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**KEEP THIS MANUAL FOR FUTURE NEEDS**

For your own safety, please read this user manual carefully before installing the device.

<b>CAUTION !</b>	
	Keep this device away from rain and moisture!
	Unplug mains lead before opening the housing

Every person involved with the installation, operation and maintenance of this device has to:

- be qualified
- follow carefully the instructions of this manual

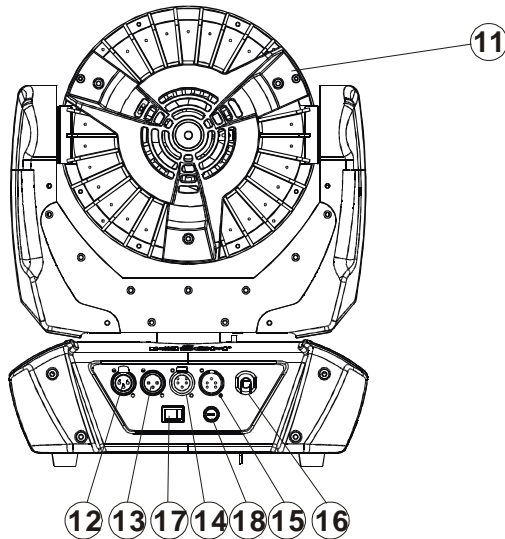
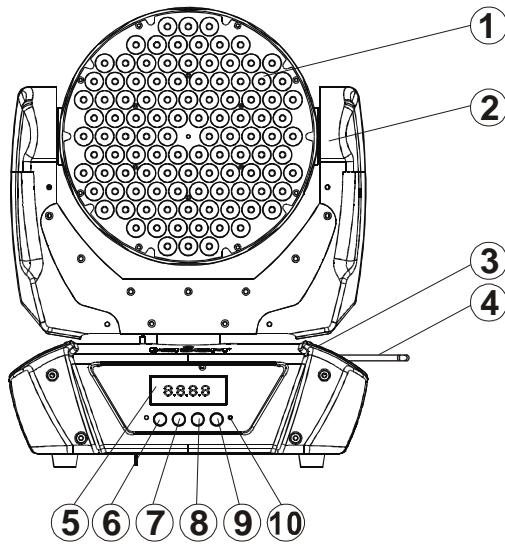
**INTRODUCTION:**

Thank you for having chosen this professional moving head.  
You will see you have acquired a powerful and versatile device.

Unpack the device. Inside the box you should find: the fixture device, an XLR connection cable, one omega clamps and a safety rope and this manual. Please check carefully that there is no damage caused by transportation. Should there be any, consult your dealer and don't install this device.

**Features:**

- 108 x 3W high power LEDs
- Extremely Long Life:50,000 Hr and low power consumption
- DMX channel:13 channels
- Pan/tilt movement:
  - 8 bit and 16 bit resolution
  - For smooth and precise resolution
  - Pan: 540°/630° optional, Tilt: 265°movement
  - High speed of pan/tilt movement, speed of pan/tilt movement is adjustable
  - Scan position memory, auto reposition after unexpected movement
- Strobe effect with 18 flashes per second and pulse effect
- General dimming and blackout for all four colors
- Excellent color mixing and rainbow effect
- Friendly blue LCD display
- Preset program: 7 built in programs can be called up via DMX controller
- Wireless receiver pre-installed
- RDMX: remote DMX addressing, lamp on / off, Sound control switch by controller



1. Lens
2. Yoke
3. Base
4. Wireless DMX antenna
5. LCD-Display
6. Mode/esc-button
7. Up-button
8. Down-button
9. Enter-button
10. Microphone
11. Housing
12. 3-PIN DMX output socket
13. 3-PIN DMX input socket
14. 5-PIN DMX output socket
15. 5-PIN DMX input socket
16. Power supply
17. Power switch
18. Fuse

## SAFETY INSTRUCTIONS

### CAUTION



Be careful with your operations. With a dangerous voltage you can suffer a dangerous electric shock when touching wires!

This device has left the factory in perfect condition. In order to maintain this condition and to ensure a safe operation, it is absolutely necessary for the user to follow the safety instructions and warning notes written in this user manual.

### IMPORTANT

Damages caused by the disregard of this user manual are not subject to warranty. The dealer will not accept liability for any resulting defects or problems.

If the device has been exposed to temperature changes due to environmental changes, do not switch it on immediately. The arising condensation could damage the device. Leave the device switched off until it has reached room temperature.

This device falls under protection-class I. Therefore it is essential that the device be earthed. The electric connection must carry out by qualified person.

The device shall only be used with rate voltage and frequency. Make sure that the available voltage is not higher than stated at the end of this manual.

