

XRLED 3000-W Framing PR-8137

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

INDEX

1. SAFETY AND WARNINGS	_
2. INSTRUCTIONS.	
3. APPEARANCE	5
4.INSTALLATION	5
5. SETUP AND CONFIGURATION	
6.OPERATION MENU	
7. DMX PROTOCOL	
8.SINGS ON THE TOUCH SCREEN	24
9.ERROR MESSAGES	
10.TECHNICAL DATA	
11.CIRCUIT DIAGRAM	30
12.COMPONENT ORDER CODES	32

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	0	Pc	QR Code
Ω clamp	2	Pcs	Optional

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.

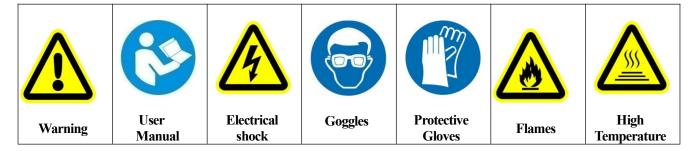
Note: For the products made by Guangzhou PR lighting Ltd, the warranty for the whole product is one year starting from the delivery date but the light source is not within the warranty.



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.





- 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.
- 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.
- $\bullet \text{Do not use power cord with its insulator damaged and connect the power cord with other cables. } \\$
- •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 stable operation under normal ambient temperature, the temperature of the external surface of the housing of the LED lighting fixture (the surface of the heat sink) is 65° 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 a lighting fixture works properly under normal ambient temperature, the maximum temperature of the external surface of the control device(The integrated control device means the external surface of the housing of the lighting fixtures electric chamber)allowed is 65 Celsius degrees.



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

2. INSTRUCTIONS •CLEANING AND MAINTENANCE

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 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.

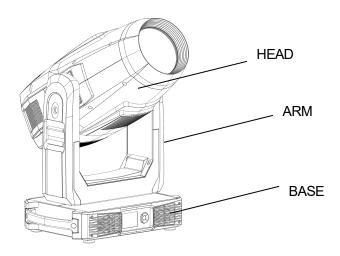
.LUBRICATION

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
	>	Check if the fuse is burned
	>	Check if the power cord is connected well
The projector can't be switched on	>	Check if the switching power supply is bad or not connected well. A
The projector can't be switched on		professional technician is required for the repair
	>	Check if the control board is connected wellA professional technician
		is required for the repair
The projector can be switched on, but the LED	>	Check if the LED driver board is connected well. A professional
lamp's brightness can't be controlled		technician is required for the repair
The projector can be switched on normally, but	>	Make sure that the fixture's start address is right
not controlled by the DMX controller	>	Replace or repair the XLR signal cable.
The beam is not bright and its brightness	>	Make sure the fans are working well or fans and their shields are not blocked
decreases sharply		by dust.
decreases sharpry	>	Make sure that the internal optics is clean.
The project image appears to have a halo	>	Carefully clean the LED lamp, optical lenses and other components.
Heavily Defective Beam	>	Check if lens are in good condition(not cracked)
Treavily Delective Bearing	>	Clean dust or grease on the lens.

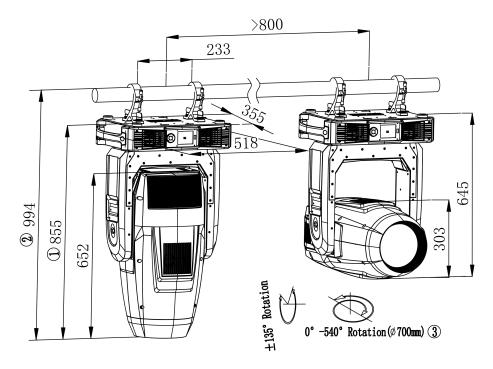
3. APPEARANCE



4. INSTALLATION

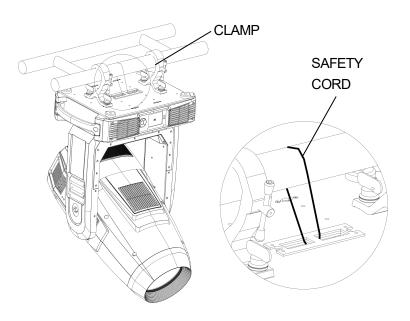
•RIGGING

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



Note:

- 1. the distance between the foot of the base and the front lens cover(the head facing downward)
- 2. the distance between mounting truss and the front lens cover(the head facing downward)
- 3. The maximum diameter of the rotating head (minimum spacing between fixtures)



WARMING

Please run safety cord through the safety hole circled in the diagram for safety

Take 2 clamps and 1 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 <u>WARNING</u> 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

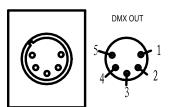
Before power connection, please ensure the power supplied must match what the nameplate says. It is recommended that each projector be connected with power separately so that they may be individually switched on and off.

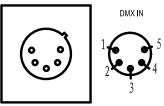


- •The earth wire(yellow/green) must be connected to the ground. And electrical connection must be in accordance with the standards concerned.
- •If any questions about the electrical installation, do not continue but consult a qualified electrician.
- The lighting fixture is with waterproof power socket, it should be equipped with same IP rating power plug.

.DMX CONTROL CONNECTION

5-PIN



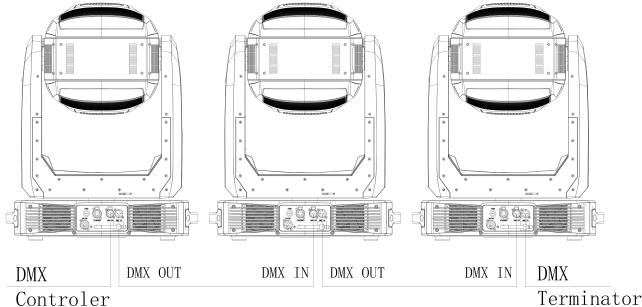




Connection between controller and projector and between one projector and another must be made with a twin-screened cable, with each wire having at least a 0.5mm in diameter. Connection to and from the projector is via cannon 5 pin (which are included with the projector) or 5 pin XLR plugs and sockets. 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).

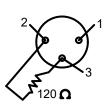
Connect the controller's DMX output to the first fixture's DMX input, and connect the first fixture's DMX output to the second fixture's DMX input and connect the rest fixtures in the same way. Eventually connect the last fixture's DMX output to a DMX terminator as shown in the figure below.



.DMX TERMINATOR

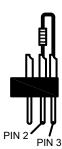
In the Controller mode, at the last fixture in the chain, the DMX output has to be connected with a DMX terminator. This prevents electrical noise from disturbing and corrupting the DMX control signals.

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



DMX TERMINATOR CONNECTION

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



5. SETUPAND CONFIGURATION FRONT PANEL OPERATION



The configuration and start address can be set conveniently via push button and color touch screen.

To view or change its setup, touch any white area of the screen or push the key OK for more than 3 seconds to unlock the display(While only on battery, push OK key). After the unlocking, push ▶ key to enter into function menus. Each main menu has its submenus and each submenu has a specific function. For details, please see the "OPERATION MENU" with following the 6th point..

- 1. In the page of function setup, push any key of $| \blacktriangleleft |$, $| \triangleright |$, $| \triangle |$ and $| \nabla |$ or icon for the function desired.
- 2. At 2nd, 3rd and 4th level menus, key means ESCAPE, key ▶ won't function, key OK means ENTER. Push key OK to save any changes o enter into submenus. Push key ▲ or ▼ to change numbers(plus or minus) or tap any item required for changes.

Push the left key or shortcut key X to go back to the upper level menu. If none pushed, the system will go back to initial display automatically.

Shortcut keys: after the interface of FUNCTION MENU, the upper part is with menus for many functions. On the right, there are 4 shortcut keys, which are \leftarrow , \rightarrow , lamp control or English/Chinese menus.

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 46 channels, so set the No. 1 projector's address 001, No. 2 projector's address 047, No. 3 projector's address 093, No. 4 projector's address 139, and so on.

Launch the projector. Press key OK more than 3 seconds to unlock the display. After the unlocking, push key 🕨 to enter into menus.

