










Quick Guide

D-Lite RX ONE
D-Lite RX 2/4
BRX 250/500

Function

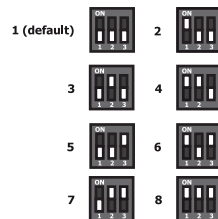
Programming

Power	 	Down / Up
Ready charge beep		On / Off
Test		Manual trigger
Photocell		On / Off
Eye cell pre-flash sensor	 Press 4s	On
Modelling lamp		Free/Prop
Master reset	Press together   and turn on the unit	

EI-Skyport Transmitter Speed



Frequency Channel



The **NORMAL** and **SPEED SYNC** Mode is also available with D-Lite it 2 / 4 and BXRi 250/500.

Toggle mode

Status LED

on the flash unit display

Speed Sync Function Setup

Synchronises D-SLR cameras up to 1/250 s

Press 5s

flashes two times.

Speed mode

r.2

Normal Sync Function Setup

Synchronises D-SLR cameras up to 1/160 s



flashes one time.

Normal mode

r.1

Master reset

Press 10s

Setting

Enter
into
menu

Toggle
sub-menu

Programming

Visual flash control

Set Modelling Lamp to turn off during recharge

Press
2s


Set with    On
Off

Proportional modelling lamp set up

Set Modelling Lamp to 50% on 250ws Head for proportionality with 500ws Head




Press
2s


Set with    On
Off

Charge ready beep set-up




Set ready beep between 70-490 ms

Press
4s


Set with    Between 70-490 ms




Red eye pre-flash recognition

Press
together
 

Set with    Auto count the flash
No pre-flash
6 pre-flash

EL-Skyport activation

Press
together
 

Set with    Off
Normal mode
Speed mode

EL-Skyport group settings

Set with    Group 1 to 4

EL-Skyport frequency channel settings



Set with    Channel 1 to 8

Power & modelling steps set-up

Set power change to steps 1/10, 5/10 or up to 1/1 f-stop

Set with    1 stop
1/10
5/10

Master reset

Switch off the unit than press together   and turn on again

Changes are saved automatically after 4s