Make sure the power cord is never crimped or damaged by sharp edges. If this would be the case, replacement of the cable must be done by an authorized dealer.

Always disconnect from the mains, when the device is not in use or before cleaning it. Only handle the power cord by the plug. Never pull out the plug by tugging the power cord.

During initial start-up some smoke or smell may arise. This is a normal process and does not necessarily mean that the device is defective, it should decrease gradually.

Please don't project the beam onto combustible substances.

Fixtures cannot be installed on combustible substances, keep more than 50cm distance with wall for smooth air flow, so there should be no shelter for fans and ventilation for heat radiation.

If the external flexible cable or cord of this luminaire is damaged, it shall be exclusively replaced by the manufacturer or his service agent or a similar qualified person in order to avoid a hazard.

### CAUTION



Never touch device during operation!  
The housing may heat up.



Never look directly into the light source,  
as sensitive persons may suffer an epileptic shock.

Please be aware that damages caused by manual modifications to the device are not subject to warranty. Keep away from children and non-professionals.

## GENERAL GUIDELINES

This device is a lighting effect for professional use on stages, in discotheques, theatres, etc. This fixture is only allowed to be operated with the max alternating current which stated in the technical specifications in the last page of this manual, the device was designed for indoor use only. Lighting effects are not designed for permanent operation. Consistent operational breaks may ensure that the device will function properly for a long time. Do not shake the device. Avoid brute force when installing or operating the device. The device shall only be used complete with its protective shield.

While choosing the installation-spot, please make sure that the device is not exposed to extreme heat, moisture or dust. The minimum distance between light-output from the projector and the illuminated surface must be more than 0.5 meter.

Always fix the fixture with an appropriate safety cable if you use the quick lock cam in hanging up the fixture, please make sure the 2 quick lock fasteners turned in the quick lock holes correctly.

If you use the quick lock cam in hanging up the fixture, please make sure the 2 quick lock fasteners turned in the quick lock holes correctly.

Operate the device only after having familiarized with its functions. Do not permit operation by persons not qualified for operating the device. Most damages are the result of unprofessional operation.

Please use the original packaging if the device is to be transported. For safety reasons, please be aware that all modifications on the device are forbidden.

If this device will be operated in any way different to the one described in this manual, the product may suffer damages and the guarantee becomes void. Furthermore, any other operation may lead to short-circuit, burns, electric shock, lamp explosion, crash, etc.

## INSTALLATION INSTRUCTIONS

### Mounting the device



#### CAUTION

Please consider the EN 60598-2-17 and the other respective national norms during the installation. The installation must only be carried out by a qualified person.

The installation of the effect has to be built and constructed in a way that it can hold 10 times the weight for 1 hour without any harming deformation.

The installation must always be secured with a secondary safety attachment, e.g. an appropriate safety rope.

Never stand directly below the device when mounting, removing or servicing the fixture.

The operator has to make sure the safety relating and machine technical installations are approved by an expert before taking the device into operation for the first time.

These installations have to be approved by a skilled person once a year.

#### **Cautions:**

The effect should be installed outside areas where persons may reach it, walk by or be seated.

Overhead mounting requires extensive experience, including amongst others calculating working load limits, installation material being used, and periodic safety inspection of all installation material and the device. If you lack these qualifications, do not attempt the installation yourself. Improper installation can result in bodily injury.



#### CAUTION

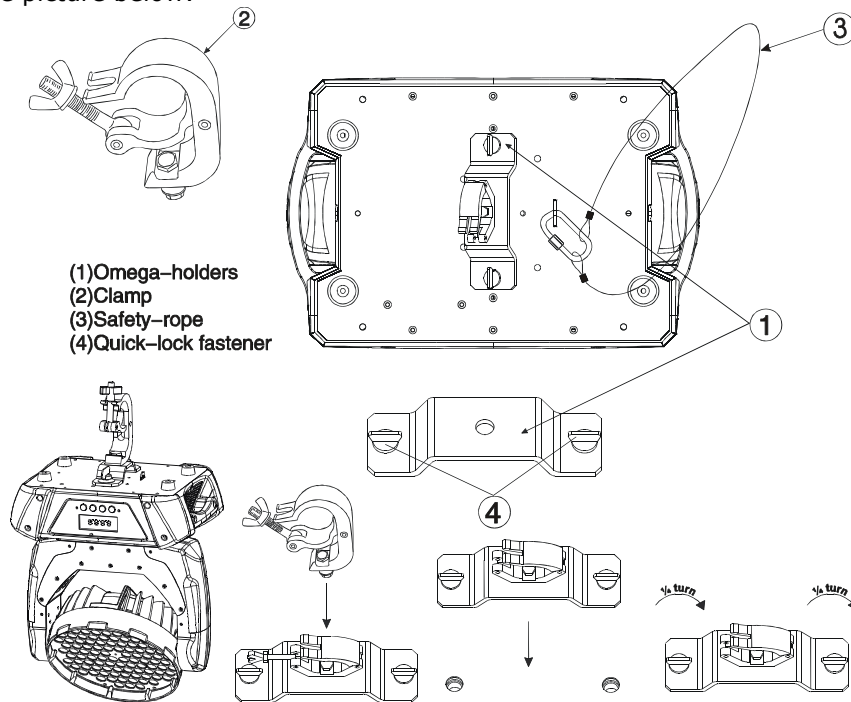
The electric connection must only be carried out by a qualified electrician.

