



The Zeus Operating Instructions - for the Z1250 Power Pack, the Z2500 Power Pack, the ZRM1 RingMaster, the Z2500SH Standard Head and the Z2500BTH Bi-Tube Head

Your Absolute Satisfaction Guarantee and Factory Warranty

Paul C. Buff, Inc. offers a 60-Day Absolute Satisfaction Guarantee on the Zeus power packs and flash heads. If, for any reason, you are not completely satisfied with your purchase, you may return your unit within those 60 days for a complete refund, minus shipping charges.

Each Zeus power pack and flash head additionally carries a 2-Year Factory Warranty, limited to repair of units that have become defective under normal use, as outlined in this manual. This warranty does not apply to flashtubes or modeling lamps in the ZRM1 RingMaster, Z2500SH Standard Flash Head or Z2500BTH Bi-Tube Flash Head as these components become exhausted under normal operation based on use. The warranty does, however, apply to either unit's original flashtubes and modeling lamps, should they become exhausted prematurely, atypically failing before reaching their expected lifespan range.

Take care to follow all of the instructions within this manual to ensure proper use. If you should experience any problems or have any questions, please contact our Customer Service Team.

Our Toll Free Customer Service Line: 1-800-443-5542
Email our Customer Service Team: info@paulcuff.com

Our Customer Service Team is here Monday through Friday, from 9:00 am until 5:00 pm, CST.

The Zeus power packs and flash heads are PAUL C. BUFF, INC. products.
Paul C. Buff, Inc. • 2725 Bransford Avenue • Nashville, Tennessee • 37204 • USA

www.paulcuff.com



WARNINGS and SAFETY PRECAUTIONS

For your safety, please read and be sure that you understand all of the warnings, instructions and product specifications contained in this manual before operating your Zeus equipment.

WARNING! High Voltages Present

Use caution with the Zeus power pack **A and B flash head sockets**, ensuring that no foreign objects are dropped inside. Users should never touch the inside of these sockets. The sockets will ship with protective socket covers – these covers must be removed whenever a flash head is connected, but they should be replaced whenever the packs are not in use.

WARNING! No User Serviceable Parts

The Zeus power packs and flash heads contain no user serviceable parts and **should not be disassembled** except by a qualified technician to avoid any shock hazard. Please do not attempt to disassemble or service these units on your own. The only components that you may replace yourself are the flashtubes and modeling lamps in the Zeus heads, though caution must be taken. Both the tubes and lamps can get extremely hot to the touch after use and must be allowed to cool. The power pack must be powered OFF and UNPLUGGED from the power source and the flash head(s) must be disconnected before tubes or lamps may be removed or replaced. Replacement instructions are included in this manual. Be sure not to handle flashtubes with your bare hands when installing as skin oils can cause uneven heating of the tube surface and can lead to premature failure.

WARNING! Connect Only Approved Flash Heads*

Only Paul C. Buff, Inc. Zeus flash heads and other Paul C. Buff, Inc. **approved flash heads*** may be connected to the Z1250 / Z2500 power packs. Likewise, Paul C. Buff, Inc. Zeus flash heads (the ZRM1, the Z2500SH and the Z2500BTH) may only be connected to the Z1250 / Z2500 and other **approved power packs**. Connecting Zeus equipment with unapproved heads or power packs by other manufacturers may present dangerous conditions and may cause damage to the heads and / or the Zeus power pack. Damage caused to Zeus heads or power packs as a result of their connection with unapproved equipment may void the warranty.

***NOTE: Dyna-Lite Compatibility**

Zeus power packs are pin for pin and voltage for voltage compatible with the Dyna-Lite 2040, 4040 and 4080 series flash heads. Any of these heads may be plugged into either Zeus power pack. Do not plug the Dyna-Lite 4080 series bi-tube head directly into a Zeus pack without at least 10 feet of head-to-pack cable as these heads come with cables as short as 15 inches. Using cable lengths less than 10 feet with bi-tube heads can cause excessive current and could damage the power pack or flash head. While we will warranty the Zeus power pack when used with these heads, we cannot make any warranty regarding the Dyna-Lite heads under these or other uses. The Zeus ZRM1 RingMaster, Z2500SH Standard Head and Z2500BTH Bi-Tube Head are pin for pin and voltage for voltage compatible with the Dyna-Lite M2000 series power packs. Any of these heads may be plugged into a Dyna-Lite M2000 series power pack. While we will warranty the Zeus flash heads when used with these power packs, we cannot make any warranty regarding the Dyna-Lite power packs under these or other uses.

WARNING! Do Not Use Damaged Cords

Do not attempt to operate your Zeus system with damaged cords, including cords with ripped insulation, a cracked or broken locking ring or bent connection pins. If the flash head cables or power cord have been dropped or in any way damaged, turn your power pack OFF, unplug it from the power source and disconnect any attached flash heads.

WARNING! Heat Precautions

The Zeus units must never be operated without their built-in cooling fans. When any Zeus power pack or flash head is first powered on, the fan(s) will immediately begin operating with an audible operating sound. Should any Zeus pack or head be dropped, abused in transit, etc., the unit must not be used and must be immediately turned OFF and unplugged from the power source if this audible fan operation sound cannot be heard when the unit is first powered on. In addition to the built-in fans, the Z1250 and Z2500 power packs incorporate exterior venting. This ventilation is an essential part of the unit design, allowing heat to properly release from the unit. Users must not package the units inside any alternate casings or use any type of tape, applied stickers or covers that block these vents while the units are in use.

WARNING! Accessory Mounting and Dismounting

Always turn your power pack OFF, unplug it from the AC power source and disconnect the flash head(s) whenever attaching or removing any accessories. When you have been actively using the system, the units themselves and the accessories may become very hot to the touch and you must wait before handling the units.

WARNING! Keep Small Children Away

Do not allow any unattended children around Zeus power packs and flash heads (or any other studio flash equipment) as potentially dangerous conditions may result including burns and electrical shock hazards.

Please be safe with your equipment! If you have any questions, contact our Customer Service Team on our toll free line at 1-800-443-5542, or email us at info@paulcubuff.com. We're here Monday through Friday, between 9:00 am and 5:00 pm, CST.

Each Zeus power pack arrives with a 15-foot power cord that must be connected to a standard **105-125 Vac, 50-60 Hz** power outlet. The power packs are rated at 15 amps average current, briefly peaking at nearly 38 amps input current at the very beginning of the recycle period. Normal 15 amp household circuit breakers will tolerate this surge current, but you should only operate one Zeus power pack on a single household circuit. If you operate a Zeus power pack in conjunction with other studio lighting units, you may need to use two household circuits to avoid tripping the household circuit breakers. **The power packs may only be connected to 3-wire, grounded AC outlets to avoid shock hazard.** Do not connect any unit to an ungrounded outlet or to a two-wire extension cord or adaptor that eliminates the ground prong. If it is necessary for you to use an extension power cord, choose a 3-wire, grounded cord with a minimum current rating of 15 amps. Use caution when working with extension cords to ensure that they are not tripped over or accidentally pulled from the power pack power cord socket or AC outlet.

