

## AQUA LED 3000-W FRAMING PR-8139

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

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

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

Name	Quantity	Unit	Remark
G clamp	2	Pcs	
XLR connector	1	Set	Male and female
Safety cord	2	Pcs	
User manual	1	Pc	
Ω clamp	2	Pcs	Optional
Power cord	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 changes are not subject to 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



### 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.

<b>Warning</b>	<b>User Manual</b>	<b>Electrical shock</b>	<b>Goggles</b>	<b>Protective Gloves</b>	<b>Flames</b>	<b>High Temperature</b>




- 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 rated as IP66.
- The projector can be used over-dusty and damp 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.
- The projector is not for a user for any replacements and the user shouldn't open the projector for repair and maintenance.



- 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.
- If the lamp, lens and screen protective cover of the a lighting fixture have obvious damage, i.e., to the extent that it hurts the performance like cracking or deformation. Please stop use it and replace them with the original parts, otherwise its performance will be compromised.
- For the location of a lighting fixture, it shouldn't be seen in the distance of less than 4 meters.



- 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 stable operation under normal ambient temperature ,the temperature of the external surface of the housing of a projector(the surface of the heat sink) is 80°C after the stable running.
- 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.
- While the projector running, don not touch the metallic housing to avoid being burned.



- 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 5m.
- 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.
- Do not let the front lens exposed to sunlight or other strong light sources at any angle, otherwise beam focused inside via the front lens can result in fire.



- The product meets The General Technical Requirements and Standards for Recycle and Use Of Expired Appliance and Electronic Products.
- When the product meets disposal standards and needs to be disposed, a client needs to dispose and recycle it.

## 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, heat sink and fans will compromise the light output. Cleaning a projector is very necessary to ensure a reliable use of it.

The cleaning frequency of cooling fans and heat sink is decided by the operations, environment and climate. It is advised to clean it every 15days or less . Use rubber or bush or other non- metallic tools to carry out cleaning. The tools can't scratch or deform the heat sink and fans.

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. Keep lens clean and do not touch optical parts with bare hands.

#### **SPECIAL NOTE:**

It's normal phenomena that there will be mild water mist on the lens while the waterproof product is in use.



- Before any maintenance and cleaning, please ensure the projector 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 sunlight or other light penetrating into the head via the front lens, resulting in high temperature internally causing damages to the projector. Before power-off, please use Tilt channel to move the head and make it facing downward.
- 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.

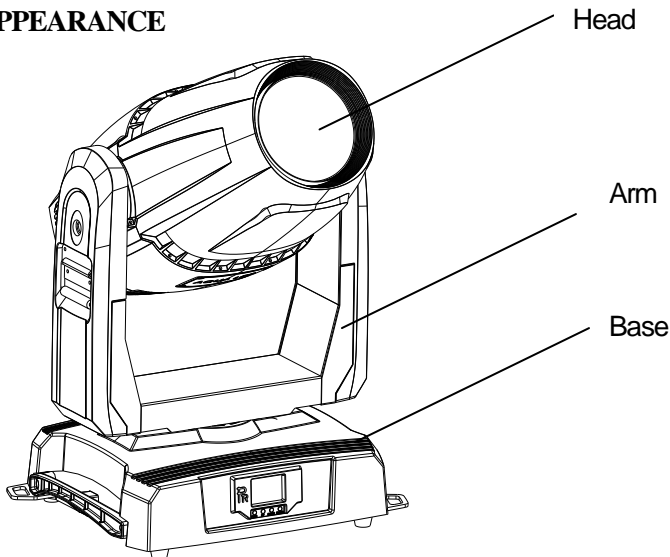
### .LUBRICATION

To ensure smooth movement of gobos and zoom and focus lens, it's advised rotators' bearings and 2 sliding bars for zoom and focus lens be lubricated every 2 months. High quality and high temperature lubricant/grease is advised..

### .TROUBLESHOOTING

PROBLEM	ACTION
The projector can't be switched on	<ul style="list-style-type: none"> <li>➤ Check if the fuse is burned</li> <li>➤ Check if the power cord is connected well</li> <li>➤ Check if the switching power supply is bad or not connected well. A professional technician is required for the repair</li> <li>➤ Check if the control board is connected well. .A professional technician is required for the repair</li> </ul>
The projector can be switched on , but the LED lamp's brightness can't be controlled	<ul style="list-style-type: none"> <li>➤ Check if the LED driver board is connected well. A professional technician is required for the repair</li> </ul>
The projector can be switched on normally, but not controlled by the DMX controller	<ul style="list-style-type: none"> <li>➤ Make sure that the fixture's start address is right</li> <li>➤ Replace or repair the XLR signal cable.</li> </ul>
The beam is not bright and its brightness decreases sharply	<ul style="list-style-type: none"> <li>➤ Make sure the fans are working well or fans and their shields are not blocked by dust.</li> <li>➤ Make sure that the internal optics is clean.</li> </ul>
The project image appears to have a halo	<ul style="list-style-type: none"> <li>➤ Carefully clean the LED lamp, optical lenses and other components.</li> </ul>
Heavily Defective Beam	<ul style="list-style-type: none"> <li>➤ Check if lens are in good condition(not cracked)</li> <li>➤ Clean dust or grease on the lens.</li> </ul>

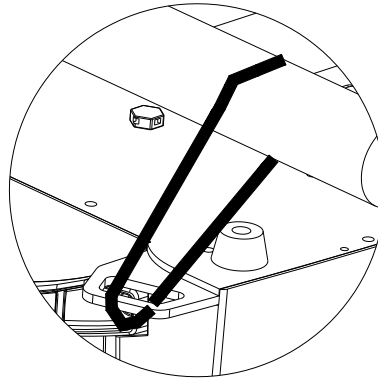
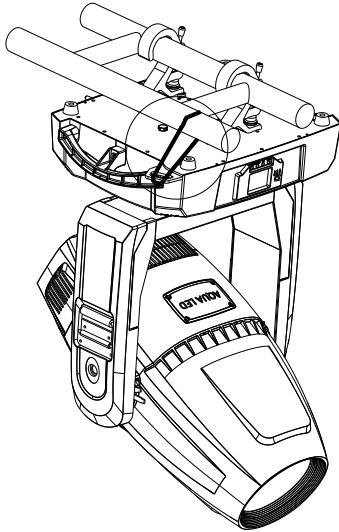
### 3. APPEARANCE



## 4. INSTALLATION

### .RIGGING

During transportation, please lock the projector well; Before the use of projector please unlock the head. It's forbidden to run the projector without unlock Pan and Tilt



### WARNING

Please run safety cord through the safety hole to ensure safety.

Take 2 clamps and 2 safety cords out from the package and mount 2 clamps on the underside of fixture with 4 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) 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 is secure and is strong enough to support the weight of the fixture.



### 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.
- For safety, it should not be hung by its sides.

### . POWER CONNECTIONS

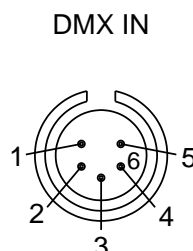
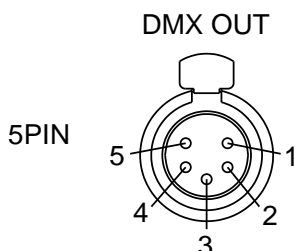
Connect the power cord as follows:  
 L (live) =brown  
 E (earth) =yellow/green  
 N (neutral) =blue

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.



- 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.
- The lighting fixture is with waterproof power socket, it should be equipped with same IP rating power plug.