After selecting the sign of DMX setting, push OK key or tap the screen directly and select DMX address at 2^{nd} level menus. Push key \blacktriangle or \blacktriangledown or tap sign < or > to set the number desired.

Push OK key to confirm.

Push key

■ and it will return to the upper menu

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 keys of ▲ and ▼
- 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.

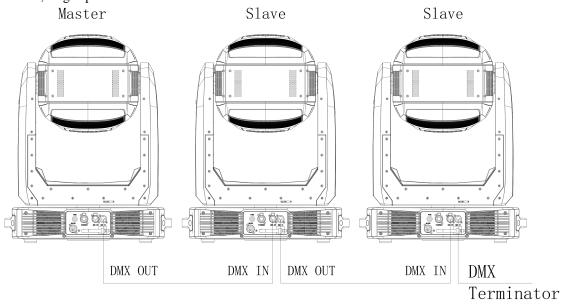
DMX address can be set at any number within 512.

•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 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
	DMX Address	1-471 (Short Mode) 1-466 (Standard Mode) 1-451 (Extended Mode)		
		Default IP Address	2.X.X.X/10.X.X.X	
Address	IP Address	Custom IP Address	X.X.X.X	
	Sub Net Mask	X.X.X.X		
	ArtNet Universe	0-255		
	sACN Universe	1-63999		
	Total Reset	Really Reset?	Confirm/Cancel	
	Pan&Tilt Reset	Really Reset?	Confirm/Cancel	
D .	Colour System Reset	Really Reset?	Confirm/Cancel	
Reset	Gobo Reset	Really Reset?	Confirm/Cancel	
	Zo.Fo.Fr.Pr. Reset	Really Reset?	Confirm/Cancel	
	Other Reset	Really Reset?	Confirm/Cancel	
		Short 42CH		
		Standard 47CH		
	DMX Channel Mode	Extended 62CH	CHOLO: 1	
		View Selected Mode	CH01 Strobe CH02 Dimmer	
			CHXX XXX	
		XLR Only		
		XLR First		
		Wireless Only		
		Wireless First		
	Signal Select	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		
Config Settings		Display Mode	Off After Delay	
		1 3	On Always	
	Display Config		Invert OFF	
	Display Coming	Display Invert	Invert ON	
			Invert Auto	
		T 0 0'	English	
		Language Setting	Chinese	
		Touch Calibration		
	Temperature Unit	Celsius Degree		
		Fahrenheit Degree		
	Un-Link Wireless	Really Un-Link?	Confirm/Cancel	
	Defaults	Restore Defaults?	Confirm/Cancel	
		Pan DMX Invert	OFF/ON	
		Tilt DMX Invert	OFF/ON	
Option Settings	Pan/Tilt Settings	Pan Tilt Swap	OFF/ON	
		XY Feedback	OFF/ON	
		Pan/Tilt Mode	speed/Time	
	Invert Settings	lris Invert	OFF/ON	

