ARC LED 1572

PR-6262

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.

PR LIGHTING LTD.
http://www.pr-lighting.com

INDEX

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	

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 further 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

<table>
<tr><td>⚠️</td><td>NOTE
Before a projector's installation, power-on, operation and maintenance, please carefully read the safety information hereinafter!</td></tr>
</table>

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 a projector. Should there be any damage caused by transportation, consult your dealer and do not use it.

●The manufacturer is not responsible for any loss caused by the user not following the manual or changing a projector as he/she likes.

●Please be noted that the damage caused by changing a projector at will is not warranted.

● Do not hesitate to contact the dealer or the manufacturer if any questions or advice.

● A projector with IP67 can be used indoors and outdoors.

●A projector should be kept away from high temperature, fire, electrical surge, vibration and strong light while running.

●Only qualified technicians can install ,operate and maintain a projector strictly as per the processes stipulated in the manual.

●.Any maintenance and repair of a projector shouldn't be carried out by a user and the user shouldn't open it for any repair work.

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

●Do not connect a projector to any type of dimmer pack.

●If the LED lamps, lens and screen protective cover of the a projector have obvious damage, i.e., to the extent that it hurts the performance like cracking or deformation. Please stop using it and replace them with the original parts, otherwise its performance will be compromised.

● For the installation location of a projector, it shouldn't be seen in the distance of less than 4 meters for a long time.

●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 .

●While operating it, wear protective items like eye goggles , gloves and etc..

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

●Before installation, please confirm the voltage supplied matches what is required for a 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 a 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 a projector constantly in very short intervals, otherwise the light source's and other electrical parts' life will be shortened .

●There are safety cord holes in either arm 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 a projector is disconnected from power mains.

● While running normally under normal ambient temperature, the temperature of the external surface of the metal housing of a projector(the surface of the heat sink)may reach 60℃.

●While it running, don't touch the metal housing with bare hands to avoid being burned!

●Do not mount a projector directly on inflammable surface.
●Do not project the beam straightly on combustible items and the minimum distance between a projector and illuminated items is 10m.
●A projector should be installed with good ventilation and the minimum distance between a projector and a wall is 50cm. At the same time, please ensure the fans and air inlets and outlets are workable.

2.INSTRUCTIONS

●CLEANING AND MAINTENANCE

Under normal running, the protective units of a projector should be inspected regularly like power fuse. If it is burned, please install a new one and ensure it is the same rating as the burned one.

For a projector with an over-temperature protective unit, please inspect cooling units regularly like cooling fans, heat sink and other cooling parts. Please check if the fans run normally or fans and air inlets are blocked by dust. To keep air inlets /outlets clean, cooling fans should be cleaned every 15days.

For waterproof projectors, unless confirmed by a professional technician for the replacement of some internal components, it's forbidden to dismantle it. For the projectors like this, just keep them clean if no fans for cooling.

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. For a projector with high IP rating, if no damage inside, it is advised to clean the surfaces of its housing in principle. Keep lens clean and do not touch optical parts with bare hands.

SPECIAL NOTE:

For waterproof projectors, it's normal for their front lens to have mild mist during operations.

●Before any maintenance and cleaning, please ensure a project is off the power.
●Only a qualified person is allowed to do maintenance.

●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 coated filters.

●**TROUBLESHOOTING**

PROBLEM	ACTION
The projector doesn't switch on	➢ Check the fuse on the power socket. ➢ Check the LED lamps.
The LED lamps are on but the projector doesn't respond to the controller	➢ Make sure that the projector's start address is right ➢ Replace or repair the XLR signal cable.
The projector functions intermittently	➢ Make sure the fan is working well or fans and their shields are not blocked
Beam appears dim, Low in brightness	➢ Make sure the LED lamps are within their lifespan ➢ Remove dust or grease from the lenses.
The project image appears to have a halo	➢ Carefully clean optical lenses and other components.
Heavily Defective Beam	➢ Check if lens are in good condition(not cracked) ➢ Clean dust or grease on the lens.

