ACCLAIM
LIGHTING

Canvas

aria™
WIRELESS DMX

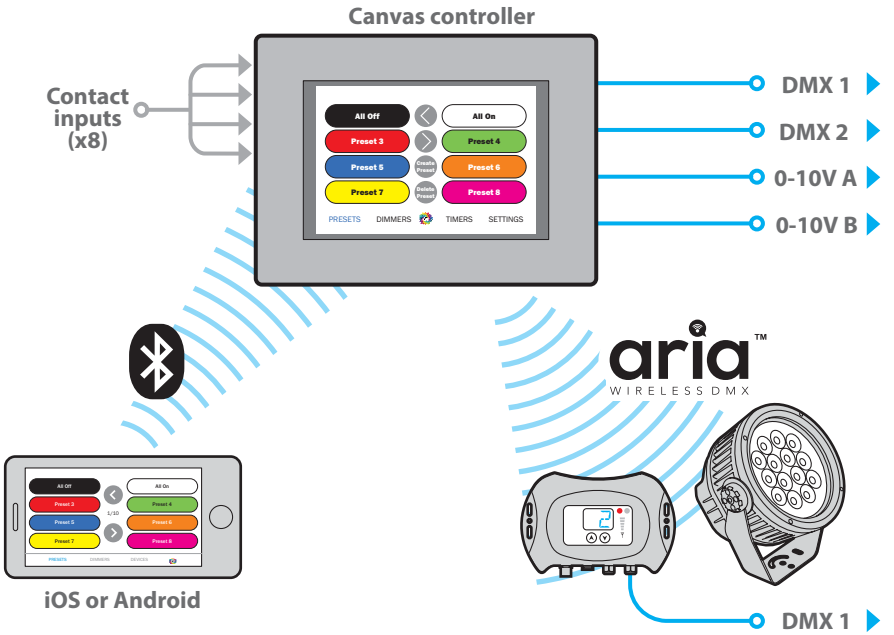
User guide

CONTENTS

INTRODUCTION

WELCOME

Welcome to the Canvas controller from Acclaim Lighting. This neat and compact wall panel orchestrates your lighting fixtures using a combination of touch screen user selections, automated timers, triggers from externals sensors and remote control from mobile devices.



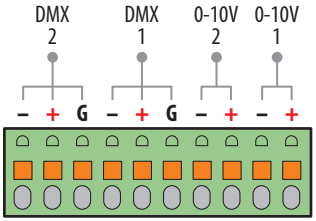
The Canvas controller outputs two hardwired DMX universes with the option of also sending the first universe via wireless link to one or more remote Acclaim Lighting Aria receivers. Two analog 0-10V control lines are also made available for legacy fixtures and these can be tied to any of the 1024 control channels.

The Canvas controller is designed to fit perfectly within a standard 3-gang North American wallbox (2.75" depth minimum) and operates from any AC supply, ranging from 110-277VAC.

INSTALLATION

CONNECTIONS

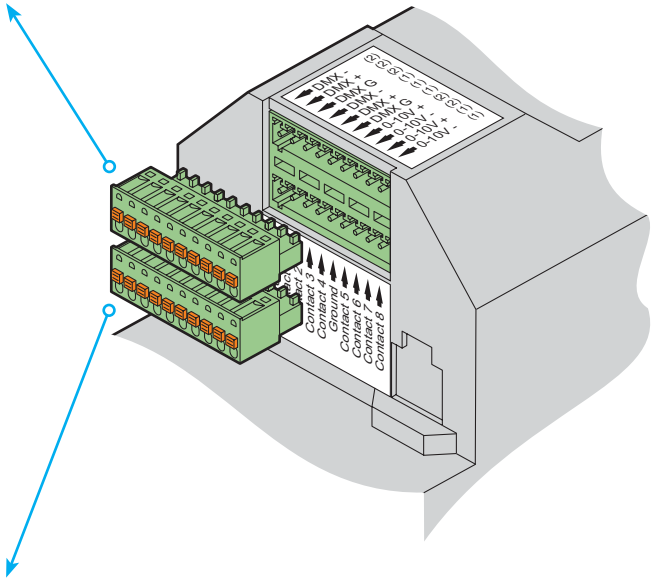
The Canvas controller uses two 10-way (Phoenix Contact® FK-MC) push-lock terminal blocks to provide quick linking to the various input and output lines. Both terminal blocks can be populated without the need to remove them from the controller, but detach easily when necessary.

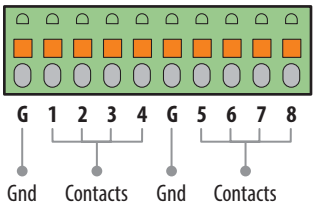


CONTROL OUTPUTS

Both DMX universes and both 0-10V analog output connections are made on a single 10-way terminal block. The behavior of the 0-10V outputs can be determined within the Settings section, see page 23.

The Aria wireless transmission of the first DMX universe is determined within page 2 of the Settings menu - see page 19.

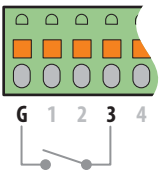




CONTACT INPUTS

Eight dry-contact trigger inputs allow connection to real-world sensors and can be configured to call particular presets in response to both their closed and re-opened states - see page 22.

Each input is maintained in a normally open-contact state and will register a closed-contact state when linked to either of the two ground terminals.

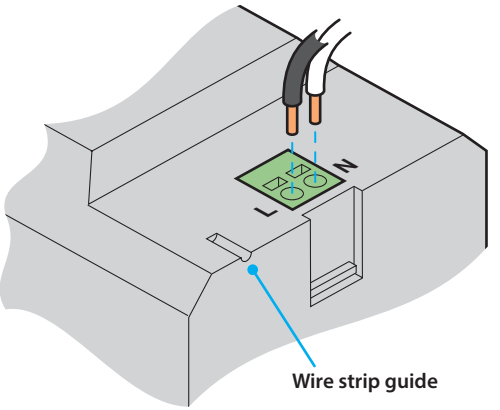


Note: No external voltages should be introduced to the input lines.

POWER

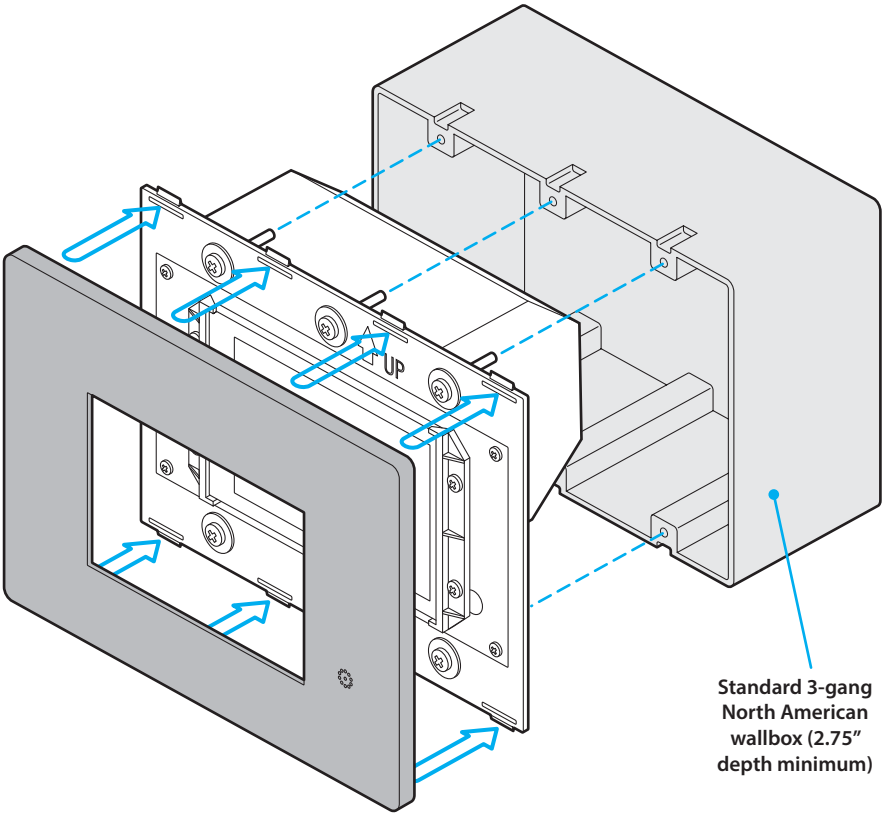
The Canvas controller operates from any AC supply ranging from 110-277VAC, 50/60Hz. The line and neutral connections are made via push-lock terminals. An earth connection should be made to the metal wallbox (if used) but otherwise there is no earthing contact on the controller itself.

Tip: A useful wire strip gauge is located next to the connector to show the ideal length for each exposed conductor.



MOUNTING

The Canvas controller is designed to fit into a standard 3-gang North American wallbox (2.75″ depth minimum). Various different colored front plates are provided and these snap into place.



