

XRLED 400 BWS

PR-8152

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

1. SAFETY AND WARNINGS.....	3
2. INSTRUCTIONS.....	4
3. APPERANCE.....	5
4. INSTALLTION.....	5
5. SETUP AND TONFIGURATION.....	10
6. OPERATION MENU.....	11
7. DMX PROTOCOL	13
8. ERROR MESSAGES.....	16
9. TECHNICAL DATA.....	16
10. CIRCUIT DIAGRAM	20
11. COMPONENT ORDER CODES.....	21
APPENDIX.....	22

ACCESSORIES

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

Name	Quantity	Unit	Remark
Safety cord	1	Pc	
Clamp	2	Pc	
Foldable clamp	2	Pc	Optional
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: Products are calculated on the date of delivery by the company, 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.
- If a lamp is damaged or deforms because of heat, it should be replaced.



- The projector is for indoor use only, IP20.
- It cannot be used in humid and dusty areas. And it cannot contact water and other non-corrosive liquids.
- The projector should be kept away from high temperature, fire, electrical surge, vibration and strong light while being operated
- The projector is only intended for installation, operation and maintenance by qualified personnel. And the operation must strictly follow the procedures in the manual
- No repairable parts in the projector and do not open covers for maintenance by yourself.
- Don't look straightly into the light sources especially for epileptics, otherwise eyes will be burned.
- Do not connect a projector to any type of dimmer pack.
- If the lamp, 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.
- Keep the lamp clean and do not touch it with bare hands.
- 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 the projector
- Each projector must be properly earthed and installed as per related electrical standards.
- Do not use power cord with its insulator damaged and connect the power cord with other cables.
- If the projector is not used or under cleaning,, please hold the plug and unplug it. Do not unplug it forcefully or by pulling the power cable.
- All power cords must conform to related safety and regulations
- While being operated, the projector should not be under rains or in humidity.
- Do not switch on and off the projector constantly in very short intervals, otherwise the light source's and



other electrical parts' life will be shortened



- There are safety cord holes at the bottom of the base of a projector. In view of safety, please run the safety cord supplied through the safety cord holes for safety support.
- Before any installation, maintenance and cleaning work, please ensure a projector is disconnected from power mains.



- After stable operation under normal situation, its temperature is 80°C.
- While the lamp is stricken for the first time, there will be smoke and strange smell. It's normal and does not mean a projector has some defects.
- While it running, don't touch the metal housing 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 8m.
- 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.
- Do not let the front lens under sunlight or other strong light sources at any angle, otherwise the danger of fire can be caused by the focused beam by the lens inside a projector.



- 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

Keeping a projector is necessary and the dust, oil and smoke should not accumulate on or in it, otherwise its light output will be greatly compromised. Regular cleaning will ensure light output at maximum and reliable running during its whole life span. It's advised to use soft cloth with good quality detergent. Under whatever circumstances, it should not use alcohol or other solvent.

For the accumulation of oil and smoke on the front lens, thus sharp decrease in light output, the front lens should be cleaned once every week. Cooling fans cleaned once every month. Internal items inside the projector should be cleaned once every year using vacuum or blower. Color filters, rotators and internal mirrors should be cleaned once every month.

Regular inspection of air filters and clean them before they fully blocked. Clean air filters at the bottom of the base. Please vacuum or compressed air to clean and put them back after cleaning.



- Before any maintenance and cleaning, please ensure the project is off the power
- Only qualified person is allowed to do maintenance
- During maintenance and before maintenance, the projector must be off power.



- To avoid internal damage, sun light or other light mustn't penetrate into the projector via front lens whether it runs or not
- Do not use alcohol or other organic solvent to clean the housing to avoid damage.
- Do not use any solvent with chemical elements to clean color filters or hot mirror.
- Hot mirror should be cleaned every 3 days and coated with