Before mounting make sure that the installation area can hold a minimum point load of 10 times the device's weight.

Connect the fixture to the mains with the power plug.

### Installation method via clamp

Please refer to the picture below:

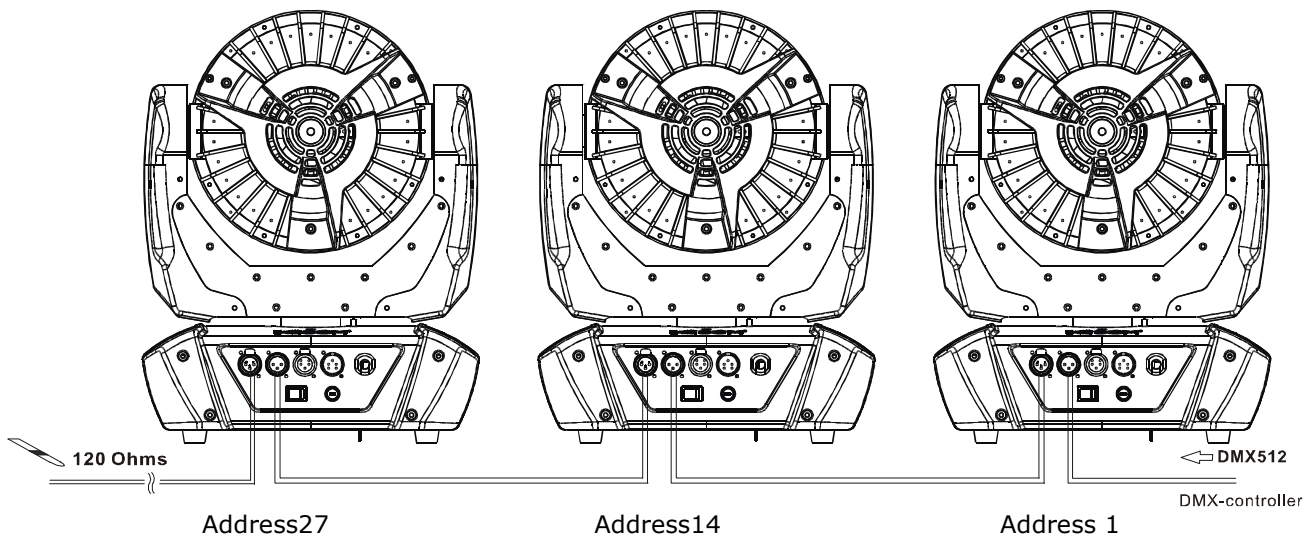


Screw one clamp each via a M12 screw and nut onto the Omega holders. Insert the quick-lock fasteners of the first Omega holder into the respective holes on the bottom of the device. Tighten the quick-lock fasteners fully clockwise. Install the second Omega holder. Pull the safety-rope through the holes on the bottom of the base and over the trussing system or a safe fixation spot. Insert the end in the carabine and tighten the safety screw.

### DMX-512 control connection

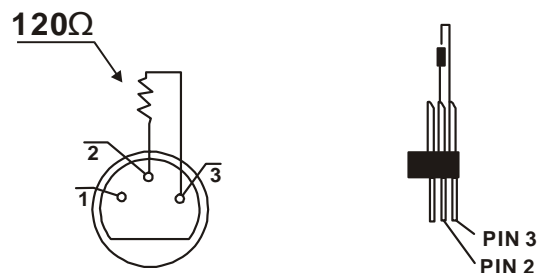
Connect the provided XLR cable to the female 3-pin XLR output of your controller and the other side to the male 3-pin XLR input of the moving head. You can chain multiple Moving head together through serial linking. The cable needed should be two core, screened cable with XLR input and output connectors. Please refer to the diagram below.





### DMX-512 connection with DMX terminator

For installations where the DMX cable has to run a long distance or is in an electrically noisy environment, such as in a discotheque, it is recommended to use a DMX terminator. This helps in preventing corruption of the digital control signal by electrical noise. The DMX terminator is simply an XLR plug with a 120  $\Omega$  resistor connected between pins 2 and 3, which is then plugged into the output XLR socket of the last fixture in the chain. Please see illustrations below.



