



XLED 4007 BEAM

PR-8126

This product manual contains important information about the safe installation and use of this product. Please read and follow these instructions carefully before installing and using the product and keep this manual in a safe place for future reference.

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ACCESSORIES

The following items are supplied with the projector and please check:

Name	Quantity	Unit	Remark
XLR Cable	1	Pc	With plug and socket
Safety cord	1	Pc	
User Manual	1	Pc	
Ω Clamp	1	Pc	(Optional)
G Clamp	1	Pc	Standard
Wireless Receiver Accessory	1	Pc	Standard

Please note that as part of our ongoing commitment to continuous product development, specifications are subject to change without notice. Whilst every care is taken in the preparation of the manual we reserve the right to change specifications in the course of product improvement. The publishers cannot be held responsible for the accuracy of the information herein, or any consequence arising from them.

Every unit is tested completely and packed properly by the manufacturer. Please make sure the packing and / or the unit are in good condition before installation and use. Should there be any damage caused by transportation, consult your dealer and do not use the unit. Any damage caused by improper use will not be assumed by the manufacturer and / or dealer.

Note: For the products made by Guangzhou PR lighting Ltd, the warranty for the whole product is one year starting from the delivery date but the light source is not within the warranty.








1. SAFETY AND WARNINGS



NOTE

Before a projector's installation, power-on, operation and maintenance, please carefully read the safety information hereinafter!

The following safety signs are used in the user manual.

						
Warning	User Manual	Electrical shock	Goggles	Protective Gloves	Flames	High Temperature



•When unpacking , check if there is transportation damage before using the projector. Should there be any damage caused by transportation, consult your dealer and do not use it.

- The manufacture is not responsible for loss caused by the user not following the manual or changing the projector as he/she likes
- Please be noted that the damage caused by changing the projector at will is not warranted.
- Do not hesitate to contact the dealer or the manufacturer if any questions or advice.



•The projector is for indoor use only, IP20.

•Use only in dry locations. Keep this unit away from rain and moisture, excessive heat, humidity and dust. Do not allow contact with water or any other liquids.

•The projector should be kept away from high temperature, fire, electrical surge, vibration and strong light while being operated

•The projector is only intended for installation, operation and maintenance by qualified personnel. And the operation must strictly follow the procedures in the manual

•No repairable parts in the projector and do not open covers for maintenance by yourself.



•Don't look straightly into the light sources especially for epileptics, otherwise eyes will be burned.

•Do not connect this device to any type of dimmer pack

•After lamp switched on, the minimum distance between the projector and illuminated surface is 1.5m

•lens and other optical parts shall be replaced immediately if they have deformed or been damaged, otherwise the light output will be compromised.



•Before operation, please confirm that all covers(housing) are on and screws tightened. It's forbidden to use a projector while covers(housing)are off

•Keep the lamp clean and do not touch it with bare hands.

•While operating it, wear protective items.



•Any electrical connection must be carried out by a qualified person .

•Before installation, please confirm the voltage supplied matches what is required for the projector

•Each projector must be properly earthed and installed as per related electrical standards.

•Do not use power cord with its insulator damaged and connect the power cord with other cables.

•If the projector is not used or under cleaning,, please hold the plug and unplug it. Do not unplug it forcefully or by pulling the power cable.

•All power cords must conform to related safety and regulations

•While being operated, the projector should not be under rains or in humidity.

•Do not switch on and off the projector constantly in very short intervals, otherwise the light source's and other electrical parts' life will be shortened .



•There are safety cord holes at the bottom of the base of a projector. In view of safety, please run the safety

cord supplied through the safety cord holes for safety support.


•Before any installation, maintenance and cleaning work, please ensure the projector is disconnected from power mains.



•After running for 30minutes, the temperature of the housing of the projector is 45°C. After stable operation, its temperature is 60°C.

•While the lamp is stricken for the first time, there will be smoke and strange smell. It's normal and does not mean the projector has some defects.



•Do not mount the projector directly on inflammable surface. 

•Do not project the beam straightly on combustible items and the minimum distance between the projector and illuminated items is 10m.

•A projector should be installed with good ventilation and the minimum distance between the projector and walls is 50cm. At the same time, please ensure the fans and air inlets and outlets are workable.

2. INSTRUCTIONS

•CLEANING AND MAINTENANCE

If a projector can't start. Please check if the fuse is blown up. If it does, replace it with a new fuse with same ratings. And the projector has over-temperature protective device. If the temperature is too high, the protective device will be triggered to shut the projector off. When it happens, please check if the fans run normally or fan shield is blocked by dust. After the issue is solved, restart the projector.

The accumulation of oil, smoke and dust on the lens will compromise the light output. Cleaning a projector is very necessary to ensure a reliable use of it. Cooling fans need to be cleaned every 15days. Internal lens, reflector and hot mirror need to be cleaned periodically to optimize light output.

Cleaning frequency is to be decided by operations and its environment. Use soft cloth and normal detergent for glass for cleaning work. It's advised external optical system be cleaned every 20days and internal optical systems every 30/60days. Keep lens clean and do not touch optical parts with bare hands.



•Before any maintenance and cleaning, please ensure the project is off the power

•Only qualified person is allowed to do maintenance

•During maintenance and before maintenance, the projector must be off power.



•To avoid internal damage, sun light or other light mustn't penetrate into the projector via front lens whether it runs or not

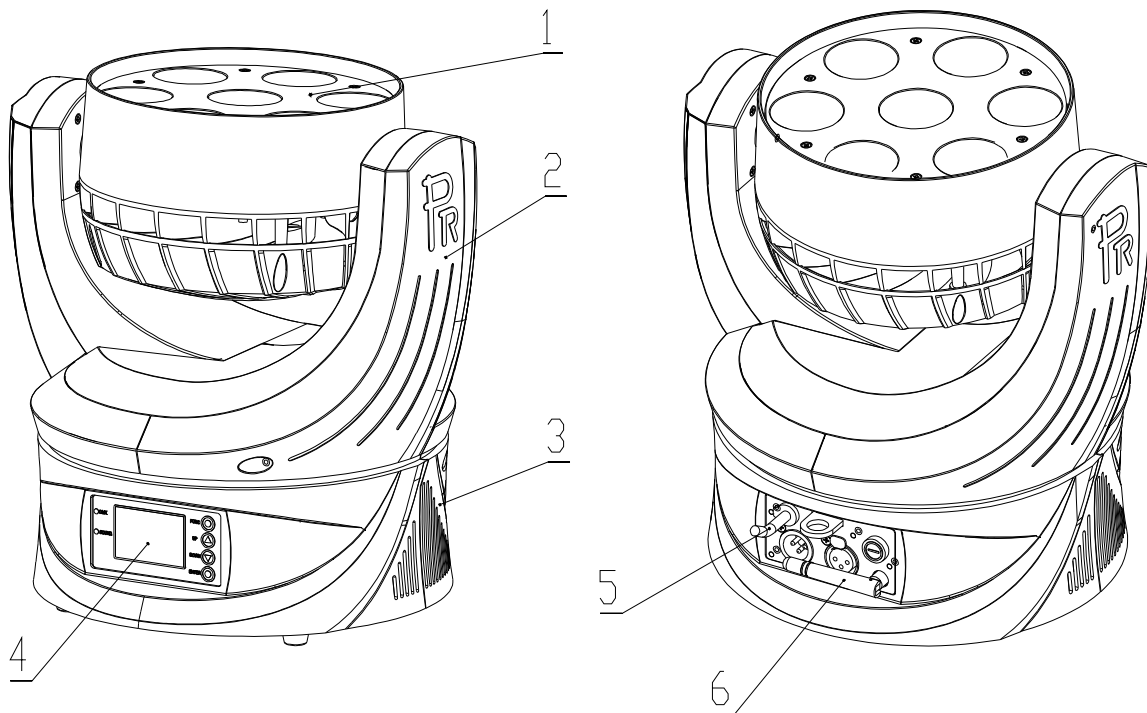
•Do not use alcohol or other organic solvent to clean the housing to avoid damage.