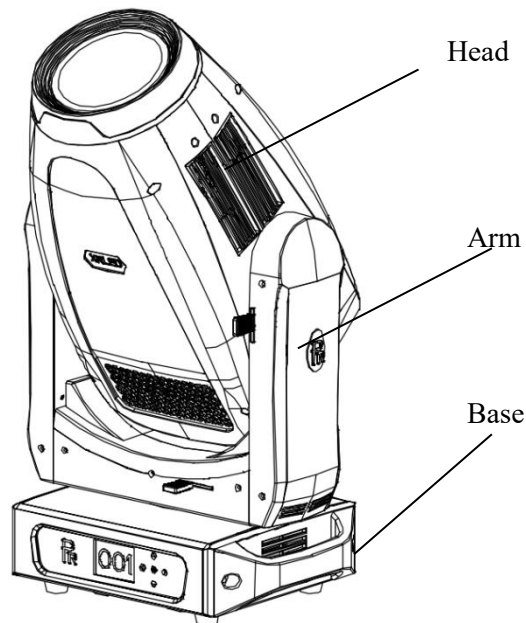
•LUBRICATION

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

3. APPEARANCE

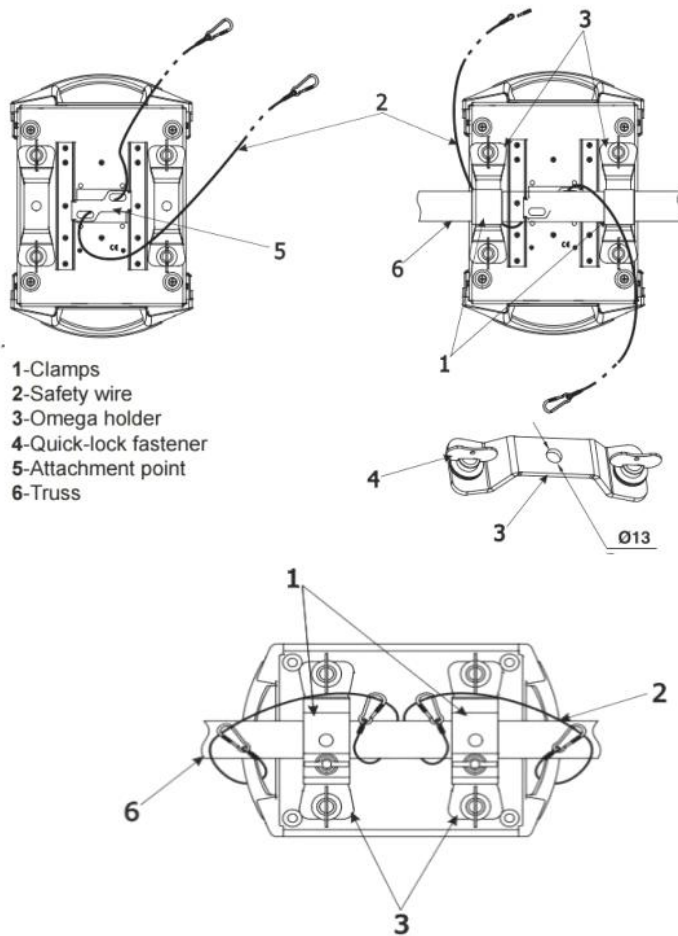


4. INSTALLATION

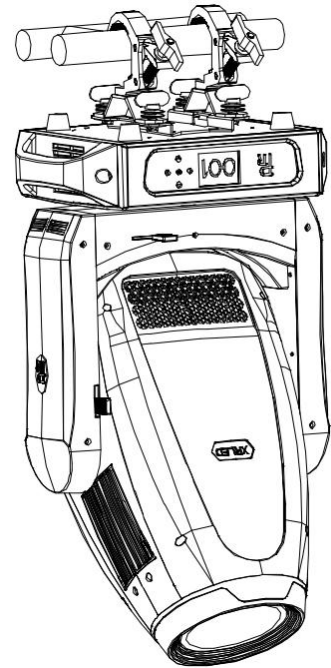
A projector can be placed on the stage floor directly or mounted on a truss at any direction without impacting its performance. Please use a safety cord, which can support 10 times the weight of the projector, while mounting it on the truss. The safety cord should be used with magazine with a lock. Just as the figures below, please run the safety cord through the holes at the bottom of the base and around the truss.

• **RIGGING**

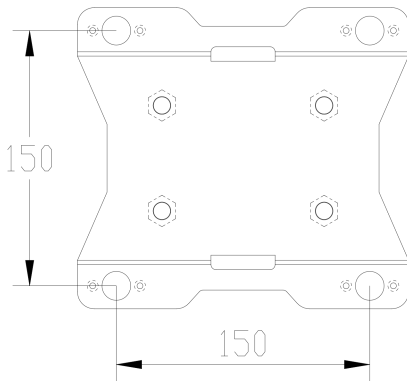
1. Use M12 bolt to fix the clamp(1) into the omega holder (3), run the bolt through the holder's holes
2. Push 2 quick-lock fasteners(4) into holes at the bottom of the base, fix them and tighten them clockwise
3. Run safety cord(2) through holes at the bottom of the base and around the truss(6)



- 1-Clamps
- 2-Safety wire
- 3-Omega holder
- 4-Quick-lock fastener
- 5-Attachment point
- 6-Truss



The bracket of BASE:



Use the spanner supplied with a projector to help installation.



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.

It must use secondary safety accessory like appropriate net. The structures of the secondary accessory must ensure that while malfunction happens, the installed parts won't fall to the ground.

While rigging, mounting or maintaining, the projector mustn't be placed in the areas listed hereinafter: the bridge, high work areas or other dangerous areas.

The operator of the projector or its related safety items must be accepted by safety experts before first launching or re-running after any replacements or repairing.

The operator must ensure a test before acceptance every 4 years and the related safety measures and installation accepted by experts.

The operator must ensure the related safety measures and its installation must be approved by the technicians every year. The projector may be installed in places under which people may walk by or sit. Important! Installations in high places requires wide experience, including but not limited to load limit calculation, the installing materials needed and regular inspection of installing materials and the projectors. If lacking the qualifications, please don't try installation by yourself, but seek help from professionals using designated lifting gears. Abnormal installation may cause body harm or property damages.

The projectors must be installed in places where people can't reach. If they are removed from ceiling or high places, professional truss must be used. It is forbidden to let any projector move freely in a room after installation.

Note: Device falling down can cause heavy body harm! If you have any questions about its safety, don't install any projector! Before installation, please ensure mounting areas can endure 10 times the weight of a project at least.

• **POWERCONNECTION**

Connect the power cord as follows:

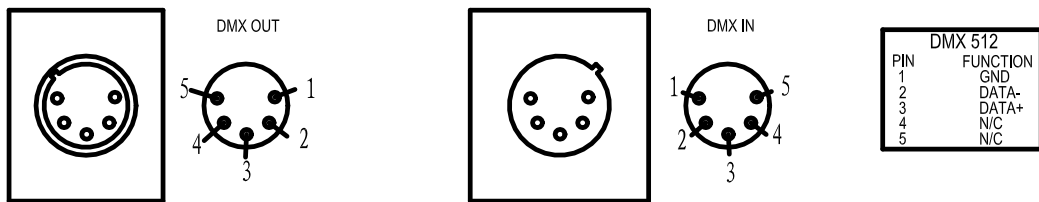
- L(live) =brown
- E (earth) =yellow/green N
- (neutral)=blue

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.