### Projector DMX starting address selection

All fixtures should be given a DMX starting address when using a DMX signal, so that the correct fixture responds to the correct control signals. This digital starting address is the channel number from which the fixture starts to "listen" to the digital control information sent out from the DMX controller. The allocation of this starting address is achieved by setting the correct number on the display located on the base of the device.

You can set the same starting address for all fixtures or a group of fixtures, or make different address for each fixture individually.

If you set the same address, all the units will start to "listen" to the same control signal from the same channel number. In other words, changing the settings of one channel will affect all the fixtures simultaneously.

If you set a different address, each unit will start to "listen" to the channel number you have set, based on the quantity of control channels of the unit. That means changing the settings of one channel will affect only the selected fixture.

In the case of the moving head, which is 13 channels fixture when you select the standard channel mode, you should set the starting address of the first unit to 1, the second unit to 14 (13 + 1), the third unit to 27 (13 + 14), and so on.

## Operating instructions of the internal DMX wireless system

1. Equipments:  
DMX 512 controller, wireless transmitter, and the fixtures with wireless receiver.
  2. Message from the LED indicator:
    1. Rapid flashing red/Green: logging in to a transmitter
    2. Slow flashing Red/Green: Logged on a transmitter and the DMX line is idle (No DMX is connected to transmitter).
    3. Solid Green: Logged on to a transmitter and receiving DMX data.
    4. Solid Red: Not logged on to a transmitter (free)
  3. WDMX in the menu of the fixture:  
On a fixture installed with wireless system, in order to switch between wireless control system and traditional DMX control (with cable), a new menu WDMX is added to the display board.  
ON: (Activate WDMX)
    1. When the fixture is on power, and the WDMX is activated to ON status, but did not connect to the controller and did not log in to the transmitter, the fixture will search for the DMX signal source. If the fixture is connected to the DMX controller it can be controlled by DMX controller; if it is log in to the wireless transmitter, it can be controlled by the Transmitter
    2. When the fixture is power off, and the WDMX is in ON status, if the fixture is connected to DMX controller. After the fixture is power on, it can be controlled only by the DMX controller which connected. The fixture can log in the wireless transmitter, and receive only radio signal from transmitter, but not DMX from the transmitter.  
**OFF:** (De-activate WDMX)  
In this status, wireless system is not activated, so the fixture can not log in the transmitter.  
**REST:** (reset WDMX memory);  
Can remove the fixture from the connection with the transmitter, the fixture become free and ready to log in any transmitter.
  4. Setup the wireless system:
    1. Connect the transmitter with the DMX controller
    2. To make the fixture installed with wireless receiver log in to the transmitter
      - a) Initially, the indicator on the receiver fixture should be in Solid red
      - b) Press and hold the configuration button on transmitter for less than 3 seconds the red/green LEDs on the transmitter and the receiver fixture will flash rapidly for about 5~ 10 seconds while the system goes through its setup procedure.
      - c) Once the receiver fixture is logged in to the transmitter (T1), the fixture with wireless receiver will keep the memory, even if restart the power, this unit will log in the transmitter (T1) automatically.
    3. Use the DMX 512 to control the fixture
  5. Remove the receivers from transmitter (T1) and to log in to another transmitter (T2)  
Case 1: Remove a receiver:
    - a) On the control board of the fixture, enter menu to activated the function of REST;
    - b) The LED for wireless on the fixture should turn to Solid red; the receiver can log out from the transmitter (T1);
    - c) press the configuration button on transmitter(T2) for less than 3 second, then the fixture will start to connect with the transmitter(T2)
 Case 2: Remove all receivers from a transmitter (T1) to log in to T2;
    - a) Press and hold the configuration button on the T1 as least 5 seconds, can clear the connection with all the fixtures.
    - b) All the red/green LEDs on the receiver fixtures will turn to Solid red to indicate that the receivers are unassigned and removed from the transmitter ( T1);
    - c) Press and hold the configuration button on the T2 less then less than 3 second , the fixtures will connect with the T2
- PS:
1. Please log the receivers out from the transmitter after every job, so that the receivers are in free un assigned state and ready to be assigned to a transmitter.
  2. Do not connect the fixture which is under the communication of wireless system to the DMX controller, otherwise it will cause interference from the DMX controller.



## Control Board

The Control Board offers several features: you can simply set the starting address, switch on and off the lamp, run the pre-programmed program or make a reset.

The main menu is accessed by pressing the **Mode/esc**-button until the display starts flashing. Browse through the menu by pressing the **Up**-button or **Down**-button. Press the **Enter**-button in order to select the desired menu. You can change the selection by pressing the **Up**-button or **Down**-button. Confirm every selection by pressing the **Enter**-button. You can leave every mode by pressing the **Mode/esc**-button. The functions provided are described in the following sections.