### .DMX CONTROL CONNECTION

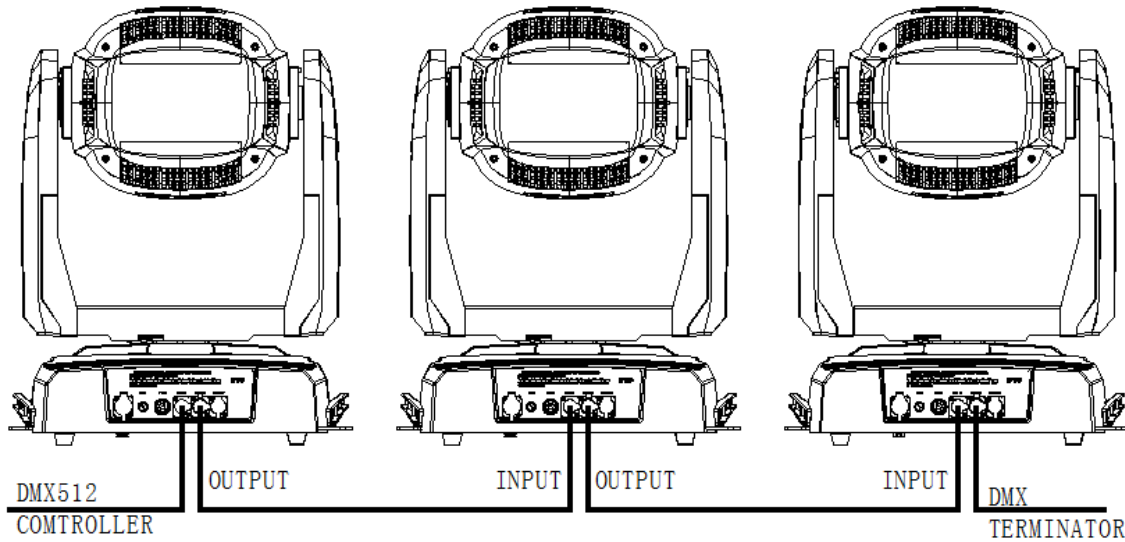


DMX512	
PIN	FUNCTION
1	GND
2	DATA-
3	DATA+
4	N/C
5	N/C

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 projector accepts digital control signals in protocol DMX512 (1990).

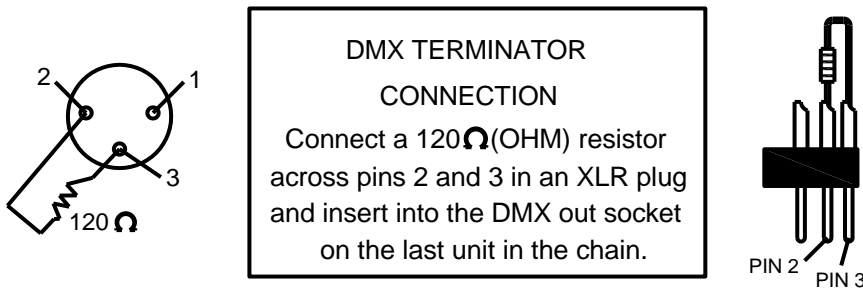
Connect the controller's DMX output to the first fixture's DMX input, and connect the first fixture's DMX output to the second fixture's DMX input and connect the rest fixtures in the same way. Eventually connect the last fixture's DMX output to a DMX terminator as shown in the figure below.



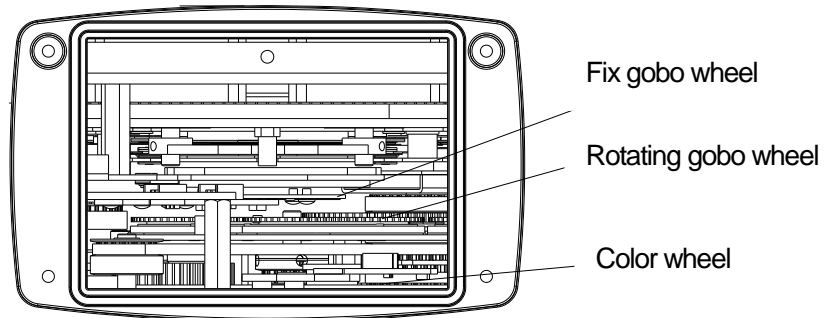
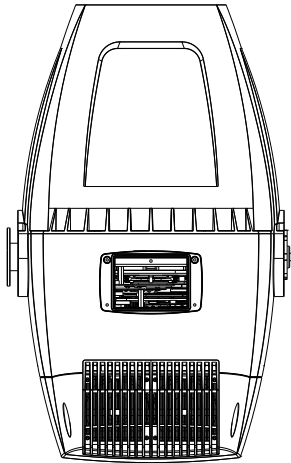
**DMX TERMINATOR**

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

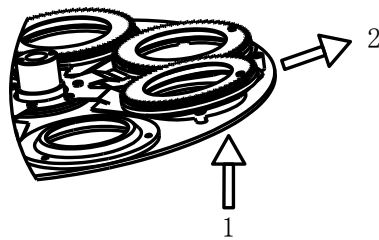


**REPLACEMENT OF GOBOS**



Lock the tilt and loosen the 4 fast-fit screws on the upper cover ,After removing the cover, you will see the structures as the figure above.

To replace a gobo on the rotating gobo wheel: take the rotator from the wheel in the sequence of 1→2 , take the gobo out from the rotator by removing the tightening spring. Put the new gobo back to the rotator, then tighten it with the spring. Please ensure the spring is in the narrow location of the rotator, which is the internal ring of it and flatten it. At last, pull up the spring strip using proper tool and put the rotator back to the wheel with the assistance by another hand. Its installation is of the opposite sequence of removal( 2→1) .



Gobo Installation

**NOTE:** Do not touch the glass gobo with bare hand. Place clean and soft paper or cloth between hand and glass gobos. Tighten 4 hexagon screws after the cover is on. Unlock the tilt.



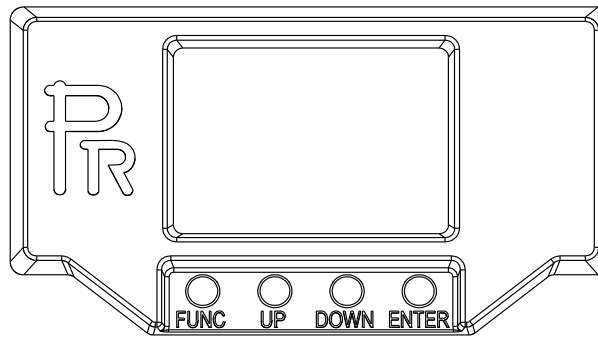
**DANGER!**

**BEFORE REPLACEMENT OF GOBOS/COLOR FILTERS, A PROJECTOR MUST BE OFF THE POWER!**



## 5. SETUP AND CONFIGURATION

### •FRONT PANEL OPERATION



Projector configuration can be set conveniently via push button and color touch screen.

Launch the projector and press button **ENTER** for more than 5 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.

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

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 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 projector has 3 DMX modes. There are short mode ,standard mode and extended mode. For example standard mode has 38 channels, so set the No. 1 projector’s address 001, No. 2 projector’s address 039, No. 3 projector’s address 077, No. 4 projector’s address115, 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

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**). The DMX 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 Settigns.