REMOVING AND REPLACING THE MICRO SD CARD

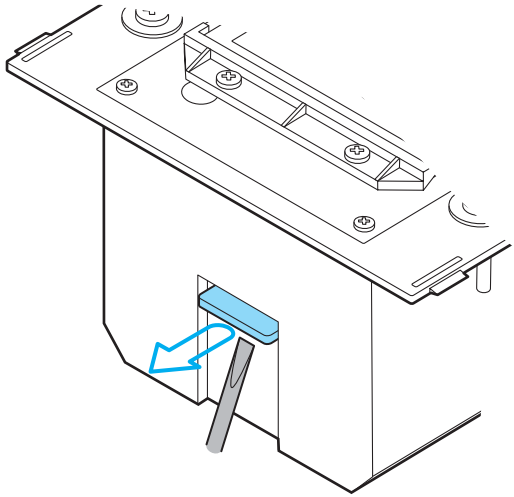
The Canvas controller uses a standard Micro SD memory card (4GB minimum) to store its configuration data. On occasions it may be advantageous to remove the card so that it may be copied as a backup or moved to another installation.

TO REMOVE THE MICRO SD MEMORY CARD

1 Ensure that power is removed from the Canvas controller.

2 Gain access to the left hand end of the controller back box.

3 Use a small flat bladed screwdriver to engage with the raised lip on the underside of the Micro SD card and carefully lever the card outwards from the controller.



TO REPLACE THE SD MICRO MEMORY CARD

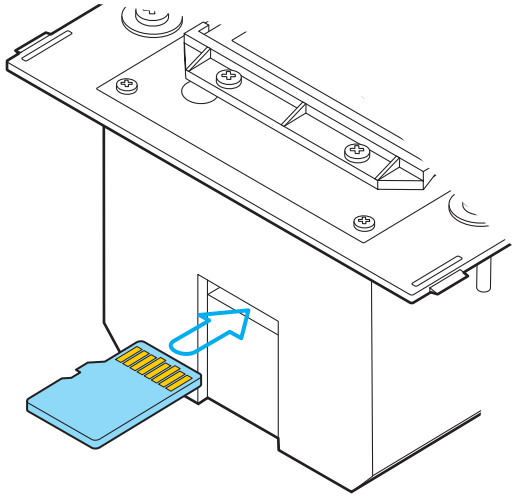
1 Ensure that power is removed from the Canvas controller.

2 Orientate the Micro SD card so that its contacts are facing upwards and in towards the slot.

3 Take great care to align the card correctly with the narrow holder that lies within the outer casing.

Note: It is very easy to miss the slot, with the result that the card will fall into the casing. If this should happen, you will need to open the casing to retrieve it.

4 Gently push the Micro SD card into the slot until it fully engages.



CONFIGURATION

The Canvas controller is fully configurable to suit your installation; it includes a setup wizard to help guide you through the initial configuration.

THE SETUP WIZARD

The primary functions of the setup wizard are to help you set the date, time and determine the type of lighting fixtures to be controlled. Please follow the prompts given on each page and tap the controls shown on the touch screen.

TO USE THE SETUP WIZARD

1 Display the Canvas START page. This will be shown:

- When power is first applied and the controller has not previously been configured,

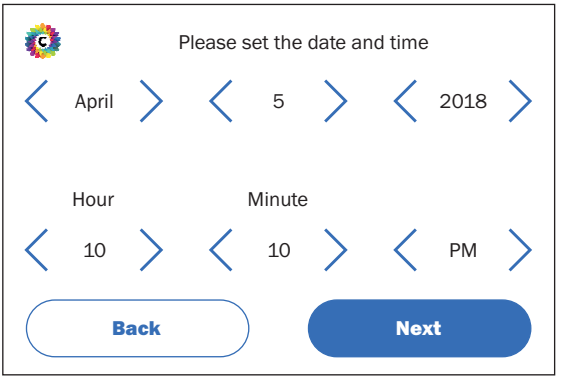
or

- After you choose the *Factory Reset* option from the Settings menu - see page 24.

2 Tap the **START** button.

3 Set the current date and time. For each of the six entries, tap the respective left and/or right arrows until the correct settings are shown.

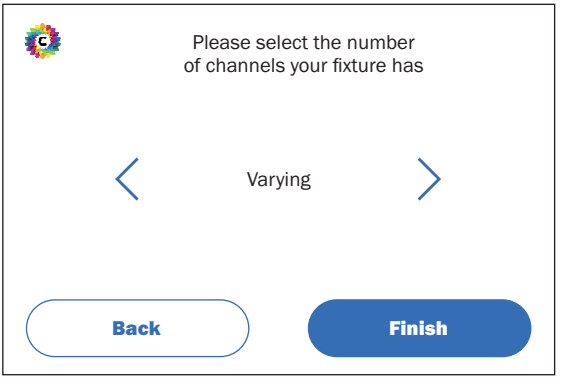
4 Tap **Next** to continue.



5 Choose the number of control channels required:

- If your fixtures will all use the same number of channels, tap the right arrow to set the option between *1* and *7 Channels*, as appropriate.
- If your various fixtures require differing numbers of channels, leave the option as *Varying*.

6 Tap **Next**/**Finish** to continue.



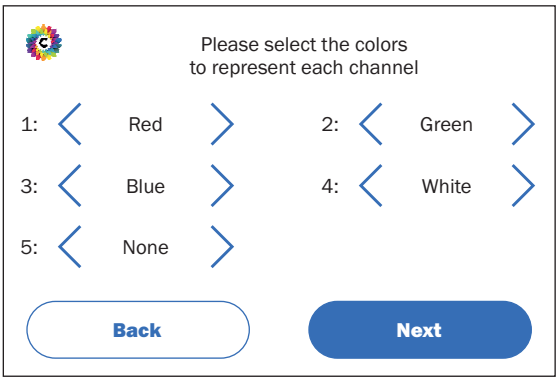
7 What happens next will be determined by the choice you made in the last step:

- If you chose the *Varying* option, the wizard will terminate at this point as it has received all the information it needs. You can now jump to using presets, see page 8.
- If you chose any option between *1 Channel* and *7 Channels*, the next two screens will allow you to optionally define what each channel does. If you take a moment to define these, it will help when you are programming fixtures and will also ensure that the color representations shown for the stored presets are more accurately portrayed.

8 Confirm the colors which will be controlled by each channel on your fixtures.

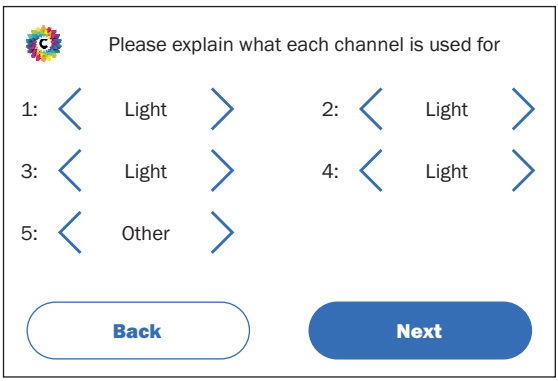
If your fixtures have are any non-color attributes, such as master intensity or zoom, choose the *None* option against those channels.

9 Tap **Next** to continue.



10 Confirm which channels will be directly controlling color (*Light*) output and which will be performing *Other* duties, such as master intensity or zoom. Generally, if you chose *None* against any channels in the previous step, you should choose *Other* against those same channels in this step.

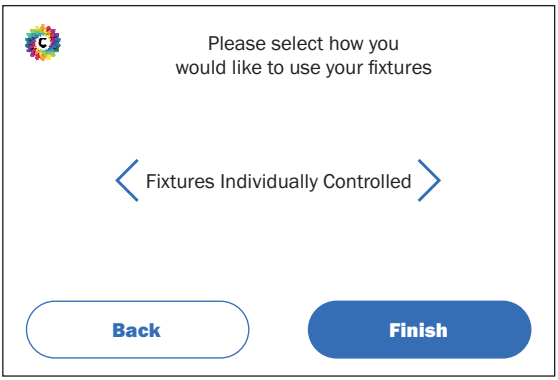
11 Tap **Next** to continue.



12 Choose how you wish to program your fixtures; individually or grouped:

- Choose *Fixtures Individually Controlled* to program them separately.
- Choose *Fixtures Group Controlled* to program them collectively using one set of controls (your fixtures will all show the same output).

