

TANGO FRAMING

PR-6611

The user manual contains important information about the safe installation and use of a projector. Please read and follow these instructions carefully and keep the 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
Power cord	1	Pc	
Safety cord	2	Pcs	
User manual	1	Pc	

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.

Any future technical change in the user manual won't be with any notice.

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 or outdoor use only, for its IP rating, please refer to Technical Data in user manual.

•The projector should be kept in dry place, avoid damp, over-heat and over-dusty places .

•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 projector switched on, the minimum distance between the projector and illuminated surface is 10m

•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

•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 5 minutes under steady temperature, the temperature of the housing of the projector is 55°C. After stable operation, its temperature is 70°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.
- During its use, don't touch the covers with bare hands (they are very hot)!



- 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

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. The projector is of IP65 (waterproof projector), unless approved by a professional technician to replace some internal components, it's forbidden to dismantle a projector.

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 20 days. 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.

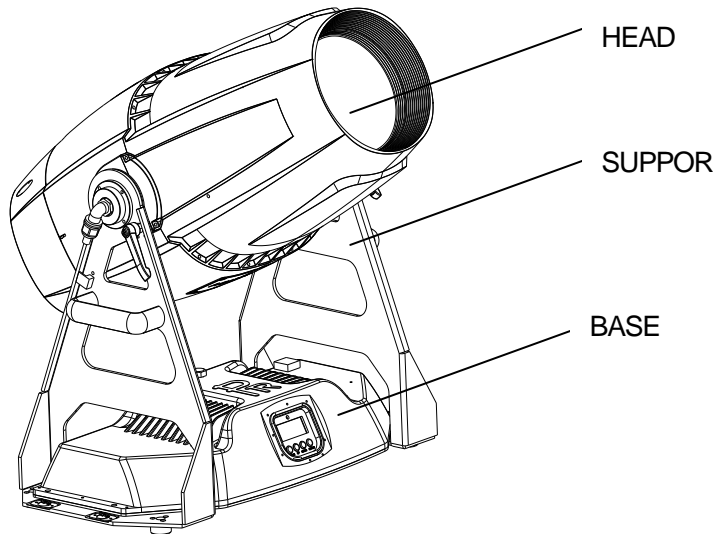


- To avoid damage a projector internally, where it is in use or not, don't let sunlight or other light beam penetrate through the front lens.
- Do not use alcohol or other organic solvent to clean the housing to avoid damage.
- Do not use any solvent with chemical elements to clean color filters or hot mirror.

• TROUBLESHOOTING

PROBLEM	ACTION
The projector can't be switched on	<ul style="list-style-type: none"> ➤ Check if the power cord is connected well. ➤ Check if the switching power supply is bad or not connected well. A professional technician is required for the repair ➤ Check if the control board is connected well. A professional technician is required for the repair
The projector can be switched on, but the LED lamp's brightness can't be controlled	<ul style="list-style-type: none"> ➤ Check if the LED driver board is connected well. A professional technician is required for the repair
The projector can be switched on normally, but not controlled by the DMX controller	<ul style="list-style-type: none"> ➤ Make sure that the projector's start address is right ➤ Replace or repair the XLR signal cable.
The beam is not bright and its brightness decreases sharply	<ul style="list-style-type: none"> ➤ Make sure the fans are working well or fans and their shields are not blocked by dust.

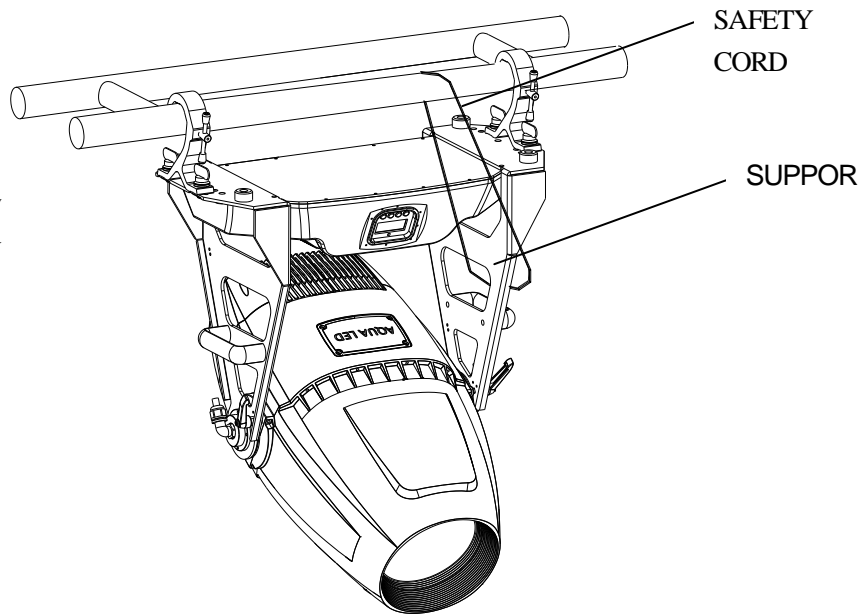
3.APPEARANCE



4.INSTALLATION

WARNING

For safety, please run the safety cords through safety holes and ensure they are locked well.



•RIGGING

Take 2 clamps and 2 safety cords out from the package and mount 2 clamps on the underside of fixture with 2 retainers attached to each clamp. Hang the fixture on the structure and fasten the screws attached to each clamp. (See the **WARNING** on the underside of the base as shown above) **To pass the SAFETY CORD through the HOLES for safety!** Always ensure that the projector is firmly anchored to avoid vibration and slipping whilst functioning. Always ensure that the structure that you are going to mount the projector to is secure and strong enough to support the weight of the unit.