### •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.

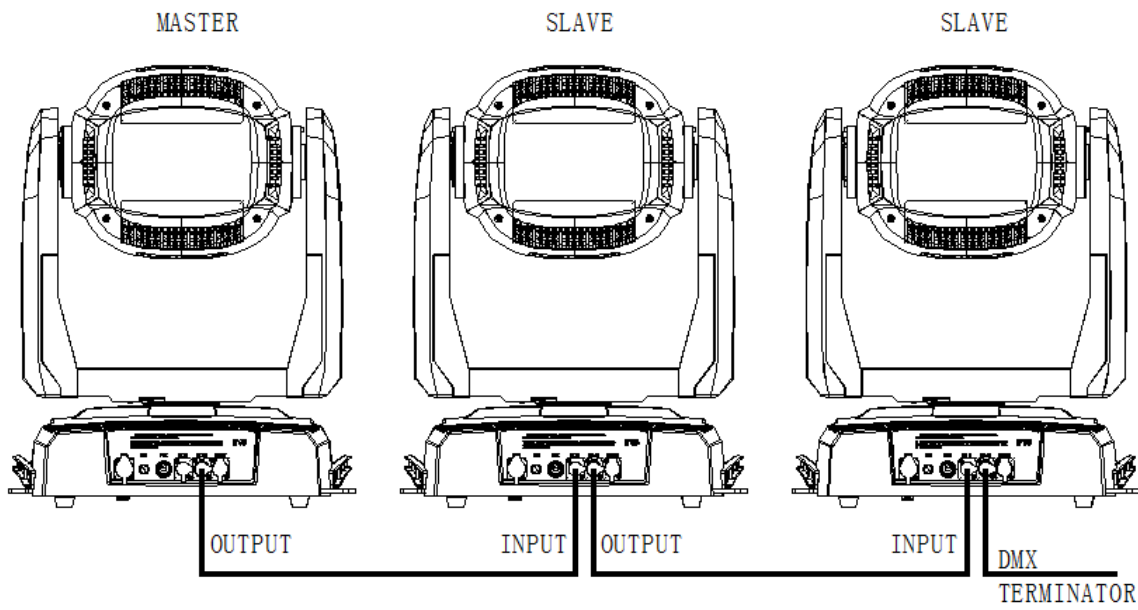
DMX address can be set at any number within 512.

**.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 1<sup>st</sup> 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**

1st LEVEL	2nd LEVEL	3rd LEVEL	4th LEVEL	5th LEVEL
Address	DMX Address	1-478 (Short Mode) 1-475 (Standard Mode) 1-459 (Extended Mode)		
	IP Address	Default IP Address Custom IP Address	2.X.XX/10.X.XX X.X.XX	
	SubNet Mask	X.X.XX		
	ArtNet ArtNet Universe	0-255		
	sACN Universe	1-63999		
Reset	Total Reset	Really Reset?	Confirm/ Cancel	
	Pan&Tilt Reset	Really Reset?	Confirm/ Cancel	
	Colour System Reset	Really Reset?	Confirm/ Cancel	
	Gobo Reset	Really Reset?	Confirm/ Cancel	
	Zo.Fo.Fr.Pr. Reset	Really Reset?	Confirm/ Cancel	
	Other Reset	Really Reset?	Confirm/ Cancel	
Config Settings	DMX Channel Mode	Short Mode35CH		
		Standard Mode38CH		
		Extended Mode 54CH		
	View Selected Mode		Strobe .....	
	Signal Select		XLR Only XLR First	

		Wireless Only			
		Wireless First			
		Wireless In/XLR Out			
		Artnet Only			
		Artnet In/XLR Out			
		sACN Only			
		sACN In/XLR Out			
	Loss of DMX	Normal time out			
		Hold last Value			
	Display Config	Display Mode	Off After Delay		
			On Always		
		Display Invert	Invert OFF		
			Invert ON		
Invert Auto					
Language Setting	English				
	Chinese				
Temperature Unit	Celsius Degree				
	Fahrenheit Degree				
Un-Link Wireless	Really Un-Link?	Confirm/ Cancel			
Defaults	Restore Defaults?	Confirm/ Cancel			
Option Settings	Pan/Tilt Settings	Pan DMX Invert	OFF/ ON		
		Tilt DMX Invert	OFF/ ON		
		Pan Tilt Swap	OFF/ ON		
		XY Feedback	OFF/ ON		
		Pan/Tilt mode	Speed/Time		
	Invert Settings	Iris Invert	OFF/ ON		
		Zoom Invert	OFF/ ON		
		CYM Invert	OFF/ ON		
		CTO Invert	OFF/ ON		
	Dimmer Settings	Gamma Curve	Gamma 2.0/2.2/2.4/2.6		
		LED Refresh Rate	1200/2400/4800/10000/12000/15000/20000/25000Hz		
		Dimmer Speed	Fast/Medium/Slow Speed		
	Fan Settings	Standard/Theatre			
Defaults	Restore Defaults?	Confirm/ Cancel			
Information	View DMX Values				
	Lamp Hours	Reset Lamp Hours			
	Total Hours				
	Temperature	Display Board XX°C/F			
		Pan Board XX°C/F			
		Tilt Board XX°C/F			
		Driver Board 1 XX°C/F			
		Driver Board 2 XX°C/F			
		Driver Board 3 XX°C/F			
		Driver Board 4 XX°C/F			
		Blade Board XX°C/F			
		Fan Board XX°C/F			
	LED XX°C/F LED Sensor XX°C/F				
Software Version	Display Board	System= XXX Boot =XXX			
	Pan Board	System= XXX Boot =XXX			
	Tilt Board	System= XXX			

			Boot =XXX		
		Driver Board 1	System= XXX Boot =XXX		
		Driver Board 2	System= XXX Boot =XXX		
		Driver Board 3	System= XXX Boot =XXX		
		Driver Board4	System= XXX Boot =XXX		
		Blade Board	System= XXX Boot =XXX		
		Fan Board	System= XXX Boot =XXX		
	Electronic SN	Electronic SN= *****			
	RDM Device Label	RDM Device Label ANSI E1.20 RDM Version X.X			
Fan status	Head Fan				
Service	Manual Effect Control	Strobe XXX			
		Dimmer XXX			
	...				
Factory Test					
Operation Mode	DMX Mode	Change Operation Mode?	Confirm/ Cancel		
	Master Mode	Preset Memory	Change Operation Mode?	Confirm/ Cancel	
		User Memory 1	Change Operation Mode?		
		User Memory 2	Change Operation Mode?		
	Stand-Alone Mode	Preset Memory	Change Operation Mode?		
		User Memory 1	Change Operation Mode?		
User Memory 2	Change Operation Mode?				
Static Scene	Change Operation Mode?				
User Memories	Edit User Memory	Edit User Memory 1 / Edit User Memory 2	Scene XX (1~200 Scenes)	Strobe XXX	
				Dimmer XXX	
				...	
				Delay Time XXX	
				Delay Unit	
	Link To Step XXX				
	Init User Memory	Edit Static Scene		Strobe XXX	
				Dimmer XXX	
				...	
				Reset User Memory 1	Reset User Memory?
Reset User Memory 2				Reset User Memory?	Input Password 123
Reset Static Scene	Reset Static Scene?	Input Password 123			

## 7. DMX PROTOCOL

Short mode	Standard mode	Extended mode	Function Description	Decimal Low	Decimal High
1	1	1	<b>Strobe</b>		
			Close	0	
			Pulse strobe speed from slow to fast	1	127
			Strobe speed slow to fast	128	255
2	2	2	<b>Dimmer</b>		
			Close	0	0
			Linear dimmer from dark to light (0-100%)	1	255
	3	3	<b>Dimmer Fine</b>		
			Dimmer in 16 bit	0	255
3	4	4	<b>CYM Macro</b>		
			The following functions will disable CMY ,CTO, and Color Wheel		
			No Function	0	7
			Colour Macro 1	8	9
			Colour Macro 2	10	11
			Colour Macro 3	12	13
			Colour Macro 4	14	15
			Colour Macro 5	16	17
			Colour Macro 6	18	19
			Colour Macro 7	20	21
			Colour Macro 8	22	23
			Colour Macro 9	24	25
			Colour Macro 10	26	27
			Colour Macro 11	28	29
			Colour Macro 12	30	31
			Colour Macro 13	32	33
			Colour Macro 14	34	35
			Colour Macro 15	36	37
			Colour Macro 16	38	39
			Colour Macro 17	40	41
			Colour Macro 18	42	43
			Colour Macro 19	44	45
			Colour Macro 20	46	47
			Colour Macro 21	48	49
			Colour Macro 22	50	51
			Colour Macro 23	52	53
			Colour Macro 24	54	55
			Colour Macro 25	56	57
Colour Macro 26	58	59			
Colour Macro 27	60	61			