13 Tap **Finish** to complete the configuration and exit the wizard.



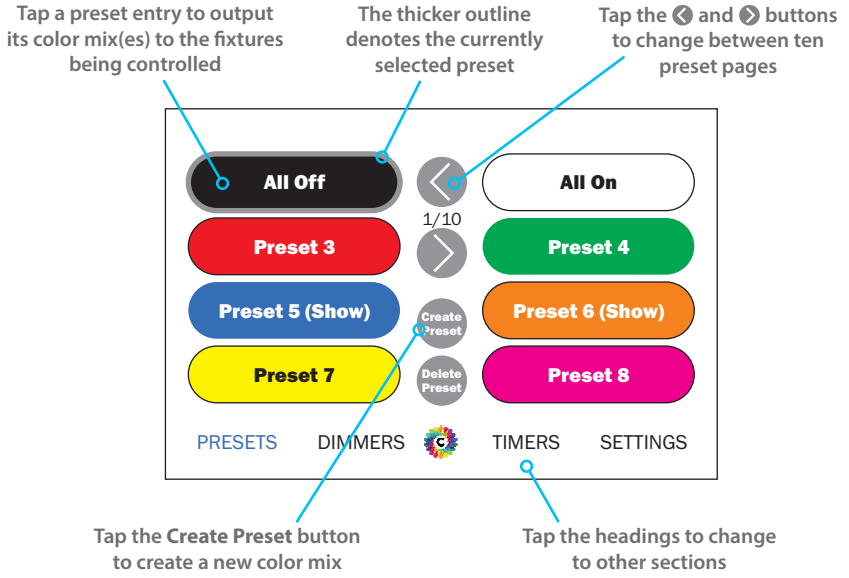
OPERATION

Everyday operation of the Canvas controller can be influenced by numerous sources:

- Local (creation and) selection of presets *see below*
- Automated timers *see page 12*
- Contact triggers from external sensors *see page 22*
- Remote control by mobile device *see page 14*

PRESETS

This section provides access to a maximum of 80 presets, arranged over ten pages:



For details about how to create new presets, see page 9.

EXTRA CONTROLS

- Screen brightness - *You can determine the overall brightness of the Canvas screen. This is set within page 3 of the Settings menu - see page 20.*
- Preset fade times - *You can determine the speed at which one preset fades into the next. This is set within page 3 of the Settings menu - see page 20.*
- Dimming values or percentages - *You can choose whether the individual dimming levels are shown as DMX values (0 to 255) or percentages, or both - see page 11.*

CREATING NEW PRESETS

There are two main types of presets:

- Static presets - *where an unchanging color mix is applied to one or more fixtures*,

  or

- Show presets - *where a series of scenes are repeatedly played out across the fixtures*.

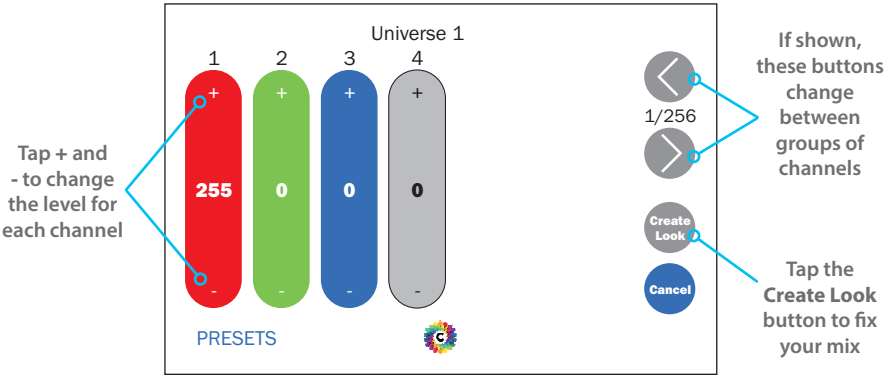
Both types of preset are chosen by users in exactly the same way and both types can be created directly from the *Presets* section using similar methods.

TO CREATE A STATIC PRESET

1 If Presets are not already displayed, tap the **PRESETS** heading in the lower left corner.

2 Tap the **Create Preset** button.

3 Select a preset entry that you would like to use to store your new color mix. If necessary, tap the ❮ or ❯ buttons to find vacant entries on a different page or tap an existing preset entry that you wish to overwrite. The screen will now show the channel faders:



4 Tap the **+** and **-** markers on the channel faders to create your color mix.

5 If necessary, tap the ❮ or ❯ buttons (if shown) to change to different fixtures.

6 Repeat steps 4 and 5 until your full color mix is created.

7 Tap the **Create Look** button. The *Cancel* button will now change to show *Create Preset*.

8 Tap the **Create Preset** button. A keypad layout will now be displayed.

9 Optionally edit the name for your static preset and tap the **FINISH** button to store your preset within the chosen entry.

TO CREATE A SHOW PRESET

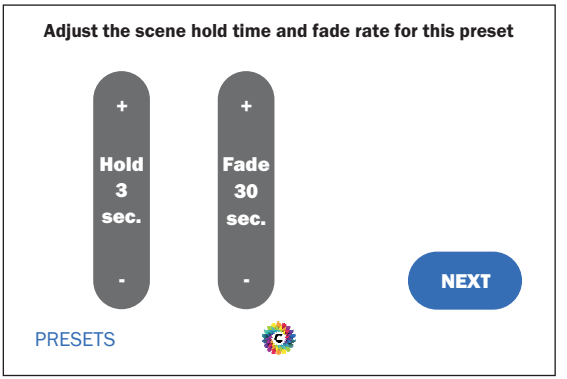
1 Follow steps 1 to 7 in the previous procedure *To create a static preset* on page 9, but do not tap the *Create Preset* button at this stage. By tapping the *Create Look* button, you have effectively fixed the first scene in your new show preset.

2 Use the channel faders to mix the next scene for your show preset. If necessary, tap the ‹ or › buttons (if shown) to gain access to the channel faders for different fixtures.

3 When your next scene is complete, tap the **Create Look** button to fix it.

4 Repeat steps 2 and 3 until all the scenes for your show are fixed (temporarily stored). *Note: You can create up to sixty scenes within a single show preset.*

5 Tap the **Create Preset** button. A new page will be displayed:



6 This page provides two controls:

- Hold time - *adjustable from 0 to 20 seconds. This determines how long each scene should be shown before moving to the next.*
- Fade time - *adjustable from 0 to 100 seconds. This determines the rate of change between each scene. 30 seconds is the default and produces a smooth fade.*

7 Adjust the *Hold* and *Fade* controls (these will be applied to every scene in your show) and tap the **NEXT** button. A keypad layout will now be displayed.

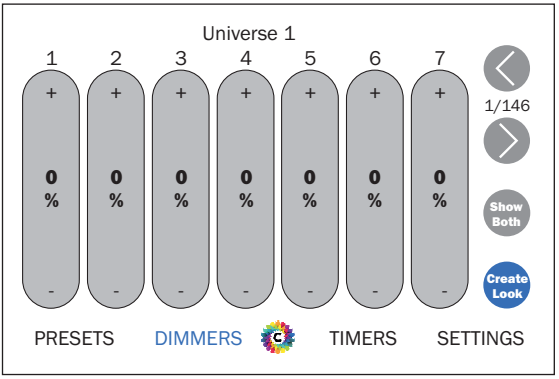
8 Optionally edit the name for your show preset and tap the **FINISH** button to store your preset within the chosen entry. *Note: The Canvas controller will append your chosen name with the word* (Show) *so that it can easily be differentiated from static presets.*

DIMMERS

The Dimmers section provides direct access to the channels that control the lighting fixtures. The appearance of the channel faders in this section will depend directly on how the Canvas controller was initially configured (see "The setup wizard" on page 6):

Varying channel layout

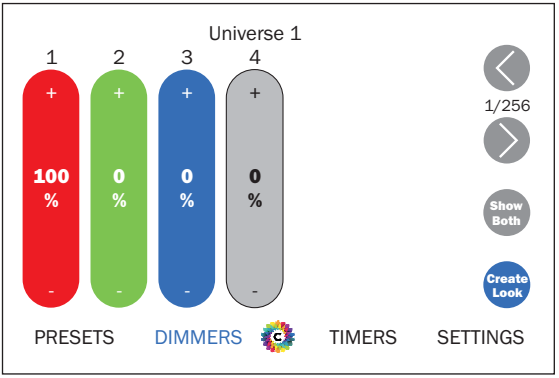
Due to the varying numbers of channels (and their respective functions) used by different fixture types within the installation, the channels here are shown as a contiguous line of 1024 blank faders (two universes), split into 146 pages. Use the ❮ and ❯ buttons to move along the line of channels, by changing between pages.



Defined channel layout

When all of the fixtures within the installation use the same channel designations, it is then possible to group the channels accordingly and define their color functions. This page shows channel groupings for four color fixtures (it would be similar for fixtures using between 1 and 7 channels).

The ❮ and ❯ buttons in the top right corner allow you to access the channels for each fixture in turn.



If the ❮ and ❯ buttons are not present, then all of the fixtures in the installation will be controlled collectively as a single group (and will show the same output).

CREATING PRESETS DIRECTLY FROM THE DIMMERS SECTION

You can create static presets directly from the Dimmers section.