(If a projector is with wireless control function, while rigging, the antenna should face downwards)



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

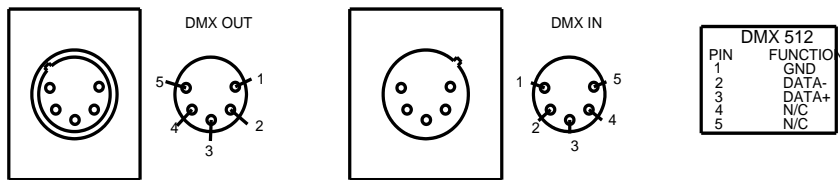
Before power connection, please ensure the power supplied must match what the nameplate says. It is recommended that each projector be connected with power separately so that they may be individually switched on and off.

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.

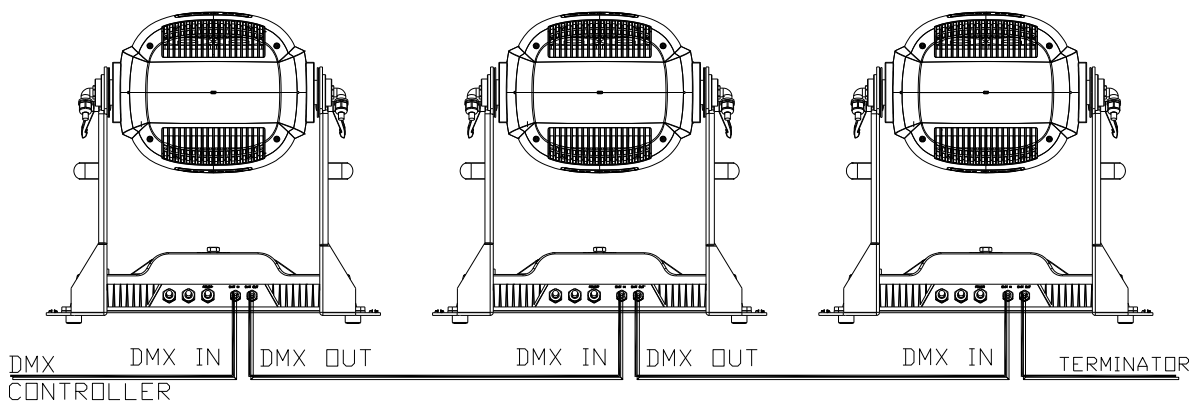
•DMX CONTROL CONNECTION:



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 XR330BWS 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.

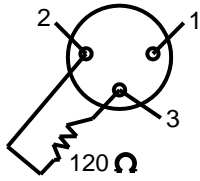


•DMX TERMINATOR

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.

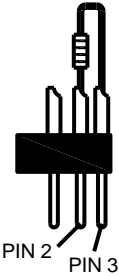
The DMX terminator is simply an XLR connector with a 120Ω (ohm) resistor connected across pins 2 and 3, which is then plugged into

the output socket on the last projector in the chain. The connections are illustrated below.

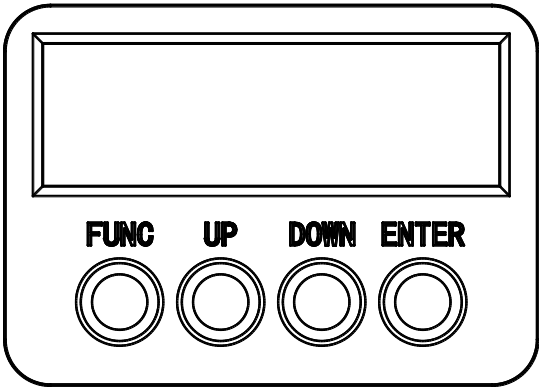


**DMX TERMINATOR
CONNECTION**

Connect a 120Ω(OHM) resistor
across pins 2 and 3 in an XLR plug
and insert into the DMX out socket
on the last unit in the chain.



5.SETUP AND CONFIGURATION



•FRONT PANEL OPERATION

Projector configuration can be set conveniently via push button and LCD display.

Launch the projector and press button **ENTER** for more than 3 seconds to unlock the panel, the LCD will show the function menu of the projector, each main menu has its submenus and each submenu has a specific function. For details, please see the “OPERATION MENU” section.

To set up or browse through its functions, press button **UP** or **DOWN**

Press button **ENTER** to save your settings or enter the submenu.

Press button **UP** or **DOWN** to change values(plus or minus)

Press button **FUNC**, it will return to the upper menu. If button **FUNC** not pressed, the default will show display status automatically.

• DMX START ADDRESS

Each unit must be given a DMX start address so that the correct projector responds to the correct control signals. This DMX start address is the channel number from which the projector starts to “listen” to the digital control information being sent out from the controller. The unit has 3 DMX modes. There are standard mode(29channles) ,short mode(26channles) and extended mode(39channles). For example standard mode has 29 channels, so set the No. 1 projector’s address 001, No. 2 projector’s address 030, No. 3 projector’s address 059, No. 4 projector’s address088, and so on.

Launch the projector. Press button **ENTER** more than 3seconds to unlock panel.

Press button **ENTER** to display DMX address;

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

Press button **ENTER** to confirm; after powered on next time, the default will be last value saved

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

•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 Settigns” 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.

