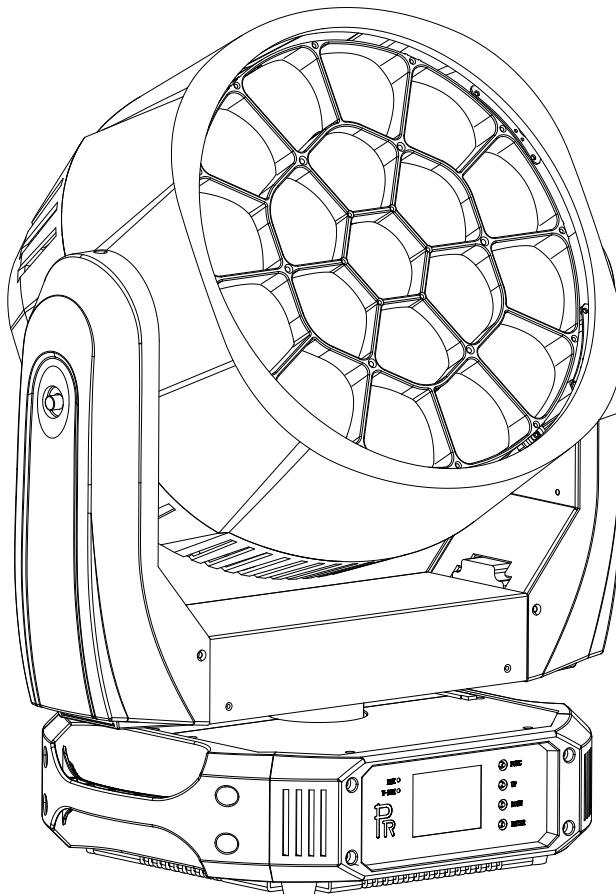




GALAXY

PR-8129

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

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

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ACCESSORIES

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

Name	Quantity	Unit	Remark
Clamp	2	Pc	
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.

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.

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

1. SAFETY AND WARNINGS



NOTE

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

The following safety signs are used in the user manual.

						
Warning	User Manual	Electrical shock	Goggles	Protective Gloves	Flames	High Temperature



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

- The manufacture is not responsible for loss caused by the user not following the manual or changing the projector as he/she likes

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

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



- The projector is for indoor use only, IP20.

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

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

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

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



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

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

- After lamp switched on, the minimum distance between the projector and illuminated surface is 10m

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



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

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

- While operating it, wear protective items.



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

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

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

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

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

- All power cords must conform to related safety and regulations

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

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



- There are safety cord holes at the bottom of the base of a projector. In view of safety, please run the safety cord supplied through the safety cord holes for safety support.

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



- After running for 30minutes, the temperature of the housing of the projector is 55°C.After stable operation , its temperature is 70°C.
- While the lamp is stricken for the first time, there will be smoke and strange smell. It's normal and does not mean the projector has some defects.



- Do not mount the projector directly on inflammable surface.
- Do not project the beam straightly on combustibile 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 wals is 50cm. At the same time, please ensure the fans and air inlets and outlets are workable.

2. INSTRUCTIONS

•CLEANING AND MAINTENANCE

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

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

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



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

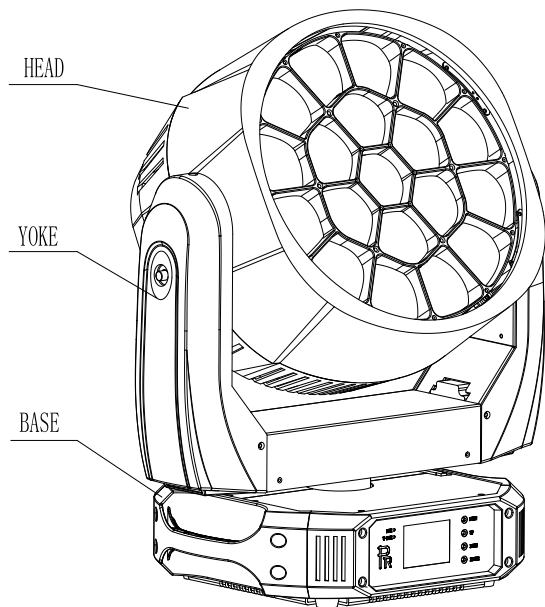


- To avoid internal damage, sun light or other light mustn't penetrate into the projector via front lens whether it runs or not
- Do not use alcohol or other organic solvent to clean the housing to avoid damage.
- Do not use any solvent with chemical elements to clean color filters or hot mirror.