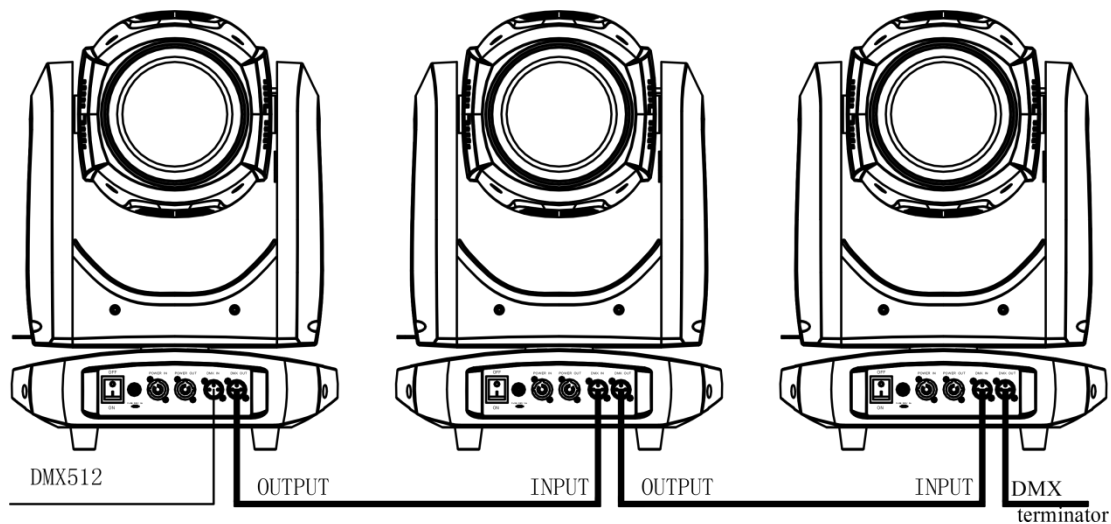
• **DMX CONTROLCONNECTION**



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

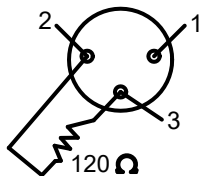
Connect the controller's DMX output to the first fixture's DMX input, and connect the first fixture's DMX output to the second fixture's DMX input and connect the rest fixtures in the same way. Eventually connect the last fixture's DMX output to a DMX terminator as shown in the figure below.



• DMX TERMINATOR

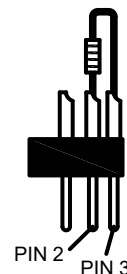
In the Controller mode, at the last fixture in the chain, the DMX output has to be connected with a DMX terminator. This prevents electrical noise from disturbing and corrupting the DMX control signals.

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.



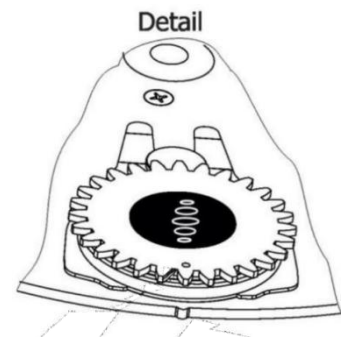
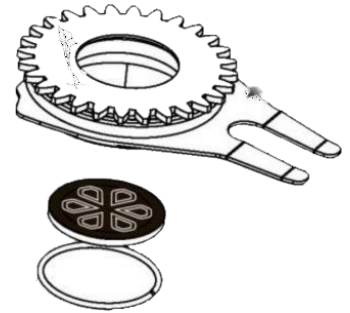
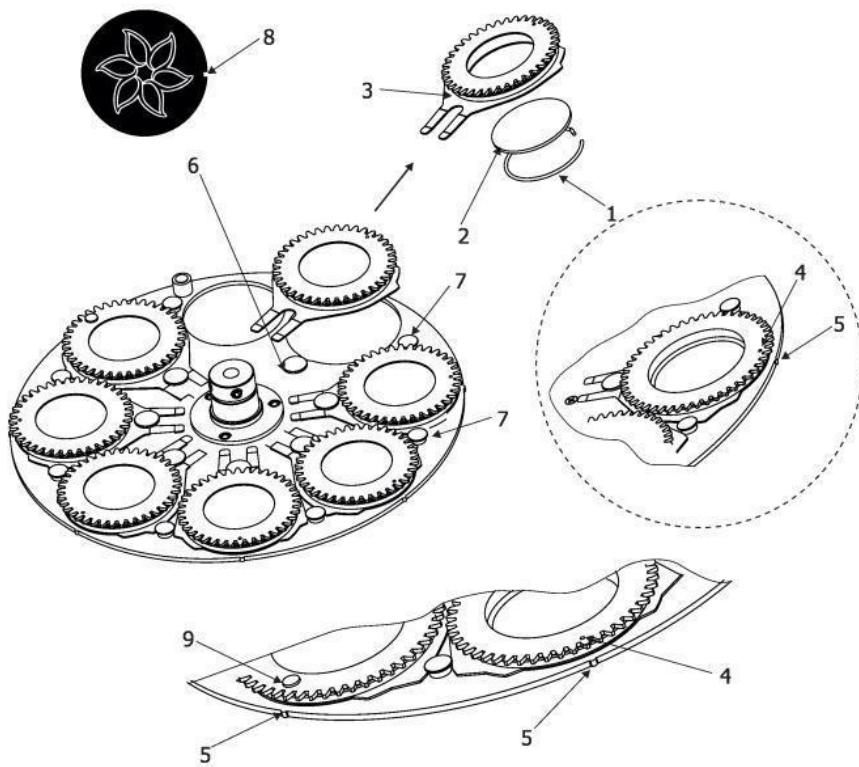
**DMX TERMINATOR
CONNECTION**

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.