•Do not use any solvent with chemical elements to clean color filters or hot mirror.

•TROUBLESHOOTING

PROBLEM	ACTION
The projector doesn't switch on	<ul style="list-style-type: none"> ➤ Check the fuse on the power socket. ➤ Check the lamp.
The lamp is on but the projector doesn't respond to the controller	<ul style="list-style-type: none"> ➤ Make sure that the fixture's start address is right ➤ Replace or repair the XLR signal cable.
The projector functions intermittently	<ul style="list-style-type: none"> ➤ Make sure the fan is working well or fans and their shields are not blocked
Beam appears dim, Low in brightness	<ul style="list-style-type: none"> ➤ Make sure the lamp is within its lifespan ➤ Remove dust or grease from the lenses.
The project image appears to have a halo	<ul style="list-style-type: none"> ➤ Carefully clean the lamp, optical lenses and other components.
Heavily Defective Beam	<ul style="list-style-type: none"> ➤ Check if lens are in good condition(not cracked) ➤ Clean dust or grease on the lens.

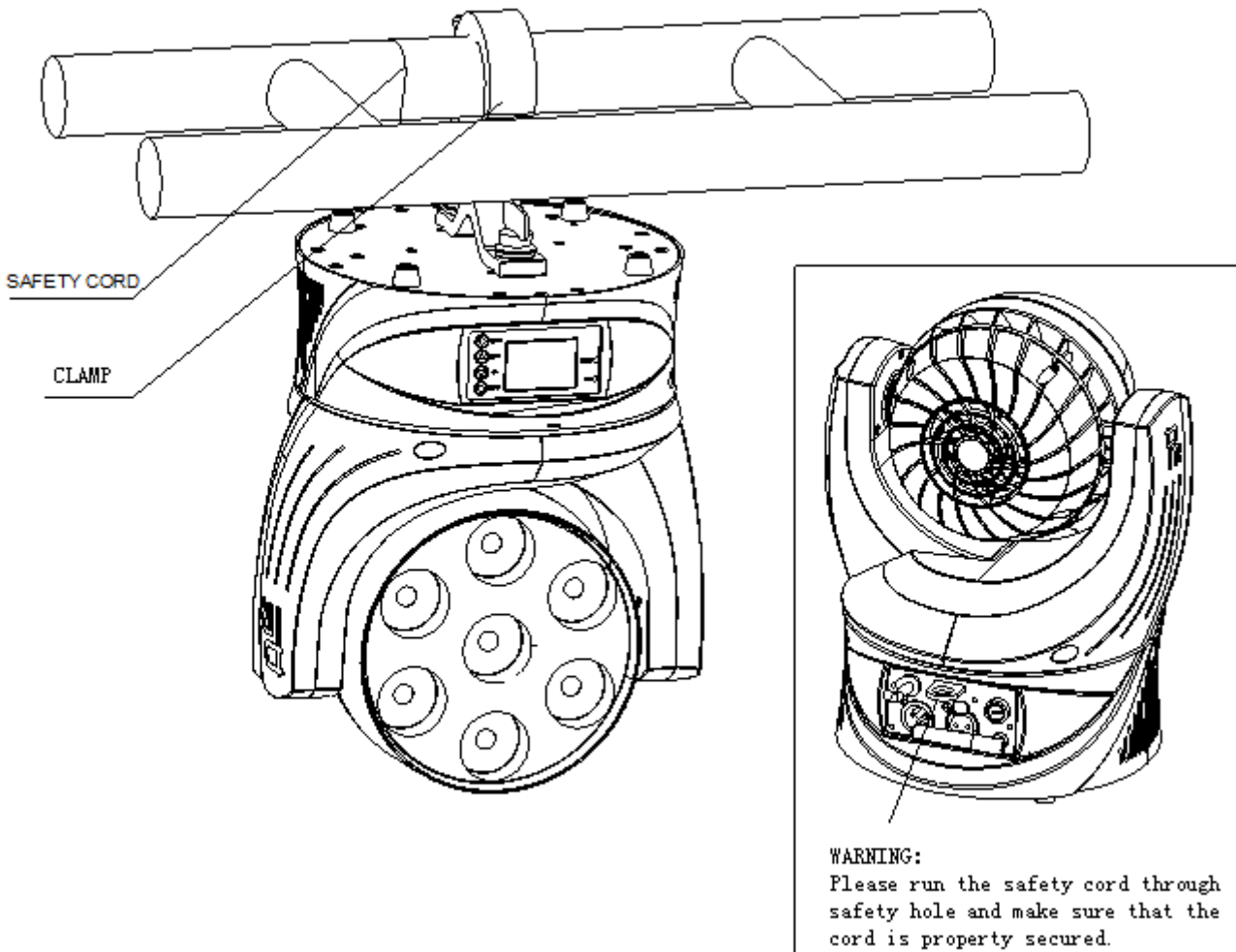
3. APPEARANCE



No.	Name	Remark
1	Head	
2	Yoke	
3	Base	
4	Control Panel	
5	Power Cable	
6	Wireless Antenna	Transparent Waterproof Panel installed of the accessory package If used underwater or in dusty or other harsh areas.

4. INSTALLATION

•RIGGING



Take 1 clamp and 1 the safety cord out from the package and mount 1 clamp on the **BOTTOM** of fixture with 2 retainers attached to the clamp. Hang the fixture on the steel truss and fasten the retainers attached to the clamp. Always ensure that the location that you are going to mount the unit is secure and is strong enough to support the weight of the unit (See the **WARNING** as shown above) **To pass SAFETY CORD through the SAFETY HOLE on the back cover of the base of the fixture for safety!** Always ensure that the unit is firmly anchored to avoid vibration and slipping whilst functioning.



WARNING:

- The projector **MUST** be lifted or carried by the **HANDLES** instead of clamps.
- For safety the safety cord should afford 10 times the Projector's weight.

• POWER CONNECTION

Connect the power cord as follows:

L (live) =brown

E (earth) =yellow/green

N (neutral) =blue

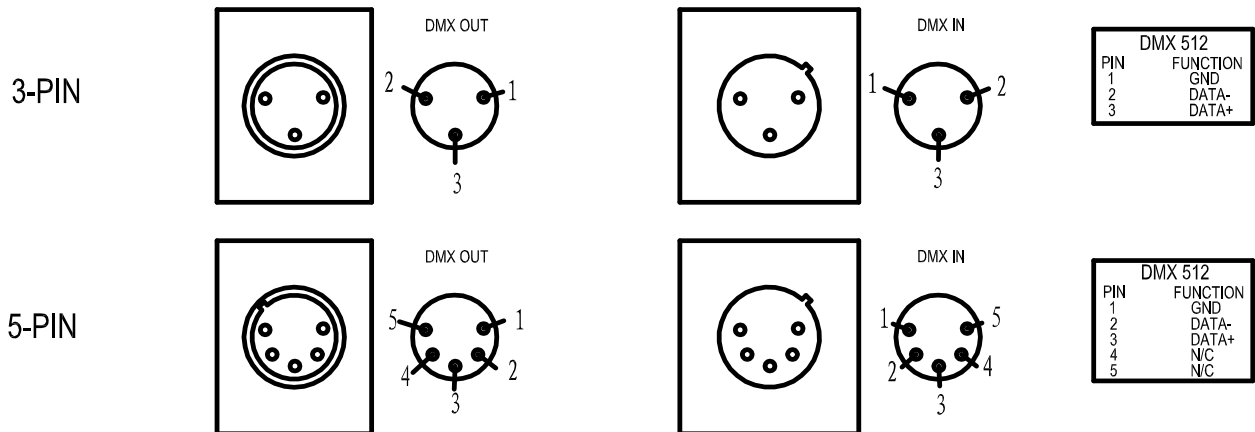
Before power connection, please ensure the power supplied must match what the nameplate says. It is recommended that each projector be connected with power separately so that they may be individually switched on and off.