3. INSTALLATION

●**POWER CONNECTION**

Connect the power cord as follows:
L (live) =brown
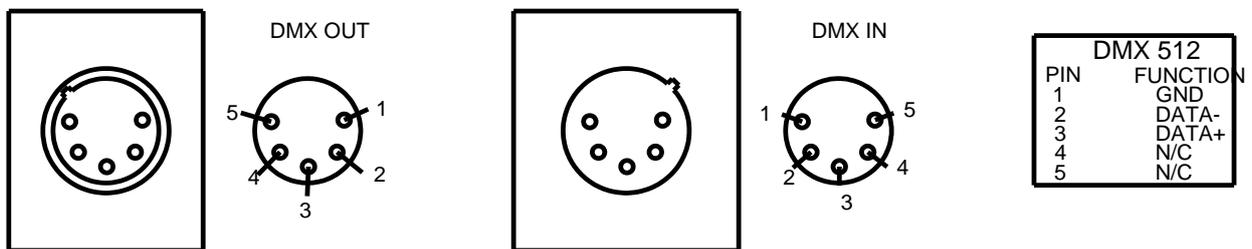E (earth) =yellow/green
N (neutral) =blue

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 $2.5mm^2$

●**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:**

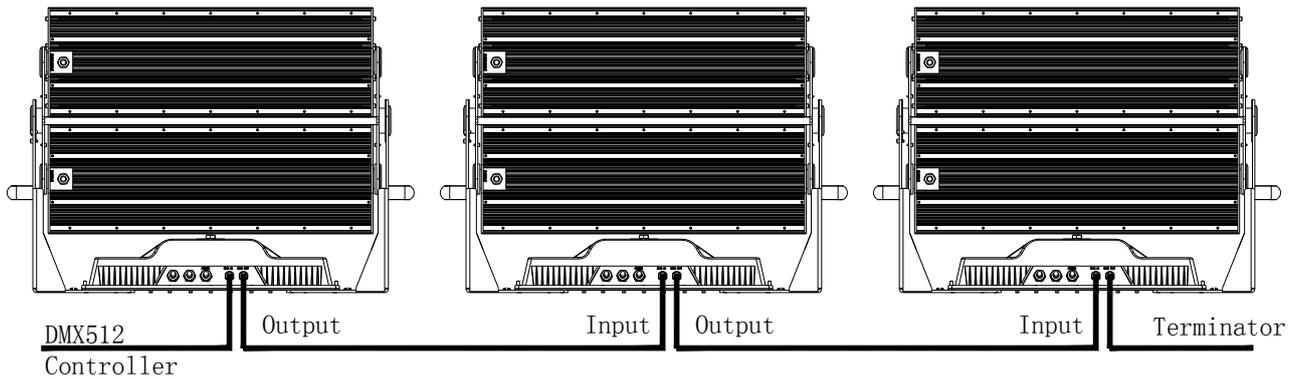| DMX 512	
PIN	FUNCTION
1	GND
2	DATA-
3	DATA+
4	N/C
5	N/C

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 unit 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
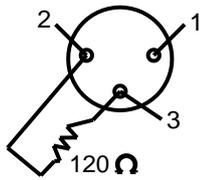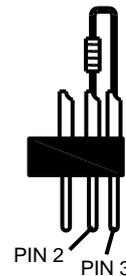
terminator as shown in the figure below.

DMX512
Controller
Output　　　　Input　　Output　　　　Input　　Terminator

●**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.
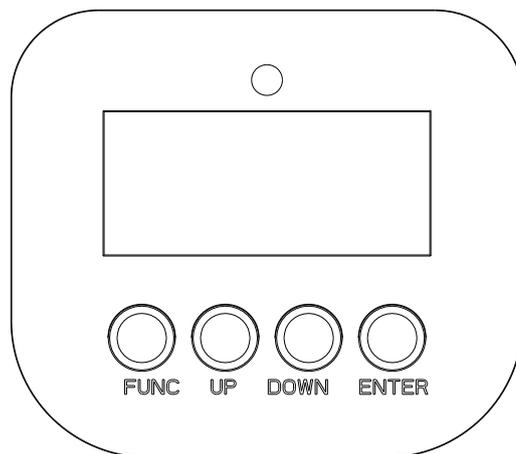

DMX TERMINATOR
CONNECTION
Connect a 120Ω(OHM) resistor across pins 2 and 3 in an XLR plug and insert into the DMX out socket on the last unit in the chain.