Colour Macro 28	62	63
Colour Macro 29	64	65
Colour Macro 30	66	67
Colour Macro 31	68	69
Colour Macro 32	70	71
Colour Macro 33	72	73
Colour Macro 34	74	75
Colour Macro 35	76	77
Colour Macro 36	78	79
Colour Macro 37	80	81
Colour Macro 38	82	83
Colour Macro39	84	85
Colour Macro 40	86	87
Colour Macro 41	88	89
Colour Macro 42	90	91
Colour Macro 43	92	93
Colour Macro 44	94	95
Colour Macro 45	96	97
Colour Macro 46	98	99
Colour Macro 47	100	101
Colour Macro 48	102	103
Colour Macro 49	104	105
Colour Macro 50	106	107
Colour Macro 51	108	109
Colour Macro 52	110	111
Colour Macro 53	112	113
Colour Macro 54	114	115
Colour Macro 55	116	117
Colour Macro 56	118	119
Colour Macro 57	120	121
Colour Macro 58	122	123
Colour Macro 59	124	125
Colour Macro 60	126	127
Colour Macro 61	128	129
Colour Macro 62	130	131
Colour Macro 63	132	133
Colour Macro 64	134	135
Colour Macro 65	136	137
Colour Macro 66	138	139
Colour Macro 67	140	141
Colour Macro 68	142	143
Colour Macro 69	144	145
Colour Macro 70	146	147

			Colour Macro 71	148	149
			Colour Macro 72	150	151
			Colour Macro 73	152	153
			Colour Macro 74	154	155
			Colour Macro 75	156	157
			Colour Macro 76	158	159
			Colour Macro 77	160	161
			Colour Macro 78	162	163
			Colour Macro 79	164	165
			Colour Macro 80	166	167
			Colour Macro 81	168	169
			Colour Macro 82	170	171
			Colour Macro 83	172	173
			Colour Macro 84	174	175
			Colour Macro 85	176	177
			Colour Macro 86	178	179
			Colour Macro 87	180	181
			Colour Macro 88	182	183
			Colour Macro 89	184	185
			Colour Macro 90	186	187
			Colour Macro 91	188	189
			Colour Macro 92	190	191
			Colour Macro 93	192	193
			Colour Macro 94	194	195
			Colour Macro 95	196	197
			Colour Macro 96	198	199
			CMY colour mixing from slow to fast	200	255
4	5	5	<b>Cyan</b>		
			Cyan (Linear 0-100%)	0	255
		6	<b>Cyan Fine</b>		
			Cyan in 16 Bit precision	0	255
5	6	7	<b>Yellow</b>		
			Yellow (Linear 0-100%)	0	255
		8	<b>Yellow Fine</b>		
			Yellow in 16 Bit precision	0	255
6	7	9	<b>Magenta</b>		
			Magenta (Linear 0-100%)	0	255
		10	<b>Magenta Fine</b>		
			Magenta in 16 Bit precision	0	255
7	8	11	<b>CTO</b>		
			Linear adjust from high to low	0	255
		12	<b>CTO Fine</b>		
			CTO in 16 Bit precision	0	255

8	9	13	<b>Colour Wheel</b>		
			<b>Continual positioning</b>		
			index 0-360 °	0	63
			<b>positioning</b>		
			White	64	67
			White/Color1	68	71
			Color1	72	75
			Color1/Color 2	76	79
			Color 2	80	83
			Color 2/Color 3	84	87
			Color 3	88	91
			Color 3/ Color 4	92	95
			Color 4	96	99
			Color 4 /Color 5	100	103
			Color 5	104	107
			Color 5/Color 6	108	111
			Color 6	112	115
			Color6/ White	116	119
			White	120	127
Clockwise rainbow effect rotation speed from slow to fast	128	191			
Anti-clockwise rainbow effect rotation speed from slow to fast	192	255			
	10	14	<b>Color Wheel Fine</b>		
			Color Continual positioning in 16 Bit precision	0	255
9	11	15	<b>Iris</b>		
			Linear Iris from small to big 0-100%	0	255
		16	<b>Iris in 16 bit</b>		
			Iris in 16 bit precision	0	255
10	12	17	<b>Iris Macro</b>		
			Iris Macro disabled	0	10
			Iris Macro1: from big to small with speed from slow to fast	11	74
			Iris Macro2: from small to big with speed from slow to fast	75	138
			Iris Macro3: Iris contracts from slow to fast	139	202
			Iris Macro4(Macro1 at random) with speed from slow to fast	203	210
			Iris Macro5(Macro2 at random) with speed from slow to fast	211	218
			Iris Macro6(Macro3 at random) with speed from slow to fast	219	226
			Open	227	255
11	13	18	<b>Fixed gobo wheel</b>		
			White	0	15
			Gobo1	16	31
			Gobo2	32	47
			Gobo3	48	63



			Gobo4	64	79
			Gobo5	80	95
			Gobo6	96	111
			Gobo7	112	127
			Clockwise rotation from slow to fast	128	149
			Anti-clockwise rotation from slow to fast	150	171
			Gobo1 shake from slow to fast	172	183
			Gobo2 shake from slow to fast	184	195
			Gobo3 shake from slow to fast	196	207
			Gobo4 shake from slow to fast	208	219
			Gobo5 shake from slow to fast	220	231
			Gobo6 shake from slow to fast	232	243
			Gobo7 shake from slow to fast	244	255
			<b>Rotating gobo wheel</b>		
			White	0	31
			Gobo1	32	47
			Gobo2	48	63
			Gobo3	64	79
			Gobo4	80	95
			Gobo5	96	111
			Gobo6	112	127
			Clockwise rotation from slow to fast	128	143
			Anti-clockwise rotation from slow to fast	144	159
			Gobo1 shake from slow to fast	160	175
			Gobo2 shake from slow to fast	176	191
			Gobo3 shake from slow to fast	192	207
			Gobo4 shake from slow to fast	208	223
			Gobo5 shake from slow to fast	224	239
			Gobo6 shake from slow to fast	240	255
			<b>Rotating gobo wheel rotation</b>		
			Indexing 0-360 °	0	128
			Clockwise rotation from slow to fast	129	188
			Stop	189	195
			Anti-clockwise rotation from slow to fast	196	255
			<b>Rotating gobo wheel rotation in 16 bit</b>		
			Rotating gobo wheel fine rotation	0	255
			<b>Framing blade 1 left</b>		
			Framing blade 1 left linearly closing from big to small	0	255
			<b>Framing blade 1 left in 16 bit</b>		
			Framing blade 1 left fine adjustment	0	255
			<b>Framing blade 1 right</b>		
			Framing blade 1 right linearly closing from big to small	0	255
			<b>Framing blade 1 right in 16 bit</b>		