TO CREATE A STATIC PRESET

1. Within the Dimmers section, tap the **+** and **-** markers on the channel faders to create your color mix.
2. If necessary, tap the ❮ or ❯ buttons (if shown) to change to different fixtures.
3. Repeat steps 1 and 2 until your full color mix is created.
4. Tap the **Create Look** button.
5. Select a preset entry that you would like to use to store your new color mix. A keypad layout will now be displayed.
6. Optionally edit the name for your static preset and tap the **FINISH** button to store your preset within the chosen entry.

DIMMING LEVELS

You can choose to view dimming levels as DMX values (0 to 255) or percentages, or both. Tap the button on the right hand side, marked *Show # / Show % / Show Both*, to change between the options.

TIMERS

Timers allow you to automate the triggering of chosen presets in accordance with specific dates and times. Up to sixty separate timer events can be created and operated, with each one providing a choice of repeat ranges: Once only; daily; weekly; monthly or annually.

Ensure that the Canvas controllers internal clock is correct - see "Date and time" on page 18.

CREATING NEW TIMERS

When you create a new timer event, you will need to define:

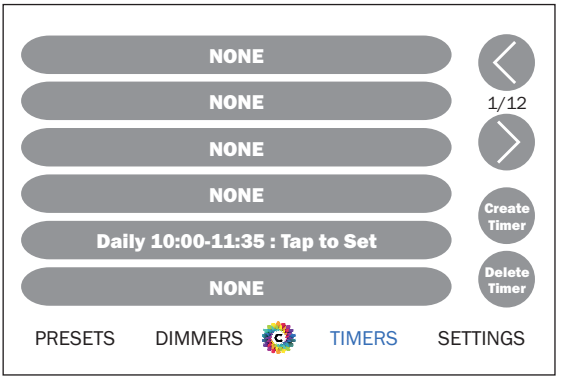
- The start date,
- The start and end times,
- The repeat range, and
- The appropriate preset to trigger.

TO CREATE A NEW TIMER

1 Tap the **DIMMERS** heading.

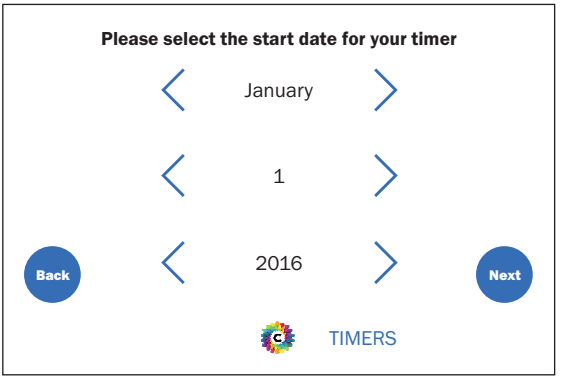
2 Tap the **Create Timer** button.

3 Select the entry that you would like to use to store your new timer. If necessary, tap the ‹ or › buttons to find a vacant entry on a different page or tap an existing timer entry that you wish to overwrite.

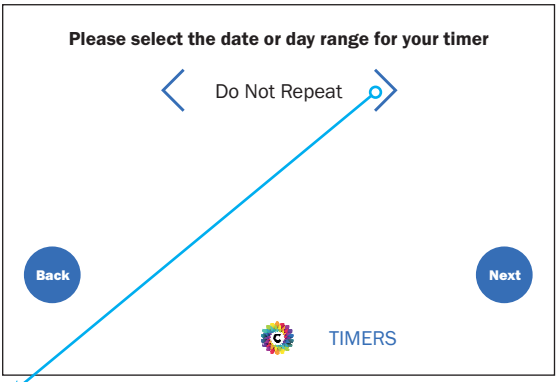


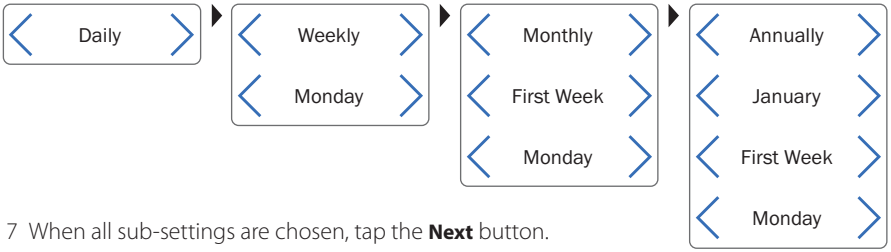
4 Enter the required start date for your timer. Use the left and right arrows to select the required month, day and year.

5 Tap the **Next** button.



6 You can now choose the repeat range for your timer. Use the left and right arrows to select the required settings. As you change from the *Do Not Repeat* (i.e. run once only) option through to *Annually*, the number of sub-settings will increase, to help you select the correct timing:

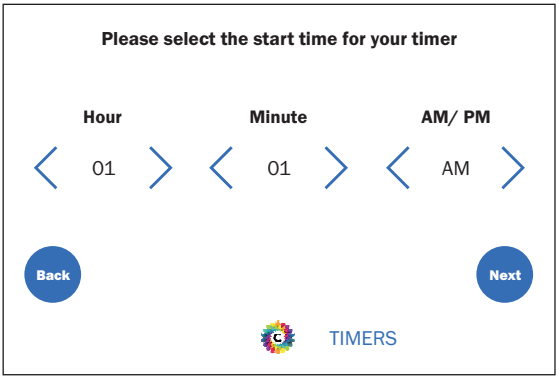




7 When all sub-settings are chosen, tap the **Next** button.

8 Set the required start time and tap the **Next** button.

9 Set the required end time and tap the **Next** button.

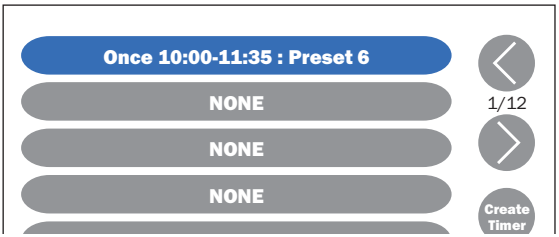


10 The new timer will be added to the chosen entry.

11 Tap the new entry to display the first page of available presets. Locate and tap the preset that should be played when the timer is triggered.

12 Your completed timer will be shown in **blue** to indicate that it is linked and active.

- To disable any active timer, tap its list entry to break its link with the preset.



MOBILE DEVICE CONTROL

Using Bluetooth wireless connectivity, you can use your mobile device (e.g. smartphone, tablet, etc.) to control the Canvas controller at close range. You simply need to download our free app to your mobile device and link it with the Canvas controller.

Note: A mobile device can be linked with one or more Canvas controllers; however, each Canvas controller can be linked with only one mobile device at a time.

TO INSTALL THE CANVAS APP

1 As appropriate to your mobile device, connect with Apple® App Store or Google® Play Store.

2 Search for 'Acclaim Canvas' and install the app.

TO LINK YOUR MOBILE DEVICE

1 Ensure the Bluetooth function of your mobile device is enabled (i.e. airplane mode is off, etc) and also ensure that your mobile device is within 30 feet (10 meters) of the Canvas controller (and has line of sight).

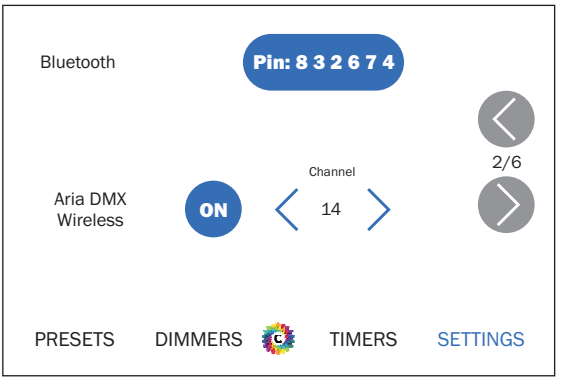
2 Launch the Canvas app on your mobile device; the Devices page will be shown and it will search for any Canvas controllers in the immediate vicinity. After a short while, an 'ACCLAIM Canvas' entry should be added to the devices list.

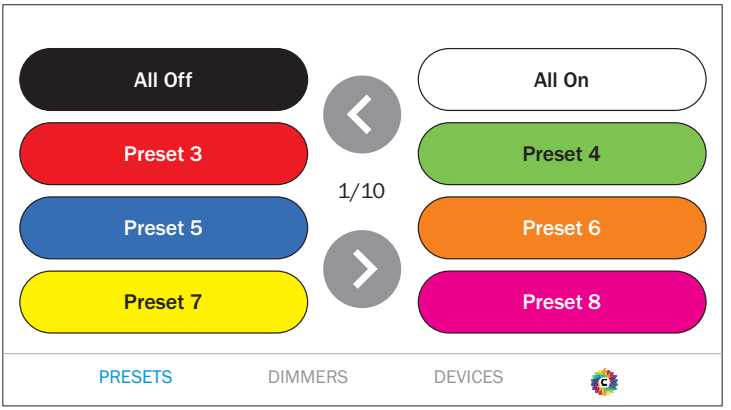
3 Tap the new *ACCLAIM Canvas* entry. The app should now ask you to enter a pairing code.