GOBO REPLACEMENT

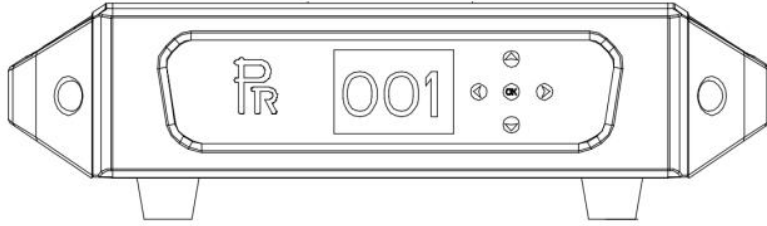
1. Disconnect the projector with mains power and let it cool
 2. After loosening 4 1/4 fasteners of the head cover, remove it
 3. Gently pull the gobo holder(3) from rotating gobo wheel upward.
 4. Use appropriate tool like flat screwdriver of small size to remove spring lock(1). Do not use bare hand to touch pattern side of the gobo.
 5. Remove the old gobo(2) and insert new one with the smooth side facing light source. At the edge of the GleeLite gobo, there is small positioning point(8), which must overlap with gobo holder's positioning point(4). Insert spring lock and fix the gobo inside the goboholder.
 6. Insert the gobo holder into the rotating gobo wheel via locking pins (6 and 7) and ensure positioning point (4) overlaps extruding point in the shape of tooth at the edge of the rotating wheel(5). Important! After inserting rotators into the wheel, the neighboring rotators must be positioned based on same rules, which means positioning point(4) must overlap extruding point(5) at the edge of the wheel. With 2 markings (4) and (5), when the wheel is at proper position where the rotators can be inserted, the rotators can be placed one by one.
 7. Before power on, please install the head cover.
 8. Use menu to fine tune replaced gobos(Service->Calibration->Standard effect->R. Gobo Indexing 1...R Gobo Indexing(6)
- Note: The magnet(9) in the gobo holder is of the same function as the positioning point(4).



DANGER!
BEFORE GOBO REPLACEMENT, IT MUST BE OFFPOWER!

5. SETUP AND CONFIGURATION

•FRONT PANEL OPERATION



To browse through or view a projector's function settings, push any key to activate the screen after power-on.. After screen unlocked, push both key and to enter into menus. Each main menu has its sub-menus with different special functions, for details please see the 5th point hereinafter OPERATION MENU.

1、 Under menu page for function settings, push ▲ or ▼ to select function desired.

2、 During menu operation ► key is to escape, (OK) key means ENTER, push (OK) key to save settings or enter into

submenus, push ▲ or ▼ key to change values (plus or minus) . Push ► key to go back to upper menu. If not, the screen will go back to initial display automatically.

•DMX START ADDRESS

Push any key to enter into options interface.

If multiple projectors are controlled by DMX controller, each projector must have its own DMX address to receive DMX signals from the controller and respond to them. The projector has 2 DMX modes. There are short mode and standard mode. For example standard mode has 27 channels, so set the No. 1 projector's address 001, No. 2 projector's address 028, No. 3 projector's address 055, No. 4 projector's address 82 and so on.

Turn on a projector and push any key to enter into options interface

Select CHANNEL MODE icon and push ENTER key (OK) . Select DMX ADDRESS in 2nd level menu to set start address

Push key UP ▲ or DOWN ▼ to set value desired.

Push ENTER key (OK) to confirm it.

Push ESCAPE key ► to enter into upper level menus.

•STAND-ALONE MODE

Without connecting a projector with a controller via XLR cable, after preset memories under the master mode enabled, it will run in Stand-Alone mode.

•MASTER/SLAVE MODE

(1) Edit the scene desired

Two ways to edit scene

a. Edit manually

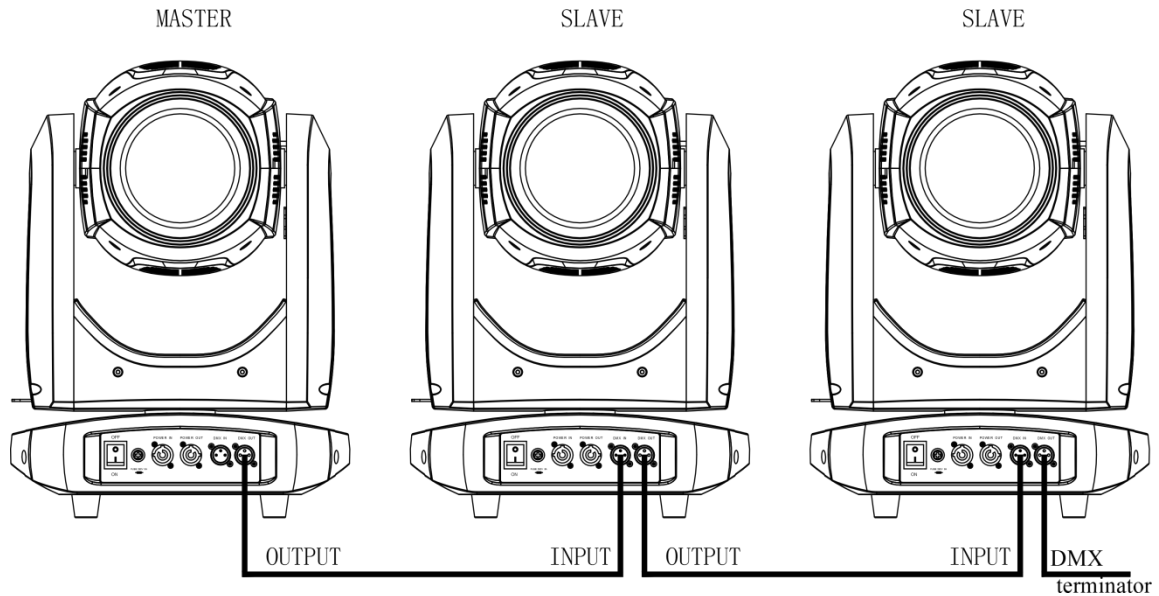
Disconnect a projector from XLR cable and enter into scene editing via control panel. A scene has 20 steps and select any step via its sequence No.. Enter into channel control to edit its data. After disconnected from a DMX controller, a projector will respond to data edited simultaneously.

b. Edit with help of a DMX controller

Use a DMX controller to control a projector. After the projector is controlled properly in positions, select the sequence No. of step to be saved and click to store DMX values.

Current DMX data will be automatically saved to its scene's data and the sequence NO. added 1. And so on, it can save 20-step scene.

(2) Select use mode from scene menu. There are 2 modes for selection: single and recycle. If not used, it can be closed.