			Framing blade 1 right fine adjustment	0	255
16	19	26	<b>Framing blade 2 left</b>		
			Framing blade2 left linearly closing from big to small	0	255
		27	<b>Framing blade 2 left in 16 bit</b>		
			Framing blade 2 left fine adjustment	0	255
17	20	28	<b>Framing blade 2 right</b>		
			Framing blade 2 right linearly closing from big to small	0	255
		29	<b>Framing blade 2 right in 16 bit</b>		
			Framing blade 2 right fine adjustment	0	255
18	21	30	<b>Framing blade 3 left</b>		
			Framing blade 3left linearly closing from big to small	0	255
		31	<b>Framing blade 3 left in 16 bit</b>		
			Framing blade 3 left fine adjustment	0	255
19	22	32	<b>Framing blade 3 right</b>		
			Framing blade 3 right linearly closing from big to small	0	255
		33	<b>Framing blade 3right in 16 bit</b>		
			Framing blade 3right fine adjustment	0	255
20	23	34	<b>Framing blade 4 left</b>		
			Framing blade 4left linearly closing from big to small	0	255
		35	<b>Framing blade 4left in 16 bit</b>		
			Framing blade 4 left fine adjustment	0	255
21	24	36	<b>Framing blade 4 right</b>		
			Framing blade 4 right linearly closing from big to small	0	255
		37	<b>Framing blade 4right in 16 bit</b>		
			Framing blade 4right fine adjustment	0	255
22	25	38	<b>Framing module rotation</b>		
			Framing module indexing(0-360degrees)	0	127
			Stop	128	
			Framing module clockwise rotation from slow to fast	129	188
			Stop	189	195
			Framing module anti-clockwise rotation from slow to fast	196	255
		39	<b>Framing module rotation in 16 bit</b>		
			Framing module fine rotation	0	255
23	26	40	<b>Prism</b>		
			No Prism	0	16
			Prism	17	255
24	27	41	<b>Prism1 rotation</b>		
			Prism index	0	127
			Prism stops	128	
			Rotation speed from slow to fast	129	191
			Stop rotating	192	
			Reverse rotation speed from slow to fast	193	255
25	28	42	<b>Effect Wheel</b>		










			No effect wheel	0	19
			Effect wheel in	20	255
26	29	43	<b>Effect Wheel Rotation</b>		
			Clockwise rotation from slow to fast	0	127
			Anti-clockwise reverse rotation from slow to fast	128	255
27	30	44	<b>Frost</b>		
			Light Frost from 0% to 100%	0	255
28	31	45	<b>Focus</b>		
			Linearly focusing	0	255
		46	<b>Focus Fine</b>		
			Focus in 16 precision	0	255
29	32	47	<b>Zoom</b>		
			Linearly zooming	0	255
		48	<b>Zoom Fine</b>		
			Zoom in 16 Bit precision	0	255
30	33	49	<b>Pan</b>		
			Pan movement	0	255
31	34	50	<b>Pan Fine</b>		
			Pan movement in 16 bit precision	0	255
32	35	51	<b>Tilt</b>		
			Tilt movement	0	255
33	36	52	<b>Tilt fine</b>		
			Tilt movement 16 bit precision	0	255
34	37	53	<b>Pan/Tilt speed</b>		
			Fast Speed Mode	0	1
			Pan &Tilt speed from fast to slow	2	255
35	38	54	<b>Power/Special functions</b>		
			No function:	0	4
			Reserved	5	19
			To activate following functions, stay in DMX value for at least 5 s		
			Graphic display On	20	24
			Graphic display Off	25	29
			Reserved	30	44
			Reserved	45	46
			Fan standard mode	47	48
			Fan theater mode	49	50
			Reserved	51	52
			Fast speed dimmer	53	54
			Mid speed dimmer	55	56
			Slow speed dimmer	57	58
			Gamma curve 2.0	59	60
			Gamma curve 2.2	61	62
Gamma curve 2.4	63	64			

		Gamma curve 2.6	65	66
		LED refresh rate 1200Hz	67	68
		LED refresh rate 2400Hz	69	70
		LED refresh rate 4800Hz	71	72
		LED refresh rate 10000Hz	73	74
		LED refresh rate 12000Hz	75	76
		LED refresh rate 1500Hz	77	78
		LED refresh rate 20000Hz	79	80
		LED refresh rate 25000Hz	81	82
		Reserved	83	89
		Pan/Tilt speed mode	90	94
		Pan/Tilt time mode	95	99
		Reserved	100	129
		Reserved	130	139
		Pan/Tilt reset	140	149
		Colour system reset	150	159
		Gobo wheels reset	160	169
		Reserved	170	179
		Zoom/focus/frost/prism reset	180	189
		Others(Iris/ Effect wheel/Framing module) reset	190	199
		Total reset	200	209
		Reserved	210	229
		Reserved	240	255



**Remark:**

1. Fan error can automatically turn the LED lamp off.
2. Note: "Speed Mode" means Pan and Tilt will move from Point A to Point B at their respective maximum speeds."Time Mode" means both Pan and Tilt will arrive at designated point at the same time. It's advised Time Mode be used if the projector runs circles or in oblique lines.

**8. SIGNS OF THE TOUCH SCREEN**

	Config Settings		Option Settings
			Information
	Error Messages		Service
	Address		Operation Mode
	Reset		User Memories

## 9.ERROR MESSAGES

The system can detect some errors during the reset, if  displayed, touch  to view the error.  
The error messages are as follows:

Name	Type	Correction
Pan	Timeout/magnet Sensor/Encoder	Check if wiring, positioning parts and motors are normal
Tilt	Timeout/magnet Sensor/Encoder	Check if wiring, positioning parts and motors are normal
Cyan	Timeout	Check if wiring, positioning parts and motors are normal
Yellow	Timeout	Check if wiring, positioning parts and motors are normal
Magenta	Timeout	Check if wiring, positioning parts and motors are normal
CTO	Timeout	Check if wiring, positioning parts and motors are normal
Color Wheel	Timeout	Check if wiring, positioning parts and motors are normal
Fixed gobo wheel	Timeout	Check if wiring, positioning parts and motors are normal
Rot. Gobo Wheel	Timeout	Check if wiring, positioning parts and motors are normal
Rot. Gobo Rotation	Timeout	Check if wiring, positioning parts and motors are normal
Dimmer	Timeout	Check if wiring, positioning parts and motors are normal
Prism	Timeout	Check if wiring, positioning parts and motors are normal
Prism Rotation	Timeout	Check if wiring, positioning parts and motors are normal
Focus	Timeout	Check if wiring, positioning parts and motors are normal
Zoom	Timeout	Check if wiring, positioning parts and motors are normal
Effect Wheel	Timeout	Check if wiring, positioning parts and motors are normal
Effect Wheel Rotation	Timeout	Check if wiring, positioning parts and motors are normal
Pan Board	Error	Check signal wire
Tilt Board	Error	Check signal wire
Driver Board 1	Error	Check signal wire
Driver Board2	Error	Check signal wire
Driver Board 3	Error	Check signal wire
Driver Board 3	Error	Check signal wire
Driver Board 4	Error	Check signal wire
Framing board	Error	Check signal wire
Fan board	Error	Check signal wire
Iris Fan	Error	Check if the fan runs normally and its wiring is broken
Lamp Fan	Error	Check if the fan runs normally and its wiring is broken
Lamp On	Timeout	Check if the lamp is damaged
Lamp Life	Timeout/Warning	
Lamp Off[Fan Error]	Error	Check if all fans are normal
Time IC	Error	Contact the manufacturer

**10. TECHNICAL DATA**

**ELECTRICAL PARAMETERS**

Input voltage:200V-240V AC, 50Hz  
 Input power: 1500W@220V  
 Power factor: PF>0.95