PIN 2 PIN 3

4.SETUP AND CONFIGURATION

●**FRONT PANEL OPERATION**

FUNC　UP　DOWN　ENTER

To set DMX address and functions simply and conveniently, use touch keys and LCD display.

To browse through or modify the projector's functions, press key ENTER for more than 3 seconds to unlock the control panel and enter the menus. To set or browse through the projector's functions, press key UP or DOWN. Press the key ENTER to enter the submenus and the current parameters will be displayed while flashing. Press key UP or DOWN to change values(plus or minus)

Press key ENTER to save your changes and enter into the upper level menu while flashings stop;

Press key FUNC, it will return to the upper menu(parameters not saved) or browse through 1st level menus;

If DMX signal is available, LED indication is on. Otherwise it is off.

●DMX START ADDRESS

Each Projector 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 short mode, standard mode and extended mode. For example standard mode has XX **c**hannels, so set the No. 1 projector's address XXX, No. 2 projector's address XXX, No. 3 projector's address XXX, No. 4 projector's address XXX and so on.

Launch the projector. Press button ENTER more than 2seconds 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
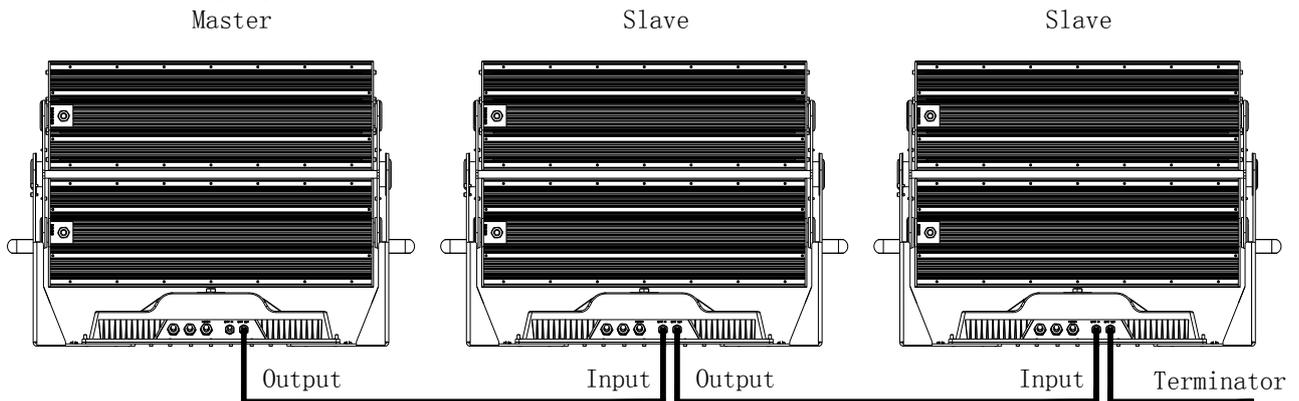
Press button FUNC, it will return to the upper menu

●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

5. OPERATION MENU

1st level menu	2nd level menu	3rd level menu		4th level menu	5th level menu
DMX Address	001 - XXX				
Config	Channel Mode/ (Note: different	RGBA, RGBW,	5CH Short / 5CH		
			7CH Standard /7CH		

color mode with different menus)	RBGL	11CH Extended /11CH		
	RGB	4CH Short / 4CH		
		6CH Standard /6CH		
		10CH Extended /10CH		
	WA	3CH Short / 3CH		
		5CH Standard /5CH		
		6CH Extended /6CH		
	W	1CH Short / 1CH		
		2CH Standard /2CH		
		3CH Extended /3CH		
MasterSlave	Slave			
	Master			
Loss of DMX	Off			
	On			
	Hold			
Gamma Curve	2.0 2.2 2.4 2.6			
LedRefreshRate/	1200Hz 2400Hz 4800Hz 10000Hz 12000Hz 15000Hz			
Dimmer Speed	Fast Medium Slow			
Color Offset (Note: different color mode with different menus)	RGBA, RGBW, RBGL	Red	90-128	
		Green		
		Blue		
		Amber(White,Lime)		
	RGB	Red	90-128	
		Green		
		Blue		
	WA	White	90-128	
		Amber		
	W	White	90-128	
PRM Transmit	Cancel			
	OK			