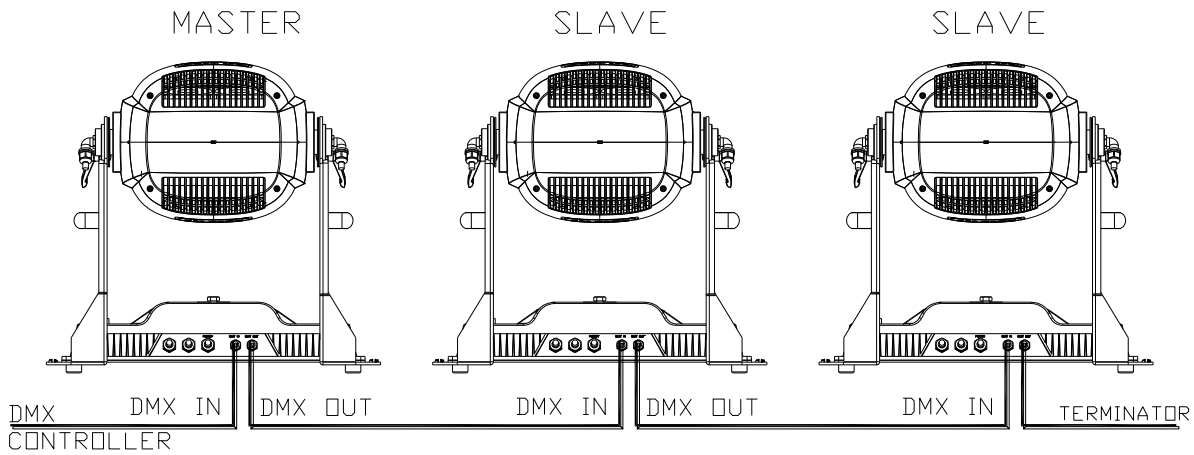
DMX address can be set at any number within 512.

•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



6. OPERATION MENU

1 st level menu	2 nd level menu	3 rd level menu	4 th level menu	
ADDR (DMX address)	1-484			
Rese (Reset)	YES			
CONF	DMX DMX Mode (Default: Standard mode)	Std 29 (Standard mode)		
		Ext 38 (Extended mode)		
		Shor 26 (Short mode)		
	LOSS (Loss of DMX signal) (Default: Out)	Out (Device shut off)		
		Hold (Hold last status)		
	SIGS (Wireless Mode) (Default: XLR First)	XLRF (XLR first)		
		XLRO (Only XLR)		
		Wi O (Only wireless)		
		WIF (Wireless First)		

		WTOX (Wireless to XLR)	
	MORS Master/Slave (Default: SLAV)	Slav (Slave)	
		Mast (Master)	
	DISM Display Mode (Default: Off after delay)	Dela (Off after delay)	
		On (Always on)	
	DimA (All Dimmer)	XXX 0-128	
	UNLW (Unlink wireless)	YES	
	ResL (Reset lamp hours)	YES	
	ResU (Reset user memory)	YES	
	ResO (Reset options)	YES	
	FactS (Factory settings)	YES	
	ParT (Parameters transmitted)	YES	
Opti Options	CoLP (Color wheel positon) (Default: Step)	Step	
		Linear	
	DimI (Dimmer invert) (Default: Off)	Off	
		On	
	ZooI (Zoom invert) (Default: Off)	Off	
		On	
Info	PowH (Power-on hours)	XXXX	
	VER (Software version)	A XXX Display board X.X.X	
		CXXX Driver board 1 X.X.X	
		DXXX Driver board 2 X.X.X	
		EXXX Driver board 3 X.X.X	
		FXXX Fan board X.X.X	
		H XXX Head sensor	XX
	TEMP (Temperature)	A XXX Display board	XX
		C XXX Driver board 1	XX
		D XXX Driver board2	XX
		E XXX Driver board3	XX
		F XXX Fan board	XX
		DMXV (DMX value)	Channel XXX=XXX
	E SN (Electronic ID.)	SN=XXXXXXXXXXXXXX	
	RDMD	XX	

	(RDM version) (RDM Device label)	RDM		
	SENE (Position sensor)	Co1H (Magnet sensor for color wheel 1)		
		Co2H (Magnet sensor for color wheel 2)		
		EFFH (Magnet sensor for effect wheel)		
		RG H (Magnet sensor for rotating gobo wheel)		
		GR H (Magnet sensor for gobo rotation)		
		FOCH (Magnet sensor for focus)		
		ZOOH (Magnet sensor for zoom)		
		PR1H (Prism 1)		
		RR1H (Prism1 rotation)		
		PR2H (Prism 1)		
		RR2H (Prism2 rotation)		
TEST		Self (Self test)	YES	
		Stro (Strobe)	Open	
			Str1 Strobe 1	
	Str2 Strobe 2			
	Co1W (Color wheel 1)	Whit White		
		Col1- Col6 color1-6		
		Rota Forward rotation		
		Reve Reverse rotation		
	Co2W (Color wheel2)	Whit White		
		Col1- Col6 color1-6		
		Rota Forward rotation		
		Reve Reverse rotation		
	R-G (Rotating gobo wheel)	White		
		GOB1- 6 Gobo 1- 6		
		Rota Forward rotation		
		Reve Reverse rotation		
		SHA1-6 Shake effect 1-6		
		Stop		
	R-G (Gobo rotation)	Rota Forward rotation		
		Reve Reverse rotation		

	Pri1 Prism1	No	
		Have Prism in	
	Pr1R Prism 1 rotates	Stop	
		Rota Forward rotation	
		Reve Reverse rotation	
	Pri2 Prism 2	No	
		Have Prism in	
	Pr2R Prism 2 rotates	Stop	
		Rota Forward rotation	
		Reve Reverse rotation	
	EffE Effect wheel	No	
		Have Effect wheel in	
	Ef1R Effect wheel1 rotates	Stop	
		Rota Forward rotation	
		Reve Reverse rotation	
	Ef2R Effect wheel2 rotates	Stop	
		Rota Forward rotation	
		Reve Reverse rotation	
	Dim Dimmer	0-255 Linear dimmer	
	FR1L	0-255 Framing Blade 1 linearly in from left	
	FR1R	0-255 Framing Blade 1 linearly in from right	
	FR2L	0-255 Framing Blade 2 linearly in from left	
	FR2R	0-255 Framing Blade2 linearly in from right	
	FR3L	0-255 Framing Blade 3 linearly in from left	
	FR3R	0-255 Framing Blade 3 linearly in from right	
	FR4L	0-255 Framing Blade 4 linearly in from left	
	FR4R	0-255 Framing Blade 4 linearly in from right	
	Focu Focus	0-255 Linear focus	
	Zoom	0-255 linear zoom	
	Mode DMX mode	DMX DMX operation mode	
		PreM Preset memory	
User			