Dimmer Settings			Zoom Invent	OEE/ON	
CTO lawert			Zoom Invert	OFF/ON	
Dimmer Settings					
Dimmer Settings			CIOInvert	OFF/ ON	
LED Refresh Rate			Gamma Curve	Gamma 2.0/2.2/2.4/2.6	
Pan Settings		Dimmer Settings		1200/2400/4800/10000/1200	
Fan Settings			LED Refresh Rate	0/15000/20000/25000Hz	
LED Fun Terror			Dimmer Speed	Fast/Medium/Slow Speed	
Defaults		Fan Settings	Standard/Theatre		
Defaults		LED Fan Error			
Channel		Defaults		Confirm/Cancel	
Stobe		Details	-	Commit Career	
Reset Lamp Hours Total Hours Total Hours Total Wours Total Hours Display Board XX°C/F	Information	View DMX Values	Strobe XXX Dimmer XXX Dimmer Fine XXX CYM Macro XXX Cyan XXX Yellow XXX Magenta XXX CTO XXX Colour Wheel 1 I XXX Colour Wheel 1 Fine XXX Colour Wheel 2 Fine XXX Iris XXX Iris XXX Iris Macro XXX Fix Gobo Wheel XXX Rot. Gobo Rotation XXX Rot. Gobo Rotation F XXX Framing Blade 1 A XXX Framing Blade 1 B XXX Framing Blade 2 B XXX Framing Blade 2 B XXX Framing Blade 3 B XXX Framing Blade 4 A XXX Framing Blade 4 B XXX Framing Rotation XXX Frism 1 XXX Frism 1 XXX Frism 2 XXX Frism 1 XXX Frism 2 XXX Frism 1 XXX Frism 2 XXX Frism 2 XXX Frism 2 XXX Frism 1 XXX Frism 2 XXX Frism 1 XXX Frism 2 XXX Frism 3 XXX Frism 4 XXX Frism 5 XXX Frism 1 XXX Frism 1 XXX Frism 1 XXX Frism 1 XXX Frism 2 XXX Frism 2 XXX Frism 2 XXX Frism 1 XXX Frism 1 XXX Frism 2 XXX Frism 2 XXX Frism 2 XXX Frism 3 XXX Frism 4 XXX Frism 5 XXX Frism 1 XXX Frism 1 XXX Frism 1 XXX Frism 1 XXX Frism 2 XXX Frism 2 XXX Frism 2 XXX Frism 3 XXX Frism 4 XXX Frism 5 XXX Frism 1 XXX Frism 1 XXX Frism 1 XXX Frism 2 XXX Frism 2 XXX Frism 2 XXX Frism 3 XXX Frism 4 XXX Frism 5 XXX Frism 1 XXX Frism 1 XXX Frism 1 XXX Frism 2 XXX Frism 3 XXX Frism 4 XXX Frism 6 XXX Frism 6 XXX Frism 6 XXX Frism 6 XXX Frism 7 XXX Frism 1 XXX Fr		
Display Roard XX°C/F		_	Reset Lamp Hours		
Display Board XX°C/F		Total Hours	Total Hours = XXX H		
emperature		Temperature			
Pan and Tilt BoardXX°C/F		Temperature	Pan and Tilt BoardXX°C/F		

		Dairron Doord 1 VV0C/E		
		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 Sensor XX°C/F		
			Sys=XXX	
		Display Board	Boot=XXX	
			Sys=XXX	
		Pan and Tilt Board	Boot=XXX	
		Driver Board 1	Sys=XXX	
			Boot=XXX	
		Driver Board 2	Sys=XXX	
	Software Version		Boot=XXX	
	Software version	Driver Board 3	Sys=XXX	
		Driver Board 3	Boot=XXX	
		D.: D. 14	Sys=XXX	
		Driver Board 4	Boot=XXX	
		_	Sys=XXX	
		Blade Board	Boot=XXX	
			Sys=XXX	
		Fan Board	Boot=XXX	
		El 4 COT	DOOL=AAA	
	Electronic SN	Electronic SN=		

	RDM Device Label	XRLED 3000-W Framing		
	RDW Device Laber	ANSI E1.20 RDM		
	Fan Status	Fan Speed Status Base Fan 1 XXX XXX Base Fan 2 XXX XXX Head Fan 1 XXX XXX Head Fan 2 XXX XXX Gobo Fan XXX XXX Driver Fan 1 XXX XXX Driver Fan 1 XXX XXX CMY Fan 1 XXX XXX CMY Fan 2 XXX XXX LED Fan 1 XXX XXX LED Fan 2 XXX XXX LED Fan 3 XXX XXX LED Fan 4 XXX XXX		
Service	Manual Effect Control	Strobe XXX Dimmer XXX Dimmer Fine XXX CYM Macro XXX Cyan XXX Cyan XXX Cyan XXX Yellow XXX Yellow XXX Yellow Fine XXX Magenta XXX Magenta XXX CTO XXX CTO XXX CTO Fine XXX Colour Wheel 1 XXX Colour Wheel 1 Fine XXX Colour Wheel 2 XXX Colour Wheel 2 Fine XXX Iris XXX Iris XXX Iris Fine XXX Iris Gobo Wheel XXX Rot. Gobo Rotation XXX		