	Defaults	Cancel		
		OK		
	Factory	0-1000		
Display	Language	English		
		Chinese		
	Mode	OffAfterDelay		
		On　Always		
	Invert	Off		
		On		
Information	TemperatureLED /	xx.x C		
	Ampere (Note：Some projectors do not have the menu)	x.xx A		
	Voltage	xx.x V		
	Fan (Note：Some projectors do not have the menu)	Stop		
		Run		
		Error		
	ChannelValue	…		
		Dimmer:0-255		
		…		
	LED Type	W/WA/RGB/RGBW/RGBA/RGBL…		
	Total Hours	hhhhhhhh:mm		
	Software Ver	x.x.x		
	Electronic SN	xxxxxxxxxxxx		
	RDM	Ver	ANSI E1.20	
		Device Lab	XXXXXXXX	
Test Mode	Self Test	Cancel		
		OK		
	Manual Test(Note: different color mode with different menus and some projectors do not have fan menu)	RGBW RGBA RGBL	Red	
			Green	
			Blue	
			Amber(White,Lime)	
		RGB	Red	
			Green	
			Blue	
		WA	White	
			Amber	

		W	White		
		Fan	Fan		
Run Mode	DMX	Cancel			
		OK			
	PresetMemory	PR 1			
		PR 2			
		…			
		PR 16			
	UserMemory	Cancel			
		OK			
	EditMemory	StaticScen 1　(Note: different colors with different menus)		Dimmer	0-255
				Strobe	0-255
			RGBW RGBA RGBL	Red	0-255
				Green	
				Blue	
				Amber(White,Lime)	
			RGB	Red	0-255
				Green	
				Blue	
			WA	White	0-255
				Amber	
			W	White	0-255
				Fade Time	0. 0-25. 0s
				Hold Time	0. 0-25. 0s
		StaticScen 2	…		
		…			
		StaticScen 16			
	ResetMemory	Cancel			
		OK			

6. DMX PROTOCOL

DMX512 channel mode (RGBA/RGBW/RGBL)				
Short mode	Standard mode	Extended mode		
1	1	1	Red	0-255
2	2	2	Green	0-255
3	3	3	Blue	0-255
4	4	4	Amber(White,Lime)	0-255
5	5	5	Dimmer	0-255
		6	Dimmer L(16bit)	0-255
	6	7	Strobe	6-255
	7	8	CCT(color temperature)	1-255
		9	Hue	1-255
		10	Saturation	1-255
		11	Macro	3-255

DMX512 channel mode (RGB)				
Short mode	Standard mode	Extended mode		
1	1	1	Red	0-255
2	2	2	Green	0-255
3	3	3	Blue	0-255
4	4	4	Dimmer	0-255
		5	DimmerL (16bit)	0-255
	5	6	Strobe	6-255
	6	7	CCT (color temperature)	1-255
		8	Hue	1-255
		9	Saturation	1-255
		10	Macro	3-255

DMX512 channel mode (WA)				
Short mode	Standard mode	Extended mode		
1	1	1	Amber	0-255
2	2	2	White	0-255

3	3	3	Dimmer	0-255
		4	DimmerL (16bit)	0-255
	4	5	Strobe	6-255
	5	6	CCT (color temperature)	1-255
		7	Hue	1-255
		8	Saturation	1-255
		9	Macro	3-255

DMX512　　channel mode (W)				
Short mode	Standard mode	Extended mode		
1	1	1	Dimmer	0-255
		2	DimmerL (16bit)	0-255
	2	3	Strobe	6-255

7. SIGNS ON THE LCD DISPLAY

	D on	DMX signal OK		
DMX signal indication	D flashing	No DMX signal		
	S on	Slave mode	SD	DMX operation mode
			SP	Preset memory
			SU	User memory
			SS	Static scene 1-16
	M on	Master mode	MD	DMX operation mode
			MP	Preset memory
			MU	User memory
			MS	Static scene 1-16