When shooting in an environment where a suitable AC power source is not available, we recommend the use of our **Vagabond II Portable Power System** (please see the specific product on our website or call us for details). The Vagabond II System is designed specifically for Paul C. Buff, Inc. self-contained flash units and power pack units to provide a convenient, lightweight, self-contained battery power source at a very low cost. In addition, the Vagabond II battery can be recharged from any source of commercial AC power nearly anywhere in the world. *Please contact us to learn more about using the Vagabond II with your units!*

GENERAL PRODUCT DESCRIPTION

The Zeus ZRM1 RingMaster (requires a Z1250 or Z2500 Power Pack for use)

The ZRM1 is a high-power ringflash system for professional use where very high power levels and exposure values are required. With its extremely compact and lightweight design, the RingMaster is easy to use with most popular pro or semi-pro cameras. The design accommodates cameras with lenses up to 4 inches in diameter, having a full range of adjustments for use with cameras of nearly all heights and depths. The RingMaster incorporates dual fans, eight halogen modeling lamps and two semi-circular flashtubes, providing short flash durations and high power handling capacity. The innovative RingMaster concept allows the unit to be used with a wide range of accessories designed specifically for ringflash use. The RingMaster is cross-compatible with the AlienBees ABR800 accessories, including the Moon Unit, the gels / filters and the 20° grid. For location work, the unit travels easily in our ringflash carrying bag.

NOTE: The Zeus RingMaster is a highly sophisticated, sensitive piece of electronic equipment that is not designed to withstand heavy mechanical stress. While robust in capabilities and use, the ringflash head maintains a very lightweight design making it easy for hand-held operation. Please be aware of the sensitive internal components within the unit and use care when handling and operating it. When you travel, ensure that the unit is padded and well protected.

The Zeus Z2500SH Standard Flash Head (requires a Z1250 or Z2500 Power Pack for use)

The Z2500SH is a powerful, yet lightweight standard studio flash head for professional use. The precise output and true What-You-See-Is-What-You-Get modeling capabilities make the unit ideal for studio use while the compact, durable design makes it perfect for demanding location work as well. The flash head incorporates a single-ring, daylight-balanced flashtube and a 250 Watt modeling lamp, carefully engineered to provide an accurate preview with a matched intensity ratios and light patterns. While the provided 7-inch reflector has a built-in umbrella hole (with a corresponding housing hole for bare-bulb use), a full range of accessories are compatible with the flash head as the standard White Lightning quick-release faceplate mechanism attaches the entire Paul C. Buff, Inc. line of reflectors, softboxes and octaboxes and other light modifying accessories.

The Zeus Z2500BTH Bi-Tube Flash Head (requires one or two Z1250 or Z2500 Power Pack for use)

The Z2500BTH Bi-Tube head allows connection of a single compact light head to both power supply connectors on a Zeus power pack for exceedingly fast flash durations (see specifications), or to two separate Zeus power packs for even higher power (up to 5000 Ws when connected to two Zeus 2500 power packs). Thus, the bi-tube head is an excellent tool for sports photographers who need large amounts of light at very fast flash durations and for large lighting projects that require extremely high light levels. The bi-tube flash head incorporates two 2500 Ws half-ring, daylight-balanced flashtubes, a 250-Watt modeling lamp and two separate cables and connectors. The bi-tube head is provided with a Primary Cable (A) and a Secondary Cable (B). The modeling lamp, sync and fan circuits are operated from the Primary Cable (A). When used with two separate power packs, only the pack connected to the Primary Cable (A) needs to be synchronized to the camera. While the provided 7-inch reflector has a built-in umbrella hole (with a corresponding housing hole for bare-bulb use), a full range of accessories are compatible with the flash head as the standard White Lightning quick-release faceplate mechanism attaches the entire Paul C. Buff, Inc. line of reflectors, softboxes and octaboxes and other light modifying accessories.

The Zeus Z1250 and Z2500 Power Packs

The Zeus power packs are well-designed, highly evolved power supply packs designed to provide power and control for our Zeus flash heads. While the packs are available in two power models, the Z1250 (1250 Ws) and the Z2500 (2500 Ws), both offer the same user interface. The packs have two input sockets for powering one or two flash heads, offering asymmetrical power distribution switching (1:1 or 3:1) with stepless flashpower output adjustment over a full 5 f-stop range (from full to 1/32 power). Each pack provides direct camera connection with the provided PC-connection sync cord as well as a built-in slave tripper for wireless firing capabilities. For remotely controlling the firing, flashpower adjustment and / or modeling lamp settings, the packs are compatible with our full line of remote controls, having a standard Paul C. Buff remote control input jack. The heavy-duty design includes a high impact strength ABS housing, making the packs lightweight while the wide, rounded handle allows the packs to be carried comfortably for location work.

SYNCHRONIZATION

Provided with each Zeus 1250 and Zeus 2500 power pack is our standard **sync cord**, allowing you to directly connect the power pack to your camera. The supplied sync cord has a 1/4-inch plug to connect to the sync jack on the Zeus control panel and a PC-sync to connect to your camera's PC outlet. If your camera does not have a PC-sync outlet, the sync cord can be connected to your camera with a **hot shoe adaptor** or our **CyberSync** wireless remote system may be used. The HSA Hot Shoe Adaptor and CyberSync System are both available from Paul C. Buff, Inc. (*please see the specific products on our website or call us for details*). With the power pack and camera directly connected, the connected flash heads will only take their cue to fire from you, firing when your camera shutter is pressed. The connected flash heads can additionally be fired using the power pack's **built-in slave tripper**, which will detect and reliably fire all connected flash heads whenever it "sees" any flash of light from another flash unit, tripped 50+ feet away. This slave allows you to connect one conventional flash unit or power pack in your setup to your camera, leaving the other units to fire with this slave. The slave is disengaged whenever a sync cord or blank "dummy" plug is inserted into the sync jack. Using the remote control jack on the power pack's control panel, you can also connect a Paul C. Buff, Inc. **remote control** to control the firing and / or flashpower and modeling lamp adjustment.



hardwire sync option with the provided 15-foot sync cord



hardwire sync using the hot shoe adaptor (sold separately)



wireless firing with the CyberSync™ system (sold separately)

USING THE ZEUS SYSTEM WITH YOUR CAMERA

As with virtually all studio flashes, your camera must be set to the **manual exposure mode** with any **pre-flash turned off** when using the Zeus System. Exposure should be determined using a flashmeter (and / or histograms on pro cameras) and the camera should be set to "flash sync speed" (typically 1/125 second). When using the Zeus flash heads, you cannot leave your camera in automatic mode as its internal meter will not be able to detect the light that will be emitted and will thus be set to an inaccurate shutter speed and aperture, causing your picture to be overexposed. Furthermore, when in automatic mode, many cameras have TTL metering that will send out an infrared signal or pre-flash to read the light, and that signal / flash may fire the connected heads via the built-in slave before the shutter actually opens, causing incorrect exposure. When using flash and various light modifying techniques, the best way to ensure a proper exposure is to use a **high quality flashmeter**. There are several manufacturers who offer excellent meters, allowing you to enter the specific settings that you've chosen for a shot and read the amount of light present. You can use the meter's "test / arm" option or you can connect the sync cord and select the "cord" option. The meter will indicate the appropriate settings so that you may set your camera accordingly. A reading from the camera position or from the subject position may be used to determine an overall scene reading. Depending on the subject, you may additionally want to take spot meter readings.

