



Heptastar 3000 Dynamic Beam

European
patent pending



www.green-force.com



picture: Hedwig Dieraert

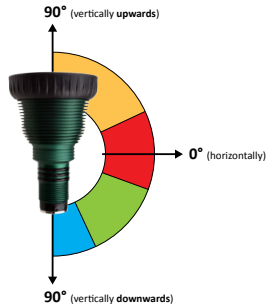
Dynamic Beam

by **Green Force**[®]

Green Force **DB technology (Dynamic Beam)** combines the best of both worlds: spot and flood. This light head can switch (automatically or manually) from a 9°- 5.400K spot light to a 120°- 4.500K flood light. A high Kelvin spot light is best used as a signaling light which can also illuminate objects at a distance, while a low Kelvin flood light serves as a video light that can reveal true colors at short

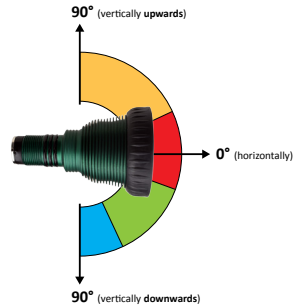
distances. When used in auto mode, a gravity sensor in the light head will detect whether the light head is pointed in the distance or to the bottom. When pointed in the distance it will activate the high Kelvin spot mode, while the low Kelvin flood mode will be used when pointed to the bottom. The Heptastar DB can be used in spot mode, flood mode or a combination of both.

When holding the light head upwards (orange zone) while switching it on, it will start up in DB mode. In DB mode, the light head will automatically switch to 100% spot light when the light head is aimed upwards or horizontally (orange and red zone) and to 100% flood + 50 % spot light when the light head is aimed downwards (green and blue zone).

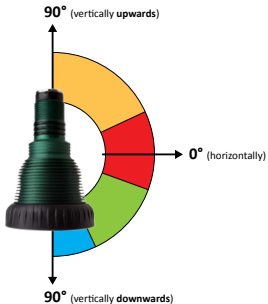


- DB mode (auto)
- Spot light
- Flood light
- Spot + flood light

When holding the light head horizontally (red zone) while switching it on, it will start up in 100% spot mode (permanently). DB mode will not be activated and aiming the light head upwards or downwards will not change the spot light.



When holding the light head downwards (blue zone) while switching it on, it will start up in 100% flood mode (permanently). DB mode will not be activated and aiming the light head upwards or downwards will not change the flood light.



When holding the light head downwards at a 45° angle (green zone) while switching it on, it will start up in 100% flood + 100% spot mode (combined). DB mode will not be activated and aiming the light head upwards or downwards will not change the flood + spot light.