•TROUBLESHOOTING

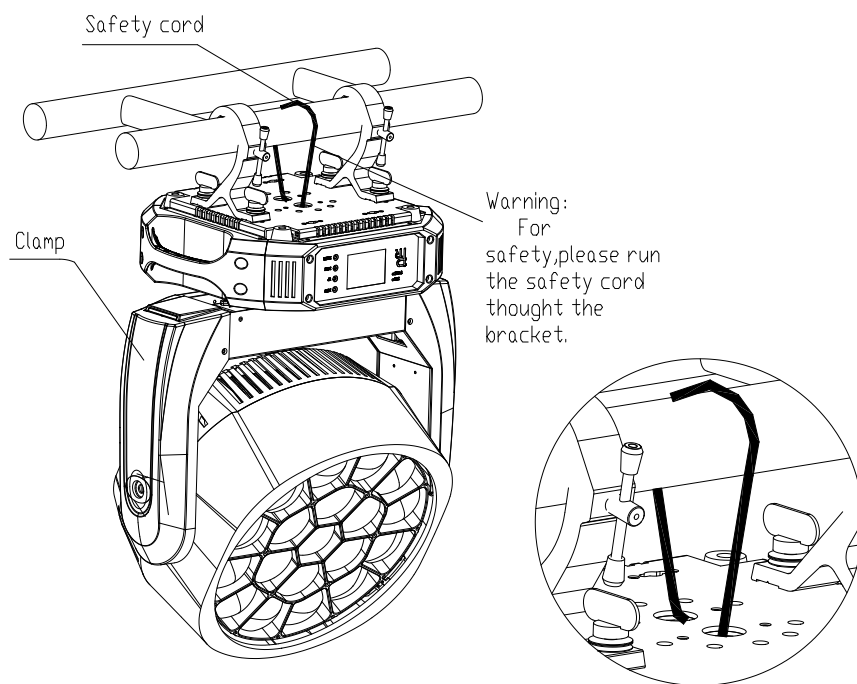
PROBLEM	ACTION
The projector doesn't switch on	➤ Check the power cord connection ➤ Power Switch fails or is not connected well, call a professional technician for repairing and checking ➤ Control board is not connected normally, call a professional technician for repairing and checking ,
The project can be turned on, but the LED lamps can't be on	➤ LED lamp board is not connected well, call a professional technician for repairing and checking
The LED lamps can be on, but not controlled by DMX	➤ Check DMX Start Address ➤ Check if XLR cable fails or not
The brightness decreases obviously	➤ Ambient temperature is too hot which makes the projector too hot, please take appropriate ventilation measures

3. APPEARANCE



4. INSTALLATION

•RIGGING



While transportation of the fixture, please lock both Pan and Tilt well; Before the use of the fixture, please unlock both. It's forbidden to run the fixture while it's locked.

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



WARNING:

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

• POWER CONNECTION

Connect the power cord as follows:

L (live) =brown

E (earth) =yellow/green

N (neutral) =blue

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

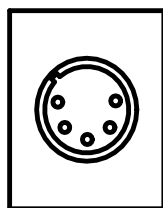
Note: If projectors are connected in series, please connect POWERIN port of the 1st projector with the Power Mains, then connect its POWER OUT with POWER IN of the 2nd projector, and so on till all fixtures are connected. If the voltage supplied is 200V-240V, the maximum projectors connected is 8pcs,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



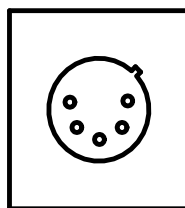
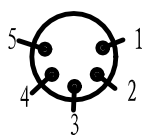
- The earth wire(yellow/green) must be connected to the ground. And electrical connection must be in accordance with the standards concerned.
- If any questions about the electrical installation, do not continue but consult a qualified electrician.

•DMX CONTROL CONNECTION

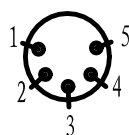
5-PIN



DMX OUT



DMX IN

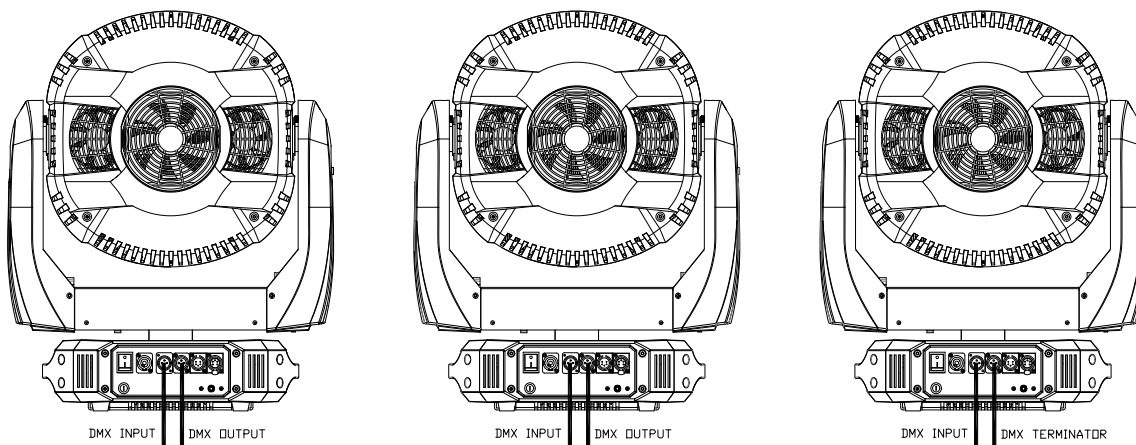


PIN	FUNCTION
1	GND
2	DATA-
3	DATA+
4	N/C
5	N/C

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).

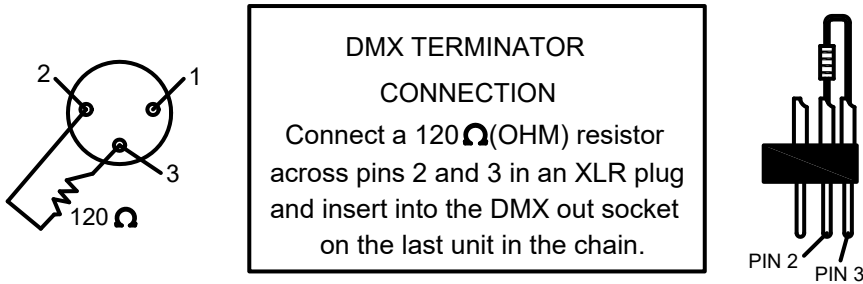
Connect the controller's DMX output to the first fixture's DMX input, and connect the first fixture's DMX output to the second fixture's DMX input and connect the rest fixtures in the same way. Eventually connect the last fixture's DMX output to a DMX terminator as shown in the figure below.