		Rot. Gobo Rotation F. XXX		
		Framing Blade 1 A XXX		
		Framing Blade 1 A Fine XXX		
		Framing Blade 1 B XXX Framing Blade 1 B Fine XXX		
		Framing Blade 2 A XXX		
		Framing Blade 2 A Fine XXX		
		Framing Blade 2 B XXX		
		Framing Blade 2 B Fine XXX		
		Framing Blade 3 A XXX		
		Framing Blade 3 A Fine X XX Framing Blade 3 B XXX		
		Framing Blade 3 B Fine XXX		
		Framing Blade 4 A XXX		
		Framing Blade 4 A Fine XXX		
		Framing Blade 4 B XXX		
		Framing Blade 4 B Fine XXX		
		Framing Rotation XXX Framing Rotation Fine XXX		
		Prism 1 XXX		
		Prism 1 Rotation XXX		
		Prism 2 XXX		
		Prism 2 Rotation XXX		
		Effect Wheel XXX Effect Wheel R. XXX		
		Frost 1 XXX		
		Frost 2 XXX		
		Focus XXX		
		Zoom XXX		
		Autofocus XXX Autofocus Calibration XXX		
		Pan XXX		
		Pan Fine XXX		
		Tilt XXX		
		Tilt Fine XXX		
		Pan/Tilt Speed & Time XXX CRI Mode XXX		
	USB Update Software			
	Factory Test			
	DIWIN 1	Change On and an Mada	C	
	DMX Mode	Change Operation Mode? Preset Memory	Confirm/Cancel Change Operation Mode?	Confirm/Cancel
	Master Mode	User Memory 1	Change Operation Mode?	Committeencel
	IVIASICI IVIOUC	User Memory 2	Change Operation Mode?	
Operation Mode		Preset Memory	Change Operation Mode?	
	Stand-Alone Mode	User Memory 1	Change Operation Mode?	
		User Memory 2	Change Operation Mode?	
	Static Scene	Change Operation Mode?		
				Strobe XXX Dimmer XXX Dimmer Fine XXX CYM Macro XXX Cyan XXX Cyan Fine XXX Yellow XXX
User Memories	Edit User Memory	Edit User Memory 1 Edit User Memory 2	Scene XX (1~200 Scenes)	Yellow Fine XXX Magenta XXX Magenta Fine XXX CTO XXX CTO Fine XXX Colour Wheel 1 XXX Colour Wheel 1 Fine XXX Colour Wheel 2 XXX Colour Wheel 2 Fine XXX
				Iris XXX
		13		

I		
		Iris Fine XXX
		Iris Macro XXX
		Fix Gobo Wheel XXX Rot. Gobo Wheel XXX
		Rot. Gobo Wheel XXX Rot. Gobo Rotation XXX
		Rot. Gobo Rotation F. XXX
		Framing Blade 1 A XXX
		Framing Blade 1 A Fine XXX
		Framing Blade 1 B XXX
		Framing Blade 1 B Fine XXX Framing Blade 2 A XXX
		Framing Blade 2 A Fine XXX
		Framing Blade 2 B XXX
		Framing Blade 2 B Fine XXX
		Framing Blade 3 A XXX
		Framing Blade 3 A Fine X XX
		Framing Blade 3 B XXX Framing Blade 3 B Fine XXX
		Framing Blade 4 A XXX
		Framing Blade 4 A Fine XXX
		Framing Blade 4 B XXX
		Framing Blade 4 B Fine XXX
		Framing Rotation XXX Framing Rotation Fine XXX
		Prism 1 XXX
		Prism 1 Rotation XXX
		Prism 2 XXX
		Prism 2 Rotation XXX
		Effect Wheel XXX Effect Wheel R. XXX
		Frost 1 XXX
		Frost 2 XXX
		Focus XXX
		Focus Fine XXX
		Zoom XXX Zoom Fine XXX
		Autofocus XXX
		Autofocus Calibration XXX
		Pan XXX
		Pan Fine XXX
		Tilt XXX Tilt Fine XXX
		Pan/Tilt Speed & Time XXX
		CRI Mode XXX
		Fade Time XXX
		Hold Time XXX
		Delay Unit MS/S/MIN Link to Step XXX
	Strobe XXX	Ешк ю бир ААА
	Dimmer XXX	
	Dimmer Fine XXX	
	CYM Macro XXX	
	Cyan XXX Cyan Fine XXX	
	Yellow XXX	
	Yellow Fine XXX	
	Magenta XXX	
	Magenta Fine XXX	
Edit Static Scene	CTO XXX CTO Fine XXX	
	Colour Wheel 1 XXX	
	Colour Wheel 1 Fine XXX	
	Colour Wheel 2	
	XXX	
	Colour Wheel 2 Fine XXX	
	Iris XXX	
	Iris Fine XXX	
	Iris Macro XXX Fix Gobo Wheel XXX	
I	TIX GOOD WHEEL AAA	