Note: If projectors are connected in series, please connect POWERIN port of the 1st projector with the Power Mains, then connect its POWER OUT with POWER IN of the 2nd projector, and so on till all fixtures are connected. If the voltage supplied is 200V-240V, the maximum projectors connected is 8pcs, if it is 100V-120V, the maximum is 4pcs. The diameter of the cores of the wires for the Power in/out cables must be equal or bigger than 2.5mm².



- The earth wire(yellow/green) must be connected to the ground. And electrical connection must be in accordance with the standards concerned.
- If any questions about the electrical installation, do not continue but consult a qualified electrician.

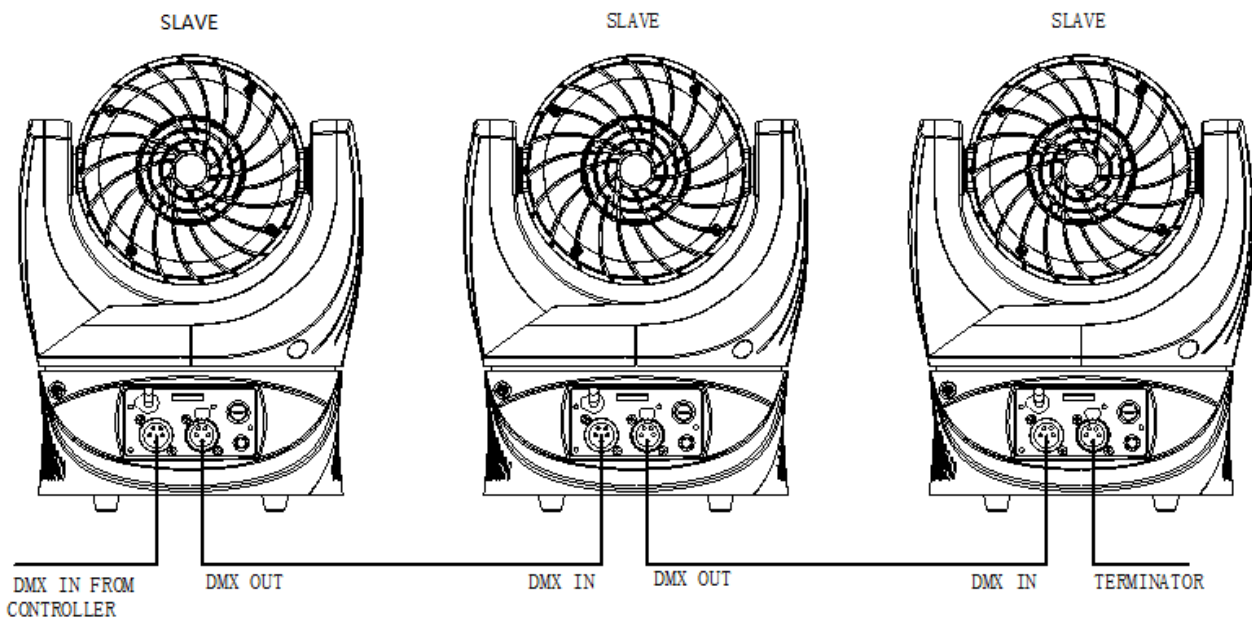
.DMX CONTROL CONNECTION



Connection between controller and projector and between one projector and another must be made with a twin-screened cable, with each wire having at least a 0.5mm in diameter. Connection to and from the projector is via cannon 5 pin (which are included with the projector) or 5 pin XLR plugs and sockets. The XLR's are connected as shown in the figure above.

Note: care should be taken to ensure that none of the pins touch the metallic body of the plug or each other. XLR plugs and sockets mustn't be connected in any way other than mentioned in the above figure. The projector accepts digital control signals in protocol DMX512 (1990).

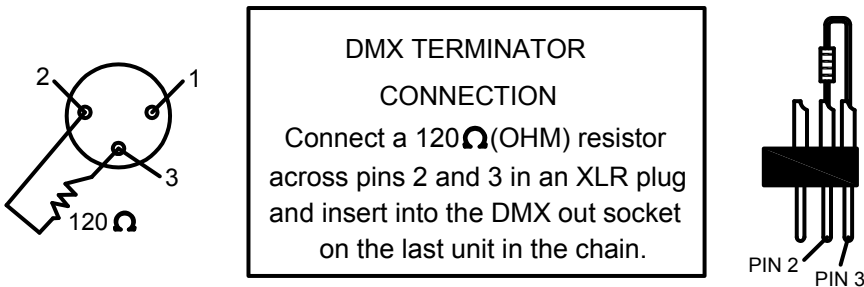
Connect the controller's DMX output to the first fixture's DMX input, and connect the first fixture's DMX output to the second fixture's DMX input and connect the rest fixtures in the same way. Eventually connect the last fixture's DMX output to a DMX terminator as shown in the figure below.



.DMX TERMINATOR

In the Controller mode, at the last fixture in the chain, the DMX output has to be connected with a DMX terminator. This prevents electrical noise from disturbing and corrupting the DMX control signals.

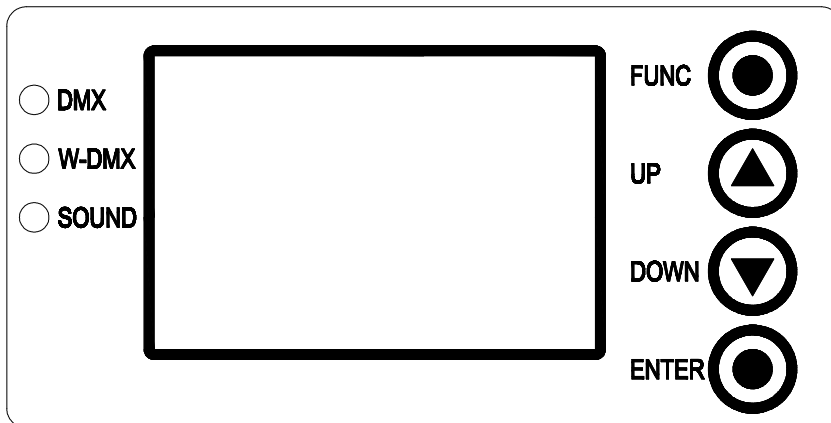
The DMX terminator is simply an XLR connector with a 120Ω (ohm) resistor connected across pins 2 and 3, which is then plugged into the output socket on the last projector in the chain. The connections are illustrated below.



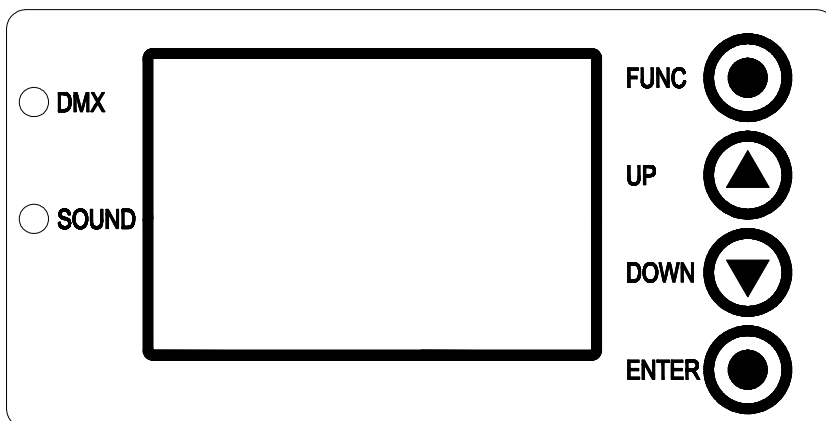
5. SETUP AND CONFIGURATION

•Front Panel Operation

Control panel with wireless function:



Control panel without wireless function:



Fixture’s address and function code configuration can be set conveniently via Touch Key and LCD display. Press button **ENTER** more than 3 seconds to unlock panel. LED display shows the fixture’s function menu. Each Option of the main menu has its own sub-menu. Each menu stands for specified function of the fixture, please see the details in the following:

Press button **UP** or **DOWN** if you want to set or browse through the various Setup Options.