6. OPERATION MENU

Main Menu	Level 1	Level 2	Level 3	Press the button
DMX Address code Settings	Address: 001	001-512		
Channel Mode:		22CH/28CH		
Reset		Motor Power	On/off	
		Reset All	On/off	
		Pan Tilt	On/off	
		Color	On/off	
		Gobo	On/off	
		Beam Path	On/off	
Run		DMX/User/Auto		
Manual		Pan	0-255	
		Tilt	0-255	
		P/T Speed	0-255	
		Strobe	0-255	
		Dim	0-255	
		Color	0-255	
		Gobo	0-255	
		GoboWheel	0-255	
		Rot Gobo	0-255	
		Prisml	0-255	
		Rot Prisml	0-255	
		Fire Arm	0-255	
		Fire Wheel Rot	0-255	
		Frost	0-255	
		Zoom	0-255	
		Focus	0-255	
	C	0-255		
	M	0-255		
	Y	0-255		
	CTO	0-255		
Run Settings	Pan/Tilt Settings	Manual Pan/Tilt		On/off
		X Reverse		N/Y
		Y Reverse		N/Y
		Speed Chn		Yes/No

	DimCurve	Linear/Square/Square Root/S-Curve/Log	
	If No DMX	Power On	Middle/Auto/User/No Effect
		Run Time	Shutter Off/Keep
Silent Mode	OFF/ON		
Advanced Settings	Adj	Input PSW	****
	LCD Display	Sleep	30sec/2min/10min/No
		Flip	No/Yes
		Auto Lock	N/Y
	Language	English/Chinese	
	Ignore Err	Raster Waveform	No/Yes
	Adj Recover	Input PSW	****
DMX Value			
Info	Error		
	LED	Usage Times	****hr
		Clear Times	****
	Test Mode	Fan Test	
		Pan/Tilt	

7. DMX PROTOCOL

DMX channel		Value	Function
Short Mode 22CH	Standard 28CH		
1	1	Pan	
		0-255	0-100%
	2	Pan Fine	
		0-255	0-100%
2	3	Tilt	
		0-255	0-100%
	4	Tilt Fine	
		0-255	0-100%
3	5	Pan and Tilt speed	
		0-255	Fast ->Slow
4	6	Strobe	
		0-3	Close
		4-103	Strobe: Slow->Fast
		104-107	Open
		108-207	Pulse strobe: Slow->Fast
		208-212	Open
		213-225	Strobe at random: slow speed
		226-238	Strobe at random: medium speed
		239-251	Strobe at random: fast speed
252-255	Open		
5	7	Dimmer	
		0-255	0-100%
	8	Dimmer Fine	
		0-255	0-100%
6	9	C	
		0-255	0-100%
7	10	M	
		0-255	0-100%
8	11	Y	
		0-255	0-100%
9	12	CTO	
		0-255	0-100%
10	13	CMY macro	
		0-3	No function
		4-255	CMY to-and-fro movement
11	14	Colors	
		0-7	Open
		8-15	Open+Color1
		16-23	Color1
		24-31	Color1+Color2
		32-39	Color2
		40-47	Color2+Color3
		48-55	Color3
		56-63	Color3+Color4
64-71	Color4		

		72-79	Color4+Color5
		80-87	Color5
		88-95	Color5+Color6
		96-103	Color6
		104-111	Color6+Color7
		112-119	Color7
		120-127	Color7+Open
		128-190	Clockwise rotation: Fast->Slow
		191-192	Stop
		193-255	Anti-clockwise rotation: slow->fast
12	15	Fixed gobo wheel	
		0-5	Open
		6-15	GOBO1
		16-25	GOBO2
		26-35	GOBO3
		36-45	GOBO4
		46-55	GOBO5
		56-65	GOBO6
		66-75	GOBO7
		76-92	GOBO1 SHAKE: Slow->Fast
		93-109	GOBO2 SHAKE: Slow->Fast
		110-126	GOBO3 SHAKE: Slow->Fast
		127-143	GOBO4 SHAKE: Slow->Fast
		144-160	GOBO5 SHAKE: Slow->Fast
		161-177	GOBO6 SHAKE: Slow->Fast
		178-199	GOBO7 SHAKE: Slow->Fast
		200-201	Open
		202-227	Clockwise rotation: Fast->Slow
228-229	Stop		
230-255	Anti-clockwise rotation: slow->fast		
13	16	Rotating GOBO wheel	
		0-5	Open
		6-15	GOBO1
		16-25	GOBO2
		26-35	GOBO3
		36-45	GOBO4
		46-55	GOBO5
		56-65	GOBO6
		66-75	GOBO7
		76-92	GOBO1 SHAKE: Slow->Fast
		93-109	GOBO2 SHAKE: Slow->Fast
		110-126	GOBO3 SHAKE: Slow->Fast
		127-143	GOBO4 SHAKE: Slow->Fast
		144-160	GOBO5 SHAKE: Slow->Fast
		161-177	GOBO6 SHAKE: Slow->Fast
		178-199	GOBO7 SHAKE: Slow->Fast
		200-201	Open
		202-227	Clockwise rotation: Fast->Slow
228-229	Stop		

		230-255	Anti-clockwise rotation: slow->fast
14	17	GOBO Rotation	
		0-127	Positioning:0-360°
		128-191	Clockwise rotation: Fast->Slow
		192-255	Anti-clockwise rotation: slow->fast
	18	GOBO Rotation fine	
		0-255	0-100%
15	19	4 facet prism	
		0-127	No Function
		128-255	Prism in
16	20	4 facet prism rotation	
		0-127	0-360°
		128-190	Clockwise rotation: Fast->Slow
		191-192	Stop
		192-255	Anti-clockwise rotation: slow->fast
17	21	Effect wheel	
		0-127	No Function
		128-255	Effect wheel in
18	22	Effect wheel rotation	
		0-3	No Function
		4-129	Clockwise rotation: Fast->Slow
		130-255	Anti-clockwise rotation: slow->fast
19	23	Frost	
		0-255	0-100%
20	24	Zoom	
		0-255	0-100%
	25	Zoom Fine	
		0-255	0-100%
21	26	Focus	
		0-255	0-100%
	27	Focus Fine	
		0-255	0-100%
22	28	Functional channel	
		0-199	No Function
		200-209	Pan & Tilt reset
		210-219	Head reset
		220-229	All reset
		230-255	No Function