4 On the Canvas controller's screen, display page 2 of the settings menu (see page 16).

5 On your mobile device, enter the six digit Bluetooth code that is displayed by the Canvas controller.

6 Once the correct code is accepted, your mobile device will be paired with the Canvas controller and the initial Presets page will be shown:



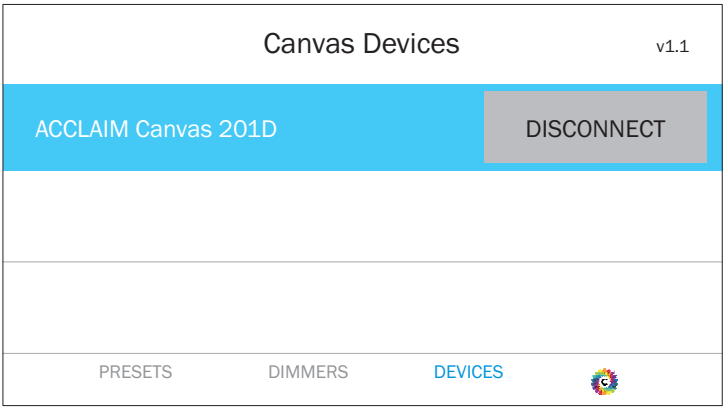


7 You can now choose presets and change pages on your mobile device, just as you would on the Canvas controller itself.

TO UNLINK YOUR MOBILE DEVICE

Each Canvas controller can be paired and linked with one mobile device at a time. On occasions it may be necessary to unlink one mobile device to allow another to take control.

1 Within the Canvas app on your mobile device, tap the **DEVICES** option:



2 Tap the **DISCONNECT** button.

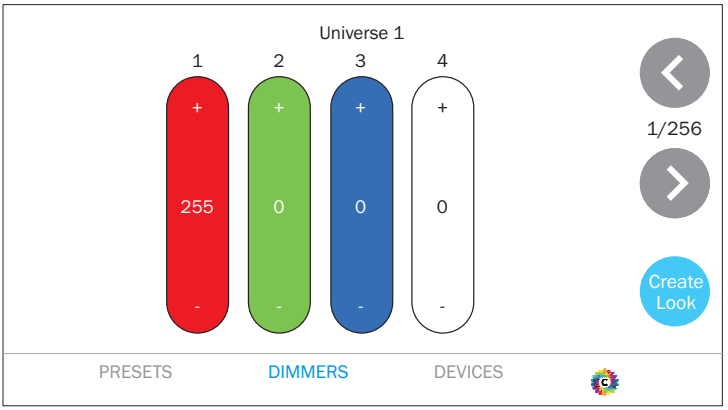
3 Go to your mobile device's own Settings section and enter its Bluetooth area.

4 In the list of paired Bluetooth devices, locate the *ACCLAIM Canvas* entry and choose the **Forget...** option for that entry.

This will break the pairing link between the two devices and allow another mobile device to be linked with the Canvas controller.

TO CREATE NEW PRESETS

1 Within the mobile device app, tap the **DIMMERS** option:



2 Tap the **+** and **-** characters on the various channel faders to create your mix.

3 If necessary, tap the ‹ or › buttons to change to a different fixture.

4 Repeat steps 2 and 3 until your full scene is created.

5 Tap the **Create Look** button. The screen will show the presets list; choose where you would like to store your new entry. Then optionally add a description.

Your new preset will be added in the chosen location and will be accessible both from your mobile device as well as the Canvas controller screen.

SETTINGS

The six Settings pages provide access to numerous items within the Canvas controller:

TO DISPLAY THE SETTINGS MENU

1 From any of the main pages, tap the **SETTINGS** option in the lower right corner. The first settings page will be displayed.

2 Tap the ‹ or › buttons (on the right hand side) to change between the six pages.

- **To exit**: Tap any of the other three options at the base of the screen, e.g. *PRESETS*.

PASSCODE

You can optionally set a passcode in order to limit access to certain user operations.

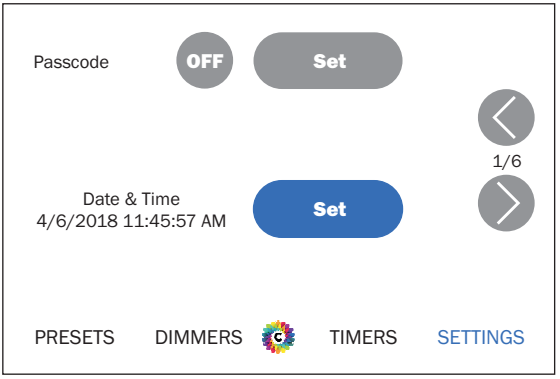
TO SET A PASSCODE

1 Display page 1 of the settings menu.

2 Tap the *Passcode* **Set** button. A keypad will be displayed.

3 Enter an appropriate passcode and tap the **Ent** button. *Note: The passcode can be any string of between four and six digits.*

Once set, you will be prompted to enter the same passcode when accessing any features that alter configuration.



TO DISABLE THE PASSCODE

1 Tap the **SETTINGS** option.

2 Enter the current passcode when prompted.

3 In the Passcode section, tap the **ON** button to gray it out. User access will no longer be restricted.

When the passcode feature is enabled, you will be prompted to enter the correct code (and press the **Ent** *button) before access is granted to certain areas.*

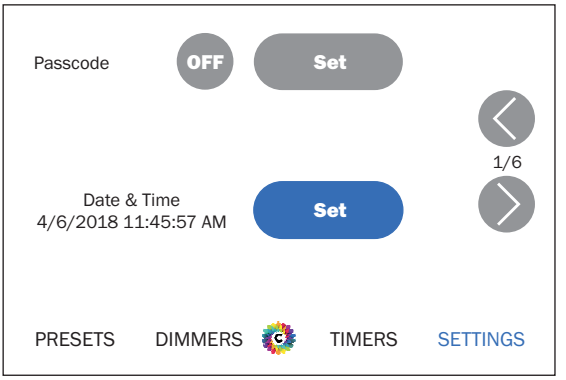
DATE AND TIME

The Canvas controller uses the date and time for its timer functions. Use this section to ensure the correct settings are in place.

TO SET DATE AND TIME

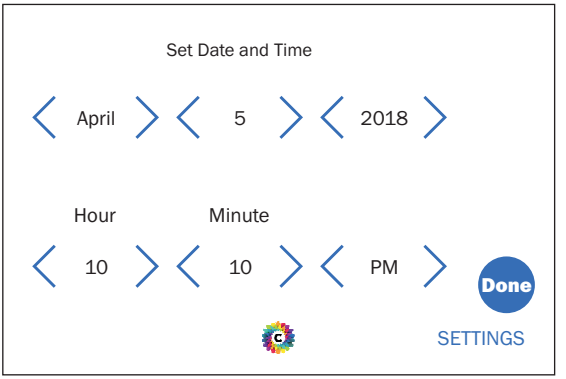
1 Display page 1 of the settings menu (see page 16).

2 Tap the *Date & Time* **Set** button.



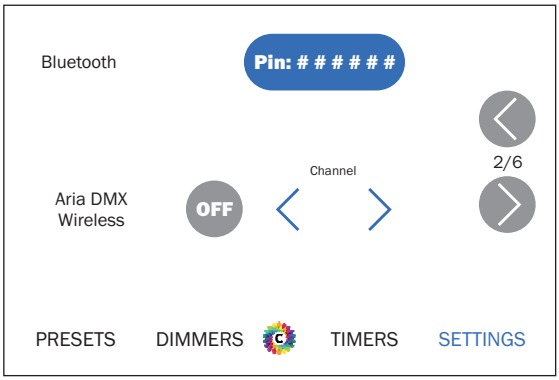
3 Set the current date and time. For each of the six entries, tap the respective left and/or right arrows until the correct settings are shown.

4 Tap the **Done** button to save and exit.



BLUETOOTH

The Bluetooth entry on page 2 of the settings menu shows the pin code that you will need to use when pairing your mobile device with the Canvas controller. For more details about mobile device linking and control, see page 14.



ARIA DMX WIRELESS

In addition to outputting hardwired controls, the Canvas controller can also transmit the first DMX universe via the Aria wireless standard, supported by many Acclaim Lighting fixtures. The usual choice of fifteen Aria radio channels, numbered 0 to 14, are available.