Press button **ENTER** to save your settings or enter the sub-menus.

Press button **UP** or **DOWN** to change the parameters (increase or decrease the numbers)

Press button **FUNC**, it will return to the upper menu one by one. If the button not pressed, the system will go back to display status automatically.

• **DMX START ADDRESS**

If many fixtures are controlled by the controller, each fixture should be set with a start address to receive signals sent by the controller and respond to it. The fixture have 2 DMX modes. There are standard mode and extended mode, For example standard mode has 18 channels, so set the No. 1 Fixture's address 001, No. 2 Fixture's address 019, No. 3 Fixture's address 037 and so on.

Switch on the Fixture. Press button **ENTER** more than 2 seconds to unlock panel.

Press either buttons of **UP** and **DOWN**, under 1st level menu to locate the menu of DMX ADDRESS, press **ENTER** to set DMX address.

Press button **UP** and **DOWN**, you can set the address;

Press button **ENTER** to confirm; when powered on next time, it will show the latest number you saved.

Press button **FUNC**, it will return to the upper menu one by one.

• **DMX WIRELESS CONTROL** (If the projector has the function)

The projector has wireless control function with wireless receiver module and antenna for remote control.

The setup of it is below:

1. Enter into the projector's menu. Select the menu "Config Settings" via the bottoms of **UP** and **DOWN**
2. Select **DMX control Mode--- Wireless First** (Note: do not select **XLR ONLY**), then wireless indication in the front panel will be on, meaning wireless control function is activated.

Only after the projector is linked with a transmitter, can it receive wireless signal sent by the transmitter. If unlinking it, Press "Enter" for the menu of Unlink Wireless under the upper level menu of Config Settings .

• **STAND-ALONE MODE**

Operate the projector without connecting with a controller, enable the master mode through the operation panel, the projector will run in Stand-Alone mode automatically.

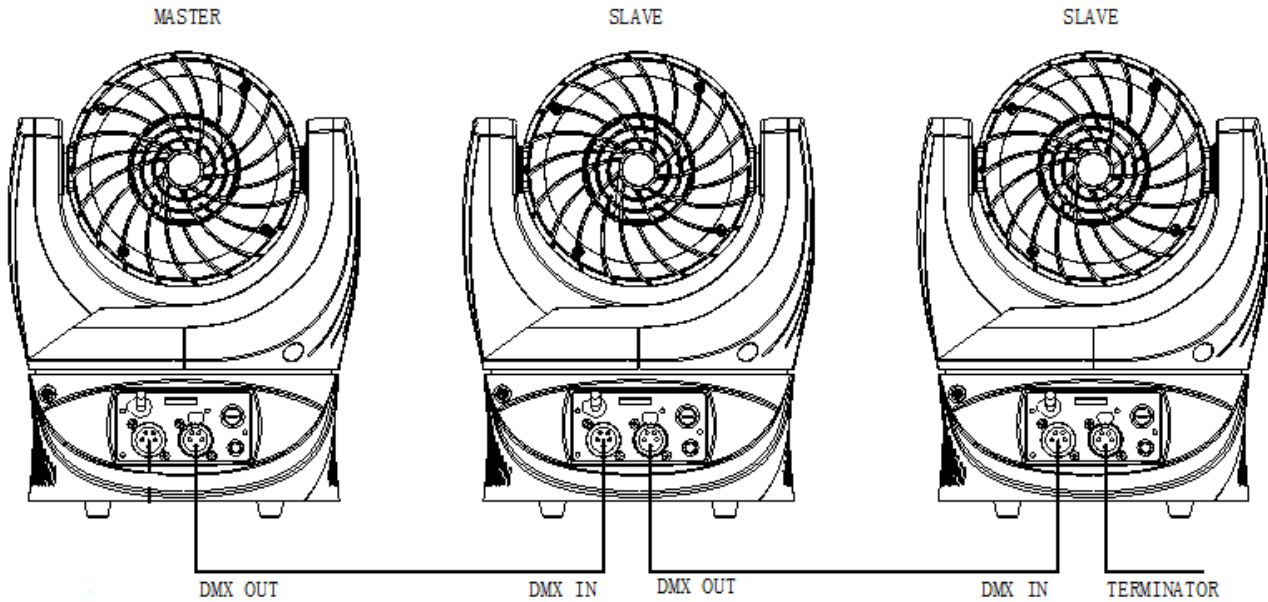
DMX address can be set at any number within 512.

• **MASTER/SLAVE MODE**

Many projectors can run synchronously in the Master/Slave mode by linking them with each other. First, connect the first fixture's DMX output to the second fixture's DMX input using XLR-XLR control cable and then connect the second fixture's DMX output to the third fixture's DMX input, and so on until all projector are connected in this way. Eventually connect the last fixture's DMX output to a DMX terminator. Set 1st projector as the master and others are Slaves.

Start Addresses of all Slaves are 001; Operation mode of the Master can be set any mode for a Master' and Slaves' operation mode can be set accordingly.

After Powered on, the group will run in Master/Slave Mode



.Sound Operation

To select different level(1-100) of sound sensitivity based on different operating environment under sound operation under Operation Mode. There are several different(0-8) sound effects for different operating environment under Sound Operation.

Note: If several fixtures in series under Master/Slave mode, Only Master responds to external sound.

6. OPERATION MENU

1 st level menu	2 nd level menu	3 rd level menu	4 th level menu
DMX Address	Standard 1~495 Extended 1~470		
Reset	Are You Sure		
Config Set	DMX Mode (Default is: Standard 18)	Standard 18	
		Extended 43	
	Loss of DMX (Default: Normal Time Out)	Normal Time Out	
		Hold Last Value	
	Wireless Mode (Default: XLR First)	XLR First	
		XLR Only	
		Wireless Only	
		Wireless First	
	Master/Slave (Default: Slave)	Wireless to XLR	
		Slave	
Display Mode (Default: off After Delay)	Master		
	Off After Delay		
		On Always	

	Display Reverse (Default: Off)	Off	
		On	
	Language (Default: English)	English	
		Chinese	
	Sound Level (Default:50)	1-100	
	Display Contrast	XX 0-31	
	Unlink Wireless	YES	
	Reset User Data	YES	
	Reset Option Set	YES	
	Factory Settings	YES	
Parameter Transm	YES		
Option Set	Pan DMX Invert (Default: Off)	On	
		Off	
	Tilt DMX Invert (Default: Off)	On	
		Off	
	Pan Tilt Swap (Default: Off)	On	
		Off	
Pan Angle Range (Default: 360 degrees)	360 degrees		
	720 degrees		
Information	Power On Hours	XXXX	
	Software Version	Main Board X.X.X	
		Pan &Tilt X.X.X	
		LED Driver X.X.X	
	Temperature	Head Sensor	XX
		Main Board	XX
		Pan &Tilt	XX
		LED Driver	XX
	View DMX Values	Channel XXX=XXX	
	Electronic SN	SN=XXXXXXXXXXXX	
RDM Device Label	Version X.X.X		
Sensor Error View	X Opto Ok/Er		
	Y Opto Ok/Er		

