

RAYZR MC

Multi-Color LED PANELS

- 1 SETTING UP
- 2 FUNCTIONS
- 3 WHAT IS IN THE BOX



Mount the light on a light stand with the installed TVMP receptacle. The receptacle offers two ways to mount the light to a light stand.







Powering The light can be powered by: 1xV-Mount battery / AC adapted.

1×V-Mount battery / AC adapter through XLR-4 connector.

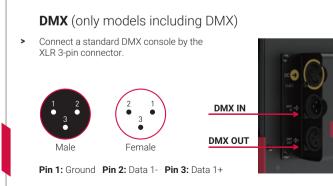
	Power Switch	II	II	<u> </u>
		V-Mount	3-stud Mount	AC Adapter through XLR-4
>	MC 100 MC 120 MC 200	14.8 V DC14.8 V DC14.8 V DC	○ 14.4 V DC ○ 14.4 V DC -	12-24 V DC12-24 V DC12-24 V DC

● Standard ○ Optional - Not available

Tilting

 The tilt position of the light can be adjusted by the high strength tilt lock lever, which can be repositioned by pulling and turning it (lift & lock).





Mode Selection | <MENU> & < ↑ > < ↓ >

- > Start in the main menu interface. From other interface pages press <MENU> to return to the main menu.
- > **Select Mode:** Press < ↑ > < ↓ > to move the cursor to select the mode or setting menu.
- Enter Mode: Press <MENU> to enter the selected mode or setting interface.

- > Enter a lighting mode or setting interface first:
- **Select:** Press $< \uparrow > < \downarrow >$ to move the cursor to the parameter of choice.
- Adjust: Turn top <Adjustment Knob> to quickly or bottom <Adjustment Knob>to slowly adjust the selected parameter.



Presets | <MODE> + <1~4> & <1~4>

- > Four scene presets can be saved independently in each mode. Please enter one of the lighting mode operation interfaces first:
- > Save: To save the light parameters in the current mode to a preset, press and hold <SAVE> and press one of the preset number buttons <1> <2> <3> <4>.
- > Recall: To recall a saved preset in the current mode, press one of the saved preset number buttons <1> <2> <3> <4>.

3

WHAT IS IN THE BOX

MODEL	Rayzr MC 100	Rayzr MC 120	Rayzr MC 200	
Light Body	•	•	•	
Barndoors	•	•	•	
AC Adapter & Cable	•	•	•	

● Standard ○ Optional − Not available

Technical data and offerings are subject to change without notice.

RAYZR