		User memory	
S 1-16 Static scene	CH1	Stro /Strobe	0-255
	CH2	Dimm /Dimmer	0-255
	CH3	DimS / Dimmer speed	0-255
	CH4	Co1W/ color wheel 1	0-255
	CH5	Co2W/ color wheel2	0-255
	CH6	R-G/rotating gobo wheel	0-255
	CH7	G-R/ gobo rotation	0-255
	CH8	FRM/framing module macro	0-255
	CH9	FR1L/Framing blade 1 left	0-255
	CH10	FR1R/Framing blade 1 right	0-255
	CH11	FR2L/Framing blade 2 left	0-255
	CH12	FR2R/Framing blade 2 right	0-255
	CH13	FR3L/Framing blade 3 left	0-255
	CH14	FR3R/Framing /blade 3 right	0-255
	CH15	FR4L/Framing blade 4 left	0-255
	CH16	FR4R/Framing blade 4 right	0-255
	CH17	Pri1/Prism1	0-255
	CH18	Pr1 R/Prism rotates	0-255
	CH19	Pri2/Prism2	0-255
	CH20	Pr2 R/Prism2 rotates	0-255
	CH21	Effe/Double effect wheels	0-255
	CH22	Ef1R/Effetctwheel1 rotates	0-255
	CH23	Ef2R/Effetctwheel2 rotates	0-255
	CH24	Focu/Focus	0-255
	CH25	ZOOM/Zoom	0-255
	CH26	Ke t/Keep time	0-100

Remark:

- 1).In the synchronous control of multiple projectors parameters can be transmitted from the master including: DMX mode, display setting, operation mode(user memory);
- 2).All projectors Accepting parameters will automatically be set to slave mode.

7.DMX PROTOCOL

Short mode	Standard mode	Extended mode	Function	DMX value	Description
1	1	1	Strobe	000	NO
				001-127	Pulse strobe from slow to fast
				128-255	Strobe from slow to fast
2	2	2	Dimmer	000-255	Linear dimmer(0-100%)
	3	3	Dimmer in 16 bit	000-255	16 bit dimmer
3	4	4	Dimmer speed	000-255	From slow to fast
4	5	5	Color wheel1	000-010	White
				011-019	White /color 1
				020-028	Color1(Blue)
				029-037	Color1/Color2

				038-046	color2 (Green)
				047-055	Color2/color3
				056-064	Color3 (Orange)
				065-073	Color3/Color4
				074-082	Color4 (Magenta)
				083-091	Color4/Color5
				092-100	Color5 (Red)
				101-109	Color5/Color6
				110-118	Color6 (High CRI)
				119-127	Color6/White
				128-191	Forward rotation from slow to fast
				192-255	Reverse rotation from slow to fast
5	6	6	Color wheel2	000-010	White
				011-019	White/color1
				020-028	Color1 (Dark cyan)
				029-037	Color1/Color2
				038-046	Color2 (Light yellow)
				047-055	Color2/Color3
				056-064	Color3 (Dark magenta)
				065-073	Color3/color4
				074-082	Color4 (Light cyan)
				083-091	Color4/color5
				092-100	Color5 (Light green)
				101-109	Color5/Color6
				110-118	Color6 (Yellow)
				119-127	Color6/White
				128-191	Forward rotation from slow to fast
				192-255	Reverse rotation from slow to fast
6	7	7	Rotating gobo wheel	000-018	White
				019-036	Gobo 1
				037-054	Gobo2
				055-073	Gobo3
				074-091	Gobo4
				092-109	Gobo5
				110-127	Gobo6

				128-156	Forward rotation from slow to fast
				157-185	Reverse rotation from slow to fast
				186-196	Shake effect 1 from slow to fast
				197-208	Shake effect 2 from slow to fast
				209-220	Shake effect 3 from slow to fast
				221-232	Shake effect 4 from slow to fast
				233-244	Shake effect 5 from slow to fast
				245-255	Shake effect 6 from slow to fast
7	8	8	Gobo rotation	000-128	Gobo indexing(0-540degrees)
				129-188	Forward rotation from slow to fast
				189-195	Stop
				196-255	Reverse rotation from slow to fast
	9	9	16 bit rotation	000-255	Gobo rotation in 16 bit
8	10	10	Framing module macros	0	White
				1-23	Framing graphic 1
				24-46	Framing graphic 2
				47-69	Framing graphic 3
				70-93	Framing graphic 4
				94-116	Framing graphic 5
				117-139	Framing graphic 6
				140-162	Framing graphic 7
				163-186	Framing graphic 8
				187-209	Framing graphic 9
				210-232	Framing graphic 10
				233-255	Framing graphic 11
9	11	11	Framing blade 1 left	000-255	Linear change 0-100%
		12		000-255	16bit
10	12	13	Framing blade 1 right	000-255	Linear change 0-100%
		14		000-255	16bit
11	13	15	Framing blade 2 left	000-255	Linear change 0-100%
		16		000-255	16bit
12	14	17	Framing blade 2 right	000-255	Linear change 0-100%
		18		000-255	16bit
13	15	19	Framing	000-255	Linear change 0-100%