Rot. Gobo Wheel XXX Rot. Gobo Rotation XXX Rot. Gobo Rotation T. XXX Firming Black 1 A XXX Firming Black 1 A XXX Firming Black 1 A Firm XXX Firming Black 1 B Firm XXX Firming Black 2 B XXX Firming Black 2 A Firm XXX Firming Black 2 B XXX Firming Black 2 B XXX Firming Black 3 A XXX Firming Black 3 B Firm XXX Firming Black 4 A XXX Firming Black 4 A XXX Firming Black 4 A Firm XXX Firming Black 4 B Firm XXX Firming Rotation XXX Firming Rotation Firm XXX Firming Rotation XXX				
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7. **DMX PROTOCOL**

Short mode	Standard mode	Extended mode	Function Description	Decimal Low	Decimal High
			Strobe		
1	1	1	Close	0	
			Pulse strobe speed from slow to fast	1	127

			Strobe speed slow to fast	128	255
			Dimmer		
2	2	2	Close	0	0
			Non-linear dimmer from dark to light (0-100%)	1	255
	3	3	Dimmer Fine		
	3	3	Dimmer in 16 bit	0	255
3	4	4	CYM Macro		
			The following functions will disable CMY,CTO		
			No Function	0	7
			Colour Temperature 2700K	8	9
			Colour Temperature 3000K	10	11
			Colour Temperature 3500K	12	13
			Colour Temperature 4000K	14	15
			Colour Temperature 4500K	16	17
			Colour Temperature 5000K	18	19
			Colour Temperature 5700K	20	21
			Colour Macro 1	22	23
			Colour Macro 2	24	25
			Colour Macro 3	26	27
			Colour Macro 4	28	29
			Colour Macro 5	30	31
			Colour Macro 6	32	33
			Colour Macro 7	34	35
			Colour Macro 8	36	37
			Colour Macro 9	38	39
			Colour Macro 10	40	41
			Colour Macro 11	42	43
			Colour Macro 12	44	45
			Colour Macro 13	46	47
			Colour Macro 14	48	49
			Colour Macro 15	50	51
			Colour Macro 16	52	53
			Colour Macro 17	54	55
			Colour Macro 18	56	57
			Colour Macro 19	58	59
			Colour Macro 20	60	61
			Colour Macro 21	62	63
			Colour Macro 22	64	65
			Colour Macro 23	66	67
			Colour Macro 24	68	69
			Colour Macro 25	70	71
			Colour Macro 26	72	73
			Colour Macro 27	74	75

Colour Macro 28	76	77
Colour Macro 29	78	79
Colour Macro 30	80	81
Colour Macro 31	82	83
Colour Macro 32	84	85
Colour Macro 33	86	87
Colour Macro 34	88	89
Colour Macro 35	90	91
Colour Macro 36	92	93
Colour Macro 37	94	95
Colour Macro 38	96	97
Colour Macro39	98	99
Colour Macro 40	100	101
Colour Macro 41	102	103
Colour Macro 42	104	105
Colour Macro 43	106	107
Colour Macro 44	108	109
Colour Macro 45	110	111
Colour Macro 46	112	113
Colour Macro 47	114	115
Colour Macro 48	116	117
Colour Macro 49	118	119
Colour Macro 50	120	121
Colour Macro 51	122	123
Colour Macro 52	124	125
Colour Macro 53	126	127
Colour Macro 54	128	129
Colour Macro 55	130	131
Colour Macro 56	132	133
Colour Macro 57	134	135
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Colour Macro 59	138	139
Colour Macro 60	140	141
Colour Macro 61	142	143
Colour Macro 62	144	145
Colour Macro 63	146	147
Colour Macro 64	148	149
Colour Macro 65	150	151
Colour Macro 66	152	153
Colour Macro 67	154	155
Colour Macro 68	156	157
Colour Macro 69	158	159
Colour Macro 70	160	161