**To access display Menu via the internal battery, press the UP & DOWN buttons simultaneously. Display will automatically switch off after about 10 seconds from last button press.**

### Default settings shaded

Function Mode	Set Dmx Address Value Display Set To Slave Auto Program Music Control	A001~AXXX PAN..... Slave1,Slave2,Slave3 Master / Alone Master / Alone	DMX address setting DMX value display Slave setting Auto program Music control
Information	Time Information	Current Time Total Life Hours Last Run Hours Timer Password Clear Last Run	XXXX(Hours) XXXX(Hours) XXXX(Hours) Password=XXX ON/OFF
	Temperature Info	Head Temperature	XXX□/□
	Software Version	Ver1.0	Software version of each IC
Personality	Status Settings	Address via DMX No DMX Status Pan Reverse Tilt Reverse Fine Resolution Pan Degree Feedback Movement Speed Mic Sensitivity	ON/OFF Close/Hold/Auto/Music ON/OFF ON/OFF ON/OFF 630/540 ON/OFF Speed 1~ 4 0~99%
	Service Setting	Service Password Fan Voltage	Password=XXX High/Low
	Fans Control	Auto Fans Speed High Fans Speed Low Fans Speed	Fans Speed Mode Select
	Display Setting	Shutoff Time	Display shutoff time
	Temperature C/F	Celsius Fahrenheit	Temperature switch between □/□
	Initial Effect	PAN.....	PAN =XXX
	Wireless DMX	De-Act WDMX Activate WDMX Act & Data Out Rest WDMX Mem	
	Reset Default	ON/OFF	Restore factory sett.
Reset Function	Reset All Reset Pan&Tilt		Reset all motors Reset Pan/Tilt

Effect Adjust	Test Channel	PAN .....		Test function
	Manual Control	PAN :	PAN =XXX :	Fine adjustment of the lamp
Users Mode Set	Calibrate Values	--Password-- PAN :	Password=XXX PAN=XXX :	Calbrate and adjust the effects to standard/right position Password "050"
	User Mode	XXXXXX(Band) User Mode A User Mode B User Mode C		User's mode to change channel numbers
Edit Program	Edit User Mode	PAN :	PAN = CH01 :	Preset User modes
	Select Programs	Auto Pro Part 1 Auto Pro Part 2 Auto Pro Part 3	Program 1 ~ 10 Program 1 ~ 10 Program 1 ~ 10	Program 1 Program 2 Program 3
Edit Program	Edit Program	Program 1 : Program 10	Program Test Step 01=SCxxx Step 64=SCxxx	("STEP XX") Testing program Program in loop Save and exit
	Edit Scenes	Edit Scene 001 ~ Edit Scene 250	Pan,Tilt,..... --Secne Time-- Input By Outside	Pan=xxx... ... TIME=xx.x s Save and automatically return manual scenes edit
	Rec. Controller	XX~XX		Automat. scenes rec

## FUNCTION MODE

### DMX address setting

With this function, you can adjust the desired DMX-address via the Control Board.

- Select "**Set DMX address**" via the encoder.
- Press the encoder, adjust the DMX address by turning the encoder.
- Press the encoder to confirm.
- Press the Mode/Esc-button in order return to the main menu.

### Display the DMX 512 value of each channel

With this function you can display the DMX 512 value of each channel. The display automatically shows the channel with a value changing.

### Slave setting

With this function, you can define the device as slave.

### Auto Program

With this function, you can run the internal program. You can select the desired program under "**Select program**". You can set the number of steps under "**Edit program**". You can edit the individual scenes under "**Edit scenes**". With this function, you can run the individual scenes either automatically, i.e. with the adjusted Step-Time.

### Music control

With this function, you can run the internal program sound-controlled.

## INFORMATION

### Time information

#### Current Time

With this function, you can display the temporary running time of the device from the last power on. The display shows "XXXX", "XXXX" stands for the number of hours. The counter is resetted after turning the device off.

#### Total life Hours

With this function, you can display the running time of the device. The display shows "XXXX", "XXXX" stands for the number of hours.

#### Last Run Hours

With this function, you can display last the running time of the lamp. The display shows "XXXX", "XXXX" stands for the number of hours.

#### Time Password

With this function, you can display the timer password. The time password is 038.

#### Clear Last Run

With this function, you can clear last run time of the fixture. The display shows "ON" or "OFF", Press "Enter" to confirm.

#### Temp. Info.

##### Head Temp

With this function you can display the temperature on the display board of the base (near CMY-filter) in Celsius.

#### Software version

With this function, you can display the software version of the device.