Our customer service team can help you determine how best to use the unit with your particular camera. Please call us on our Toll Free Line at 1-800-443-5542 or email us at info@paulcbuff.com if you would like assistance. We're here, happy to help you, Monday through Friday, from 9:00 am until 5:00 pm, CST.

The Zeus Z1250 / Z2500 Power Packs: What Arrives With Each Unit



The UPC15 15-foot Power Cord

As the Zeus power packs require AC power, each pack arrives with our 15-foot power cord, having a three-wire grounded plug to connect to a standard 105-125 Vac, 50-60 Hz power outlet. The cord connects to power cord socket on the power pack's top control panel with a standard IEC connector.

If a longer cord is desired, we also offer an optional 25-foot power cord. For the longer, optional cord, please see item UPC25.



The SC 15-foot Sync Cord

Our standard sync cord arrives with each power pack so that you may connect the pack to your camera (subsequently syncing any pack-connected flash heads to your camera). This sync cord has a 1/4-inch plug on one end to connect to the sync jack on the power pack control panel with a PC-sync on the other end to connect to your camera. With the sync cord, any pack-connected flash heads will only take their cue to fire from you when your camera shutter is pressed.

Note: *The sync voltage is under 6 volts, safe for use with digital cameras.*

If your camera does not have a PC outlet, the sync cord can be connected through your hot shoe with an adaptor or our CyberSync System may be used. For our hot shoe adaptor, please see item HSA. For our CyberSync System, please see items CST (the transmitter) and CSR/CSR+ or CSRB/CSRB+ (the receivers). If a two-piece sync cord is desired for optional polarity reversal, please see item SCS (two-piece set). These items are available on our website and by phone.





The 10ABR/R Ring Reflector

The RingMaster arrives with our wide-angle 10-inch reflector (80° beam spread), providing even coverage with the widest of lens angles. This flat field reflector is made of high-temperature, high-strength polycarbonate with an aluminum-film interior. Additionally, the reflector is designed to hold our accessory 20° honeycomb grid (*sold separately*) for "Hollywood Style" lighting and for other low-key effects. Use of the included diffuser with the grid spot prevents stray light from falling on the lens.

For the 20° grid, please see item ABRHG20, available on our website and by phone.



The 20W Set of Eight Modeling Lamps

Eight 20-Watt, 24-Volt Modeling Lamps are used in each unit, mounted coaxially on-axis with the flashtube to provide a true "What-You-See-Is-What-You-Get" preview. Proprietary voltage regulation circuitry provides effective modeling output that produces approximately 4600 Lumens, comparable to a conventional 300-Watt lamp. With matched light patterns and diffusion, the output of the lamps will match the pattern of light that you will see on film or digital image. The long-life, high-efficiency bulbs have a 500 to 3000 hour expected lifespan and may be replaced by the user.

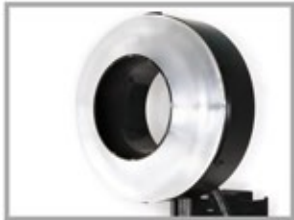
Three spare lamps are included with each unit for replacement needs. For additional replacement lamps, please see item 20W, a set of 8 lamps available on our website and by phone.



A Pair of Half-Circle RMFT12MM Flashtubes

The RingMaster uses two 12mm, 6-inch diameter, half-circle flashtubes that work as a pair (both are required to create a complete circular flash). The flashtubes have an expected lifespan of 100,000 to 500,000 flashes and upon exhaustion or breakage, the user may easily replace them.

For replacement flashtubes, please see item RMFT12MM, a single half-circle flashtube, available on our website and by phone. As the unit requires two half-circle tubes, you may purchase a single RMFT12MM flashtube or purchase the pair.



Our Front Cover / Diffuser / Gel Holder

Each unit arrives with our front cover in place on the unit's faceplate, fitted around the flashtubes and modeling lamps. This cover functions as a safety piece to protect the tubes and lamps while in transit. While in use, the cover functions as a diffuser, softening the total light output. The cover additionally serves as a gel holder, having a raised center retaining lip to which one can attach our doughnut-shaped set of ringflash gels and filters (*sold separately*).

For the ringflash set of 6 warming and diffusion gels / filters, please see item ABRW/DF6, available on our website and by phone.



The Universal Camera Mounting Bracket

The RingMaster arrives with our universal camera mounting bracket, designed to accommodate most popular pro and semi-pro cameras with its wide range of adjustments. With the adjustable camera platform, you can attach your camera to the bracket and slide it in and out of the ringflash center hole to find the position that best suits your specific camera. Side to side adjustments can be made along the platform to center your camera lens while the bracket itself adjusts up and down along the mounting post to accommodate large camera bodies and battery packs, supporting cameras with a 1 to 4.75-inch distance from lens center to camera base. The bracket includes a standard tripod socket and light stand mount, allowing both the camera and ringflash or just the ringflash to be attached to a tripod or light stand (with brass attachment studs up to 5/8-inch). As the tripod socket is flush with the bottom of the bracket, you can use your tripod's quick release as well. When using the tripod mount, the stand mount conveniently tucks out of the way. The lightweight design of the ringflash makes it ideal for handheld operation as well. With the bracket attached, the additional length of the mounting post provides a convenient vertical handle or the flat bracket base can be held, fitting comfortably in your palm.



The Umbrella Adaptor

The RingMaster arrives with our accessory umbrella adaptor, fitting inside the ringflash center chamber and locked into position using the same twist-and-lock method that is used to attach the diffuser. The adaptor allows umbrellas to be used with the RingMaster when using it as a conventional flash in non-aim-through mode. A standard umbrella pole slides through the adaptor and is tightened into place with the adjustment knob.

The front cover / diffuser / gel holder may not be used with the adaptor as both pieces use the inner ring of the unit for attachment. The ring reflector, however, may be used with the umbrella adaptor.

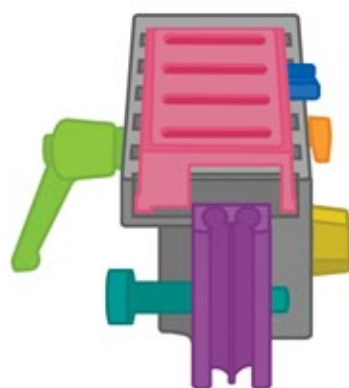


The Zeus ZRM1 RingMaster: The Universal Camera Mounting Bracket



The **Universal Camera Mounting Bracket** is the connection point for your camera and for each of the mounting options. The bracket is easily attached to the ringflash, sliding on the ringflash mounting post with different options to then connect to your tripod, your tripod quick release plate and your light stand.