		20	blade 3 left	000-255	16bit
14	16	21	Framing	000-255	Linear change 0-100%
		22	blade 3 right	000-255	16bit
15	17	23	Framing	000-255	Linear change 0-100%
		24	blade 4 left	000-255	16bit
16	18	25	Framing	000-255	Linear change 0-100%
		26	blade4 right	000-255	16bit
17	19	27	Prism1	000-016	White
				017-255	Prism 1 in
18	20	28	Prism 1 rotates	000-128	Prism indexing(0-540degrees)
				129-191	Forward rotation from slow to fast
				192	Stop
				193-255	Reverse rotation from slow to fast
19	21	29	Prism2	000-016	White
				017-255	Prism 2 in
20	22	30	Prism 2 rotates	000-128	Prism indexing(0-540degrees)
				129-191	Reverse rotation from slow to fast
				192	Stop
				193-255	Forward rotation from slow to fast
21	23	31	Metal effect wheel	000-019	White
				020-127	Effect wheel linearly in
				128-170	Effect wheel shake effect 1 from slow to fast
				171-213	Effect wheel shake effect 2 from slow to fast
				214-255	Effect wheel shake effect 3 from slow to fast
22	24	32	Effect wheel1 rotates	000-063	Stop
				064-127	Reverse rotation from slow to fast
				128-191	Stop
				192-255	Forward rotation from slow to fast
23	25	33	Effect wheel2 rotates	000-063	Stop
				064-127	Reverse rotation from slow to fast
				128-191	Stop
				192-255	Forward rotation from slow to fast
24	26	34	Zoom	000-255	Linear zoom
		35	16 bit zoom	000-255	Zoom in 16 bit

25	27	36	Focus	000-255	Linear focus 0-100%
	28	37	Focus in 16 bit	000-255	Focus in 16 bit
26	29	38	Control	000-047	Reserved
				048-255	Reset(Stop for 5S)

8. TECHNICAL DATA

ELECTRIC PARAMETERS

Input voltage 190V~240V AC, 50/60Hz

Input power 800W@220V

Maximum current: 3.7A

Power factor:PF>0.9

THE SPECIFICATIONS OF THE LIGHT SOURCE

Power 600W
Color temperature 7000K
rated life 20000hrs

COLORS

2 color wheels: 11 exchangeable colors+ Open+ 1 High CRI filter
Half color effect, rainbow effect with bi-directional and variable speeds,
Stepping/linear color changing
Some CT correction filters as options

GOBO

1 Rotating Gobo Wheel: 6 replaceable gobos+ White, Glass or Metal Gobo
Bi-directional Rotation with variable speeds
With Indexing Function
Gobo Shake Effect with Variable Speeds
Bi-directional Scrolling with Variable Speeds
Gobo outer size: 37.5mm
Gobo image size: 26mm
Framing module with 4 fanning blades can produce many graphics with different sizes and shapes freely and 4 blades fully cover light beam

PRISM

1pc of 4 facet circular prism, Bi-directional rotation with variable speeds and indexing function (Optional: 3-facet prism or 4-facet color prism)
1 pc of 6-facet linear prism, Bi-directional rotation with variable speeds and indexing function (Optional: 3-facet prism with optional angles or 4-facet gradient prism)

EFFECT WHEEL

Double effect wheels, bi-directional rotation with variable speeds with different control; shake effect with variable speeds

FOCUS

DMX linear Focusing

DIMMER

0-100% Linear adjustment

STROBE

Double shutter blades, 0.3~25 F.P.S

BEAM ANGLE

linear zoom 8°~ 52°with 16 bit function

CONTROL

DMX512, 5 pin interfaces(Optional 3-pin interfaces)

RDM control protocol

Ethernet Control

26channels in short mode, 29channels in standard mode and 38channels in extended mode

Master/Slave synchronized mode

Stand-alone mode

Self-test mode

OTHER FUNCTION

Total hours displayable

Software versions displayable

Input signal isolation

Modular Structure for easy maintenance

HOUSING

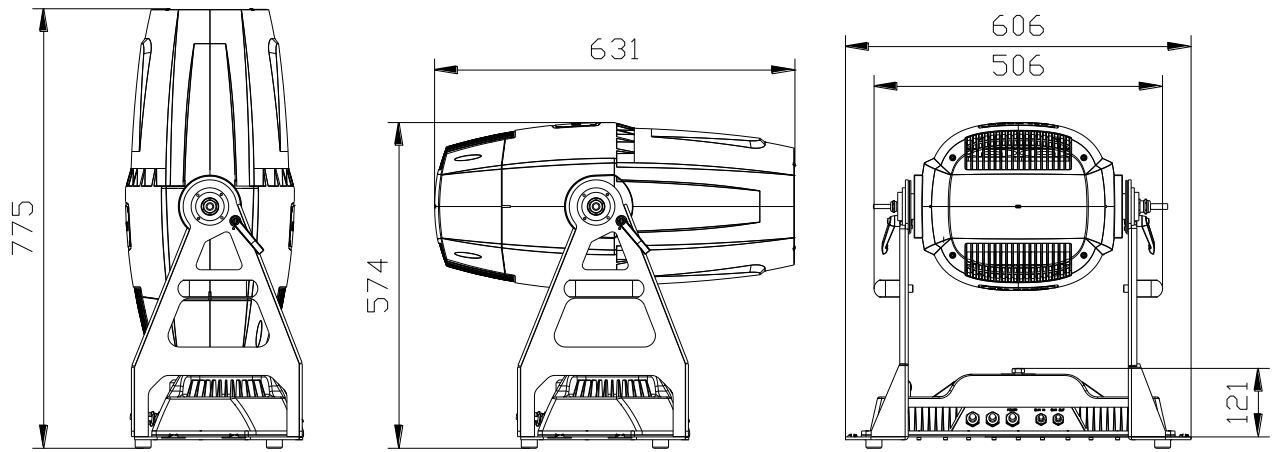
High temperature ABS+ High tensile cast aluminum , IP65