		X Hall Ok/Er		
		Y Hall Ok/Er		
Test Mode	Self Test	YES		
	Lamp	OFF		
		Red		
		Green		
		Blue		
		White		
		R&G		
		G&B		
		R&B		
		R&G&B		
	ON			
	Pan Location	0-255		
	Pan Rotaing	0-255	0-127 Stop 128-191 anti-clockwise rotation form slow to fast 192-255 clockwise rotation from slow to fast	
Tilt Location	0-255			
Tilt Rotaing	0-255	0-127 Stop 128-191 anti-clockwise rotation form slow to fast 192-255 clockwise rotation from slow to fast		
Pan & Tilt Speed	0-255			
Operation Mode	DMX Operation			
	Preset Memory			
	User Memory			
	Sound Operation			
	Static Scene 1~16	CH1 Strobe		0-255
		CH2 Dim		0-255
		CH3 Dim Speed		0-255
		CH4 CTC		0-255
		CH5 Move Effect		0-255
		CH6 Color Maco		0-255
		CH7 Red		0-255
		CH8 Green		0-255
CH9 Blue			0-255	
CH10 White			0-255	
CH11 Pan Location			0-255	

		CH12 Pan Rotaing	0-255
		CH13 Tilt Location	0-255
		CH14 Tilt Rotaing	0-255
		CH15 P&T Speed	0-255
		CH16 Keep Time	0-255 X*40mS

Note:

1. There is only one projector to be set as a Master in a signal cable if Master's functions used, Please disable DMX control signal.
2. When multiple projectors' work together in synchronous control state, Parameters can be transmitted from the master projector to the slave projector such as DMX channel mode, Display setting status (Contrast setting exclude) and operation mode (User memory data is include) . Before parameters transmitted, the projector which will send parameters should be set as a Master and others be as Slaves.
3. Mark “*” content applies only to the wireless receiving function effective use.

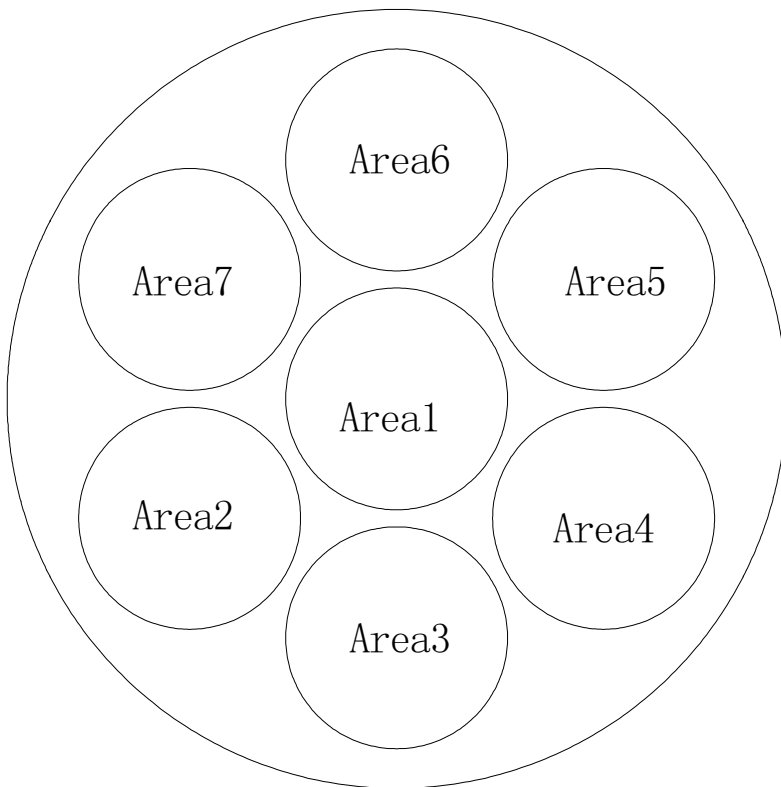
7.DMX PROTOCOL

Standard	Extended	Functions	DMX	Descriptions
1	1	Strobe	000	No Strobe
			001-127	Pulse from slow to fast
			128-255	Strobe from slow to fast
2	2	Dimmer	000-255	Linear Dimming from dark to bright
	3	Dimming in 16 bit	000-255	Dimming in 16 bit precision
3	4	Dimming Speed	000-255	From slow to fast
4	5	Color Temp	000	No
			001-255	Linear color Temp adjustment from high to low
5	6	Animation	000	No
			001-255	Animation effect
6	7	Color Macro	000	No
			001-015	White Color CT 3200K
			016-031	White Color CT 5600K
			032-047	White Color CT 7200K
			048-063	White Color CT 10000K
			064-079	Red
			080-095	Green
			096-111	Blue
			112-127	Red & Green
			128-143	Green & Blue
			144-159	Red & Blue
			160-175	Red & White
			176-191	Green & White
			192-207	Blue & White
			208-223	Red & Green & Blue & White
224-255	Rainbow effects (Speed from slow to fast between 224 and 255 in DMX value)			
7	8	Area 1 Red	000-255	Linear adjustment in Red from light to dark of Area 1

	9	Area 2 Red	000-255	Linear adjustment in Red from light to dark of Area 2
	10	Area 3 Red	000-255	Linear adjustment in Red from light to dark of Area 3
	11	Area 4 Red	000-255	Linear adjustment in Red from light to dark of Area 4
	12	Area 5 Red	000-255	Linear adjustment in Red from light to dark of Area 5
	13	Area 6 Red	000-255	Linear adjustment in Red from light to dark of Area 6
	14	Area 7 Red	000-255	Linear adjustment in Red from light to dark of Area 7
	8	15	Area 1 Green	000-255
16		Area 2 Green	000-255	Linear adjustment in Green from light to dark of Area 2
17		Area 3 Green	000-255	Linear adjustment in Green from light to dark of Area 3
18		Area 4 Green	000-255	Linear adjustment in Green from light to dark of Area 4
19		Area 5 Green	000-255	Linear adjustment in Green from light to dark of Area 5
20		Area 6 Green	000-255	Linear adjustment in Green from light to dark of Area 6
21		Area 7 Green	000-255	Linear adjustment in Green from light to dark of Area 7
9	22	Area 1 Blue	000-255	Linear adjustment in Blue from light to dark of Area 1
	23	Area 2 Blue	000-255	Linear adjustment in Blue from light to dark of Area 2
	24	Area 3 Blue	000-255	Linear adjustment in Blue from light to dark of Area 3
	25	Area 4 Blue	000-255	Linear adjustment in Blue from light to dark of Area 4
	26	Area 5 Blue	000-255	Linear adjustment in Blue from light to dark of Area 5
	27	Area 6 Blue	000-255	Linear adjustment in Blue from light to dark of Area 6
	28	Area 7 Blue	000-255	Linear adjustment in Blue from light to dark of Area 7
10	29	Area 1 White	000-255	Linear adjustment in White from light to dark of Area 1
	30	Area 2 White	000-255	Linear adjustment in White from light to dark of Area 2
	31	Area 3 White	000-255	Linear adjustment in White from light to dark of Area 3
	32	Area 4 White	000-255	Linear adjustment in White from light to dark of Area 4
	33	Area 5 White	000-255	Linear adjustment in White from light to dark of Area 5
	34	Area 6 White	000-255	Linear adjustment in White from light to dark of Area 6
	35	Area 7 White	000-255	Linear adjustment in White from light to dark of Area 7
11	36	Pan Location	000-255	Pan (0~360°)
12	37	Pan Location in 16 bit	000-255	Pan in 16 bit precision
13	38	Pan Rotation	000-127	Pan Stop
			128-191	Pan Speeds in CW from slow to fast
			192-255	Pan Speeds in CCW from slow to fast
14	39	Tilt Location	000-255	Tilt(0~270°)
15	40	Tilt Location in 16 bit	000-255	Tilt in 16 bit precision
16	41	Tilt Rotation	000-127	Tilt Stop
			128-191	Tilt Speeds in CW from slow to fast
			192-255	Tilt Speeds in CCW from slow to fast
17	42	Pan & Tilt Speeds	000-255	Pan & Tilt Speeds from fast to slow
18	43	Control function	000-049	Reserved
			050-255	Reset