The mounting bracket's **Adjustable Camera Platform** offers a grip pad surface where your camera rests, having four horizontal slots for you to securely mount your camera using the provided platform screw that attaches to your camera's tripod socket. The slots provide flexibility for you to choose the best mounting position for your specific camera, allowing you to adjust forwards and backwards among the slots and side to side within each slot depending on your camera body size, lens size and tripod socket position. You can use the platform mounting screw to attach your camera to the bracket, or simply use the platform as a resting place as you free-hold your camera. With your camera attached, you can slide the platform forwards and backwards to move your lens in and out of the ringflash center hole. As the platform screw connection is separate from the rest of the bracket, you can keep your camera attached to the platform and remove it entirely to review images, reload film or take shots away from the ringflash.



TOP VIEW



BOTTOM VIEW

- 1 adjustable camera platform
- 2 platform release latch
- 3 platform adjustment knob
- 4 light stand mount swivel adjustment arm
- 5 light stand mount attachment knob
- 6 tripod socket
- 7 mounting bracket post
- 8 mounting bracket vertical adjustment knob



Attaching the Mounting Bracket to the ZRM1 RingMaster

The RingMaster arrives with the **bracket mounting post** already in place, attached to the base of the unit on the rear side below the control panel. To attach the mounting bracket to the ringflash, you will simply slide the bracket over the mounting post and secure its position with the vertical adjustment knob.



1. First, position the bracket with the padded camera platform facing upwards and locate the vertical grooves on the front side. Place the bracket underneath the mounting post and line up the two vertical grooves on the bracket with the corresponding rounded extrusions on the post.
2. Ensure that the **vertical adjustment knob** is pointing straight down in the unlocked position, then slide the bracket on the mounting post and use the adjustment knob to secure the position.



The mounting bracket can be positioned anywhere along this mounting post, **accommodating cameras** with a 1-inch to 4.75-inch distance from the lens center to the camera base. Depending on this distance present with your specific camera, you can slide the bracket up and down along the post until the best position is determined for you camera lens to be centered vertically inside the ringflash center hole. With the position set, turn the vertical adjustment knob clockwise to secure the placement. **Do not overtighten this knob** - the knob is designed so that very light tightening pressure will hold the bracket securely in place on the mounting post.

Attaching Your Camera to the Mounting Bracket with the Adjustable Camera Platform

Your camera attaches to the bracket via the removable camera platform. The provided platform mounting screw slides underneath the platform and is attached to your camera's tripod socket.

1. Remove the **adjustable camera platform** from the bracket. With the platform adjustment knob in the unlock position, slide the platform backwards and lift the release latch to remove it completely.
2. Locate the provided **1110841 Platform Mounting Screw** (found in a labeled bag inside the box with your RingMaster). The screw fits underneath the platform, through one of the four horizontal slots. Choose the slot that best positions your camera forwards or backwards on the bracket, depending on the width of your camera body and the type of lens that you are using. For most cameras with standard lenses, we recommend using the second slot from the front.
3. Once you have chosen the horizontal slot, you will then **choose the position along the slot** where you wish to mount your camera based on the position of your camera's tripod socket in relation to the center of your lens. On the bottom of the platform you will notice that there are engraved notches between each slot - these mark the center line of the bracket with the platform attached.

> *If your camera's tripod socket is centered directly below your lens, line up the tripod socket with the engraved notches to attach the camera platform screw.*

> *If your camera's tripod socket is off-center, use the notches as a guide and move the platform left and right to center your camera lens, lining up the lens center with the engraved notches.*

4. With your position set, you will slide the platform screw between the horizontal slots and use a **flathead screwdriver** to tighten it into place inside your tripod socket. *You may want to keep the screw loose at first to test positioning. Even with your position set, never overtighten the screw.*
5. Ensure that the platform adjustment knob is still in the unlocked position. Facing the back of the RingMaster, position the camera and platform with the camera lens facing forward and the release latch on the left. Slide the platform back onto the bracket, gently lifting the latch at the end.
6. Use the platform adjustment knob to slide the platform forwards and backwards, moving your lens in and out of the center hole. When your position is set, use the knob to lock the position.



Tripod Mounting

To mount the RingMaster on a standard tripod, use the **flush-mount tripod socket** located on the bottom of the mounting bracket. The threaded socket fits standard tripod screws and quick-release plates. When using the tripod mount option, you can fold the light stand mount out of the way using the stand mount adjustment handle. Loosening this handle will allow the stand mount to be swiveled backwards, tucking beneath and behind the mounting bracket in the cut groove on the back side of the bracket.

Light Stand Mounting

To mount the RingMaster on a light stand, slide the light stand's brass connection stud inside the stand mount center chamber. Tighten the stand attachment knob to securely hold the bracket in place around the stud. With the stand attached, you can then use the stand mount adjustment handle to swivel and tilt the position of the unit on the light stand. Loosening this handle will allow you to adjust the position until you find the correct angle. The position is locked when the handle is tightened again. When adjusting the angle with this handle, be sure to support the ringflash and bracket with your other hand.

The included swivel light stand mount fits most standard light stands with brass connection studs up to 5/8-inch (all Paul C. Buff, Inc. light stands may be used).



Attaching The Front Cover / Diffuser / Gel Holder

When traveling with the unit, this cover should be in place to protect the flashtubes and modeling lamps. The RingMaster will ship with the cover in place for this reason. When in use, however, the unit may be used with or without the diffuser.

1. First ensure that the **Reflector Lock** is pointing left in the "UNLOCK" position.
2. Line up the smaller, inside ring of the cover with the smaller, inside ring on the circular face of the RingMaster housing. You will notice that there are **three protruding ledges** positioned around the inside edge of the RingMaster housing – these three ledges correspond to the three raised panels on the frosted cover.
3. Slide the frosted cover **inside the center hole** of the RingMaster housing, allowing the three raised panels on the cover to fit naturally between the three ledges on the housing. Push gently until the cover will go no further and is comfortably seated inside this center hole.
4. Each raised panel on the frosted cover has a cut insert, making an "L" shape. To position the cover, **rotate it around the center hole** in the housing towards the raised ledges, allowing them to fit snugly inside the "L" gap. Twist the cover until the housing ledges are caught in the "L" gaps and will go no further.
5. Return to the **Reflector Lock** and turn the knob to the right "LOCK" position to lock the cover in place on the RingMaster.



Attaching The Ring Reflector

The larger, outside ring with the recessed outer lip is the front of the reflector, while the smaller inside ring is the back. This back inside ring has three raised panels along the interior that fit over the front housing of the ringflash unit.