NET WEIGHT

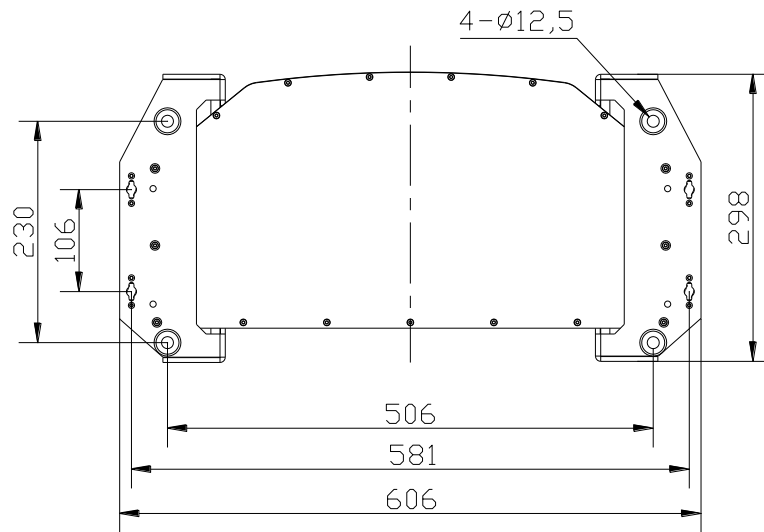
37.2Kg

Gross weight of 46.58 KG in cardboard box

SIZES

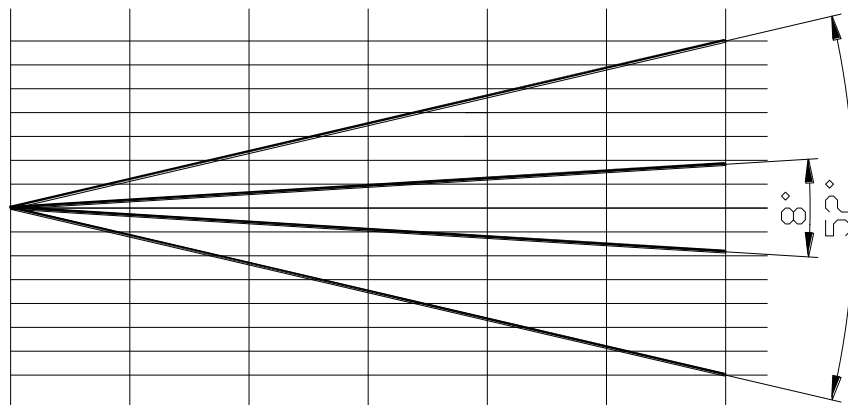


MOUNTING DIAGRAM



LIGHT OUTPUT

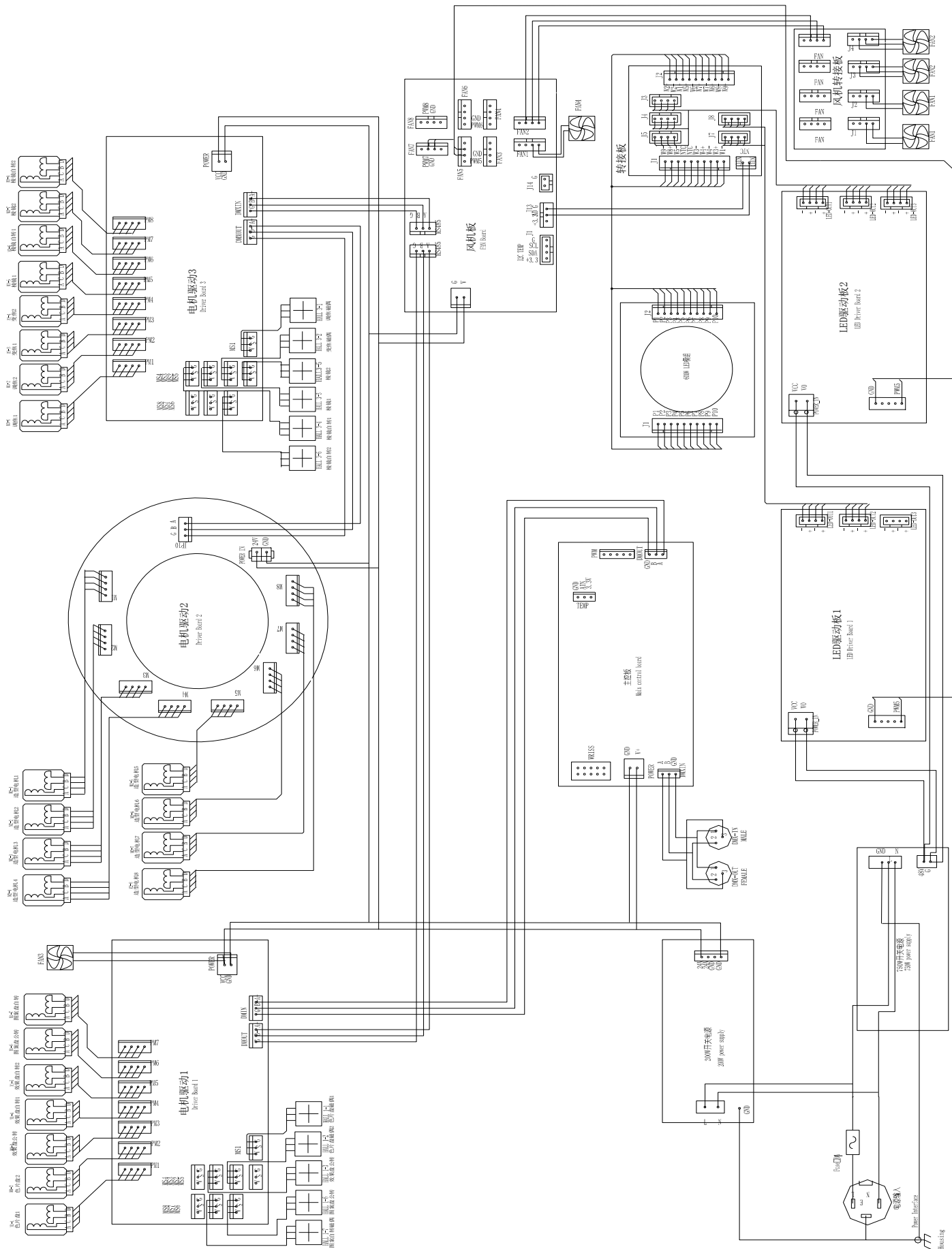
8° Lux	0	37613	9403	4179	2351	1505	1045
52° Lux	0	1065	266	118	67	43	30



