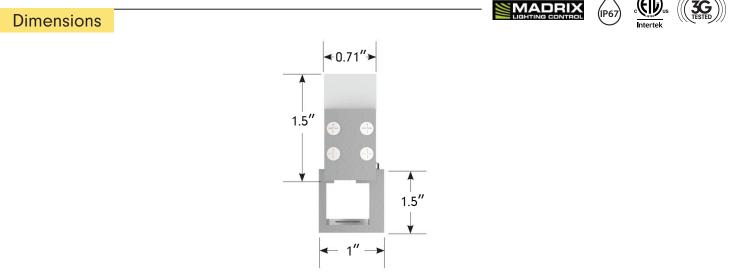
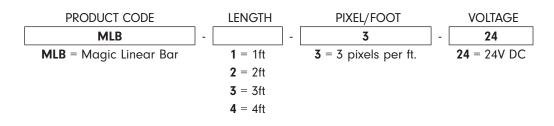


- Designed for architectural facade, bridge, and media display applications
- Low power consumption with efficient power management design
- Standard DMX 512 control protocol (Max. 44 frames/second)
- Amazing resolution with 3 pixels per foot
- Perfect light synchronization with Artnet system and ESD protection
- Electrical protection for short circuit, over current, over voltage, and over temperature
- Dynamic resolution control ranging from the entire fixture length down to 4" segments
- IP67 rated
- Mounting brackets included (2 per fixture)
- 3G Vibration Rated



Order Specification Guide



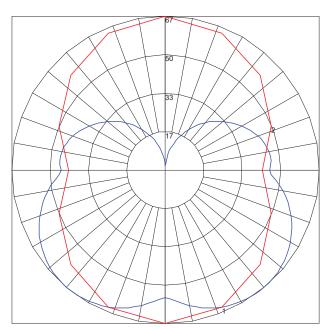
Note: A layout/drawing must accompany each order showing run length and location

Specifications

Output	
LED Channels	Red / Green / Blue / White (4000K)
Lumens (Im/ft)	106 (all colors fully on)
Efficacy (Im/W)	78
Beam Angle	145° x 105°
On-Axis Candela	44
Pixels	3 pixels/ft
Electrical	
Input Voltage	24V DC
Power Consumption (W/ft)	3
Maximum Run	32'
Control	
Control System	DMX 512 / Artnet
Address Setting	Auto / Manual
Physical	
Dimensions W/ Bracket	1.12" W x 2.48" D x 39.37" L
Dimensions W/O Bracket	0.71" W x 1.5" D x 39.37" L
Housing	Aluminum Powder Coat - Gray
Housing Expansion/Contraction	0.5cm (0.2")
Lens	Opal PMMA Acrylic
Mounting	Surface Mount
Cooling	Passive
Cable Entry	Bottom
Operating Temperature	-20°C to 50°C (-4°F to 122°F)
Storage Temperature	-40°C to 80°C (-40°F to 176°F)
Certification and Testing	
Certification	cETLus, CE, RoHS
Environment	Wet Location
IP Rating	IP67
Vibration	3G (ANSI C136.31)



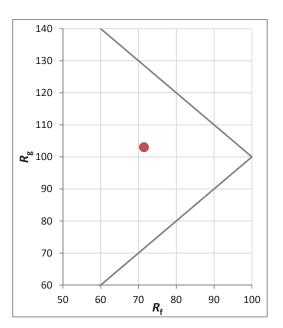
Photometrics



Maximum Candela = 66.5 Located At Horizontal Angle = 90 Vertical Angle = 37.5 #1 Vertical Plane Through Horizontal Angles (90-270) (Through Max. Cd.) #2 Vertical Cone Through Vertical Angle (37.5) (Through Max. Cd.)