Remarks:

1. DMX Channel Priority sequence from high to low: Macro, Animation, CT, single color dimming of RGBW, Pan continuous rotation, Tilt continuous rotation
2. Pixel control map is as follows (Based on the initial status of the unit)



8. LED INDICATION

LED Indications:

DMX Indication	ON	DMX Signal OK
	OFF	NO DMX Signal
W-DMX Indication	ON	Wireless DMX Signal available
	OFF	Not linked to any transmitter
	Flash	Lose link with a transmitter or being linked with one
SOUND Indication	ON	Sound Operation on
	OFF	Sound Operation off

Explanations for logo on top-right of the LCD display:

S	Slave
M	Master
D	DMX512 Mode
P	Preset Memory
V	Sound Operation
U	User's Memory
T	Test Memory
Lock Logo	Buttons are Locked, buttons are unlocked and lock logo disappears after "Enter" button pressed more than 3 seconds

9. TECHNICAL DATA

VOLTAGES:

100V~240V AC,50/60Hz

POWER CONSUMPTION

320W@220V

LIGHT SOURCE:

Qty: 7pcs of RGBW LED lamp

Average life: 50000hrs

Power: 40W

COLORS:

Red/Green/Blue/White, with color macros

Color temperature linearly adjustable

DIMMER

0-100% linearly adjustable

STROBE:

Electronic strobe:0-25 F.P.S.

LENS ANGLE:

Beam Angle(1/2 peak) $\theta_{1/2}$: 7°

Field Angle(1/10 Peak) θ : 13°

CONTROL:

International Standard DMX512 signal, 5 pin DMX512 interfaces

18channels in standard mode, and 43 channels in extended mode.

Master/slave mode

Stand-alone mode, Preset mode, Self test mode, Single Scene mode

OTHER FUNCTIONS:

Pan: 720° or 360° + continuous rotation, Tilt : 270° +continuous rotation

Pixel control

Touch Key ,LCD display, brightness and contrast adjustable

Sound operation

Wireless control (optional)

Pan & Tilt speeds adjustable

Firmware upgradable via DMX512 Interface

Over temperature protection

Fixture time and DMX512 Channel Value displayed , Software Version displayed , Display Invert

HOUSING:

High temperature engineering-plastic, IP20

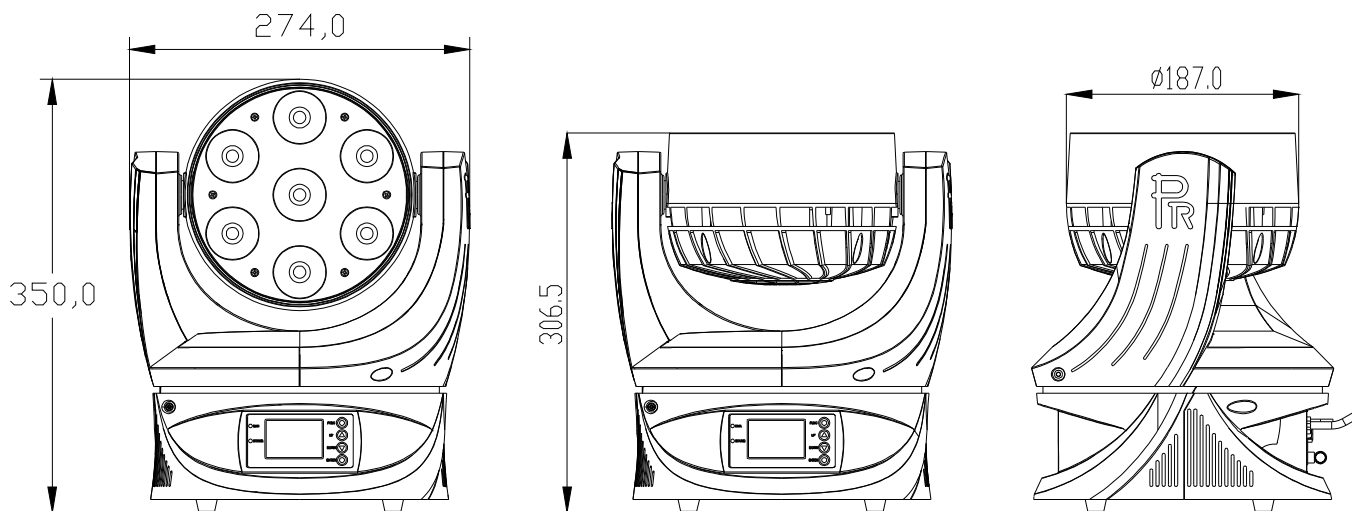
WEIGHT:

5.7 Kg

AMBIENT TEMPERATURE

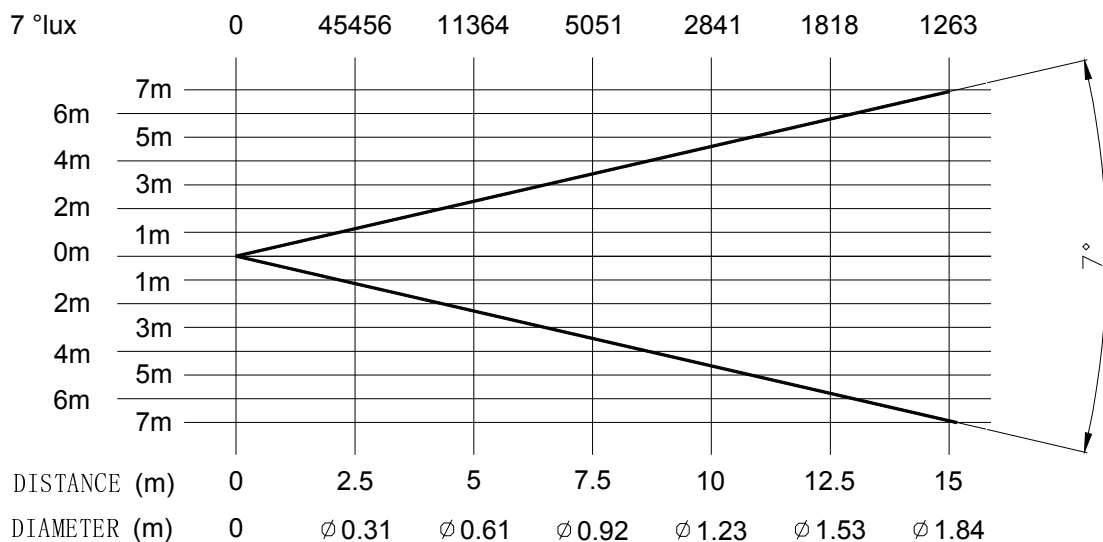
-20 °C~40 °C

SIZES:

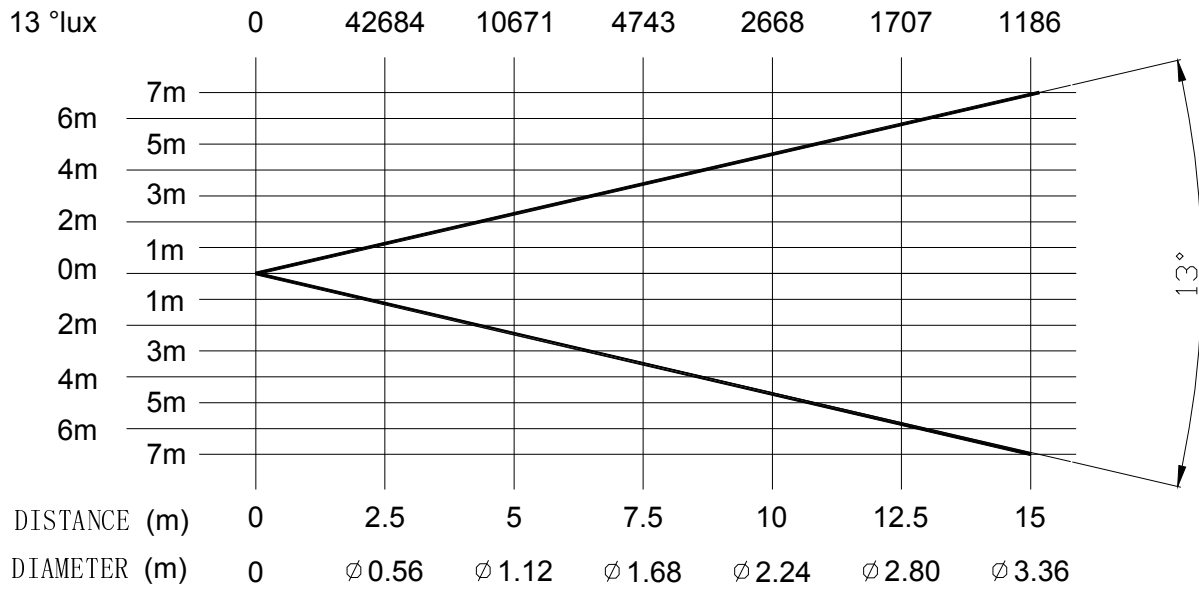


LIGHT OUTPUT :