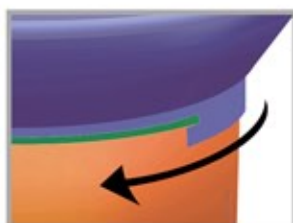
1. First ensure that the **Reflector Lock** is pointing left in the "UNLOCK" position.
2. Line up the smaller, inside ring of the reflector with the circular face of the ringflash housing. You will notice that there are **three protruding ledges** positioned around the top edge of the Ringmaster housing – these three ledges correspond to the three raised panels on the outside of the reflector.
3. Slide the reflector **over the front face** of the RingMaster housing, allowing the three raised panels on the reflector to fit naturally between the three ledges on the housing. Push forward gently until the reflector will go no further and is comfortably seated over the housing.
4. Each panel on the reflector has a cut insert, making an "L" shape. To position the reflector, **rotate it around the housing** towards the raised ledges, allowing them to fit snugly inside the "L" gap. Twist the reflector until the housing ledges are caught in the "L" gaps and will go no further.
5. Return to the **Reflector Lock** and turn the knob to the right "LOCK" position to lock the reflector in place on the RingMaster.



The ring reflector and the front cover / diffuser / gel holder may be attached and / or removed at the same time or separately (one need not be in place to attach or remove the other).

The Reflector Lock

Turn the Reflector Lock knob to the left **UNLOCK** position when you are attaching or removing the ring reflector or the front cover / diffuser / gel holder. Turn the knob to the right **LOCK** position to secure your accessories when you have them in place on the unit.



The Reflector Lock is also used with the Moon Unit (*sold separately*), used to attach, remove and lock the positions of the Moon Unit speedring and special reflector. The Moon Unit speedring attaches to the RingMaster in place of the standard ring reflector while the Moon Unit special reflector attaches in place of the front cover / diffuser / gel holder. *Please call us or visit our website to learn more about the Moon Unit. Complete instructions for attachment are included with each Moon Unit.*





The 7AB/R Standard 7-inch Reflector

Both heads arrive with our standard, 7-inch silver field reflector. This reflector sits on the front faceplate of the head, fitting around the flashtube(s) and modeling lamp. The 7AB/R has an 80° beam spread and can be used alone or used with many of our light modifying accessories. The reflector has a built-in umbrella hole and a recessed outer lip for our standard honeycomb grids. 3.75" deep / 7" diameter



The Flashtube(s)

The Z2500SH Standard Flash Head arrives with our single-ring, 14mm flashtube. The Z2500BTH Bi-Tube Flash Head arrives with two half-ring 12mm flashtubes. The tubes used in both heads are UV-Coated with a color temperature of approximately 5500°K. The user-replaceable tubes have an expected lifespan of 25,000 to 200,000 flashes, dependent on power levels and frequency of shooting.

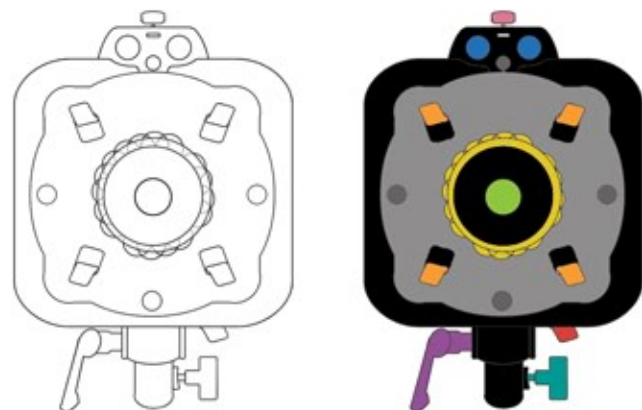
For Z2500SH replacement flashtubes, please see item FT14MMQUV. For Z2500BTH flashtubes, please see item FTBT12MMQUV, a single half-circle tube.



The JD250W Modeling Lamp

The close correlation between the flashtube and the modeling lamp over several parameters allows us to offer WYSIWYG (What-You-See-Is-What-You-Get) modeling. With matched intensity ratios, matched light patterns and diffusion, the output of the lamp will match the pattern of light you will see on film. The Z2500SH and Z2500BTH heads each arrive with our 250-Watt, 4600 lumens quartz modeling lamp, having a 3000+ hour expected lifespan.

For replacement lamps, please see item JD250W, available on our website and by phone.



- 1 the umbrella screw
- 2 dual umbrella holes
- 3 four faceplate holding fingers
- 4 the modeling lamp
- 5 the flashtube(s)
- 6 the faceplate release lever
left to release / right to hold
- 7 the stand mount positioning handle
- 8 the stand mount tightening screw



The Protective Shipping Cover

Each flash head arrives with our black polycarbonate shipping cover in place on the faceplate, surrounding the flashtube and modeling lamp. This cover protects the tube and lamp while the flash head is in transit and should always be attached when storing or traveling with the unit. The shipping cover must be removed, however, before flash head operation (*removed using the faceplate release lever*).



A Pair of Nylon Clips

Each Z2500SH and Z2500BTH flash head arrives with a pair of our self-adhering nylon clips, used to attach gels and filters to your standard 7-inch reflector.

For additional sets of nylon clips, please see item 1110079, a set of 12 self-adhering nylon clips available on our website and by phone.



THE ZEUS FLASH HEADS: The Power Pack Cable

As the ZRM1 RingMaster, Z2500SH Standard Flash Head and Z2500BTH Bi-Tube Flash Head require either a Z1250 or Z2500 power pack for use, each head arrives with the 12-foot Zeus Flash Head Cable hardwired to the back panel. Since the Z2500BTH Bi-Tube Flash Head may be connected to two power packs, this head arrives with two 12-foot power pack cables. The power pack cable connects the flash head to the pack, mechanically locking into either the A or B power cable socket on the Z1250 / Z2500.

If a longer cable is desired, we offer a 12-foot Flash Head Extension Cable (sold separately). Connecting flash head extension cables will result in a minor power loss and a slight lengthening of flash durations.

The Power Cord Socket and Power ON / OFF Switch

The provided power cord plugs into this female socket (standard IEC connector) then into a 105-125 Vac, 50/60 Hz AC power source. The ON / OFF switch turns the pack (and connected heads) on or off and has a built-in 15 amp circuit breaker.

Power Cable Sockets (A and B)

The flash head power pack cable (attached to each Zeus flash head) connects the head to the Z1250 / Z2500 unit, providing power and adjustment. The cable plugs into either the A or B socket, secured with the rotating locking collar.

Power Distribution Switch

This switch controls the asymmetrical power distribution, with options of FULL (A), FULL (B) – 1:1 Ratio or 3/4 (A) and 1/4 (B) – 3:1 Ratio. With two connected heads, setting this switch to FULL will distribute the power equally to both heads (1/2 to each head).

Note: When the pack is used to feed two flash heads at the 1:1 ratio setting, all the available power is fed to both heads. If the heads are not identical (i.e. a RingMaster and a standard head), the 1:1 ratio will not be accurate and the two heads will receive unequal amounts of power. It is suggested that when non-identical heads are used, the ratio switch be set to 3:1 and the positions of the two heads be adjusted for the desired light balance. Power distribution changes should not be made while the pack is recycling.

Flashpower Output Adjustment Slider

The top slide fader (marked with a lightning bolt) adjusts the flashpower over the 5 f-stop range, from Full down to 1/32 power, in whole f-stop increments and everywhere in between. The slider adjusts the power of both output connectors simultaneously. *Note: Reductions of power via the slider result in somewhat longer flash durations and slightly lower color temperatures at the lower power settings.*

Modeling Lamp Output Adjustment Slider

The modeling lamp output is independently adjusted with the lower slide fader (marked with a light bulb) over the same stepless 5 f-stop range. Adjusting the modeling lamp slider together with the flashpower slider will allow the modeling lamps to proportionally track the output. The slider adjusts the power of both output connectors simultaneously.