•DMX TERMINATOR

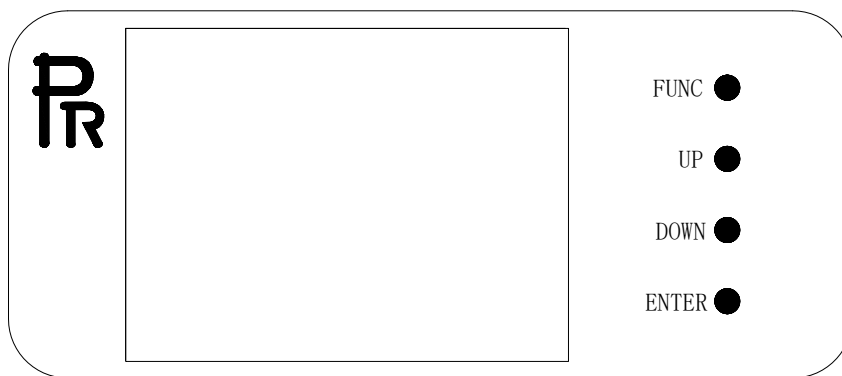
In the Controller mode, at the last projector in the chain, the DMX output has to be connected with a DMX terminator. This prevents electrical noise from disturbing and corrupting the DMX control signals.

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



5. SETUP AND CONFIGURATION

•FRONT PANEL OPERATION



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

Launch the projector and press button **ENTER** for more than 3seconds to unlock the panel, the display 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

If many projector s are controlled by the controller, each projector should be set with a start address to receive signals sent by the controller and respond to it. The projector have 3 DMX modes. There are short mode, standard mode and extended mode. For example standard mode has 30channels, so set the No. 1 Projector 's address 001, No. 2 Projector 's address 031, No. 3 Projector 's address 061 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

•DMX WIRELESS CONTROL (Optional)

The projector has the optional wireless control function. With wireless receiver module and antenna, it can achieve remote control.

The setup of it is below:

1. Enter into the projector's menu. Select the menu “Config Settigns” via the bottoms of **UP** and **DOWN**

2. Select **DMX control Mode--- Wireless First** (Note: do not select **XLR ONLY**), then wireless indication in the front panel will be on, meaning wireless control function is activated.

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

•STAND-ALONE MODE

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

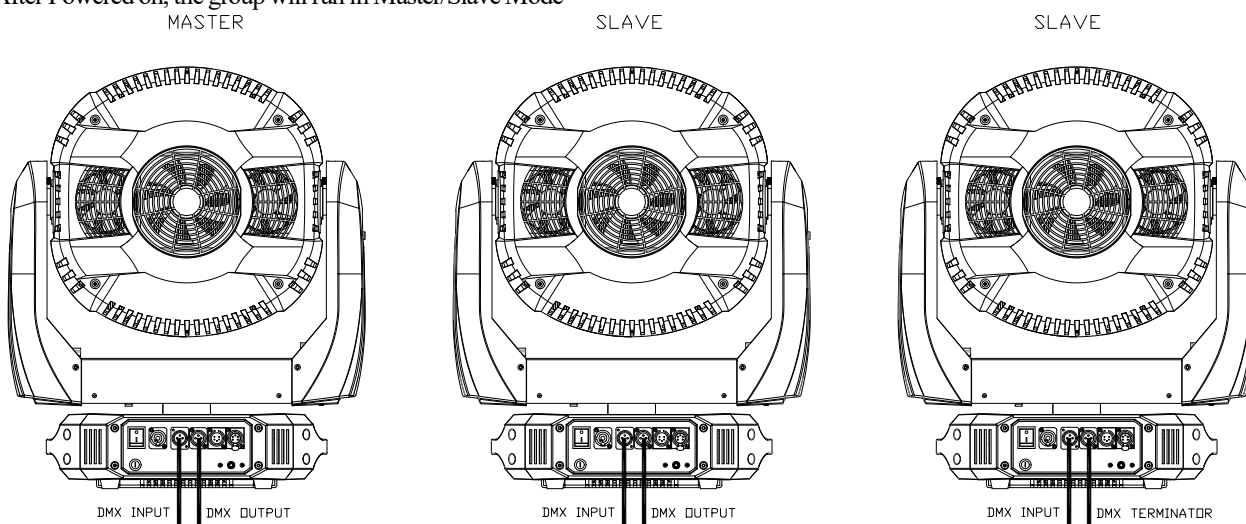
DMX address can be set at any number within 512.

•MASTER/SLAVE MODE

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

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

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



6. OPERATION MENU

1st LEVEL	2nd LEVEL	3rd LEVEL	4th LEVEL	5th LEVEL
Address	DMX Address	1-486 (Short mode) 1-482 (Standard mode) 1-410 (Extended)		
	IP Address	Default IP Address Custom IP Address	2.X.X.X/10.X.X.X X.X.X.X	
	SubNet Mask	X.X.X.X		
	ArtNet Universe	0-255		
Reset	Total Reset	Really Reset?	Confirm/Cancle	
	Pan&Tilt Reset	Really Reset?	Confirm/Cancle	
	Colour System Reset	Really Reset?	Confirm/Cancle	