7° Beam Angle(1/2 peak) $\theta_{1/2}$

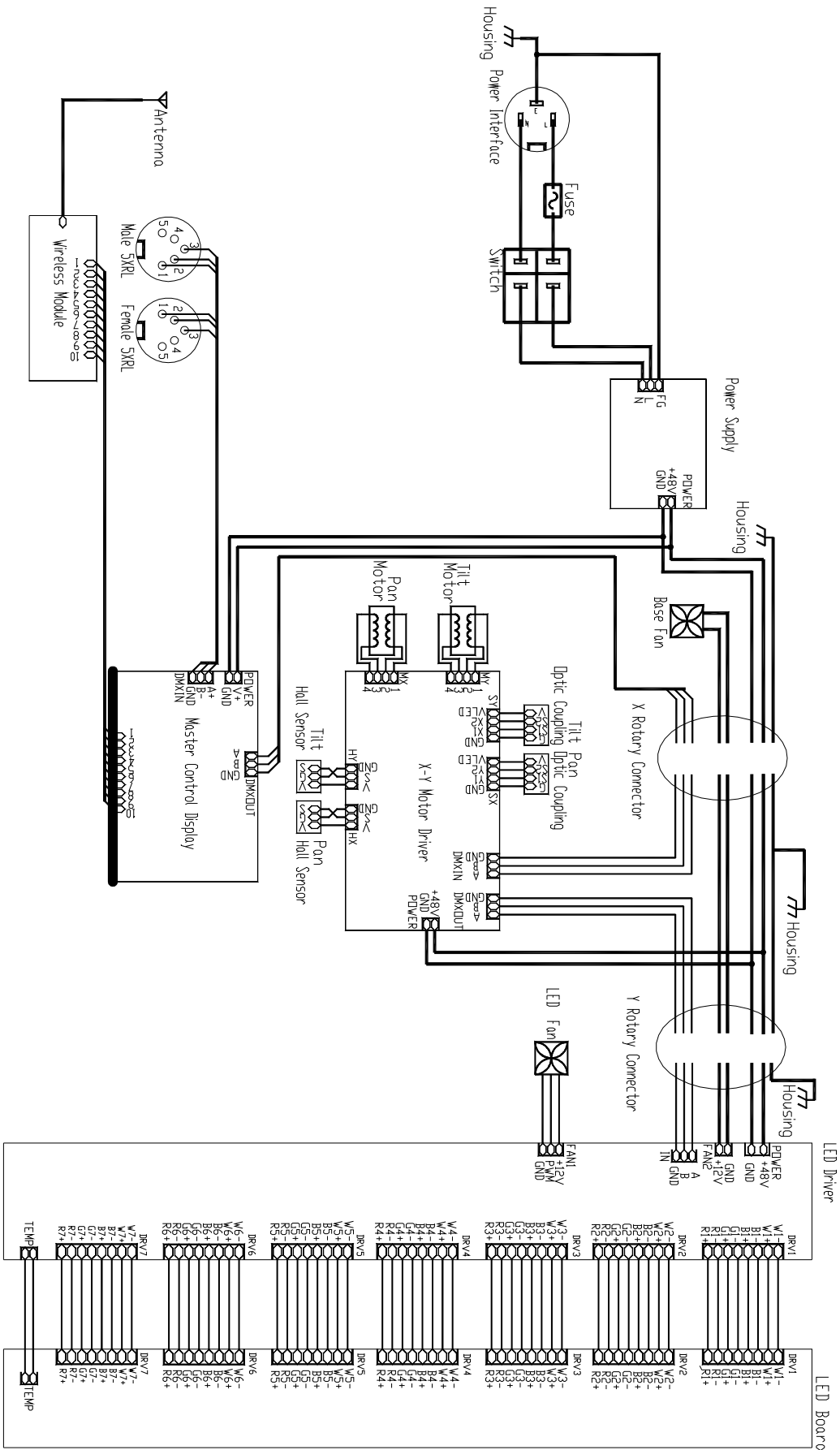


13° Field Angle(1/10 Peak) θ



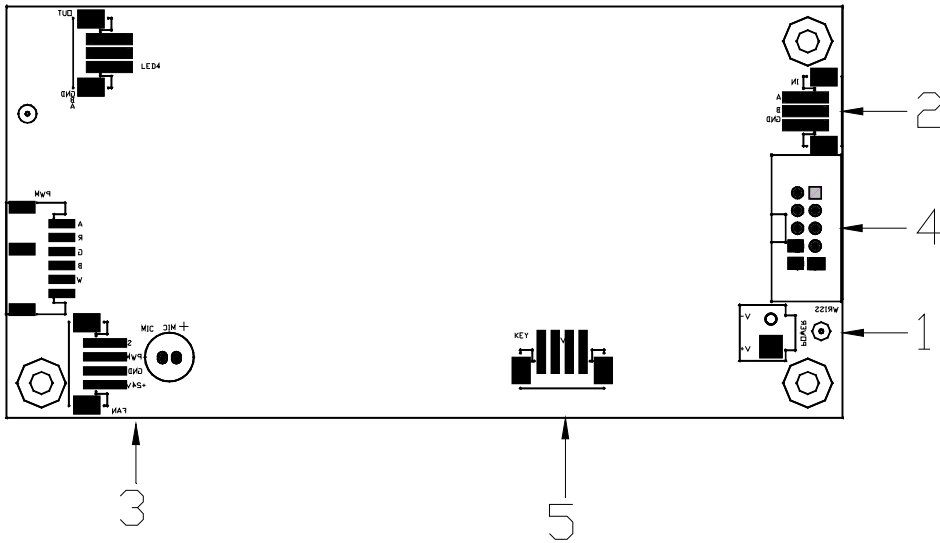
10. CIRCUIT DIAGRAM AND PCB CONNECTIONS

•CIRCUIT DIAGRAM



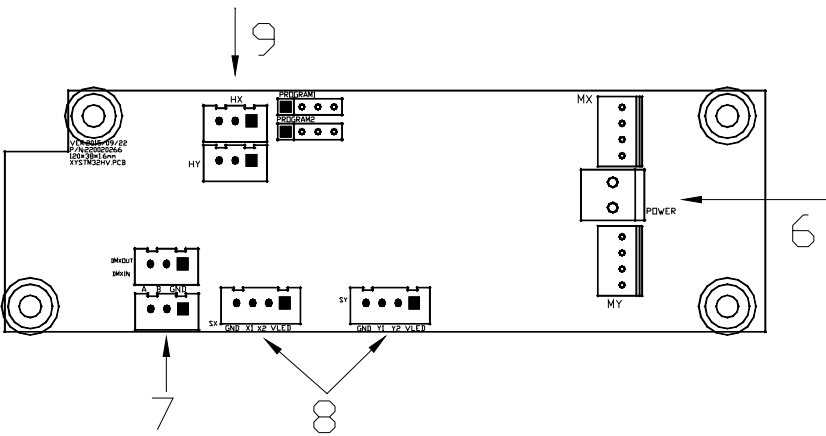
•PCB CONNECTIONS

PR-8126 Master Board: P/N 220020265



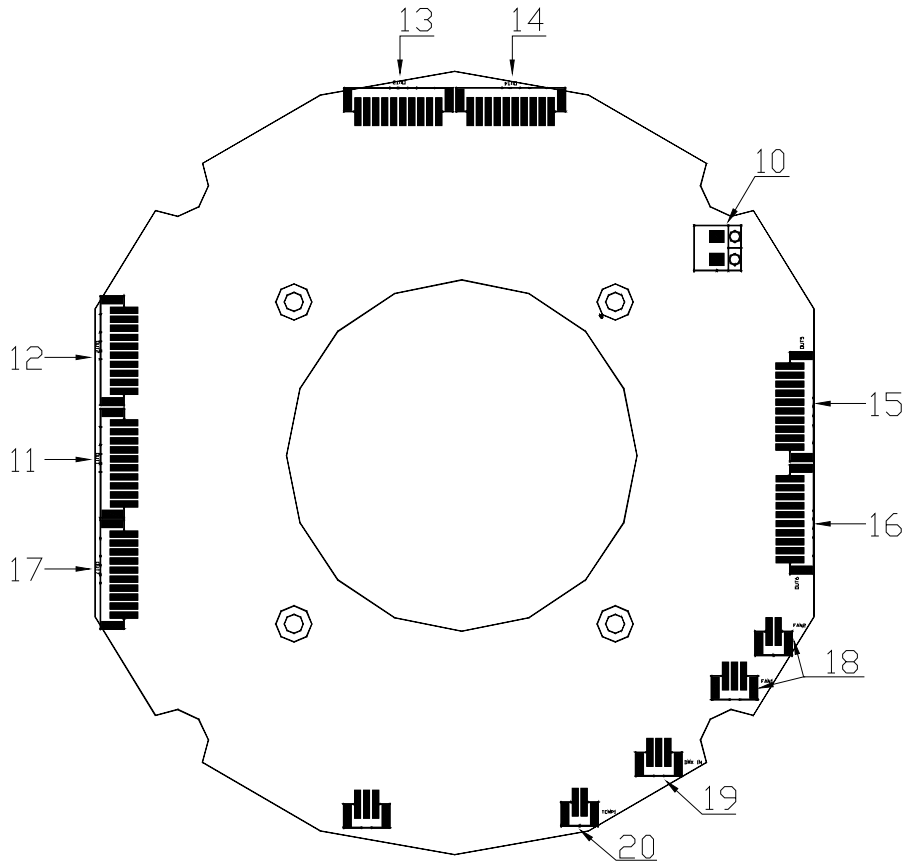
1	Power
2	Signal In
3	Signal Out
4	Wireless
5	Display

PR-8126 XY Board: P/N:220020266



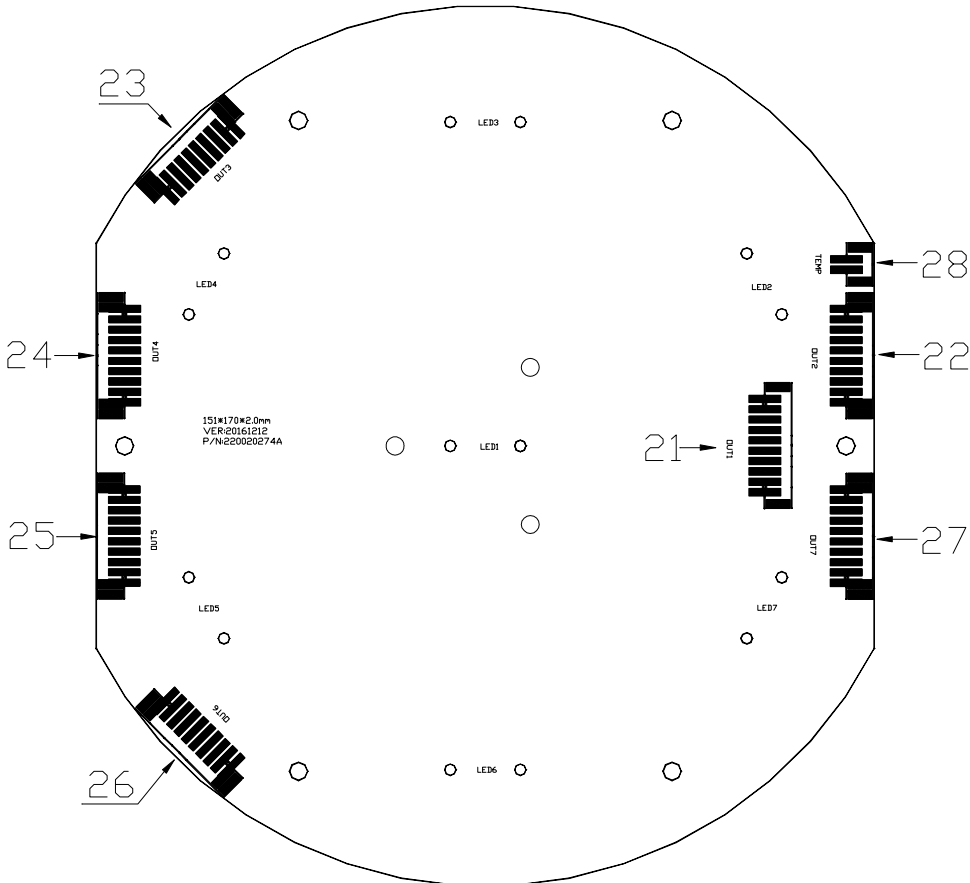
6	Power
7	Signal
8	Optical Coupler
9	Magnet Sensor

PR-8126 LED Driver Board P/N:220020273



10	Power
11	LED Driver 1
12	LED Driver 2
13	LED Driver 3
14	LED Driver 4
15	LED Driver 5
16	LED Driver 6
17	LED Driver 7
18	Fan
19	Signal
20	Thermal Switch

PR-8126 LED lamp board P/N:220020274



21	LED Lamp group1
22	LED Lamp group2
23	LED Lamp group3
24	LED Lamp group4
25	LED Lamp group5
26	LED Lamp group6
27	LED Lamp group7
28	Thermal Switch

11. COMPONENT ORDER CODES

NO	NAME	PART NO.	QUANTITY	REMARK
1	POWER SUPPLY	192010205	1	
2	40W LED ASSAMBLY	230060529	1	
3	LENS OF PR-8123	071100053	7	
4	FUSE	270041037	1	
5	TILT/PAN BELT	290151413	2	
6	8025FAN	030060108	1	
7	4010 FAN	030060093	1	
8	STEP MOTOR(PAN/TILT)	030040239	2	
9	PAN/TILT MOTOR DRIVER BOARD	230060547	1	
10	LED DRIVER PCB	230060528	1	
11	LCD DISPLAY BOARD	230060548	1	
12	WIRELESS ANTENNA	W006512	1	(optional)
13	WIRELEES RECEIVER	W006511	1	(optional)

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