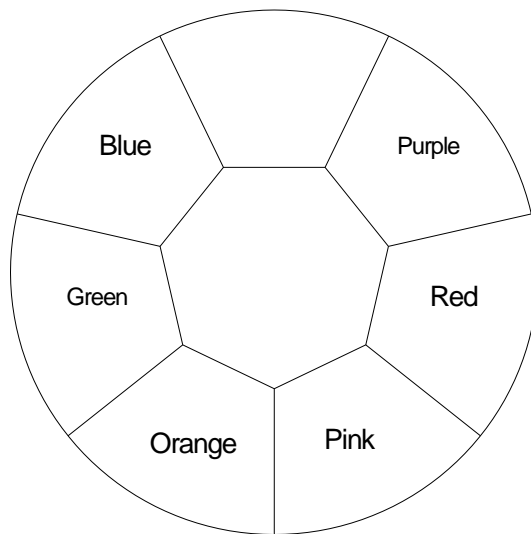
**SPECIFICATIONS OF LIGHT SOURCE**

Lamp 1200W ,LED white  
 Colour Temperature 8000K  
 Manufacturers Rated Lamp Life 20000hrs  
 CRI Ra ≥70

**COLOR S**

CMY linear coloring mixing system with macros

1Color Wheel  
 6 exchangeable colors+ open  
 Half color effect, Stepping/linear colors  
 Bi-directional color rainbow effect with variable speeds



**CTO**








Linear CTO system(0-100%)

**GOBOS**

1 rotating gobo wheel: 6 exchangeable+ open, glass/metal gobos  
 Bi-directional rotation, indexing, shake with varied speeds  
 bi-directional scrolling with varied speeds  
 Rotating gob wheel:

1#:120150030B	2#:120150029B	3#:120150028B	4#:120150027B	5#:120150026B	6#:120150036B

1 fixed gobo wheel  
 7 exchangeable gobos+ open  
 Shake effect with varied speeds and bi-directional rotation with varied speeds  
 Fixed gobo wheel

1#:110010212B	2#:110010211B	3#:110010210B	4#:110010209B	5#:110010208B	6#:110010207B	7#:110010206B
						

Gobo external size: 36.3mm, image size: 23mm

### FRAMING

Framing module:4 framing blades to make graphics with different sizes and shapes

Each blade to make full curtain effect

Bi-directional continual rotation for the whole module

### PRISM

1pc of 4-facet circular prism, bi-directional rotation with varied speeds with indexing function

### FROST

1frost filter ( 0-100% linear )

### EFFECT WHEEL

1 animation effect wheel, bi-directional rotation with varied speeds

### DIMMER

Linear electronic dimmer 0-100% with 16 bit control

3 dimmer speeds

4 dimmer gamma curves

Dimmer frequency(1.2K-25K) good for 4K high speed video camera

### IRIS

Linear iris 5-100% with macros

### STROBE

Electronic strobe, 0.3~25 FPS

### HEAD MOVEMENT

Pan 540 °;Tilt 270 °with auto position correction and 16 bit control

### BEAM ANGLE

Linear zoom 6 ° ~ 56 °with 16 bit precision

### CONTROL

International standard DMX512 signal with 5-pin DMX512 interfaces

RDM protocol

ArtNet protocol(optional)

35channels in short mode, 38channels in standard mode,54channel in extended mode

Master/Slave synchronized control mode

Standalone mode

### OTHER FUNCTIONS

Pan and Tilt speeds adjustable

Pan and Tilt swappable and invertible

Touch color screen, Chinese and English menus, brightness and contrast adjustable

Error diagnostic system with sensors

Display of fixture hours and software versions

Modular construction for easy maintenance

Isolated input signals

ArtNet interfaces(optional)

DMX wireless receiver

DMX wireless transmitter(optional)