DISTANCE (m)	0	5	10	15	20	25	30
8° DIAMETER (m)	0	$\phi 0.71$	$\phi 1.42$	$\phi 2.14$	$\phi 2.85$	$\phi 3.56$	$\phi 4.27$
52° DIAMETER (m)	0	$\phi 4.94$	$\phi 9.87$	$\phi 14.81$	$\phi 19.75$	$\phi 24.69$	$\phi 29.62$

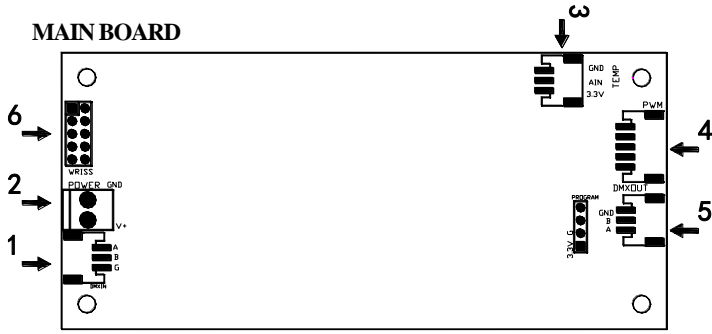
9. CIRCUIT DIAGRAM & PCB CONNECTIONS

● CIRCUIT DIAGRAM



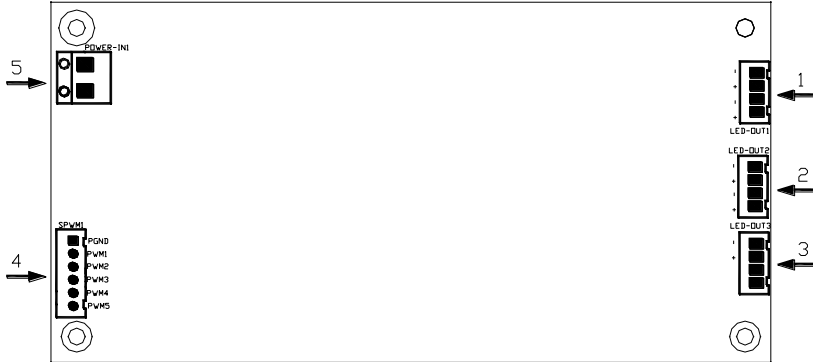
● PCB CONNECTIONS

MAIN BOARD



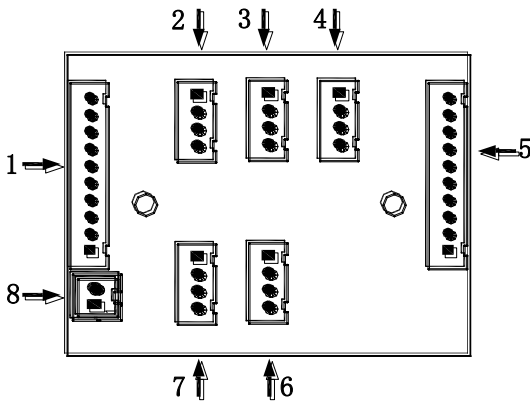
NO	Name
1	Signal input
2	Power input
3	Thermal sensor (Reserved)
4	PWM output(Reserved)
5	Signal output
6	Wireless (Reserved)

LED DRIVER BOARD



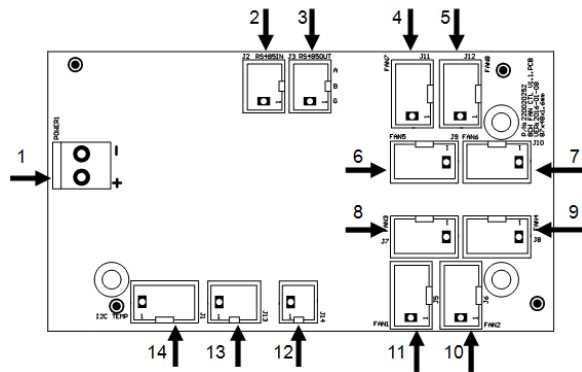
NO	Name
1	LED Output1
2	LED Output2
3	LED Output3
4	LED Dimmer
5	power input

LED MODULE CONNECTION



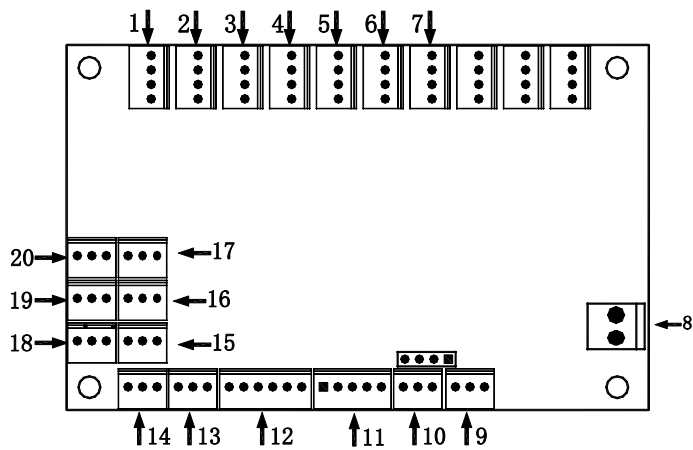
NO	Name
1	LED module
2	LED driver
3	LED driver
4	LED driver
5	LED module
6	LED driver
7	LED driver
8	Module NTC