- Select "**Software version**" by turning the encoder.
- Press the encoder, the display shows "**V-X.X**", "X.X" stands for the version number, e.g. "V-1.0", "V-2.6".
- Turn the encoder in order to read the version of every individual IC.
- Press the Mode/Esc-button in order to return to the main menu.

## PERSONALITY

### Status Settings

#### Address via DMX

With this function, you can adjust the desired DMX-address via an external controller.

- Select "**Address via DMX**" by turning the encoder.
- Press the encoder, the display shows "ON" or "OFF".
- Turn the encoder to select "ON" if you wish to enable this function or "OFF" if you don't.
- Press the encoder to confirm.
- Press the Mode/Esc-button in order to return to the main menu.
- On the controller, set the DMX-value of channel 1 to "7".
- Set the DMX-value of channel 2 to "7" or "8". When set to "7" you can adjust the starting address between 1 and 255. When set to "8" you can adjust the starting address between 256 and 511.
- Set the DMX-value of channel 3 to the desired starting address. If you want to set the starting address to 57, set channel 1 to "7", channel 2 to "7" and channel 3 to "57". If you want to set the starting address to 420, set channel 1 to "7", channel 2 to "8" and channel 3 to "164" (256+164=420).
- Wait for approx. 20 seconds and the unit will carry out a reset. After that, the new starting address is set.

#### No DMX Status

With this function, when the drive is not DMX signal, it runs automatism, close, hold and music, the default is hold.

#### Pan Reverse

With this function you can reverse the Pan-movement.

#### Tilt Reverse



With this function you can reverse the Tilt-movement.

**Fine resolution**

With this function, you can fine resolution switch of pan movement or tilt movement.

**Pan Degree**

With this function, you can select pan degree for 630 or 540.

**Feedback**

With this function, you can feedback switch of pan movement or tilt movement.

**Movement Speed**

With this function, you can select scan mode from 1 to 4.

**Mic Sensitivity**

With this function, the default is 70%, you can select the desired microphone sensitivity from 0 % to 99 %.

**SERVICE SETTING****Service Password**

With this function, you can set the service password.

**Fan Voltage**

With this function, you can select fan voltage for high or low, the default is low

**ATTENTION!!**

The model is not recommended when ambient temperature is higher than 15 Celsius degree.

**Fans Control**

With this function, you can set the speed of the running fans. The selections have Auto, high and low.

**Display Setting****Shut off time**

With this function you can shut off the LCD display after 2 to 59 minutes. Turn the encoder in order to select the desired shut off time.

**Temperature C/F**

With this function, Display the temperature for Celsius or Fahrenheit.

**Initial effect**

With this function, Display initial effect position.

**Wireless DMX**

From factory, this projector is prepared for wireless data transmission (W-DMX). If you wish to de-activate W-DMX control, you can select the function "De-activate WDMX" by turning the encoder. With the function "rest", you can log out the projector from the wireless sender.

**Reset Default**

With this function, you can select restore factory set for ON or OFF, the default is OFF.

## RESET-FUNCTIONS

With this function you can reset the device via the Control Board. You can select the different reset functions by turning the encoder.

## EFFECT ADJUST

### Test function of each channel

With this function you can test each channel on its (correct) function.

### Lamp adjustment

With this function, you can adjust the lamp more easily. All effects will be canceled, the shutter opens and the dimmer intensity will be set to 100 %. With the individual functions, you can focus the light on a flat surface (wall) and perform the fine lamp adjustment.

### Calibrate values

With this function, you can calibrate and adjust the effect wheels to their correct positions. The password of calibrate values is 050.

## USERS MODE SET

In this menu, user can select different channels list by different sequence:

For example, after the user enter this manual, if select Auto Program = CH 22, means in this User's mode, the "Dimmer" is in Channel 16.

### User mode

With this function, you can create user defined channel orders.

### Preset User mode

With this function, you can adjust the rest user defined channel order.

## EDIT PROGRAM

### Select program

With this function, you can select the program for the Program Run.

### Edit program

With this function, you can edit the internal programs.

### Edit scenes

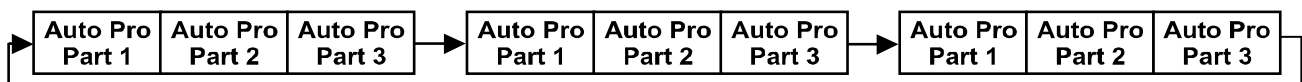
With this function, you can edit the scenes of the internal programs.

### Auto scenes rec.

The moving head features an integrated DMX-recorder by which you can transmit the programmed scenes from your DMX-controller to the moving head. Adjust the desired scene numbers via the encoder (from – to). When you call up the scenes at your controller, they will automatically be transmitted to the moving head.