For further details about using wireless DMX:

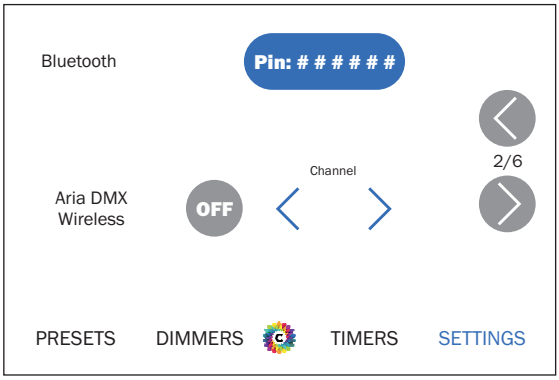
- "Optimizing signal strength via channel selection" on page 25.
- "Choosing the right location" on page 26.

TO CONFIGURE ARIA DMX WIRELESS

1 Display page 2 of the settings menu (see page 16).

2 Tap the **OFF** button to enable the Aria wireless feature. Use the left/right arrows to select the Aria radio channel, between 0 and 14.

3 Set the same Aria radio channel on your receiving devices.



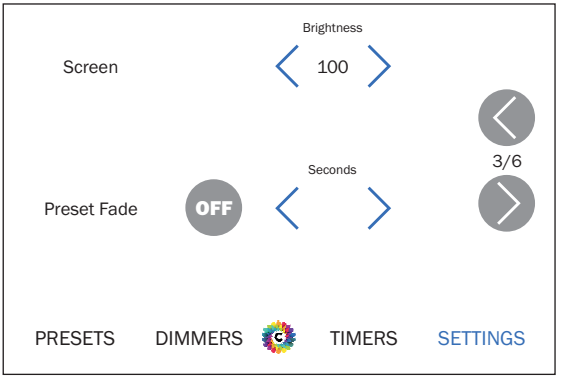
SCREEN BRIGHTNESS

To suit the installation location, you can determine the brightness of the Canvas controller screen, between 100 (full brightness) down to 30 (dim).

TO SET THE SCREEN BRIGHTNESS

1 Display page 3 of the settings menu (see page 16).

2 Use the Brightness left/right arrows to determine the intensity of the screen.



PRESET FADE

You can choose the speed at which one preset fades into the next, from 0 (snap) to 10 seconds.

TO SET THE PRESET FADE

1 Display page 3 of the settings menu (see page 16).

2 Tap the **OFF** button to enable the Preset Fade feature.

3 Use the left/right arrows to select the required fade time.

IDLE ACTIVITY DIMMER/TIMER

The Canvas controller includes a dimming feature which will automatically reduce the screen backlight brightness to a set level after a certain period of inactivity. The screen can be reduced from its normal brightness (configured on Settings page 3/6 - see page 20) down to any lower level (or to 0 to produce a complete blackout). The inactivity timer can be set from 15 seconds up to 24 hours. Once the screen has entered into idle activity mode, a tap of the screen will restore it to its usual brightness.

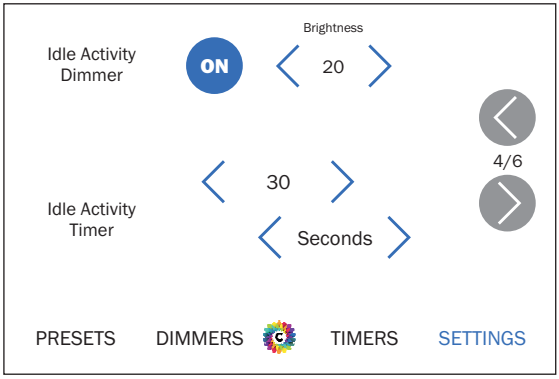
TO SET THE IDLE ACTIVITY DIMMER/TIMER

1 Display page 4 of the settings menu (see page 16).

2 Use the Idle Activity Dimmer left/right arrows to determine the brightness of the screen backlight that is required once the timer has elapsed.

3 In the Idle Activity Timer section, choose the required time period that should elapse after the last user interaction before the backlight is dimmed. You can choose any of the following settings:

- 15, 30 or 45 seconds, or
- 1, 5, 10, 15, 20, 30 or 45 minutes, or
- 1, 2, 4, 6, 12 or 24 hours.



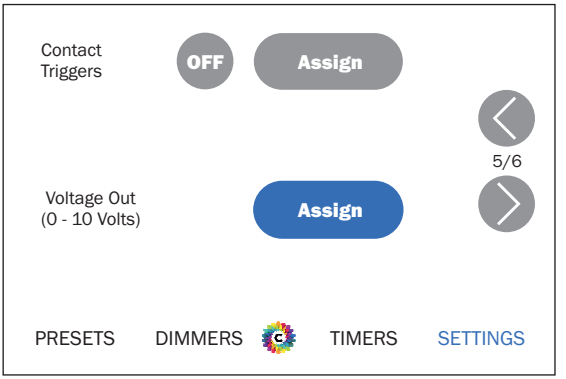
CONTACT TRIGGERS

The Canvas controller can accept up to eight dry contact trigger inputs (see page 3). Using this section you can determine which presets should be shown in response to each trigger input being closed and/or re-opened.

TO SET CONTACT TRIGGERS

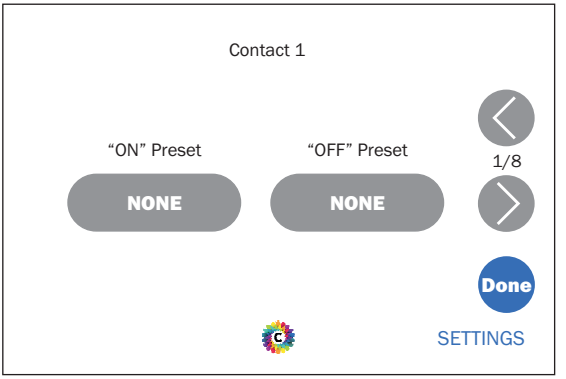
1 Display page 5 of the settings menu (see page 16).

2 Tap the **OFF** button to enable the contact triggers feature. Then tap the **Assign** button to display the setup page for the first contact.



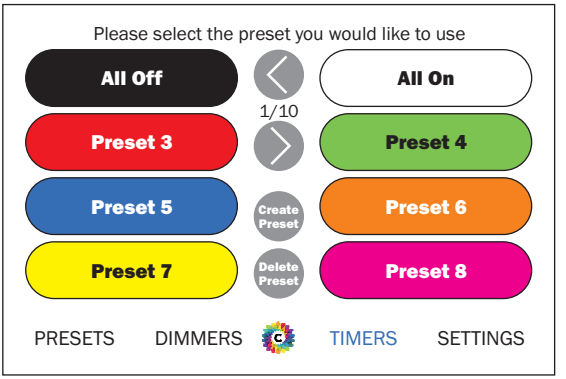
3 If necessary, tap the ❮ or ❯ buttons to change to the required contact page - each page is aligned to the similarly numbered physical contact input.

4 You can set a preset for either (or both) the on (contact closed) and off (contact re-open) events. Tap the required **NONE** button *(Note: if the entry has previously been set, it will show the name of the associated preset)*.



5 The presets page will be displayed. Tap the preset that you'd like to associate with the chosen contact event. Once chosen, you will be returned to the contact page.

6 Repeat steps 3 and 4 for each required contact or tap the **Done** button to save and exit.



VOLTAGE OUT

In addition to originating two DMX digital universes, the Canvas controller also outputs two 0-10V analog lines (see page 3), each of which can be associated with the status of a particular universe and channel, or alternatively can be given a fixed output level.

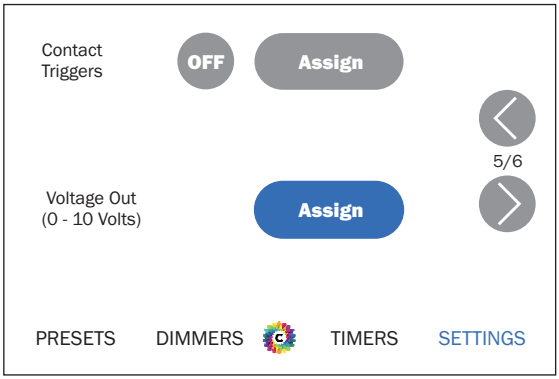
TO SET 0-10V OUTPUTS

1 Display page 5 of the settings menu (see page 16).

2 Tap the *Voltage Out* **Assign** button to display a *Zero To Ten* setup page.

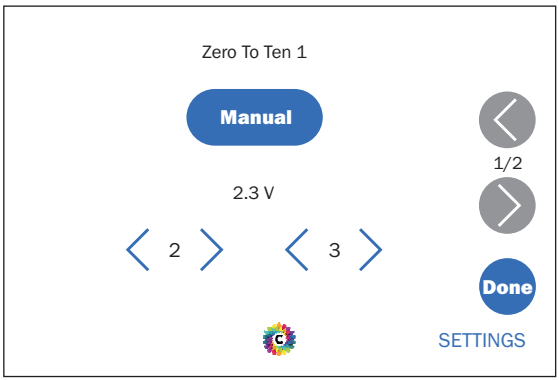
3 If necessary, tap the ◀ or ▶ buttons to change between the two outputs: **1** or **2** - the pages are aligned to the physical 0-10V outputs 1 and 2, respectively.