8-CHANNEL BOARD



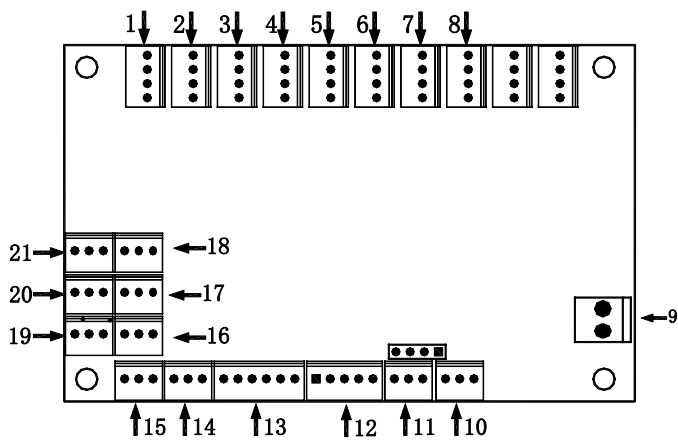
NO	Name
1	Power
2	Signal input
3	Signal output
4-7	PWM output
8-11	Fan speed output
12	Reserved
13	Module NTC
14	Reserved

7-CHANNEL BOARD



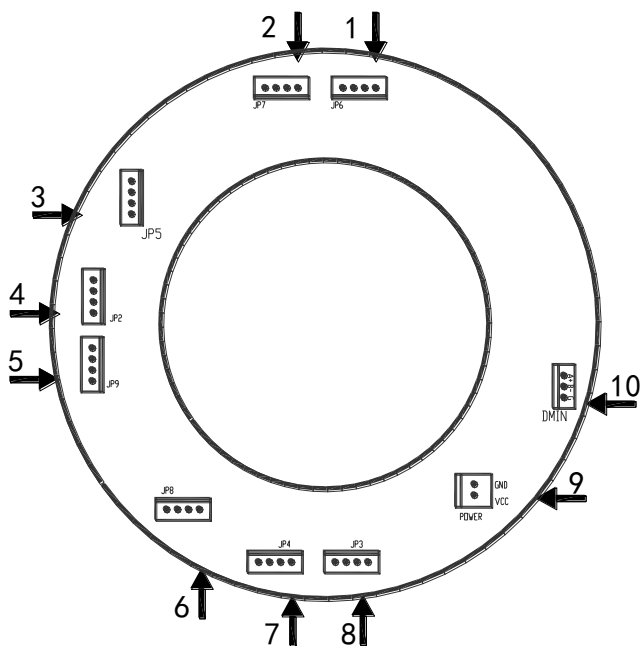
NO	Name
1-7	Motor driver output
8	Power
9	Signal input
10	Signal output
11-12	Reserved
13-19	Hall sensor input
20	Reserved

8-CHANNEL BOARD (ZOOM & FOCUS)



NO	Name
1-8	Motor driver output
9	Power
10	Signal input
11	Signal output
12-13	Reserved
14-19	Hall sensor input
20-21	Reserved

FRAMING MODULE



1-8	Motor driver output
9	Power input
10	Signal input

10. COMPONENT ORDER CODES

NAME	CODE NO.	QTY.	NOTE
SWITCHING POWER SUPPLY	192010207	1	
SWITCHING POWER SUPPLY	6190000004	1	
LED MODULE	150020313	1	
LED MODULE FAN	030060109	2	
TURBO FAN FOR COLOR WHEEL	030060098C	1	
TURBO FAN FOR BASE	030060052A	1	
LED DRIVER FAN	030060084	2	
FAN FOR LENS	030060050A		
FOCUS MOTOR	030040213A	2	
ZOOM MOTOR	030040154A	2	
PRISM IN MOTOR	030040221A	2	
PRISM ROTATION MOTOR	030040203	2	
ROTATING GOBO WHEEL IN MOTOR	030040152	1	
GOBO ROTATION MOTOR		1	
FRAMING BLADE MOTOR	030040247	8	
EFFECT WHEEL IN MOTOR	030040217	1	
EFFECT WHEEL ROTATION MOTOR	030040211A	2	
MOTOR COLOR WHEEL1 MOTOR	030040241A	1	
MOTOR COLOR WHEEL12 MOTOR		1	
CONTROL BOARD	6230000122	1	
LED DRIVER BOARD	230061043	2	
FAN BOARD	230060772	1	
FRAMING MODULE \	060300177	1	
MOTOR DRIVER BOARD1(COLOR WHEEL)	6230000123	1	
MOTOR DRIVER BOARD2 (ZOOM & FOCUS)	6230000075	1	
MOTOR DRIVER BOARD3 (FRAMING MODULE)	6230000124	1	
BASE SEAL	290260072A	1	
FRONT COVER SEAL	290190117	1	
HEAT SINK SEAL	290190114	1	
CHAMBER COVER SEAL	290190115	2	
TILT BEARING SEAL	290190124	2	SIZE : Φ2.65XΦ6 1.5

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PR lighting will try its best to offer accurate and overall information about a product's technical data. Any changes won't be notified if necessary. Patented Products.
Counterfeiting Will be Prosecuted!

P/N: 6320000131
Version:20190724