8.ERROR MESSAGE

Name	Type	Correction
Pan	Optical sensor error: Pan	Check if wiring, optical sensor and motors are normal
Tilt	Optical sensor error: Tilt	Check if wiring, optical sensor and motors are normal
Pan & Tilt driver board	Communication error: module1	Check if wiring, hall sensor and motors are normal
Motor driver board	Communication error: module2	Check if wiring, hall sensor and motors are normal
Focus	Hall error: Focus	Check if wiring, hall sensor and motors are normal
Zoom	Hall error: Zoom	Check if wiring, hall sensor and motors are normal
Effect wheel	Hall error: Effect wheel	Check if wiring, hall sensor and motors are normal
Color wheel	Hall error: Color wheel	Check if wiring, hall sensor and motors are normal
Fixed gobo wheel	Hall error: Fixed gobo wheel	Check if wiring, hall sensor and motors are normal
Rotating gobo wheel	Hall error: Rotating gobo wheel	Check if wiring, hall sensor and motors are normal
GOBO Rotation	Hall error:GOBO Rotation	Check if wiring, hall sensor and motors are normal

9. TECHNICALDATA

ELECTRIC PARAMETERS

Input voltage : 120V~240VAC, 50/60Hz
 Input power : 600W @ 220V
 Current at Maximum : 4.5A @ 120V
 Power factor: PF>0.9

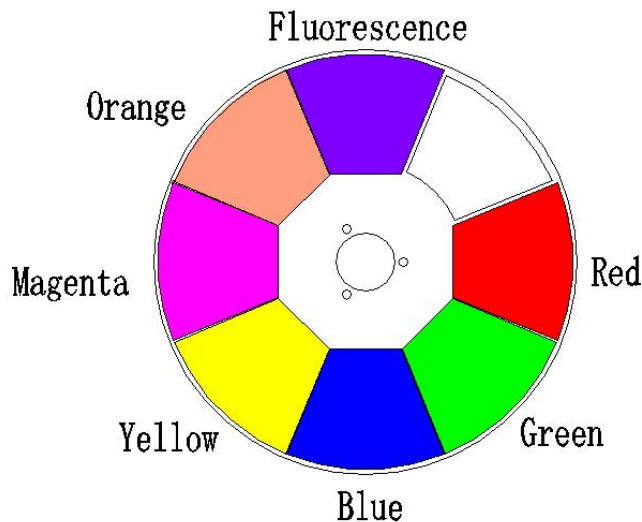
THE SPECIFICATIONS OF THE LIGHT SOURCE

LED : 500W White LED Engine
 Colortemperature : 7800K±200K
 CRI : >72 (Standard)
 CRI : >90 (Optional)
 LED life expectancy: 40000Hrs L70

It may change based on various factors, for example like the type of usage and environment condition

COLORS

1Color wheel: 7colors + Open
 CMY+CTO



CMY



C



M



Y



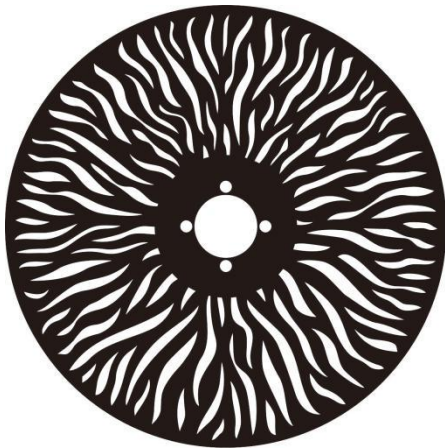
CTO

FIXED GOBO WHEEL/EFFECTWHEEL

1 fixed gobo wheel: 7 gobos+open, gobo diameter=6.5mm, its thickness=0.5mm

1	2	3	4	5	6	7

1 fire effect wheel



ROTATING GOBO WHEEL

1 rotating gobo wheel: 7 gobos +open Gobo diameter Φ 19.5mm, 4mm thick

1	2	3	4	5	6	7

PRISM/FROST

1 4-facet prism
1 Frost

FOCUS

DMX linear focus

DIMMER /STROBE

Strobe at variable speeds
0-100% linear dimmer

HEAD MOVEMENT

Pan 540°, Tilt 270° with 16 bit control

BEAMANGLE

Beam: 5°~ 45°
Spot : 11° ~46°
Wash: 8° ~ 48°

CONTROL

Projector and lamp information readable, external DMX value received and thermal sensor built-in for error and malfunction analysis Preset memory

Unintentional head move to cause power-off, quiet fans for cooling

International standard DMX 512 protocol, 5-pin interface 22channels in short mode and 28channels in standard mode

OPTIONAL WIRELESS CONTROL MODULE/RDM MODULE

Compliant with USITT DMX-512 (1986 and 1990) and 512-A Full DMX for fidelity and DMX framing integrity