8. TECHNICAL DATA

ELECTRIC SPECIFICATIONS

Input voltage: 100V~240V AC，50/60Hz

Input power: 1000W @ 220V

Power factor: PF＞ 0.9

LIGHT SOURCE SPECIFICATIONS

Philip LED lamp　　　　　　　　RGBW 4 in 1, SMT, 15W

Manufacturers Rated Lamp Life　　　50000hours

STROBE/DIMMER

Electronic Strobe 0.3-25FP.S(Built-in pulse strobe effects)

MOVEMENT

180 °vertical direction, manual adjustment

BEAM ANGLE

Beam angle　14 °　　　　（1/2θ）

Field angle　37 °X 57 °　　（1/10θ）

CONTROL

International standard DMX512 signal and 5-pin DMX 512 interface

The number of DMX control channels varies based on different color mode

There are short mode, standard mode and extended mode

OTHER FUNCTIONS

Fixture and lamp hours displayed

Modular structure for easy maintenance

DMX 512 wireless receiver

Optional DMX 512 wireless transmitter

HOUSING

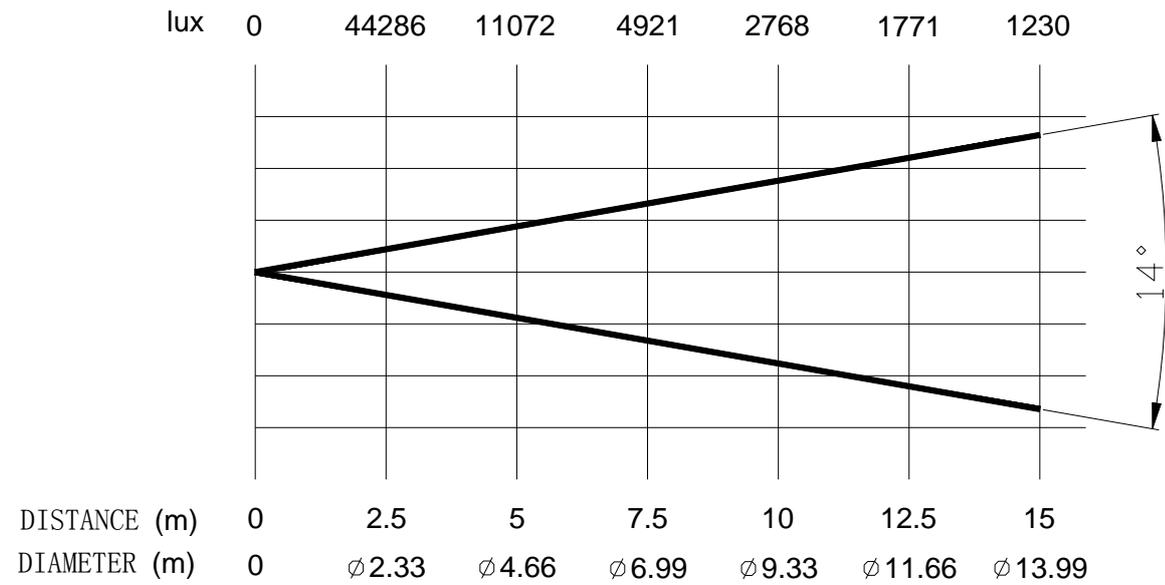High tensile cast Aluminum alloy , IP67
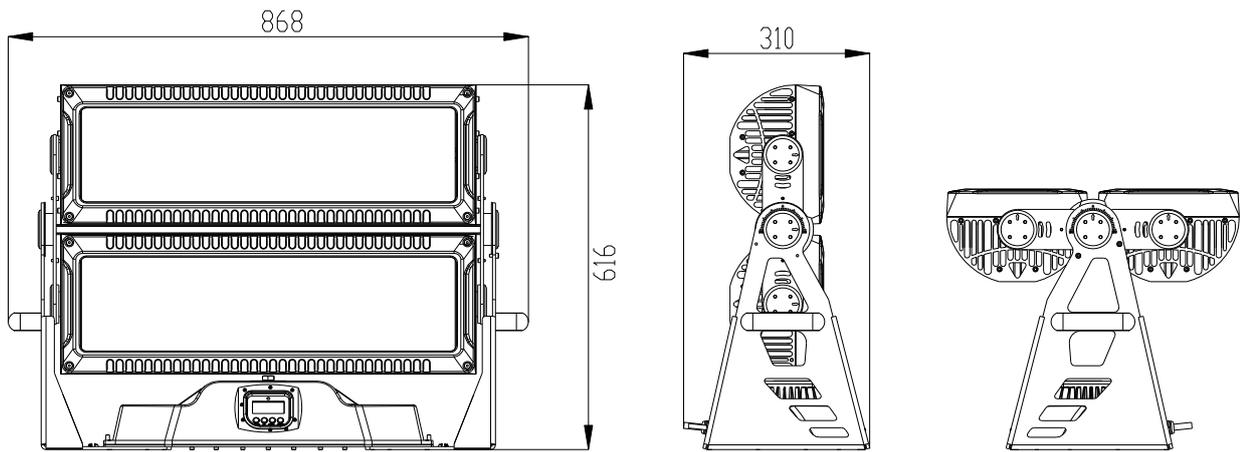
WEIGHT