Modeling Lamp Control (MODEL ON / OFF)

The white MODEL button is the ON / OFF switch for the modeling lamps in the pack-connected flash heads. When depressed, the lamp(s) will be turned ON and when released, the modeling lamp(s) will be turned OFF. With two heads connected, the lamps are turned on / off collectively. The lamps must be turned on for the MODEL CYCLE feature to be used.

Modeling Lamp Recycle Indicator (MODEL CYCLE MONITOR)

The grey MODEL button allows you to use the modeling lamps in each connected head as a recycle indicator. When depressed, the lamp(s) will dim after each flash (as the pack recycles) then come back on when the pack is ready to flash again at the indicated settings. When released, the lamp(s) will remain on (at the level indicated) through the shoot.

Modeling Lamp Audible Recycle Indicator (AUDIO CYCLE MONITOR)

The blue AUDIO button engages the audible recycle indicator. After firing, the Zeus will begin recycling. When the recycle period is complete and the unit is ready to fire the flash heads again at the prescribed settings, the unit will produce an audible ready signal (a brief "beep"). *Both the visual and audible indicators may be used simultaneously.*

READY and DUMP Lights

The READY light shines green to indicate that the pack is recycled and ready to fire the connected heads at the indicated settings. The DUMP light shines red to indicate that the pack is charged to a higher flashpower than what is selected (when the output is changed from a higher to a lower setting). The DUMP light will go out once the excess charge has been automatically dumped. Depending on the adjustment, this may take up to one minute, but you can instantly dump this charge by pressing the TEST button.

TEST Flash

The red TEST button fires the connected head(s) for testing, meter reading and excess power dumping.

The Sync Jack and Slave Tripper (SLAVE cell)

The provided sync cord (1/4-inch to PC) plugs into the sync jack for direct pack-to-camera synchronization. For wireless firing, the built-in slave may be used, detecting and reliably firing all connected heads whenever it "sees" any flash of light from another flash unit or infrared trigger (50+ feet away). The slave is disengaged when a sync cord or dummy plug is inserted.

The Remote Control Jack

Plugging a Paul C. Buff, Inc. remote control unit (or compatible system) into this jack will cause the flashpower and modeling lamp output of the pack-connected heads to be externally controlled, ignoring the positions on the control panel sliders. The RJ-11 jack accepts four-conductor, standard phone cords (provided with each Paul C. Buff, Inc. remote control).



THE Z1250 AND Z2500 POWER PACKS: Connecting Flash Heads

Before connecting your Zeus flash heads to the power pack, ensure that your flash heads are mounted to appropriate light stands and that your RingMaster is mounted to your tripod or to an appropriate light stand. Remove the shipping covers from each head and attach any optional accessories. You may wish to make your positioning choices and initial accessory adjustments at this time.

1. Ensure that the Zeus Z1250 / Z2500 Power Pack is turned OFF and unplugged from the AC power source. Remove the power cable socket cap.
2. Take hold of the power cable by the connection head. You will notice that there are seven pins inside the connection head with corresponding holes inside the power cable socket. On the exterior of the head (above the locking ring), locate the **small circular dot**. This black molded dot is designed to help you properly line up the connection head with the power socket. The head is correctly lined up with the socket when the black molded dot faces the top of Zeus control panel.
3. With the power cable connection head lined up appropriately over the power socket, **gently press down** to connect. Never force the connection head inside the socket as this could damage the pins or the socket. If the alignment is correct, the head should slide down easily.
4. With the connection head in the socket, **twist the locking ring clockwise** to secure the position. It is important to ensure that the locking ring is tightly secured, as a loose connection could cause damage to the socket.
5. If you are using the provided sync cord, the CyberSync System or another remote control system, **connect your chosen synchronization method** at this time.
 - > *To use the provided sync cord, take the end of the cord with the 1/4-inch plug and insert it in the sync jack on the control panel. Plug the other end into the PC outlet on your camera (or hot shoe adaptor).*
 - > *To use the CyberSync System or another remote control, please see the instructions provided with your remote control for complete connection instructions.*
6. With the flash head(s) securely connected to your Z1250 / Z2500 power pack, take the **provided UPC15 power cord** and connect it to the power socket on the control panel then into a suitable AC power source.
7. Turn the power pack on using the **power ON / OFF** switch on the Zeus power pack control panel. When power is applied, you will hear the internal cooling fans in the power pack and connected flash head(s) begin operation. The **READY** light will shine green to indicate that the pack is ready to fire the connected heads at the indicated settings.

Now that your flash head(s) are connected and the power pack is turned on, you are ready to take your meter readings, make your output and modeling lamp adjustments and begin shooting. As you take your meter readings and observe your scene, you may determine that it is necessary to adjust or choose alternate accessories for your flash heads, add or remove heads or physically adjust the position of any connected heads. For safety, you will need to turn OFF the Zeus power pack, unplug its power cord from the AC power source and disconnect your flash heads before making these physical adjustments with the heads. Follow the steps on the back cover to power down your pack and heads before proceeding so that all excess charge is released.



power cable head



cable socket



Zeus RingMaster and Standard Flash Head: FLASH DURATION			
Zeus Flash Head	Single Head at 2,500 True Ws	Single Head at 1,875 True Ws	Single Head at 625 True Ws
ZRM1 RingMaster	1/600 second (t.5) 1/200 second (t.1)	1/800 second (t.5) 1/270 second (t.1)	1/1600 second (t.5) 1/625 second (t.1)
Z2500SH Flash Head	1/900 second (t.5) 1/260 second (t.1)	1/1100 second (t.5) 1/350 second (t.1)	1/2200 second (t.5) 1/770 second (t.1)
Zeus Bi-Tube Flash Head: FLASH DURATION			
Zeus Flash Head and Connection	5,000 True Ws connected to two Z2500 Power Packs	2,500 True Ws connected to both outlets of a Z2500 Power Pack	1,250 True Ws connected to both outlets of a Z1250 Power Pack
Z2500BTH Bi-Tube Head	1/1200 second (t.5) 1/350 second (t.1)	1/2000 second (t.5) 1/600 second (t.1)	1/3000 second (t.5) 1/900 second (t.1)
Zeus Flash Heads: Maximum INPUT POWER and CONTINUOUS USAGE			
Zeus Flash Head	Maximum INPUT POWER	Maximum CONTINUOUS USAGE	
ZRM1 RingMaster	2,500 True Ws at 700 Volts <i>(with the Z2500 power pack)</i>	20,000 Ws per minute	
Z2500SH Standard Head	2,500 True Ws at 700 Volts <i>(with the Z2500 power pack)</i>	30,000 Ws per minute	
Z2500BTH Bi-Tube Head	5,000 True Ws at 700 Volts <i>(with two Z2500 power packs)</i>	30,000 Ws per minute	
Zeus Power Packs: RECYCLE TIMES			
Zeus Power Pack	Total RECYCLE TIME To FULL POWER	Applied WATTSECONDS To FLASH HEAD	
Z1250 Power Pack (1,250 True Ws)	1.2 seconds to FULL power	at 1,250 True Wattseconds (FULL distribution)	
	0.35 seconds to FULL power	at 312 True Wattseconds (1/4 distribution)	
Z2500 Power Pack (2,500 True Ws)	2.4 seconds to FULL power	at 2,500 True Wattseconds (FULL distribution)	
	0.7 seconds to FULL power	at 625 True Wattseconds (1/4 distribution)	