Auto-detecting DMX framing size and speed

<5ms DMX delay

Frequency range: 2402-2480 MHz

HOUSING

High temperature ABS and aluminum , IP20

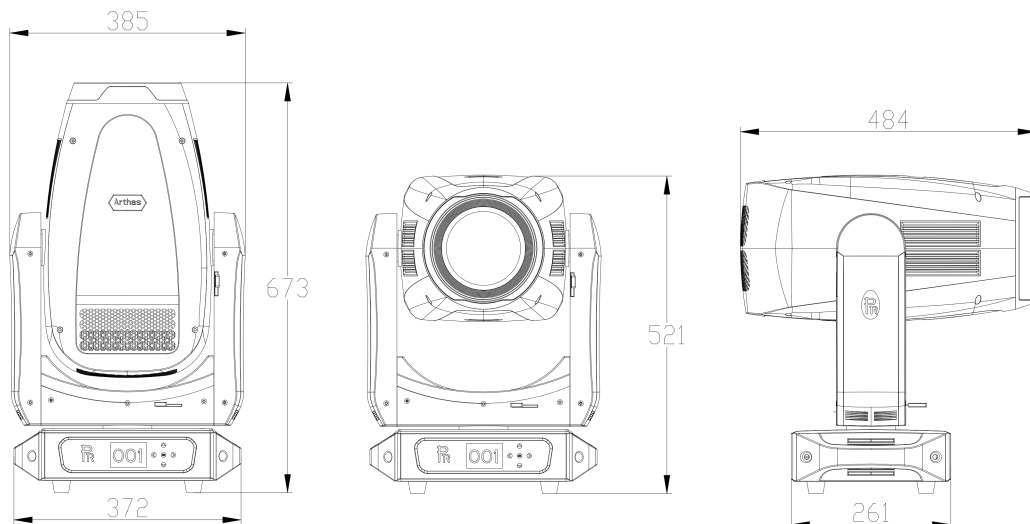
OPERATION TEMPERATURE

Ambient temperature at maximum: 45°C

Ambient temperature at minimum: -5°C

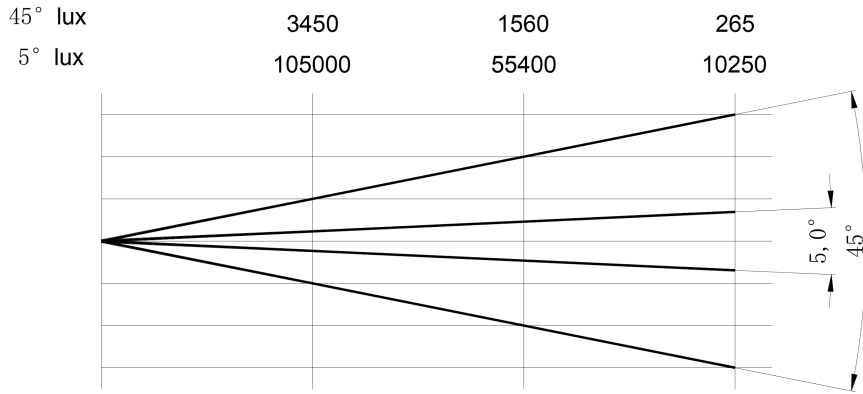
NET WEIGHT:

21.5Kg

SIZES:

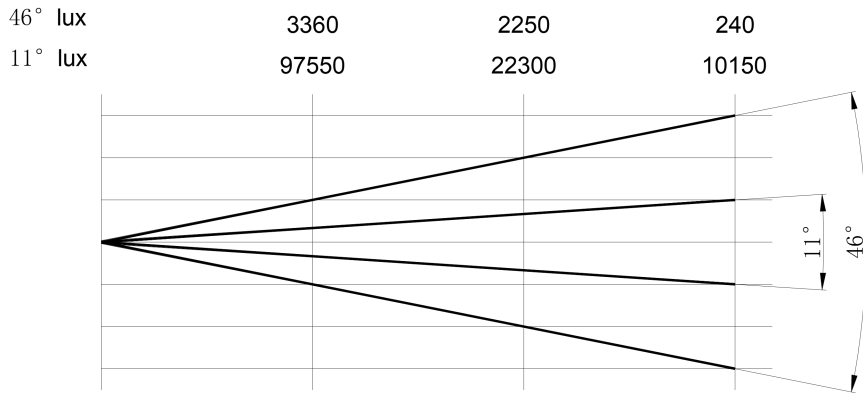
LIGHT OUTPUT

BEAM MODE



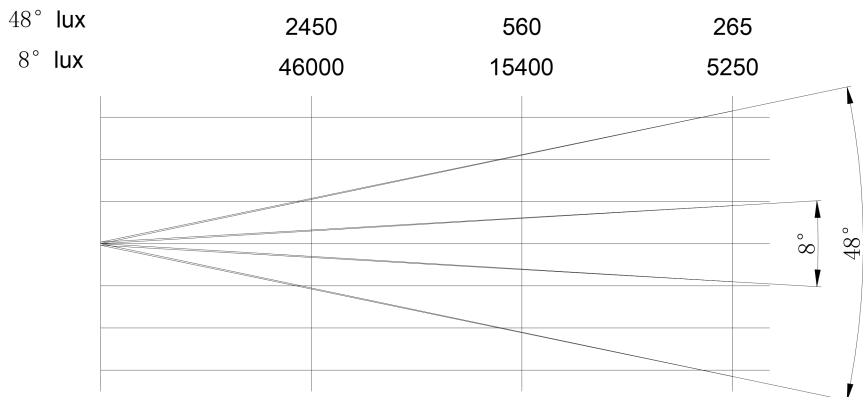
45° lux	3450	1560	265
5° lux	105000	55400	10250
DISTANCE (m)	5	10	15
5° DIAMETER (m)	∅ 0.44	∅ 0.87	∅ 1.31
45° DIAMETER (m)	∅ 4.14	∅ 8.28	∅ 12.43