## EXCURSION:

A Master unit can send up to 3 different data groups to the Slave units, i.e. a Master unit can start 3 different Slave units, which run 3 different programs. The Master unit sends the 3 program parts in a continuous loop.



The Slave unit receives data from the Master unit according to the group which the Slave unit was assigned to. If e.g. a Slave unit is set to "Slave 1" in the menu "Set to Slave", the Master unit sends "Auto Program Part 1" to the Slave unit. If set to "Slave 2", the Slave unit receives "Auto Program Part 2".

To start a Auto Program please proceed as follows:

### 1. Slave-Setting

- Select "Function Mode" by turning the encoder.
- Press the Enter button to confirm.
- Select "Set to slave" by turning the encoder.
- Press the Enter button to confirm.
- Turn the encoder to select "Slave 1", "Slave 2" or "Slave 3".
- Press the Enter button to confirm.
- Press the Mode/Esc button in order to return to the main menu.

### 2. Automatic Program Run

- Select "Function Mode" by turning the encoder.
- Press the Enter button to confirm.
- Select "Auto Program" by turning the encoder.
- Press the Enter button to confirm.
- Turn the encoder to select "Master" or "Alone". The selection "Alone" means Stand Alone-mode and "Master" that the device is defined as master.
- Press the Enter button to confirm.
- Press the Mode/Esc button in order to return to the main menu.

### 3. Program selection for Auto Pro Part

- Select "Edit program" by turning the encoder.
- Press the Enter button to confirm.
- Select "Select programs" by turning the encoder.
- Press the Enter button to confirm.
- Turn the encoder to select "Auto Pro Part 1", "Auto Pro Part 2" or "Auto Pro Part 3", and thus select which Slave program is to be sent. Selection "Part 1" means, that the Slave unit runs the same program as the master units.
- Press the Enter button to confirm.
- Press the Mode/Esc button in order to return to the main menu.

### 4. Program selection for Edit Program

- Select "Edit program" by turning the encoder.
- Press the Enter button to confirm.
- Select "Edit program" by turning the encoder.
- Press the Enter button to confirm.
- Turn the encoder to select the desired program. With this function you can edit specific scenes into a specific program.
- Press the Enter button to confirm.
- Press the Mode/Esc button in order to return to the main menu.

### 5. Automatic Scene Recording

- Select "Edit program" by turning the encoder.
- Press the Enter button to confirm.
- Select "Edit scenes" by turning the encoder.
- Turn the encoder to select the desired scene numbers. You can program a maximum number of 250
- Turn the encoder to select the desired scene numbers. You can program a maximum number of 250 scenes.
- Press the Enter button to confirm.
- Press the Mode/Esc button in order to return to the main menu.



Example:

Program 2 includes scenes: 10, 11, 12, 13

Program 4 includes scenes: 8, 9, 10

Program 6 includes scenes: 12, 13, 14, 15, 16

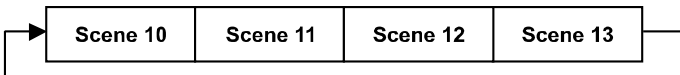
Auto Pro Part 1 is Program 2;

Auto Pro Part 2 is Program 3;

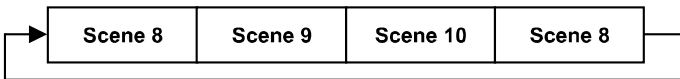
Auto Pro Part 3 is Program 6

The 3 Slave groups run the Auto Program in certain time segments, as shown in the following picture:

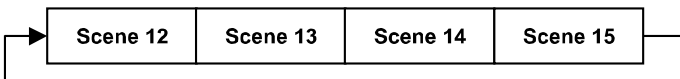
**Part 1:**



**Part 2:**



**Part 3:**



**INSTRUCTIONS ON USE**

<b>DMX channel 's functions and their values (13 DMX channels):</b>				
<b>Mode/Channel</b>			<b>Value</b>	<b>Function</b>
<b>St</b>	<b>Ba</b>	<b>Ex</b>		
1	1			<b><u>Red LED :</u></b>
			0-255	Red ( 0-Black , 255-100% Red )
2	2			<b><u>Green LED :</u></b>
			0-255	Green ( 0-Black , 255-100% Green )
3	3			<b><u>Blue LED :</u></b>
			0-255	Blue ( 0-Black , 255-100% Blue )
4	4			<b><u>White LED :</u></b>
			0-255	White ( 0-Black , 255-100% White )
5	5			<b><u>PAN Movement 8bit :</u></b>
			0-255	Pan Movement By 630/540
6	6			<b><u>TILT Movement 8bit :</u></b>
			0-255	Tilt Movement By 265
7	7			<b><u>Speed Pan/Tilt movement:</u></b>
			0-225	max to min speed
			226-235	blackout by movement
			236-255	no function
8	8			<b><u>Shutter, strobe:</u></b>
			0-31	Led trun off
			32-63	Led turn on
			64-95	Strobe effect slow to fast
			96-127	Led turn on
			128-159	Pulse-effect in sequences
			160-191	Led turn on
			192-223	Random strobe effect slow to fast
224-255	Led turn on			
9	9			<b><u>Dimmer intensity:</u></b>
			0-255	Intensity 0 to 100%
10	10			<b><u>Rainbow:</u></b>
			0-7	No function
			8-39	Rainbow colours
			40-71	Rainbow colours
			72-103	Rainbow colours
			104-135	Rainbow colours
			136-167	Rainbow colours
			168-199	Rainbow colours
			200-231	Rainbow colours
232-255	Crossfading colours from slow to fast			
11	11			<b><u>Lamp on/off, reset, internal programs:</u></b>
			0-79	Normal