Config Settings	DMX Channel Mode	Short Mode		
		Standard Mode		
		Extended Mode		
		View Selected Mode	Strobe	
	Signal Select	XLR Only		
		XLR First		
		Wireless Only		
		Wireless First		
		Wireless In/XLR Out		
		ArtNet Only		
		ArtNet 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/Cancle	
	Defaults	Restore Defaults?	Confirm/Cancle	
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	Lens Invert	OFF/ ON	
		Focus Invert	OFF/ ON	
	Dimmer Settings	LED Refresh Rate	1200/2400/4800/10000/12000/15000/20000/25000Hz	
	Fan Settings	Standard/Theatre		
	Defaults	Restore Defaults?	Confirm/Cancle	
Information	View DMX Values			
	Lamp Hours		Reset Lamp Hours	
	Total Hours			
	Temperature	Display Board XX°C/F		
		Pan/Tilt Board XX°C/F		
		Driver Board XX°C/F		
		LED Board 1 XX°C/F		
		LED Board 2 XX°C/F		
		LED Board 3 XX°C/F		
		LED Board 4 XX°C/F		
		LED Board 5 XX°C/F		
		LED Board 6 XX°C/F		

		LED Board 7 XX°C/F		
	Software Version	Display Board	System= XXX Boot =XXX	
		Pan Board	System= XXX Boot =XXX	
		Driver Board	System= XXX Boot =XXX	
		LED Board 1	System= XXX Boot =XXX	
		LED Board 2	System= XXX Boot =XXX	
		LED Board 3	System= XXX Boot =XXX	
		LED Board 4	System= XXX Boot =XXX	
		LED Board 5	System= XXX Boot =XXX	
		LED Board 6	System= XXX Boot =XXX	
		LED Board 7	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		
		DimmerXXX		
		...		
	FactoryTest		...	
Operation Mode	DMX Mode	Change Operation Mode?	Confirm/Cancle	
	Master Mode	Preset Memory	Change Operation Mode?	Confirm/Cancle
		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
		Edit Static Scene	XXX Strobe XXX	
			XXX Dimmer XXX	
			...	
	Init User Memory	Reset User Memory 1	Reset User Memory?	Input Password123
		Reset User Memory 2	Reset User Memory?	Input Password123
		Reset Static Scene	Reset Static Scene?	Input Password123

7. DMX PROTOCOL

Short 8	Standard 16	Extended 16	FUNCTION	DMX Value	Descriptions
1	1	1	Strobe	000-007	No
				008-127	Pulse Strobe from slow to fast
				128-135	No
				136-177	Fast close slow open
				178-185	No
				186-227	Fast open slow close
				228-235	No
				236-249	Strobe at random(projector and LED lamp at random)
				250-255	No
2	2	2	Dimmer	000-255	Linear dimming 0%-100%
3	3	3	Color temperature	000	No
				001-255	Linear color temperature change (2700 – 10000K)
4	4	4	Color macros	000-007	No
				008- 255	Rainbow effect from slow to fast (Fade)
5	5	5	Colors	000	No
				001-255	255 colors
6	6	6	Area 1 red	000-255	Linear change(0%-100%)
7	7	7	Area 1 green	000-255	Linear change(0%-100%)
8	8	8	Area 1 blue	000-255	Linear change(0%-100%)
9	9	9	Area 1 white	000-255	Linear change(0%-100%)
6	6	10	Area 2 red	000-255	Linear change(0%-100%)
7	7	11	Area 2 green	000-255	Linear change(0%-100%)
8	8	12	Area 2 blue	000-255	Linear change(0%-100%)
9	9	13	Area 2 white	000-255	Linear change(0%-100%)
6	6	14	Area 3 red	000-255	Linear change(0%-100%)
7	7	15	Area 3 green	000-255	Linear change(0%-100%)
8	8	16	Area 3 blue	000-255	Linear change(0%-100%)
9	9	17	Area 3 white	000-255	Linear change(0%-100%)
6	6	18	Area 4 red	000-255	Linear change(0%-100%)
7	7	19	Area 4 green	000-255	Linear change(0%-100%)
8	8	20	Area 4 blue	000-255	Linear change(0%-100%)
9	9	21	Area 4 white	000-255	Linear change(0%-100%)
6	6	22	Area 5 red	000-255	Linear change(0%-100%)
7	7	23	Area 5 green	000-255	Linear change(0%-100%)
8	8	24	Area 5 blue	000-255	Linear change(0%-100%)
9	9	25	Area 5 white	000-255	Linear change(0%-100%)
6	6	26	Area 6 red	000-255	Linear change(0%-100%)

