optimal output. As the fan and internal circuitry use power during use, you can gain additional battery life by turning off both the battery and the head when you are not taking photographs.



Connecting the battery to the head

it is very important that you follow these guidelines when connecting the battery pack and flash head together. Failure may cause a short circuit to occur which is not covered by the warranty.

1. Ensure the **head** is turned to the **OFF** position
2. Ensure the **battery** pack power switch is set to the **OFF** position (with the letter O closest to the body) Shown above in the ON position.
3. Connect the DC link power cable to the battery pack, observing the correct locations as identified with the "Red & Black circles" on the above images, push in and twist the locking ring for a secure hold.
4. Connect the DC Link power cable to the head again observing the correct location into the Input junction and twist the locking ring.
5. Ensuring that the AC Power cables are removed from the head and battery pack. You are now safe to turn ON the battery pack followed by the Flash head.



Operating the unit.

The Stellar Xtreme flash head has not been weatherproofed and should not be used in damp conditions i.e. rain, sleet or snow or near water.

The Stellar Xtreme is safe to use in most environments when powered by the battery pack but it cannot be used in damp conditions.

When powered by mains AC, the Stellar Xtreme has similar capabilities to most AC powered units and can be combined with any other Interfit flash heads in the studio via the Infrared built in slave cell.

The supplied PC sync cable can be used to trigger the head when it has been connected to the PC sync connection on your camera, for those cameras that do not have a PC sync connection use either a hotshoe adaptor or Radio / Infrared transmitter sets such as the Interfit INT412 or INT411 systems.

When using Stellar Xtreme and reducing the power you should always press the "TEST" button to ensure you have the correct power level set for the next shot.

Enjoy being creative with the Stellar Xtreme