There are two operation modes for each of the two channels - *Manual* or *Auto*:

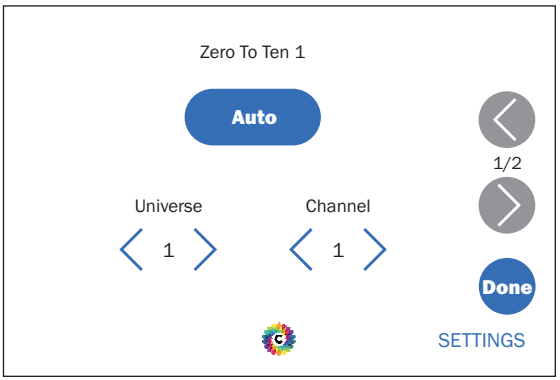


- **Manual** - Allows you to send a specific fixed voltage onto the chosen output. Use the two sets of left/right arrows to select the integer and fraction components of the total voltage output.

  If necessary, tap the **Manual** *or* **Auto** *button to change between operation modes.*



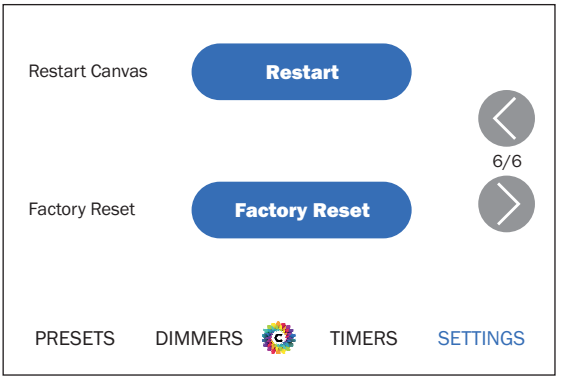
- **Auto** - Allows you to associate each 0-10V output with a particular channel on a specific universe. Once the association is made, the dimming status of the chosen channel will be sent as an equivalent voltage on the output line.



4 When the channels are configured as required, tap the **Done** button to save and exit.

RESTART CANVAS

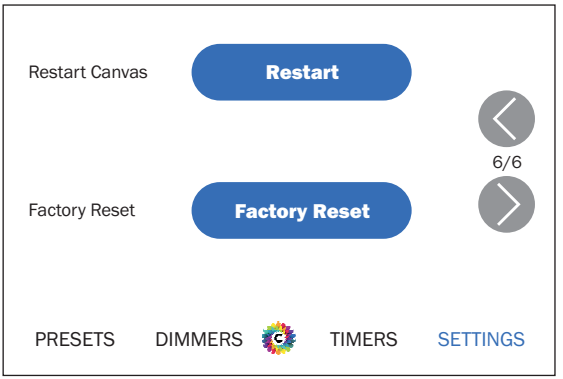
The Restart Canvas option on page 6 of the settings menu performs a cold reboot of the controller software. No changes will be made to the configuration settings.



FACTORY RESET

The Factory Reset option on page 6 of the settings menu allows you to return the Canvas controller to its initial unconfigured state. When you choose this option, the Canvas controller will ask you to confirm your choice and then show the opening screen of the setup wizard to help guide you through the configuration process.

Note: All custom mixed presets will be erased and a standard selection put in place.

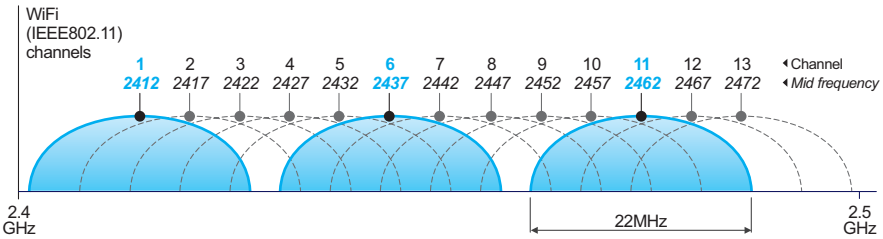


FURTHER INFORMATION

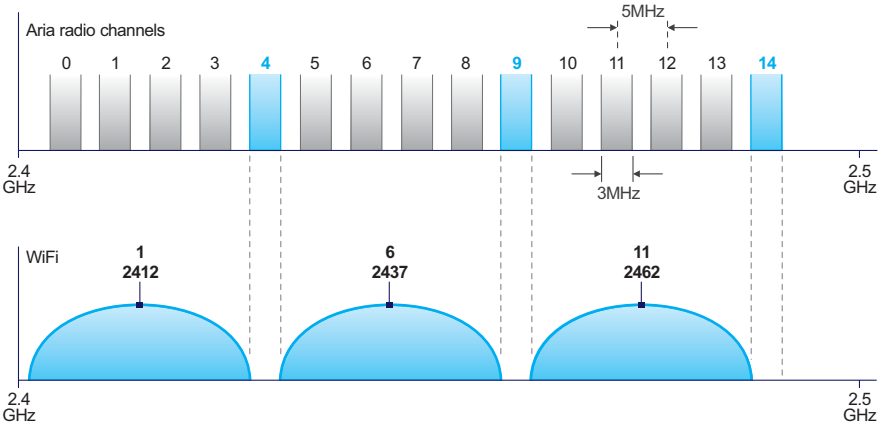
OPTIMIZING SIGNAL STRENGTH VIA CHANNEL SELECTION

Aria™ wireless transceivers use radio frequencies contained within the Industrial Scientific and Medical (ISM) band that runs between 2.4GHz and 2.5GHz. As one of the few license-free radio bands agreed upon in most countries, many other devices also use this band, most notably WiFi. Aria units use the ISM band in a different manner than WiFi and the two can coexist. However, where distances between Aria units are great and WiFi access points are reasonably close, then interference can become an issue.

WiFi uses the IEEE802.11 standard, which divides the ISM band into 13 (sometimes 14) channels, each of which is 22MHz wide. However, the channels overlap and so cannot all be used simultaneously. Hence, most WiFi access points settle upon channels 1, 6 and 11 to avoid any overlap:



Aria uses the IEEE802.15.4 standard, with channels that are 3MHz in width and not overlapping. Many Aria channels do, however, coincide with the common WiFi channels. The notable exceptions are Aria channels 4, 9 and 14, which fall into the gaps between the most commonly used WiFi channels:



Before installing Aria wireless devices, such as the Canvas controller, we strongly recommend you carry out a radio spectrum survey to determine any potential sources of temporary or permanent interference issues.

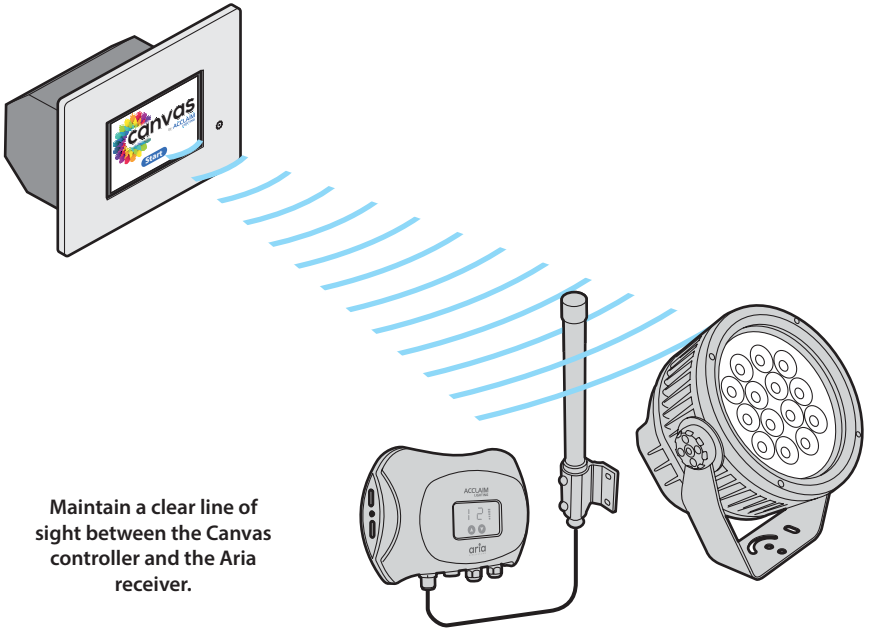
If you have control over the nearest WiFi access points, it is suggested that you lock them down to one or more of the common channels (to prevent them from roaming) and select radio channels that sit comfortably alongside.

Note: The Aria channel notations (0 to 14) are directly equivalent to the IEEE802.15.4 channels 11 to 25, inclusive.

CHOOSING THE RIGHT LOCATION

Your choice of installation locations for your Canvas controller and the Aria receiver(s) can have a significant effect on their range and speed of communication.