Net weight 46Kg

Gross weight 53Kg

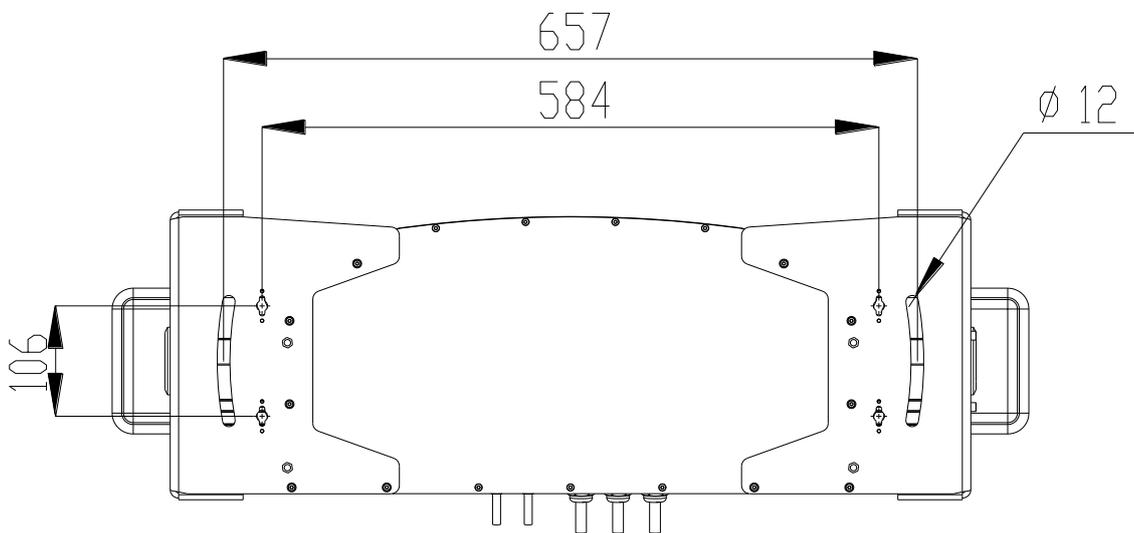**OPERATION TEMPERATURE**

Maximum ambient temperature: 40 ℃

LIGHT OUTPUT

lux	0	44286	11072	4921	2768	1771	1230

DISTANCE (m)	0	2.5	5	7.5	10	12.5	15
DIAMETER (m)	0	∅2.33	∅4.66	∅6.99	∅9.33	∅11.66	∅13.99

SIZES

BASE INSTALLATION

9.COMPONENT ORDER CODES

NAME	CODE NUMBER	QTY	REMARKS
SWITCHING POWER SUPPLY	192010215	2	
MAIN BOARD	230061490	1	
LED LAMP BOARD	230061488	8	
HEAT CONDUCTING PAD	6290000019A	8	
FAN	30069005	2	

PR LIGHTING LTD.

1582 Xingye Avenue, Nancun Panyu
Guangzhou, 511442 China
TEL: +86-20-3995 2888