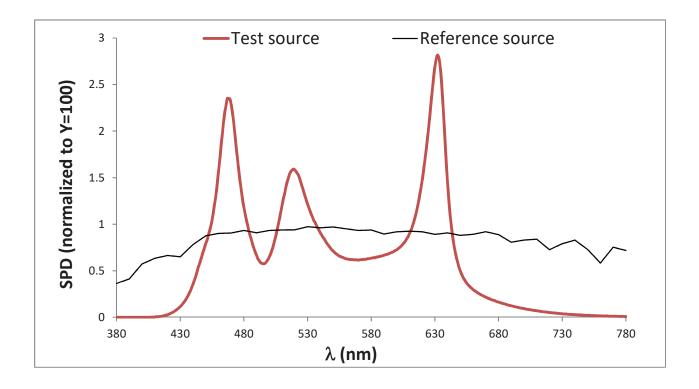
TM-30

		Graphic Shifts (%)			
Hue Bin	Hue Bin R _f		Hue		
1	65	15%	5%		
2	71	14%	-8%		
3	58	7%	-21%		
4	62	-8%	-20%		
5	68	-17%	-10%		
6	83	-6%	7%		
7	75	1%	14%		
8	69	9%	15%		
9	77	14%	11%		
10	78	10%	-2%		
11	74	8%	-10%		
12	74	-1%	-16%		
13	80	-7%	-8%		
14	75	-8%	11%		
15	72	8%	11%		
16	72	9%	12%		

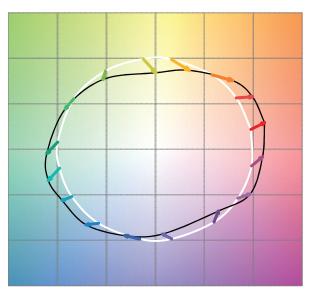


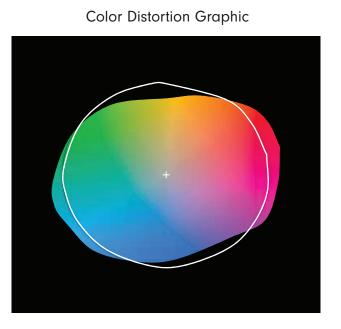


TM-30



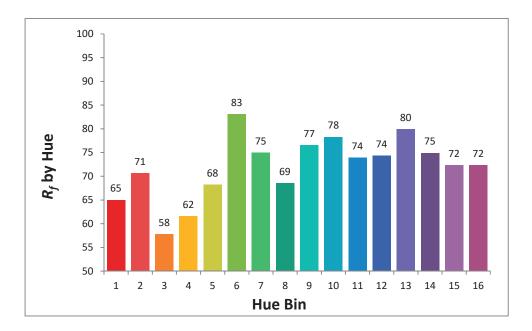
Color Vector Graphic





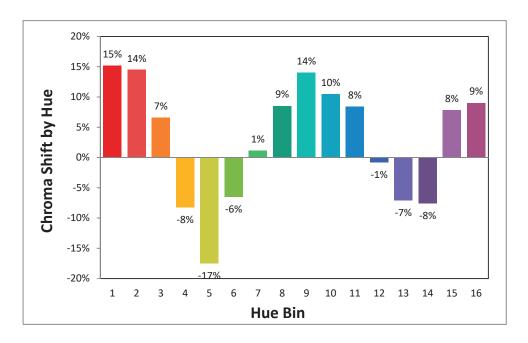


TM-30



Hue Angle Bin vs. Fidelity Index

Hue Angle Bin vs. Change of Chroma



Accessories



MLB-PWR-2P Power Feed Cable (IP67) 6.5' length 2-PIN M15 Screw Lock Female connector to Bare Wire



MLB-JUMPER-M15-4P-X Jumper Cable (IP67) X = 10, 25,100 lengths in ft 4-PIN M15 Screw Lock Female to Male connector or Hardwire end for direct connection

.....



JUMPER-XLR3P-X Jumper Cable 3-PIN XLR X = 5, 10, 25 (lengths in ft)



DMX3-CAT5-ADPTR DMX Adapter 3-pin XLR Female to RJ45



MLB-TERM-CAP End Cap for M15 Female Connector



MLB-T-CONN-3P T Connector (IP67) 3-PIN XLR Male for DMX 4-PIN M15 Female for LED 2-PIN M15 Screw Lock Male for Power



NTG-SWI-16PT NETGEAR 16-Port Gigabit Ethernet Unmanaged Switch



DMX-SPLT-8 DMX Splitter 1 Input to 8 Output Ethernet or Hardwire Connection



ARTNET-L-X-512 X = 8, 16 (ports) 8 or 16 port universe Artnet to DMX interface, 16 port 8192 DMX channels 8 port 4096 DMX channels (Online only)



NTG-SWI-8PT NETGEAR 8-Port Gigabit Ethernet Unmanaged Switch



Key & Software Levels

PRODUCT CODE		CONTROL		5 KEY & SOFTWARE LEVEL	A USB dongle unlocks the s
MDRX	-	LC	-		freely switch between diffe
MDRX = MADRIX		LC = Lighting Control		5S = Start Level	specific one. It only needs
				5E = Entry Level	
				5B = Basic Level	MADDIX 5 LICENSE II

5P = Professional Level

5U = Ultimate Level

5M = Maximum Level

A USB dongle unlocks the software's full output. You can ireely switch between different PCs as it is not bound to a specific one. It only needs to be activated online once.