SPOT MODE



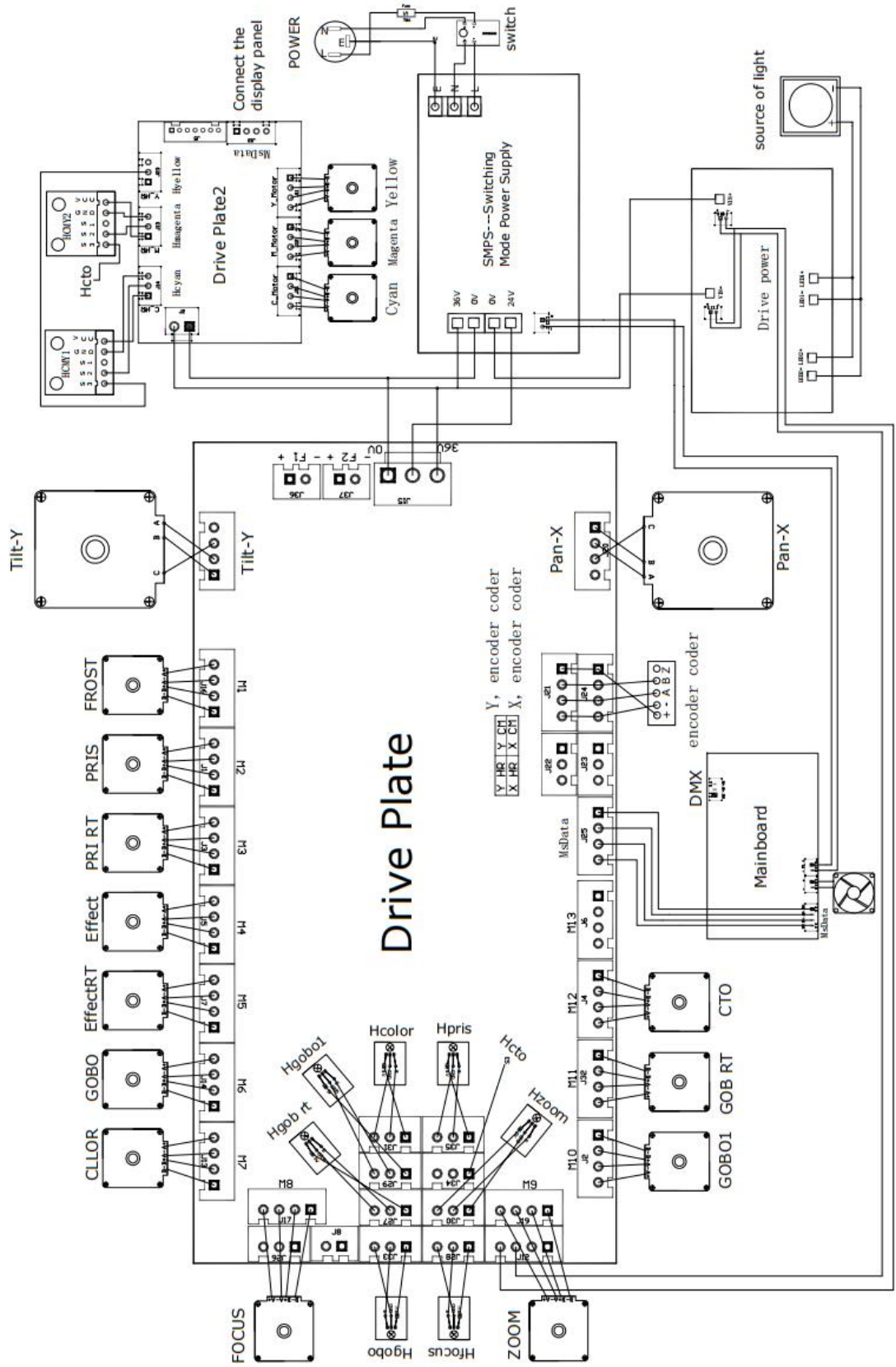
46° lux	3360	2250	240
11° lux	97550	22300	10150
DISTANCE (m)	5	10	15
11° DIAMETER (m)	∅ 0.96	∅ 1.93	∅ 2.89
46° DIAMETER (m)	∅ 4.24	∅ 8.49	∅ 12.73

WASH MODE



48° lux	2450	560	265
8° lux	46000	15400	5250
DISTANCE (m)	5	10	15
8° DIAMETER (m)	∅ 0.7	∅ 1.4	∅ 2.1
48° DIAMETER (m)	∅ 4.45	∅ 8.9	∅ 13.36

10. CIRCUIT DIAGRAM



11.COMPONENT ORDERCODES

Name	Code No.	Qty	Remarks
Pan Motor	50300-00181	1	
Tilt Motor	50300-00181	1	
Rotating gobo wheel	70232-00045	1	7 glass gobos
	70232-00046	1	
	70232-00047	1	
	70232-00048	1	
	70232-00049	1	
	70232-00050	1	
	70232-00051	1	
Color wheel	50502-00264	1	7colors, each code no. stands for one color
	50502-00265	1	
	50502-00266	1	
	50502-00267	1	
	50502-00268	1	
	50502-00269	1	
	50502-00270	1	
CMY	50502-00260	1	C
	50502-00261	1	M
	50502-00262	1	Y
	50502-00263	1	CTO
Fixed gobo wheel	70502-00009	1	
Fire effect wheel	70502-00029	1	
Switching power supply	50400-00040	1	
LED	50201-00018	1	

APPENDIX: SOME ITEMS REQUIRING ATTENTION AS FOR THE USE OF DISCHARGE LAMP

Dear Client,

The platinum lamps favored by the lighting sector have high color temperature, high brightness, high CRI, pure light beam and other advantages. For their use, some advice is offered for your reference:

1. After lamp on, it shouldn't be turned off in a very short while. Frequent lamp on and offs will wear out its electrodes, thus resulting in lower brightness and lumen decrease.
2. It's advised to turn off the lamp by controller, but not by shutting off the mains power which can stop the cooling system from working immediately, shortening the lamp's lifespan and may cause short circuit between the electrodes.
3. In case of emergent blackout, do not strike the lamp immediately after mains power recovers. The lamp can be re-stricken successfully 10-15minutes after lamp-off while the fixture's temperature is lower than the start one.
4. The metal vapor in the lamp can cause aging and harm to the place of the burner where it accumulates after the head is fixed at certain position for a long time, resulting in whitening of the burner glass, cracking in it and even damage, thus shortening of its life. It's advised to let the head move in slow speed after shutters closed while the fixture is idle to avoid the head at fixed angle for a long time.

Thank you for your trust and patience.

PR LIGHTING LTD.

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

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: 320021498
Old Version:20221124
New Version:20231211