### HOUSING AND INGRESSION PROTECTION

High tensile cast aluminum + high temperature plastics, IP66

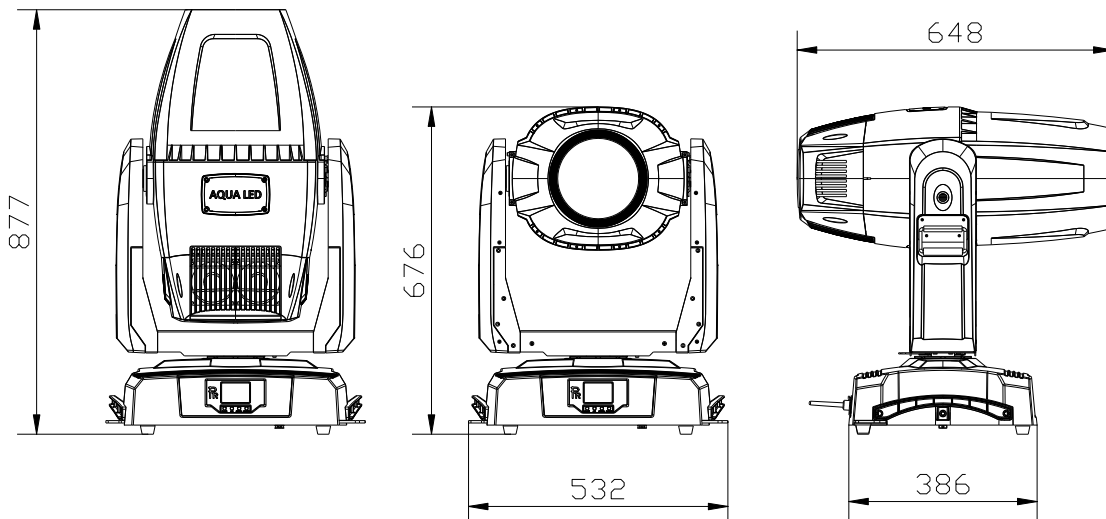
### WORKING TEMPERATURE

Working temperature 45°C at maximum

### WEIGHT

Net weight 61Kg

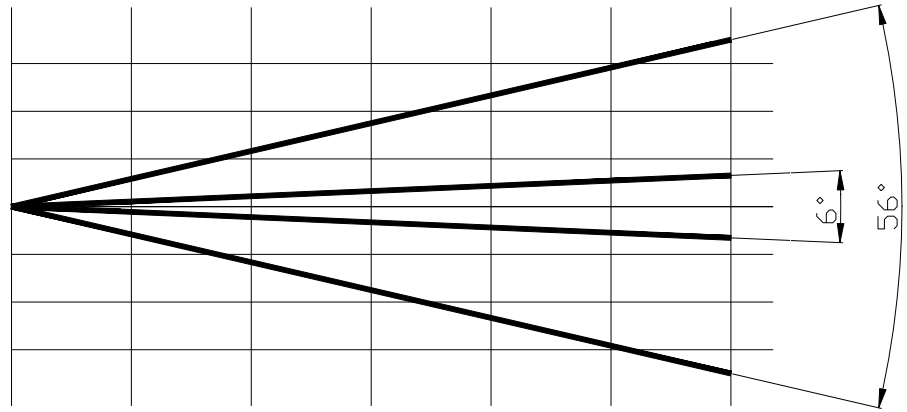
### SIZES





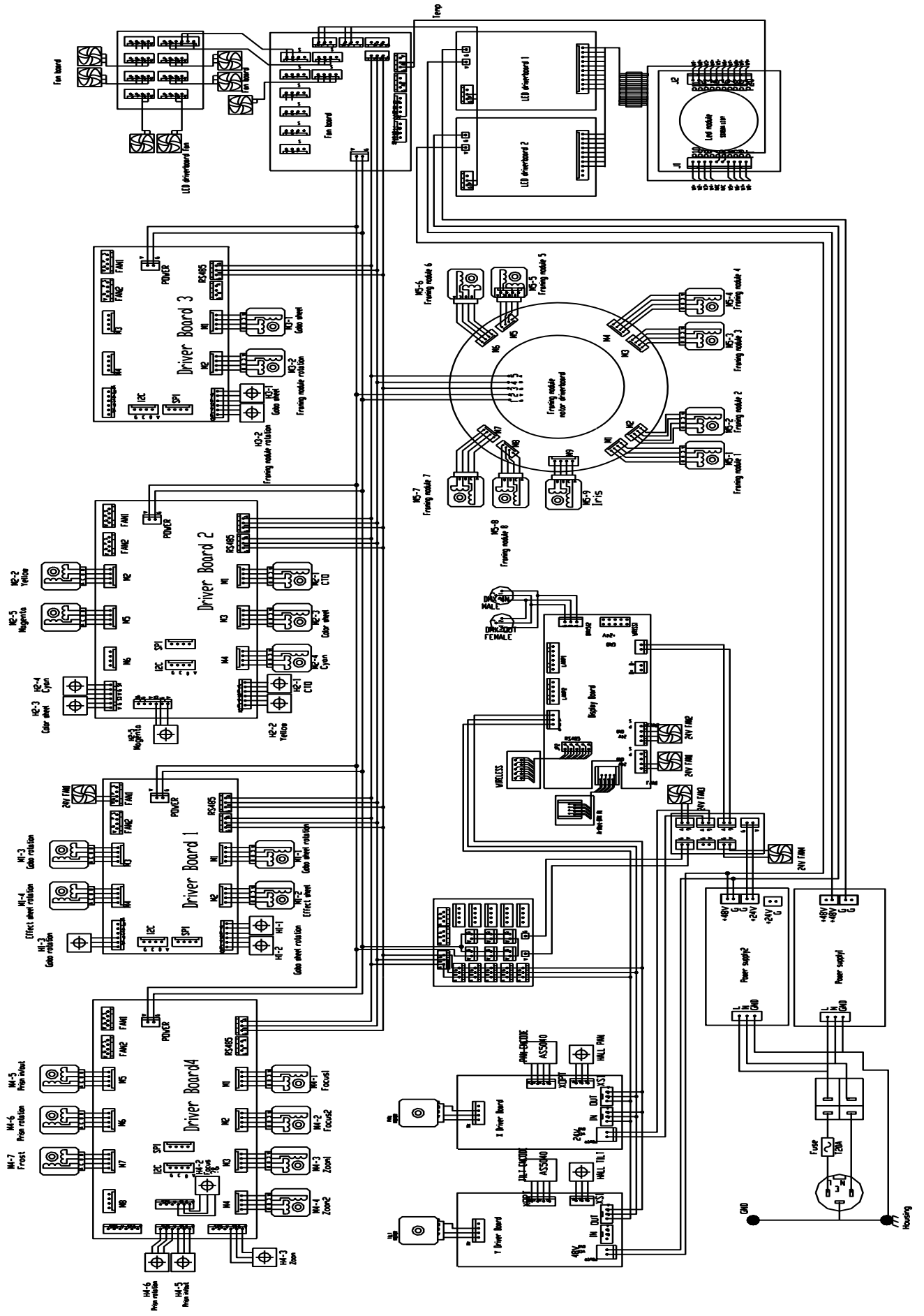
**LIGHT OUTPUT**

56° lux	0	2596	649	288	162	104	72
6° lux	0	87198	21800	9689	5450	3488	2422



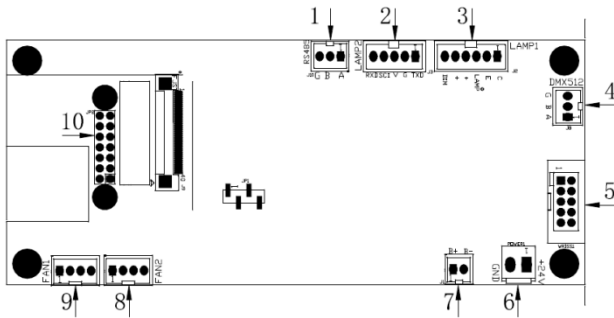
DIAMETER(m)	0	5	10	15	20	25	30
6° DIAMETER(m)	∅0.0	∅0.63	∅1.26	∅1.89	∅2.51	∅3.14	∅3.77
56° DIAMETER(m)	∅0.0	∅5.03	∅10.05	∅15.08	∅20.11	∅25.13	∅30.16

**9. CIRCUIT DIAGRAM AND PCB CONNECTIONS**  
**.CIRCUIT DIAGRAM**



## •PCB CONNECTIONS

Display board



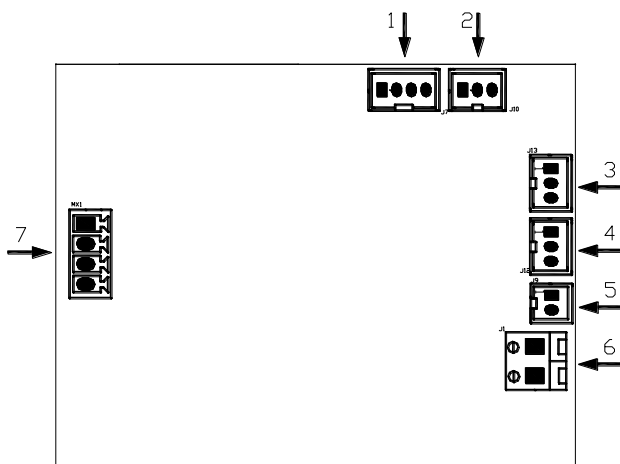
No	Name
1	485 Signal
2-3	Reserved
4	DMX 512 Signal
5	Wireless
6	Power Input
7	Reserved
8-9	Fan
10	Internet Input

LED Driver board



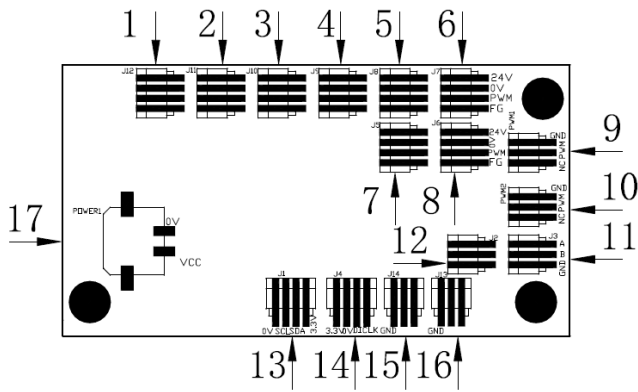
No	Name
1	48V Input -
2	48V Input +
3	PWM Input
4	LED driver Output

Pan and Tilt board



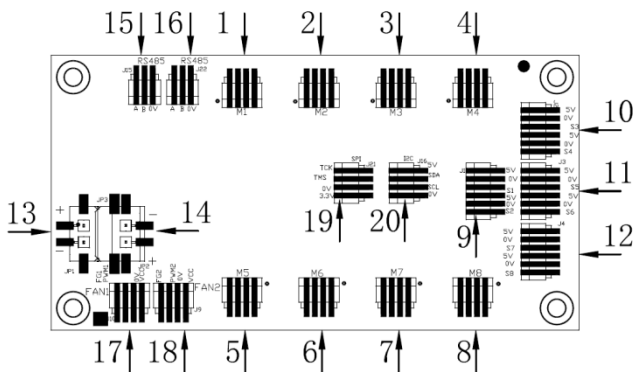
No	Name
1	Pan & Tilt encoder
2	Magnet sensors for pan and tilt
3	DMX signal input
4	DMX signal output
5	Reserved
6	24V input
7	Motors for Pan and Tilt