MADRIX 5 LICENSE UPGRADES

You can easily upgrade your MADRIX 5 KEY to any higher license at any time, increasing the available output.

Level	START	ENTRY	BASIC	PROFESSIONAL	ULTIMATE	MAXIMUM	
MADRIX 5 Order Code	MDRX-LC-5S	MDRX-LC-5E	MDRX-LC-5B	MDRX-LC-5P	MDRX-LC-5U	MDRX-LC-5M	
DMX-Based Output							
DMX Channels	1,024	4,096	16,384	65,536	262,144	1,048,576	
DMX Universe Example	2	8	32	128	512	2,048	
RGB Voxels Example	341	1,365	5,461	21,845	87,381	349,525	
DVI-Based Output							
DVI Voxels	4,096	16,384	262,144	1,048,576	2,097,152	2,097,152	
Render Resolution (Pixel x Pixel)	64 x 64	128 x 128	512 x 512	1,024 x 1,024	2,048 x 1,024	2,048 x 1,024	

Controls



TVOQ-10-XX-7 XX = BK (black), WH (white)



TVOQ-2-BK Black



ARTNET-S-8-512 8 port universe Artnet to DMX interface, 4096 DMX channels Programmable for playback and live support (Online or Offline option)



Power Supplies

ADNM - NON DIMMING

DESCRIPTION	CAT NO	APPLICATION	PRIMARY VOLTAGE	SECONDARY VOLTAGE	CIRCUIT BREAKERS	MAX LOAD	CIRCUIT CAPACITY
	ADNM-90-1-4-24-D	Indoor / Outdoor	100-277V AC 50/60 HZ	24V DC -	1	90W	3.75A
ADNM Series Class 2 Transformer	ADNM-120-1-4-24-D				1	96W	4A
	ADNM-240-2-4-24-D				2	2x96W	2x4A
	ADNM-320-3-4-24-D				3	3x96W	3x4A

INFINITY - MLV / ELV / 0-10V / PWM / TRIAC

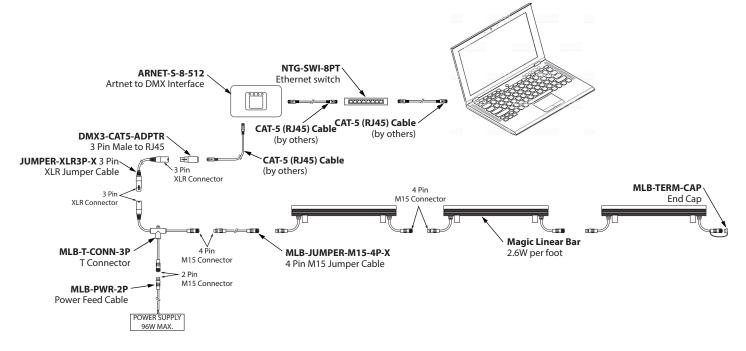
DESCRIPTION	CAT NO	APPLICATION	PRIMARY VOLTAGE	SECONDARY VOLTAGE	CIRCUIT BREAKERS	MAX LOAD	MIN LOAD	CIRCUIT CAPACITY
	INF-J-30-1-1.3-24	Indoor / Outdoor	100 - 277V AC	24V DC	1	30W	3W	1.3A
	INF-J-60-1-2.5-24				1	60W	6W	2.5A
Infinity Series Class 2 Transformer	INF-J-96-1-4-24				1	96W	9W	4A
	INF-J-192-2-4-24				2	2x96W	2x9W	2x4A
	INF-J-288-3-4-24				3	3x96W	3X9W	3x4A