7	7	27	Area 6green	000-255	Linear change(0%-100%)
8	8	28	Area 6 blue	000-255	Linear change(0%-100%)
9	9	29	Area 6 white	000-255	Linear change(0%-100%)
6	6	30	Area 7 red	000-255	Linear change(0%-100%)
7	7	31	Area 7green	000-255	Linear change(0%-100%)
8	8	32	Area 7 blue	000-255	Linear change(0%-100%)
9	9	33	Area 7 white	000-255	Linear change(0%-100%)
6	6	34	Area 8 red	000-255	Linear change(0%-100%)
7	7	35	Area 8green	000-255	Linear change(0%-100%)
8	8	36	Area 8 blue	000-255	Linear change(0%-100%)
9	9	37	Area 8white	000-255	Linear change(0%-100%)
6	6	38	Area 9 red	000-255	Linear change(0%-100%)
7	7	39	Area 9green	000-255	Linear change(0%-100%)
8	8	40	Area 9 blue	000-255	Linear change(0%-100%)
9	9	41	Area 9 white	000-255	Linear change(0%-100%)
6	6	42	Area 10 red	000-255	Linear change(0%-100%)
7	7	43	Area 10green	000-255	Linear change(0%-100%)
8	8	44	Area 10 blue	000-255	Linear change(0%-100%)
9	9	45	Area 10 white	000-255	Linear change(0%-100%)
6	6	46	Area 11 red	000-255	Linear change(0%-100%)
7	7	47	Area 11green	000-255	Linear change(0%-100%)
8	8	48	Area 11 blue	000-255	Linear change(0%-100%)
9	9	49	Area 11 white	000-255	Linear change(0%-100%)
6	6	50	Area 12 red	000-255	Linear change(0%-100%)
7	7	51	Area 12green	000-255	Linear change(0%-100%)
8	8	52	Area 12 blue	000-255	Linear change(0%-100%)
9	9	53	Area 12 white	000-255	Linear change(0%-100%)
6	6	54	Area 13 red	000-255	Linear change(0%-100%)
7	7	55	Area 13green	000-255	Linear change(0%-100%)
8	8	56	Area 13 blue	000-255	Linear change(0%-100%)
9	9	57	Area 13 white	000-255	Linear change(0%-100%)
6	6	58	Area 14 red	000-255	Linear change(0%-100%)
7	7	59	Area 14green	000-255	Linear change(0%-100%)
8	8	60	Area 14 blue	000-255	Linear change(0%-100%)
9	9	61	Area 14 white	000-255	Linear change(0%-100%)
6	6	62	Area 15 red	000-255	Linear change(0%-100%)
7	7	63	Area 15green	000-255	Linear change(0%-100%)
8	8	64	Area 15 blue	000-255	Linear change(0%-100%)
9	9	65	Area 15 white	000-255	Linear change(0%-100%)
6	6	66	Area 16 red	000-255	Linear change(0%-100%)
7	7	67	Area 16green	000-255	Linear change(0%-100%)
8	8	68	Area 16 blue	000-255	Linear change(0%-100%)
9	9	69	Area 16 white	000-255	Linear change(0%-100%)
6	6	70	Area 17 red	000-255	Linear change(0%-100%)

7	7	71	Area 17green	000-255	Linear change(0%-100%)
8	8	72	Area 17 blue	000-255	Linear change(0%-100%)
9	9	73	Area 17white	000-255	Linear change(0%-100%)
6	6	74	Area 18 red	000-255	Linear change(0%-100%)
7	7	75	Area 18green	000-255	Linear change(0%-100%)
8	8	76	Area 18 blue	000-255	Linear change(0%-100%)
9	9	77	Area 18 white	000-255	Linear change(0%-100%)
6	6	78	Area 19 red	000-255	Linear change(0%-100%)
7	7	79	Area 19green	000-255	Linear change(0%-100%)
8	8	80	Area 19 blue	000-255	Linear change(0%-100%)
9	9	81	Area 19 white	000-255	Linear change(0%-100%)
10	10	82	Continuous motor	000	Stop
				001-127	Clockwise rotation from slow to fast
				128-255	Anti-clockwise rotation from slow to fast
11	11	83	Focus	000-255	Linear focus
	12	84	Fine focus	000-255	Focus in 16 bit
12	13	85	Pan	000-255	0-540 degrees
	14	86	Fine pan	000-255	Pan in 16 bit
13	15	87	Tilt	000-255	0-270 degrees
	16	88	Fine tilt	000-255	Tilt in 16 bit
	17	89	Pan & tilt speed	000-255	Pan & tilt speed from fast to slow
14	18	90	Macros	000-007	No
				008-255	17 macros If no back colors and fore colors, the macros run on default colors; If back colors and fore colors are in use, macros run on customized colors。 (Fore colors and back colors are described in the following channels) If the effect works, the dimmer for areas 1-6 doesn't work. But the total dimmer still works.
15	19	91	Macro Fore Color Dimmer	000-255	Dimming (For customized macros)
16	20	92	Macro Back Color Dimmer	000-255	Dimming (For Customized macros)
17	21	93	Macro Speeds	000-255	From slow to fast
18	22	94	Macro Red Fore Color	000-255	Back color linear changes
19	23	95	Macro	000-255	Back color linear changes

			Green Fore Color		
20	24	96	Macro Blue Fore Color	000-255	Back color linear changes
21	25	97	Macro White Fore Color	000-255	Back color linear changes
22	26	98	Macro Red Back Color	000-255	Back color linear changes
23	27	99	Macro Green Back Color	000-255	Back color linear changes
24	28	100	Macro Blue Back Color	000-255	Back color linear changes
25	29	101	Macro White Back Color	000-255	Back color linear changes
26	30	102	Control	000-139	Reserved
				140-149	Pan & tilt reset(Stay 3 seconds to reset)
				150-179	Reset
				180-189	Head motor reset(Stay 3 seconds to reset)
				190-199	Reserved
				200-209	Total reset(Stay 3 seconds to reset)
				210-255	Reserved

NOTE: Animation channels are before color temperature ,color macro and color effect channels in priority,

8. SIGNS ON THE TOUCH SCREEN

	Config Settings		Option Settings
	Chinese/English		Information
	Error messages		Service
	Address		Operation Mode

	Reset		User Memories
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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
Focus	Timeout	Check if wiring, positioning parts and motors are normal
Effect Wheel	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
Fan Board	Error	Check signal wire
Fan Error	Error	Check if all fans are normal
Time IC	Error	

10. TECHNICAL DATA

ELECTRIC PARAMETERS

Input voltage 100V~240V AC,50/60Hz

Input power 1400W@230V

Power factor PF>0.9

LIGHT SOURCE

LED: OSRAMS: 60W RGBW LED, Four in One
Power: 60W,19pcs
Color temperature: Linear change from 2700K to 10000K
Rated life 50000hrs

