

Instructions for 200Ws Flash Head

For Your Safety

To prevent damage to your light or injury to others, please read the following safety precautions in its entirety before using this equipment. Keep these safety instructions where all those who use this equipment will readily them.

Do not disassemble or modify

Failure to observe this precaution may result in electric shock and/or product malfunction. Should the light break open as the result of a fall or other accident, be sure to disconnect the power and take the light to an authorized maintenance center for inspection.

Keep Dry

Moisture can cause electric shock. Do not handle with wet hands. This light should not be immersed in or exposed to water or rain. Failure to observe this precaution could result in fire or electric shock.

Keep out of reach of children

This light contains small parts that may pose a choking hazard. Consult a physician immediately if a child swallows any part of this light.

Do not expose to high temperatures

Do not leave this light in a closed vehicle, in direct sunlight, or in other areas subject to extreme heat. Failure to observe this precaution could result in fire or damage to the casing or internal components.

Getting Started

Mounting to the Light Stand

Loosen the Light Stand Mount Lock [5]. Place the light onto a light stand with a standard 5/8" mount. Re-tighten the Light Stand Mount Lock [5].

Adjusting the Head Angle

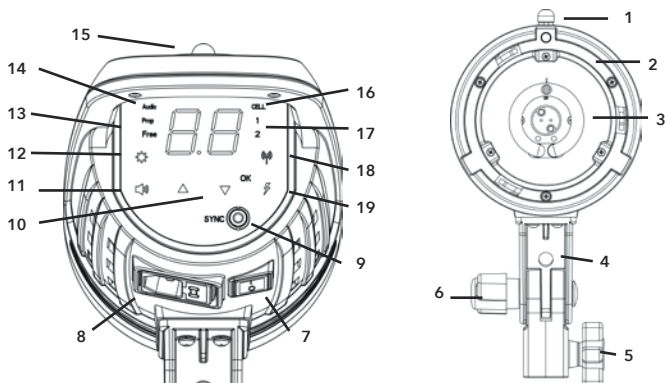
Loosen the Tilt Lock [6] and position the light where you need it. Re-tighten the Tilt Lock [6].

Turning on the Light

Plug the power cable into the Power Socket [8], then into a 110v/60Hz AC outlet. Turn on the light with the Power Switch [7].

Anatomy of the Light

1. Modifier Quick Release
2. Bowens S-Type Mount
3. Flash Tube & Modeling Lamp
4. Umbrella Mount
5. Light Stand Mount Lock
6. Tilt Lock
7. Power Switch
8. Power Socket & Fuse Box
9. 3.5mm Sync Port
10. Power Adjustment Buttons
11. Beep Button
12. Modeling Lamp Button
13. Modeling Lamp Mode Indicator
14. Beep Indicator
15. Optical Slave Cell
16. Optical Slave Cell Indicator
17. Channel Indicator
18. Channel Selection/Optical Slave Cell Button
19. Test Button/Flash Ready Indicator



Using the Light

Test Button

The Test Button [19] allows you to fire your flash without taking a photo. The button will illuminate when the flash is charged and ready for use.

Adjusting the Power

Power is adjustable in 1/10th-stop increments over a 5-stop range. Press the Power Adjustment Buttons [10] to adjust the power from 7.0 (full power) to 2.0 (lowest power).

Using the Modeling Lamp

Press the Modeling Lamp Button [12] once for proportional mode (brightness adjusts according to flash power). Press the button again to turn the modeling lamp to full power.

Setting the Channel (Only required when using the Studio Essentials Remote)

Having 4 available channels allows you to work in close proximity of other photographers without interfering with their lights.

NOTE: Lights and remote must all be on the same channel.

Channel	Remote Display	Flash Back Panel Display
1	ON 1 2	1
2	ON 1 2	2
3	ON 1 2	1 & 2 ON
4	ON 1 2	1 & 2 OFF

Press the Channel Selection/Optical Slave Cell Button [18] to toggle between the 4 available channels. Channels are displayed on the Channel Indicator [17]. To assign channels on the remote (sold separately from individual heads. Included with kits), use the two white toggle switches on the underside of the remote. Use the graph to the right to ensure the remote and the flashes are all on the same channel.

Beep Button

Press the Beep Button [11] to turn on and off the sounds for power adjustments and flash recycle notifications.

Optical Slave Cell (Only required when using a sync cord or 3rd-party remote)

Press the Channel Selection/Optical Slave Cell Button [18] until the Optical Slave Cell Indicator [15] is illuminated. You may need to push the button multiple times to toggle through the wireless channels. This will allow the light to be triggered by other flashes.

NOTE: Using the Optical Slave Cell requires direct line of sight between lights.

Attaching Modifiers

Insert the three prongs of the modifier ring into the Bowens S-Type Mount [2] and rotate clockwise until you hear a click. To remove the modifier, pull back on the Modifier Quick Release [1] on the top of the flash to release the lock and rotate the modifier counter clockwise.

Replacing the Flash Tube and Modeling Lamp

For a detailed instructional video on how to replace flash tubes and modeling lamps, please visit the product page on the Interfit website. Replacement parts can be purchased through the Interfit website or a certified Interfit dealer.

NOTE: The oil from your fingers will damage the flash tube and modeling lamp. Be sure to handle new tubes and lamps with gloves or clean cloth. Always use caution when handling broken glass.