Wiring Diagram - Offline

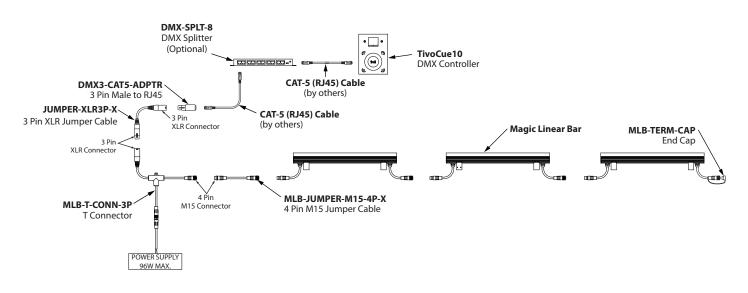
ARNET-S

Programmed via MADRIX software and recorded directly to an ARTNET-S interface for media applications and performance. This is a stand-alone feature without a need for network support by software (MADRIX) once recorded to the interface (ARNET-S). Please refer to installation instructions for additional information.



TivoCUE (Preset)

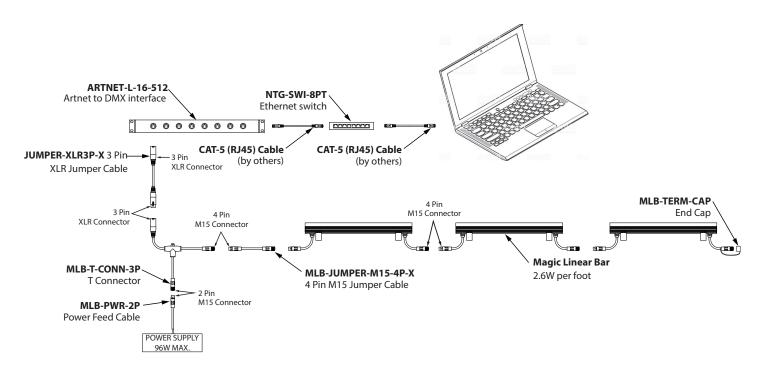
Programmed via CUE software and recorded to a MicroSD card for data transfer into TivoCUE control. This is a stand-alone feature with no need for network support by software (CUE) once recorded and transfered to in-wall DMX control hardware. Please refer to TivoCue 10 User Manual for additional information.



Wiring Diagram - Online

MADRIX Live

This is a live control performance setup, often used for concerts or performance-based manipulation. A live network is necessary for communication between MADRIX software and the fixture. Please refer to installation instructions for additional information.



Tivoli Commissioning Service

Tivoli's DMX Commissioning service involves the setup and configuration of our DMX lighting and control system, ensuring the seamless integration of our lighting fixtures with the specified DMX Control system ordered.

For more information about commission service, contact: sales@tivoliusa.com 714-957-6101 (Engineering Tech Support)

Tivocue Wall Controllers (Default Scenes: White, Red, Green, Blue, Light Blue, Purple, Pink, Dim White, Yellow, Cool Cycle, Warm Cycle, All Cycle, Rainbow Scroll, Blackout)						
TVOQ-REM-COMM-1	VOQ-REM-COMM-1 Remote DMX commissioning for TIVOCUE 2 and 10 dmx wall controller. Pixel mapping/control is not offered for remote commissioning					
TVOQ-ONS-COMM-1	OQ-ONS-COMM-1 Onsite DMX comissioning for TIVOCUE 2 and 10 dmx wall controller (est. 2 days)					
ARTNET-S-8-512 (Default Scenes: White, Red, Green, Blue, Light Blue, Purple, Pink, Dim White, Yellow, Cool Cycle, Warm Cycle, All Cycle, Rainbow Scroll, Blackout)						
ARTNET-S-REM-COMM-8	Remote DMX commissioning for artnet s recorder up to 8 universes. Pixel mapping/control is not offered for remote commissioning					
ARTNET-S-ONS-COMM-8	Onsite DMX commissioning for artnet s recorder up to 8 universes (est. 3 days)					
MADRIX DMX SYSTEM						
DMX-COMM-2U-MDRX	Onsite commissioning for mardix, up to 2 universes (est. 3 days)					
DMX-COMM-8U-MDRX	Onsite commissioning for mardix, up to 8 universes (est. 3 days)					
DMX-COMM-16U-MDRX	Onsite commissioning for mardix, up to 16 universes (est. 4 days)					
DMX-COMM-24U-MDRX	Onsite commissioning for mardix, up to 24 universes (est. 4 days)					
DMX-COMM-32U-MDRX	Onsite commissioning for mardix, up to 32 universes (est. 5 days)					
32+ UNIVERSE	Contact factory					