COLORS

Linear RGBW ,color mixing with unlimited colors, macros

DIMMER

0-100% linearly adjustable

LED REFRESH RATE:

1200/2400/4800/10000/12000/15000/20000/25000Hz

STROBE:

Electronic strobe:0-25 F.P.S.(Pulse Strobe Macro)

OTHER EFFECTS:

Rainbow, Wash, Beam, Profile, Effect Modes(Kaleidoscope, Swirl), multiple macros

ROTATION

Pan 0-540 degrees, Tilt 0-180 degrees with auto-positioning , Bi-directional and continual rotation for the front lens panel

BEAM ANGLE

Beam angle(1/2 peak) $\theta_{1/2}$: Linear Zoom $3.3^{\circ} \sim 60^{\circ}$

CONTROL:

International Standard DMX512 signal, 5 pin DMX512 interfaces

26channels in short mode, 30channels in standard mode, and 102 channels in extended mode.

Master/slave mode

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

OTHER FUNCTIONS:

Pixel Control

Bi-directional and continual rotation of the front lens panel

Color touch screen and its brightness adjustable

Wireless Control(Optional)

Pan and Tilt Speed adjustable and Pan and Tilt can be inverted

Firmware upgraded via DMX interface and XLR cable,

Over temperature protection

Total hours, DMX channel number, software versions are displayed and display inversion

HOUSING:

High temperature engineering-plastic, IP20

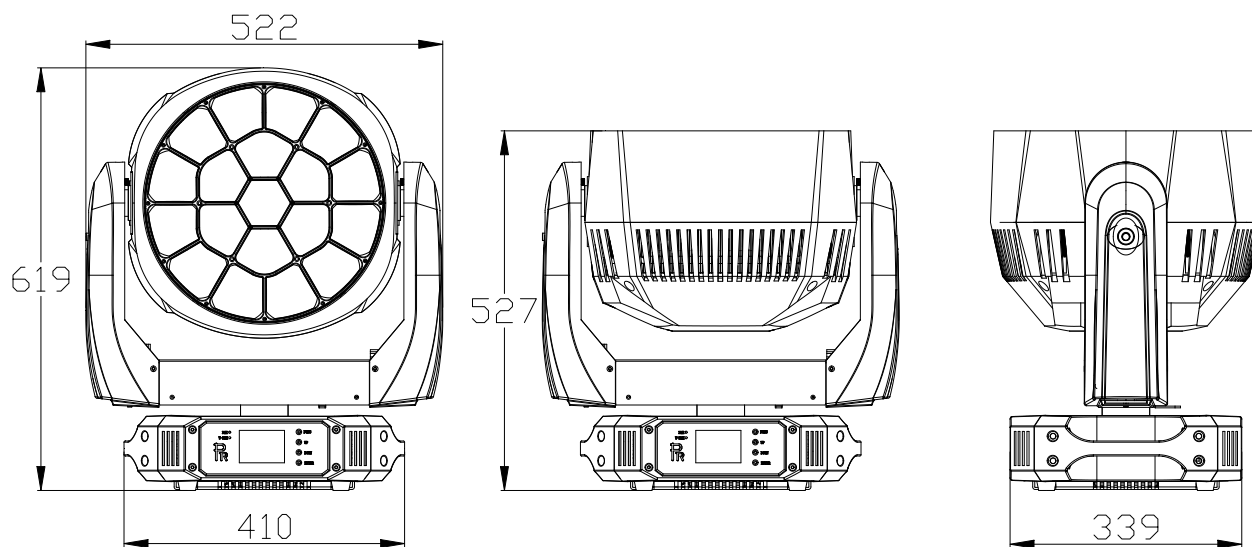
WEIGHT:

30Kg

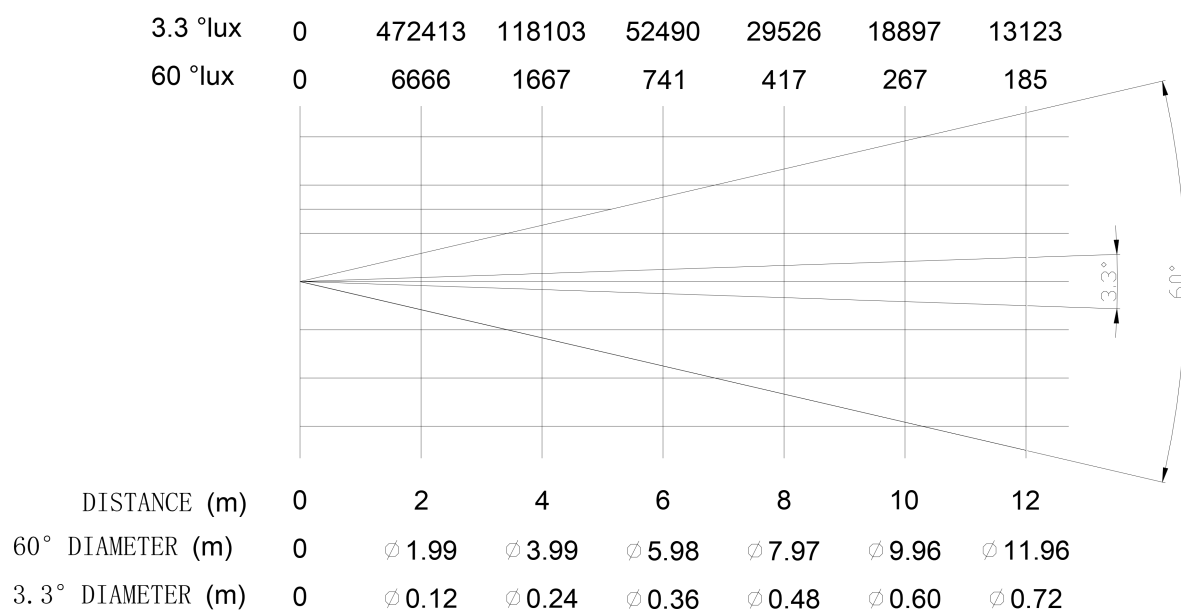
AMBIENT TEMPERATURE

Maximum ambient temperature: 40 °C

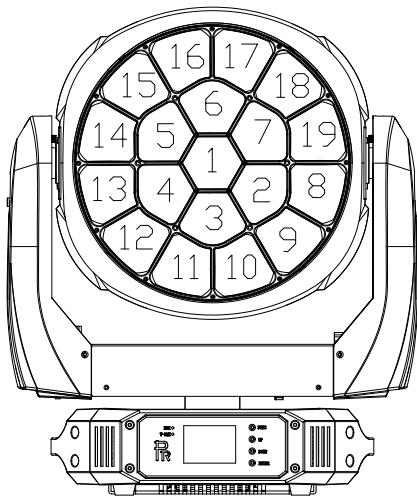
SIZES:



LIGHT OUTPUT :

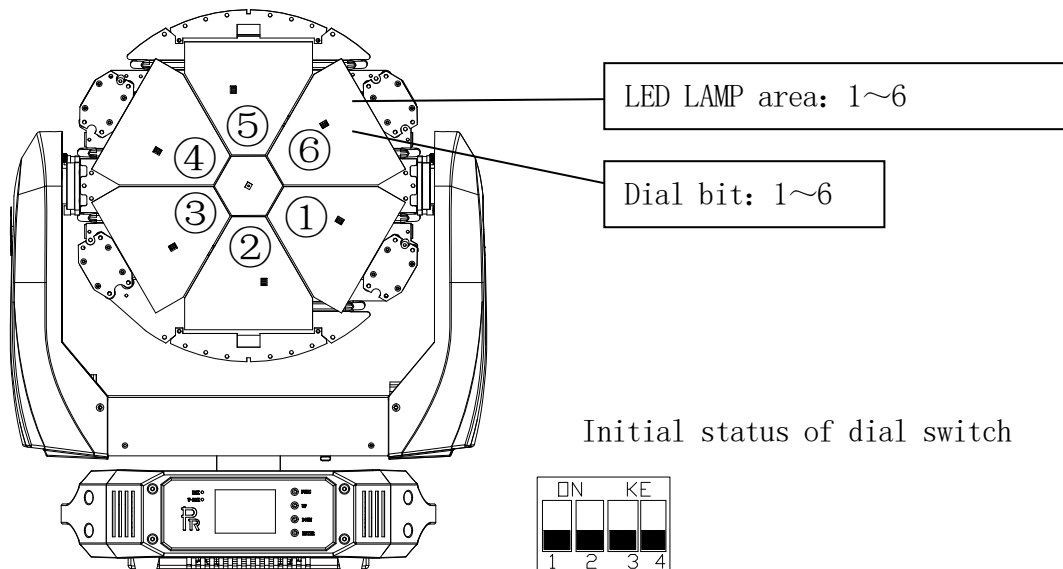


LED LAMP DISTRIBUTION

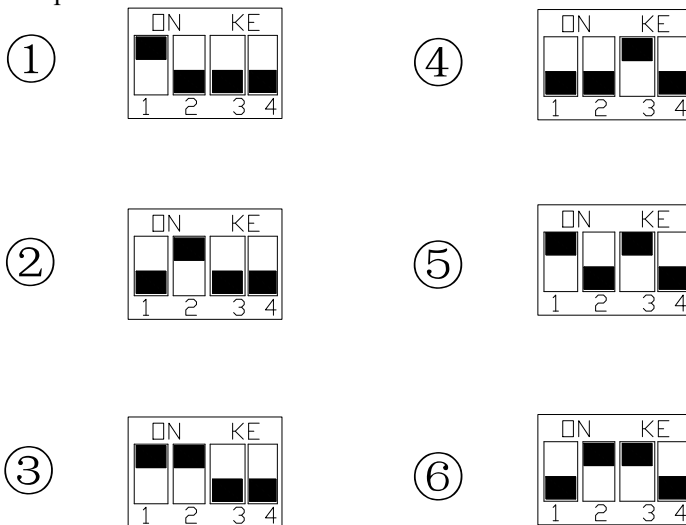


1. LED lamp distribution from area 1 to area 19
2. The projector above is at initial status after reset.

DIAL SWITCH



The operations of the dial switch are described hereinafter:

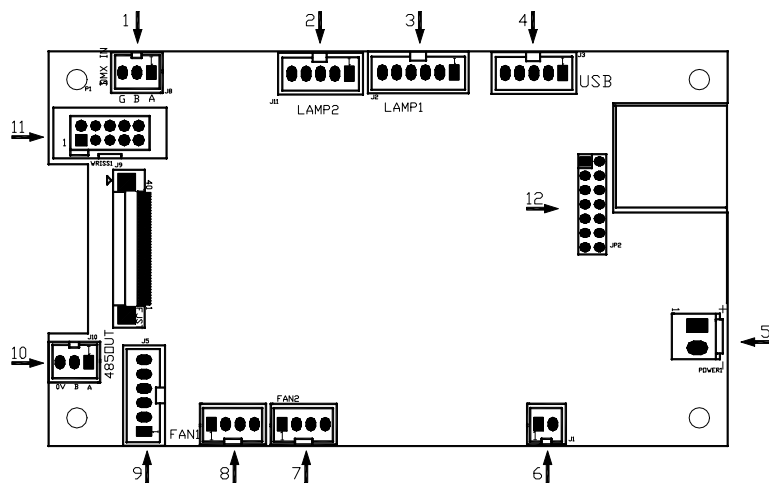


11. CIRCUIT DIAGRAM AND PCB CONNECTIONS

•CIRCUITDIAGRAM

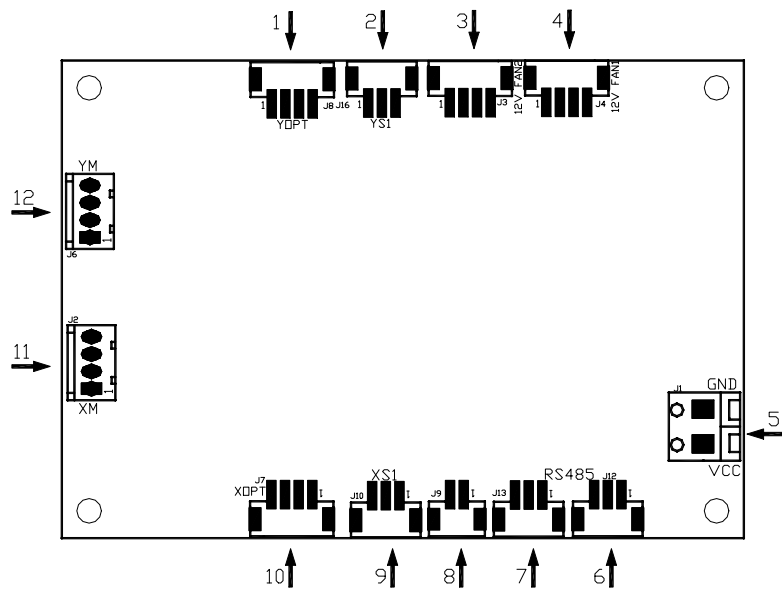
No	Name
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•Master board



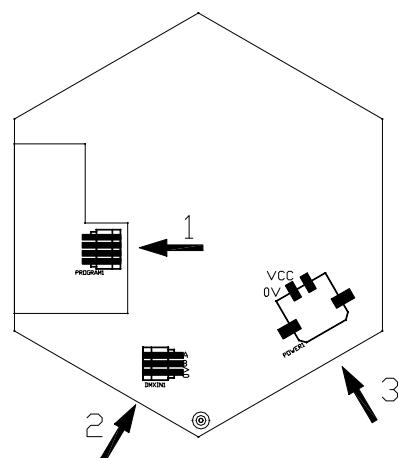
1	DMX512 signal input
2	Reserved
3	Reserved
4	Reserved
5	Power input
6	Reserved
7	Fan
8	Fan
9	Key
10	485 signal input
11	Wireless signal

•Pan/Tilt board

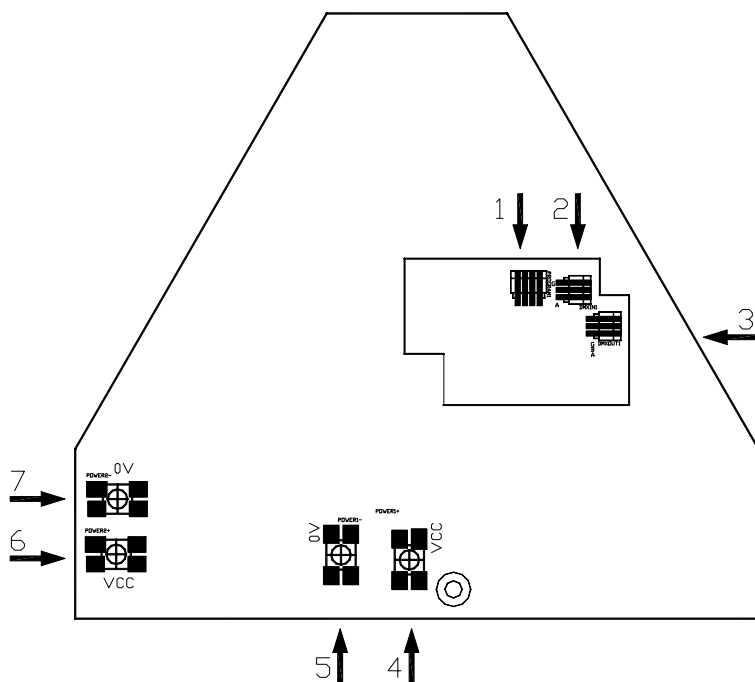


No	Name
1	Tilt optical sensor
2	Tilt magnet sensor
3	Reserved
4	Reserved
5	Power input
6	485 signal output
7	485 signal input
8	Reserved
9	Pan optical sensor
10	Pan magnet sensor
11	Pan motor
12	Tilt motor

•LED lamp board1



No	Name
1	Program input
2	DMX input
3	Power



序号	名称
1	Program input
2	DMX input
3	DMX output
4	Power +
5	Power -
6	Power +
7	Power -

12. COMPONENT ORDER CODES

NO	NAME	PART NO.	QTY	REMARKS
1	STEPPING MOTOR	030040248	1	
2	STEPPING MOTOR	030040256	4	
3	STEPPING MOTOR	030040264	2	
4	PWM SPEED ADJUSTABLE FAN	030060074C	2	
5	TURBO FAN 180817	030060064B	1	
6	4-WIRE WATERPROOF FAN	030060111	2	
7	SWITCHING POWER SUPPLY	192010211	2	

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New Version:20250331