The **maximum continuous usage** rating dictates the practical usage limit. For example, if a Z2500SH Standard Head is connected to a Z2500 pack (in either the A or B socket) with the full power distributed to the one head and the flashpower adjustment slider at the full position, the head would be set to flash at its maximum power input level of 2,500 Ws. To stay within the maximum continuous usage guideline, the head should only be fired 12 times per minute (12 x 2,500 True Ws = 30,000 True Ws) at these settings. The maximum continuous usage rating for both the Z1250 and Z2500 power packs is also 30,000 Ws per minute. With the Zeus Z2500 power pack (at 2,500 Ws), the maximum recommended usage rate is 12 shots per minute (1 shot per 5 seconds on a continuous basis). With the Zeus Z1250 power pack (at 1,250 Ws), the maximum recommended usage rate is 24 shots per minute (1 shot per 2.5 seconds on a continuous basis). *Please note that these are preliminary estimates of maximum continuous usage, to be updated with more testing.*

The **recycle** specifications are measured as the total time needed by the unit to recycle to full power (with the flashpower adjustment slider on the power pack at the full position). The recycle time is proportionately faster at reduced power settings.

Zeus Z2500
(2500 True Ws):

approximate f-stop output for heads with standard 80° reflector or RingMaster head with standard reflector, at 10' - ISO100

1 FLASH HEAD (plugged into A or B) Power Distribution Switch: FULL			Power Distribution < FULL (A) or FULL (B) >
Slider Position	Output (True Ws)	Output (f-stops)	
Full	2500 Ws	f45	
-1 f-stop (1/2)	1250 Ws	f32	
-2 f-stops (1/4)	625 Ws	f22	
-3 f-stops (1/8)	312.5 Ws	f16	
-4 f-stops (1/16)	156.25 Ws	f11	
-5 f-stops (1/32)	78.125 Ws	f8	

With two flash heads connected, output is for each head metered separately. The combined output of both heads will be approximately the same f-value as the single flash-head chart at top if both heads are in the same position and aimed at the same subject.

1 FLASH HEAD (plugged into A) Power Distribution Switch: FULL			1:1 Power Distribution < FULL FULL >	1 FLASH HEAD (plugged into B) Power Distribution Switch: FULL		
Slider Position	Output (True Ws)	Output (f-stops)		Slider Position	Output (True Ws)	Output (f-stops)
Full	1250 Ws	f32		Full	1250 Ws	f32
-1 (1/2)	625 Ws	f22		-1 (1/2)	625 Ws	f22
-2 (1/4)	312.5 Ws	f16		-2 (1/4)	312.5 Ws	f16
-3 (1/8)	156.25 Ws	f11		-3 (1/8)	156.25 Ws	f11
-4 (1/16)	78.125 Ws	f8		-4 (1/16)	78.125 Ws	f8
-5 (1/32)	39.0625 Ws	f5.6		-5 (1/32)	39.0625 Ws	f5.6

1 FLASH HEAD (plugged into A) Power Distribution Switch: 3/4			3:1 Power Distribution <3/4 1/4>	1 FLASH HEAD (plugged into B) Power Distribution Switch: 1/4		
Slider Position	Output (True Ws)	Output (f-stops)		Slider Position	Output (True Ws)	Output (f-stops)
Full	1875 Ws	f32 + 6/10		Full	625 Ws	f16
-1 (1/2)	937.5 Ws	f22 + 6/10		-1 (1/2)	312.5 Ws	f11
-2 (1/4)	468.75 Ws	f16 + 6/10		-2 (1/4)	156.25 Ws	f8
-3 (1/8)	234.375 Ws	f11 + 6/10		-3 (1/8)	78.125 Ws	f5.6
-4 (1/16)	117.1875 Ws	f8 + 6/10		-4 (1/16)	39.0625 Ws	f4
-5 (1/32)	58.59375 Ws	f5.6 + 6/10		-5 (1/32)	19.53125 Ws	f2.8

Test Conditions: Z2500 Power Pack with Z2500SH Standard Flash Head (with standard 80° reflector) at 10-feet, ISO 100. These are predicted readings with the Zeus Z2500 Power Pack (2500 True Wattseconds) at the various power settings. All readings for the Zeus Z1250 Power Pack (1250 True Wattseconds) will be one f-stop lower. Please note that readings taken in other environments, with other accessories and / or with various brands of flashmeters may vary.

ZEUS FLASH HEADS: Replacing The Modeling Lamp(s) and Flashtube(s)



When replacing the flashtube(s) or modeling lamp(s) in any Zeus flash head, first **ensure that the Zeus power pack is turned OFF and unplugged** from the AC power source (*if you have been actively using the pack, follow the steps on the back cover to power down*). With the pack turned off, disconnect your flash head(s) and allow them to cool completely.



Never handle your flashtubes or modeling lamps with your bare hands - wear cloth or insulated gloves or use a piece of cloth when handling tubes and lamps. Skin oils can cause uneven heating and can lead to premature failure. Please note that your flashtubes are **very fragile** and should be handled with care.



Replacing the Modeling Lamp in the Z2500SH and the Z2500BTH Flash Heads

1. Remove the exhausted modeling lamp in your flash head. Wearing gloves or using a piece of cloth, grip the modeling lamp. Gently press the lamp inwards and twist one-quarter turn to the left. This will release the from the self-locking socket. Pull the lamp straight out of the socket.
2. Insert your new, replacement modeling lamp. Grip the outside, frosted envelope of your replacement lamp. Notice the two small silver pins along the outside of the lamp's silver base. These correspond with the two "L-shaped" gaps in the modeling lamp socket. Insert the lamp in the socket, allowing the two silver pins to slide inside the two gaps on opposite sides of the socket. Gently press inwards and twist one-quarter turn to the right to lock the bulb in place.



two silver pins on the modeling lamp base



two L-shaped gaps in the lamp socket



Replacing the Modeling Lamps in the ZRM1 RingMaster Flash Head

1. Remove the exhausted modeling lamps in your flash head. Wearing gloves or using a piece of cloth, grip one modeling lamp and gently pull it up and straight out of the socket. Working with one lamp at a time, repeat this process to remove the seven remaining modeling lamps.
2. Insert your new, replacement modeling lamps. Each lamp has a two-pin base, fitting into the lamp socket in the corresponding two holes. Begin with one replacement modeling lamp and line up the two pins on the base of the lamp with the two holes in the lamp socket. The lamp is non-polarized and can be inserted into the socket with either the left or right pin in either the left or right pin socket. With the lamp in position, gently push down. The lamp is properly inserted when it is seated all the way down in the unit. Repeat this process to install the remaining seven lamps.