8-channel fan board



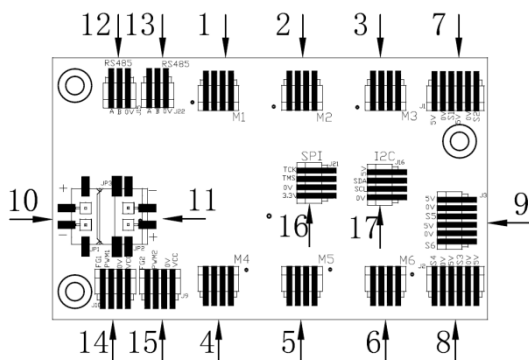
No	Name
1-8	PWM Fan Output
9	PWM Output
10	PWM Output
11-12	485 Signal
13-15	Reserved
16	Temperature
17	Power Input

7-channel driver board



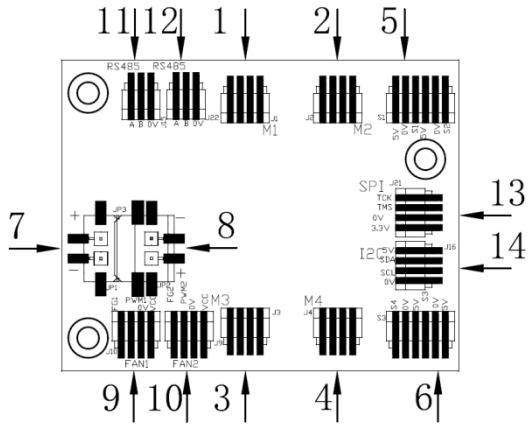
No	Name
1-2	Zoom Motor
3-4	Focus Motor
5	Prism In/Out Motor
6	Prism rotation Motor
7	Frost Motor
8	Reserved
9	Magnet sensors Zoom
10	Magnet sensors Focus
11	Prism/Prism rotation magnet sensor
12	Reserved
13-14	Power Input
15	485 Signal fo Input
16	485 Signal Output
17-20	Reserved

5-channle driver board



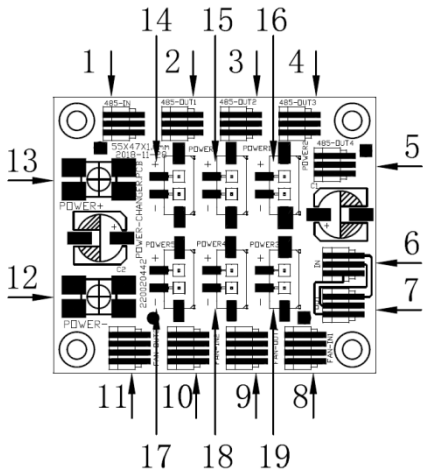
No	Name
1	CTO Motor
2	Colour wheel Motor
3	Cyan Motor
4	Yellow Motor
5	Pink Motor
6	Reserved
7	Magnet sensor for CTO
8	Magnet sensors for Colour wheel/Cyan
9	Magnet sensors Pink
10-11	Power Input
12	485 Signal Input
13	485 Signal Output
14-15	Fan
16-17	Reserved

4-channel driver board



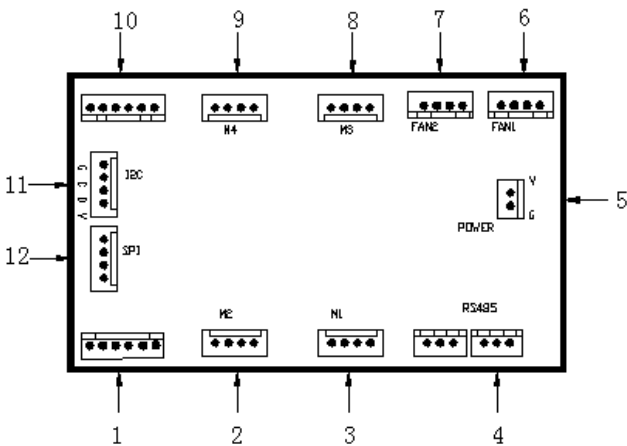
No	Name
1	Rotating gobo wheel rotation motor
2	Effect wheel In/Out motor
3	Gobo rotation motor
4	Effect wheel rotation motor
5	Rotating gobo wheel magnet sensor
6	Gobo rotation sensor
7-8	Power Input
9-10	Fan
11	485 Signal Input
12	485 Signal Output
13-14	Reserved

Power supply converting board



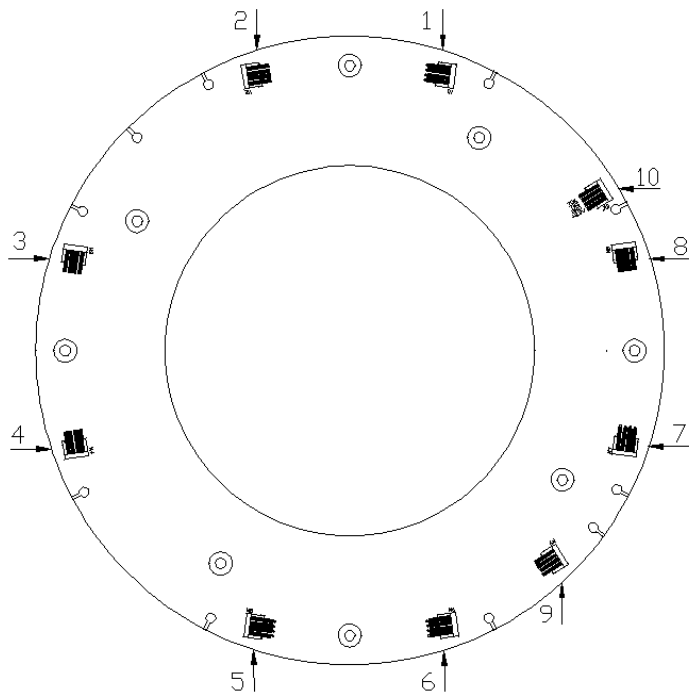
No	Name
1-5	485 Signal
6-11	Reserved
12	24V Input +
13	24V Input -
14-19	24V Output

2-channel driver board



No	Name
1	Magnet sensors
2	Framing Motor
3	Gobo Motor
4	485Signal
5	24V Input
6-12	Reserved

# Framing module board



No	Name
1-8	Framing motor
9	Iris motor 1
10	Software flashing interface

## 11. COMPONENT ORDER CODES

NAME	PART NO.	QUANTITY	REMARK
POWER SUPPLY	192010215	1	
POWER SUPPLY	192010228	1	
LED ENGINE	150020326	1	
FAN FOR LED ENGINE	030060109	2	
BLOWER FOR COLOR WHEEL	030060117	1	
BLOWER FOR BASE	030060075	1	
LED DRIVER FAN	030060084	2	
FAN FOR BASE	030060084	2	
FAN FOR LENS	030060121	1	
BLOWER FOR LENS	030060072A	1	
FOCUS MOTOR	030040213	2	
ZOOM MOTOR	030040154A	2	
PRISM IN/OUT MOTOR	030040132A	1	
PRISM ROTATION MOTOR	030040203	1	
FROST IN/OUT MOTOR	030040220A	1	
MOTOR FOR ROTATING GOBO WHEEL	030040132A	1	
MOTOR FOR ROTATING GOBO	030040293	1	
MOTOR FOR FIXED GOBO WHEEL	030040221A	1	
MOTOR FOR IRIS	030040088	1	
MOTOR FOR EFFECT IN/OUT WHEEL	030040236	1	
MOTOR FOR EFFECT WHEEL ROTATION	030040257A	1	
MOTOR FOR COLOR WHEEL	030040221A	1	
MOTOR FOR CMY	030040211A	3	
MOTOR FOR CTO		1	
MOTOR FOR PAN	030040252	1	
MOTOR FOR TILT	030040262	1	

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