		80-84	All motor reset
		85-87	Scan motor reset
		88-99	No function
		100-119	Internal program 1 (secne1~8 of EEPROM)
		120-139	Internal program 2 (secne9~16 of EEPROM)
		140-159	Internal program 3 (secne17~24 of EEPROM)
		160-179	Internal program 4 (secne25~32 of EEPROM)
		180-199	Internal program 5 (secne33~40 of EEPROM)
		200-219	Internal program 6 (secne41~48 of EEPROM)
		220-239	Internal program 7 (secne49~56 of EEPROM)
		240-255	Music Control (secne of Program 1)
12			<b><u>Pan Fine 16bit</u></b>
		0-255	Fine control of Pan movement
13			<b><u>Tilt Fine 16bit</u></b>
		0-255	Fine control of Tilt movement

## ERROR MESSAGE

When you turn on the fixture, it will make a reset first. The display may show "XXer" while there are problems with one or more channels. "XX" stands for channel 1, 2, 3, etc who has the testing sensor for positioning.

For example, when the display shows "Red Er", it means there is some error in channel 1. If there are some errors on channel 1, channel 2, channel 5 at the same time, you may see the error message "Red Color Er", "Green Er", "Pan Er" flash repeated for 5 times, and then the fixture will generate a reset signal, all the stepper reset. If the fixture remain error message after performing reset more than 3 times, it will detect whether the fixture has more than 3 errors. If the fixture has more than 3 errors (including 3 errors), all the channels can not work properly; but if the fixture has less than 3 errors, only the channels which have errors can not work properly, others can work as usual.

### PAN- movement Er

(PAN-yoke movement error) This message will appear after the reset of the fixture if the yoke's magnetic-indexing circuit malfunction (sensor failed or magnet missing) or the stepping-motor is defective (or its driving IC on the main PCB). The PAN- movement is not located in the default position after the reset.

### TILT- movement Er

(TILT-head movement error) This message will appear after the reset of the fixture if the head's magnetic-indexing circuit malfunctions (sensor failed or magnet missing) or the stepping-motor is defective (or its driving IC on the main PCB). The TILT- movement is not located in the default position after the reset.

## CLEANING AND MAINTENANCE

The following points have to be considered during the inspection:

1. All screws for installing the devices or parts of the device have to be tightly connected and must not be corroded.
2. There must not be any deformations on the housing, color lenses, fixations and installation spots (ceiling, suspension, trussing).
3. Mechanically moved parts must not show any traces of wearing and must not rotate with unbalances.
4. The electric power supply cables must not show any damage, material fatigue or sediments.

Further instructions depending on the installation spot and usage have to be adhered by a skilled installer and any safety problems have to be removed.

### CAUTION



Disconnect from mains before starting maintenance operation.

In order to make the lights in good condition and extend the life time, we suggest a regular cleaning to the lights.

1. Clean the inside and outside lens each week to avoid the weakness of the lights due to accumulation of dust.
2. Clean the fan each week.
3. A detailed electric check by approved electrical engineer each three month, make sure that the circuit contacts are in good condition, prevent the poor contact of circuit from overheating.

We recommend a frequent cleaning of the device. Please use a moist, lint- free cloth. Never use alcohol or solvents.

There are no serviceable parts inside the device except for the lamp. Please refer to the instructions under "Installation instructions".

Should you need any spare parts, please order genuine parts from your local dealer.

## TECHNICAL SPECIFICATIONS

<b>Power supply:</b>	100V~240V,50Hz/60Hz
<b>Power consumption:</b>	max. 370W
<b>Packing dimensions:</b>	47x34x42cm
<b>Net weight:</b>	9KGS
<b>Gross weight:</b>	11.5KGS

**Remark:** errors and omissions for every information given in this manual excepted. All information is subject to change without prior notice.