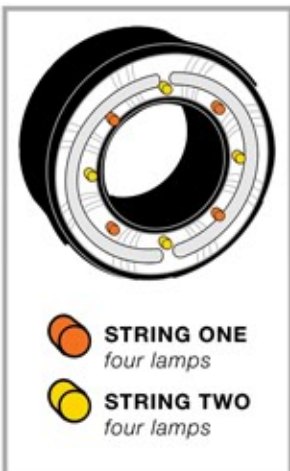


Locating a Prematurely Exhausted Modeling Lamp in the ZRM1 RingMaster Flash Head

In the ZRM1 RingMaster, the modeling lamps are positioned around the faceplate in two strings of four lamps. When one modeling lamp fails, the other three lamps in its string will also go dark. This does not mean that the other three have failed as well – if you can locate and replace the one failed bulb, the other three will function properly again. If a string of lamps goes dark prematurely, follow these instructions to locate and replace the failed lamp:

1. Remove one lamp in the dim string. Wearing gloves or using a piece of cloth, grip one modeling lamp and gently pull it up and straight out of the socket.
2. Replace the lamp. Take one of the provided spare lamps and line up the two pins on the base of the lamp with the two holes in the lamp socket. With the lamp in position, gently push down. You can now connect your RingMaster to the power pack, plug the pack in and turn it on. If the failed lamp has been located and properly replaced, pressing the white MODEL ON / OFF button (on the power pack control panel) will turn all of the lamps on. If the lamps in the string are still dark, turn your power pack OFF, disconnect the RingMaster and move on to step three to test the next lamp.
3. Repeat steps to locate and replace the failed lamp. Remove the replacement modeling lamp that you just installed and re-install the original lamp that you first removed. Move to the next lamp in the string and repeat the same steps outlined above. Repeat this process until you have located and replaced the failed lamp, allowing all of the lamps to turn on with the MODEL button.

As you test each lamp, be sure that the power pack is turned OFF and unplugged and that the RingMaster is disconnected from the power pack before moving on to replace and test another lamp.



Replacing the Flashtube in the Zeus Heads (ZRM1, Z2500SH and Z2500BTH)

1. Remove any reflectors (or other faceplate accessories) so that you have clear access to the flashtubes(s). With the Z2500SH Standard Head and Z2500BTH Bi-Tube Head, you may wish to remove the modeling lamp as well.
2. Remove the exhausted flashtube(s) from the faceplate.
 - > With the Z2500SH Standard Flash Head (having one circular, single-ring flashtube), grip the outside envelope of the flashtube and gently pull it up and straight out of the unit.
 - > With the ZRM1 RingMaster (having two half-circle flashtubes), remove one half-circle flashtube at a time. Grip the outside envelope of the tube and gently pull it up and straight out of the unit.
 - > With the Z2500BTH Bi-Tube Flash Head (having two half-circle flashtubes), first disconnect the trigger lead wire assembly from both half-circle flashtubes. Extending from the trigger lead socket on the flash head faceplate, the assembly wiring splits in two directions with two spring metal hooks. Each spring hook is connected to one of the half-circle tubes, wrapping around the exterior envelope of the tube. Gently lift the spring metal hook surrounding each flashtube to disconnect the assembly. Remove one half-circle flashtube at a time, gripping the outside envelope of the tube to pull it up and straight out.



Z2500SH



ZRM1



Z2500BTH

3. Locate the plastic insulating sleeves for each flashtube leg. The sleeves may stay wrapped around each flashtube leg or remain inside the flashtube sockets on the faceplate when the tube is removed. If any sleeve should slide out with the flashtube, you can simply slide it back inside the socket or attach it to the leg of the new, replacement flashtube that will be inserted in the same socket. With all Zeus heads, these sleeves must be used on the new, replacement flashtube(s) - either left inside the flashtube sockets or placed on the legs of the new tube(s) - as these are essential safety pieces.



Z2500SH



ZRM1



Z2500BTH

4. Ensure that the metal legs of your flashtube(s) are straight. They may need to be straightened with a pair of needle nose pliers.
5. Install the new flashtube(s). Each tube is inserted by gently and evenly pushing until it is seated all the way down in the unit. The flashtube should fit snugly and not be touching any metal parts on the head.
 - > With the Z2500SH Standard Flash Head, line up the three flashtube legs with the three corresponding sockets on the head.
 - > With the ZRM1 RingMaster Head, insert one half-circle tube at a time. Line up the three metal legs on the tube with the three corresponding sockets on the faceplate of the head. It may be easiest to position the center leg first, then gently rock the other two legs into their sockets, applying small amounts of pressure back and forth on each side.
 - > With the Z2500BTH Bi-Tube Flash Head, insert one half-circle tube at a time. Line up the two metal legs on the tube with the two corresponding sockets on the faceplate of the head. Once both tubes are in place on the faceplate, reattach the two spring metal hooks around both tubes. Either hook can wrap around either tube as long as one hook wraps each half-circle tube. Ensure that the metal hook is touching one of the metal rings around the exterior envelope of the flashtube.



Z2500SH



ZRM1



Z2500BTH

POWERING DOWN THE ZEUS SYSTEM: Storage and Travel With the Zeus System

When ending a shooting session, whether you are planning to simply power down your system temporarily or power down for storage or travel, follow these steps to release all stored energy from the power pack and flash heads:



1. Place the **power distribution switch** in the **FULL** position (switched up) and position the **flashpower adjustment slider** at the lowest output setting (move the slider all the way to the left, to the lowest 1/32 power setting).
2. Press the **red TEST** button to fire the connected flash head(s).
3. Turn your Zeus power pack **OFF** using the power button and **unplug the unit's power cord** from the AC outlet. Take hold of the power cord plug and gently pull it out of the socket to disconnect; never yank or tug the cord.
4. With the Zeus power pack turned off, **disconnect your flash heads** from the power pack and allow the units to cool completely (wait at least 5 minutes).
5. Once the flash heads have cooled, you can remove any of the faceplate accessories being used and **attach the provided shipping covers** for storage or travel.
 - > *With ZRM1 RingMaster*, use the Reflector Lock knob to mount and lock the front diffuser / gel holder / shipping cover on the flash head's faceplate to protect the flashtubes and modeling lamps.
 - > *With the Z2500SH and Z2500BTH*, use the release lever on the base of the unit's faceplate to attach the protective shipping cover.
6. Once the Zeus power pack has cooled, you can replace the A and B socket covers and close the top lid.

Paul C. Buff

Thank you for purchasing a Paul C. Buff, Inc. Zeus product!

If you have any questions or need assistance at any time, you can always contact our friendly customer service team. Our Customer Service Team is here Monday through Friday, from 9:00 am until 5:00 pm, CST.

Our Toll Free Customer Service Line: 1-800-443-5542

Email our Customer Service Team: info@paulcuff.com