- Maintain a clear 'line of sight' path between the Canvas controller and the Aria receiver(s). *Note: The Aria signal originates from the right side of the front panel.*



Maintain a clear line of sight between the Canvas controller and the Aria receiver.

INTERFERENCE CREATED BY OBJECTS

The composition of nearby objects can have a significant impact on the quality of the RF signal. Here are a few examples:

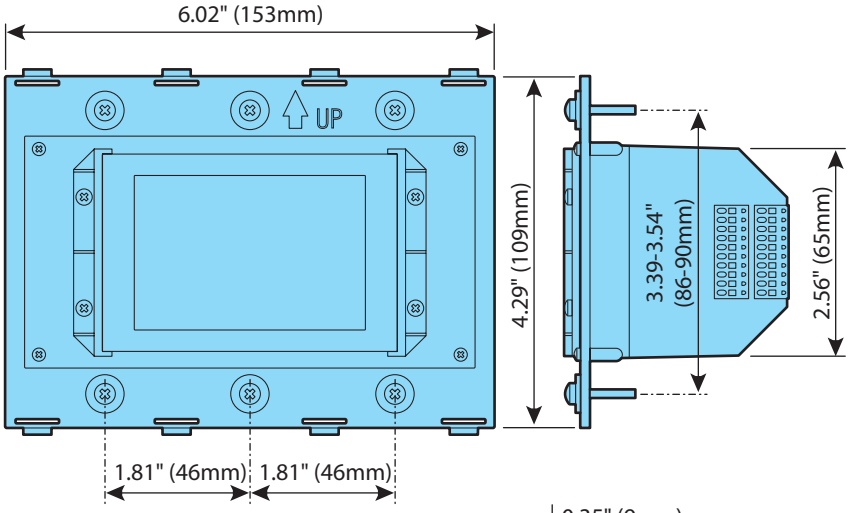
- Standard drywall does not present much of an issue to the 2.4GHz wireless spectrum. However, things inside or attached to the drywall, such as copper pipe, electrical conduit, and circuit breaker panels, will partially block RF signal propagation.
- Hollow cement block walls will dampen the RF signal.
- Reinforced concrete walls typically contain rebar that will contribute to significant RF signal strength loss.
- Large metal structures such as metal cabinets, HVAC units, machinery, brew kettles, etc. may partially or completely block the RF signal.

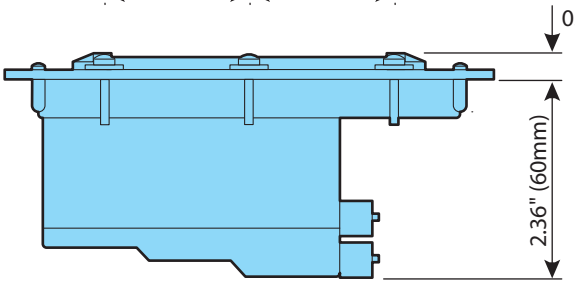
SPECIFICATIONS

DMX output (wired)	1024 channels (2 universes)
Wireless output	Built-in Aria™ transmitter - transmits universe 1 (512 chans)
Aria™ wireless protocol	2.4GHz, IEEE802.15.4
Selectable radio channels	15
Aria signal encryption	AES 128
0-10V output	2 outputs
Input triggers	8 dry contact inputs
Fixture connectors	Push-lock terminal blocks for all inputs and outputs
Interface	3.5" TFT touch panel with graphical user interface
Software storage	Using included micro SD card, 4GB minimum
Internal clock	Battery backed RTC, user adjusted
Power input	100-277VAC, 50/60Hz
User programmed elements	80 static color or dynamic shows (up to 60 steps) 60 timer controlled events 2 x 8 responses to dry contact inputs (close and re-open)
Mobile device application	Canvas app available free for iOS and Android Allows remote preset selection and dimmer adjustment
Mounting	3-gang North American wall box (2.75" depth minimum)
Housing material	Polycarbonate
Finish	White, almond, gray and black faceplates included
IP Rating	IP20, dry location
Operating Temperature	14º F to 122º F (-10º C to 50º C)
Certifications	

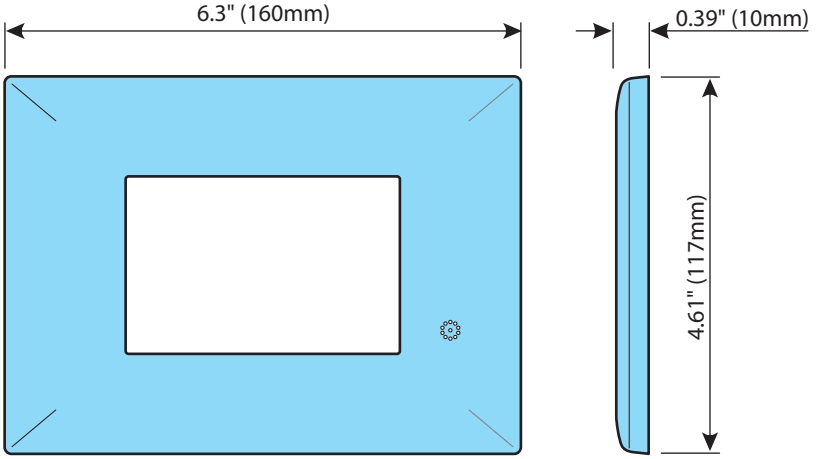
Release 1.0b

DIMENSIONS





Total weight:
12.38oz (351g)



LIMITED PRODUCT WARRANTY

A. Acclaim Lighting™ hereby warrants, to the original purchaser, Acclaim Lighting finished products to be free of manufacturing defects in material and workmanship for a standard period of:

- Fixtures: 5 Years (1,825 days) from the date of purchase.
- Drivers, power supplies and accessories: 5 Years (1,825 days) from the date of purchase.
- Flex Products: 3 Years (1,095 days) from the date of purchase.
- Controllers: 2 Years (730 days) from the date of purchase.

It is the owner's responsibility to establish the date and place of purchase and warranty terms by acceptable evidence, at the time service is sought.

B. For warranty service, send the product only to the Acclaim factory. All shipping charges must be pre-paid. If the requested repairs or service (including parts replacement) are within the terms of this warranty, Acclaim Lighting will pay return shipping charges only to a designated point within the United States. If the entire instrument is sent, it must be shipped in its original package. No accessories should be shipped with the product. If any accessories are shipped with the product, Acclaim Lighting shall have no liability whatsoever for loss of or damage to any such accessories, nor for the safe return there of. Acclaim reserves the right to replace the item with same or similar product at its discretion.

C. This warranty is void if the serial number has been altered or removed; if the product is modified in any manner which Acclaim concludes, after inspection, affects the reliability of the product; if the product has been repaired or serviced by anyone other than the Acclaim Lighting factory unless prior written authorization was issued to purchaser by Acclaim Lighting; if the product is damaged because not properly maintained as set forth in the instruction manual.

D. This is not a service contract, and this warranty does not include maintenance, cleaning or periodic check-up nor do we guarantee as part of this warranty any lumen performance during period. Parts not covered by this warranty include: fuses, external power supplies, third party items not manufactures by Acclaim lighting. During the period specified above, Acclaim Lighting will replace defective parts at its expense, and will absorb all expenses for warranty service and repair labor by reason of defects in material or workmanship. The sole responsibility of Acclaim Lighting under this warranty shall be limited to the repair of the product, or replacement thereof, including parts, at the sole discretion of Acclaim Lighting. At no time will installation or re-installation or products labor or liability costs will be assumed by Acclaim Lighting. All products covered by this warranty were manufactured after January 1, 2012, and bear identifying serial number marks to that effect.

E. Acclaim Lighting reserves the right to make changes in design and/or improvements upon its products without any obligation to include these changes in any products theretofore manufactured No warranty, whether expressed or implied, is given or made with respect to any accessory supplied with products describe above. Except to the extent prohibited by applicable law, all implied warranties made by Acclaim Lighting in connection with this product, including warranties of merchantability or fitness, are limited in duration to the warranty period set forth above. And no warranties, whether expressed or implied, including warranties of merchantability or fitness, shall apply to this product after said period has expired.

F. Marine or extreme weather location applications using Acclaim lighting products are subject to a 2 year limited warranty and Acclaim must be notified prior to delivery of units for such applications so that preventative treatment can be made to the products to ensure proper performance and product life with a special marine code coating / sealing process at an additional cost.

G. The consumer's and or dealer's sole remedy shall be such repair or replacement as is expressly provide above; and under no circumstances shall Acclaim Lighting be liable for any loss or damage, direct or consequential, arising out of the use of, or inability to use, this product. This warranty is the only written warranty applicable to Acclaim Lighting products and supersedes all prior warranties and written descriptions of warranty terms and conditions heretofore published.

www.acclaimlighting.com