			Colour Macro 71	162	163
			Colour Macro 72	164	165
			Colour Macro 73	166	167
			Colour Macro 74	168	169
			Colour Macro 75	170	171
			Colour Macro 76	172	173
			Colour Macro 77	174	175
			Colour Macro 78	176	177
			Colour Macro 79	178	179
			Colour Macro 80	180	181
			Colour Macro 81	182	183
			Colour Macro 82	184	185
			Colour Macro 83	186	187
			Colour Macro 84	188	189
			Colour Macro 85	190	191
			Colour Macro 86	192	193
			Colour Macro 87	194	195
			Colour Macro 88	196	197
			Colour Macro 89	198	199
			CMY colour mixing from slow to fast	200	255
			Cyan		
4	5	5	Cyan (Linear 0-100%)	0	255
			Cyan Fine		
		6	Cyan in 16 Bit precision	0	255
			Yellow		
5	6	7	Yellow (Linear 0-100%)	0	255
		_	Yellow Fine		
		8	Yellow in 16 Bit precision	0	255
		7 0	Magenta		
6	7	9	Magenta (Linear 0-100%)	0	255
			Magenta Fine		
		10	Magenta in 16 Bit precision	0	255
_			СТО		
7	8	11	Linear adjust from high to low	0	255
			CTO Fine		
		12	CTO in 16 Bit precision	0	255
			Colour Wheel 1		
			Continual positioning		
			index 0-360°	0	63
8	9	13	positioning		
			White	64	67
			White/Color1(Red)	68	71
			Color1(Red)	72	75

9 11 15	Color 2(Green) Color 3(Blue) Color 3(Blue) Color 3(Blue) Color 4(Orange) Color 4(Orange) Color 5(Pink) Color 5(Pink) Color 5 (Pink) /Color 6 (Light cyan) Color 6(Light cyan) Color 6(Light cyan)/ White White Clockwise rainbow effect rotation speed from slow to fast Anti-clockwise rainbow effect rotation speed from slow to fast Color Wheel 1 Fine Color Continual positioning in 16 Bit precision Colour Wheel2 Continual positioning index 0-360° positioning White White/Color1(Deep Red)	80 84 88 92 96 100 104 108 112 116 120 128 192 0	83 87 91 95 99 103 107 111 115 119 127 191 255 255
	Color 3(Blue) Color 4(Orange) Color 4(Orange) Color 5(Pink) Color 5 (Pink) Color 6 (Light cyan) Color 6(Light cyan) Color6(Light cyan)/White White Clockwise rainbow effect rotation speed from slow to fast Anti-clockwise rainbow effect rotation speed from slow to fast Color Wheel 1 Fine Color Continual positioning in 16 Bit precision Colour Wheel2 Continual positioning index 0-360° positioning White White/Color1(Deep Red)	88 92 96 100 104 108 112 116 120 128 192 0	91 95 99 103 107 111 115 119 127 191 255 255
	Color 3(Blue)/ Color 4(Orange) Color 4(Orange) Color 5(Pink) Color 5 (Pink) /Color 6 (Light cyan) Color 6(Light cyan) Color6(Light cyan)/ White White Clockwise rainbow effect rotation speed from slow to fast Anti-clockwise rainbow effect rotation speed from slow to fast Color Wheel 1 Fine Color Continual positioning in 16 Bit precision Colour Wheel2 Continual positioning index 0-360° positioning White White/Color1(Deep Red)	92 96 100 104 108 112 116 120 128 192 0	95 99 103 107 111 115 119 127 191 255 255
	Color 4(Orange) Color 4(Orange) /Color 5(Pink) Color 5 (Pink) /Color 6 (Light cyan) Color 6(Light cyan) Color6(Light cyan)/ White White Clockwise rainbow effect rotation speed from slow to fast Anti-clockwise rainbow effect rotation speed from slow to fast Color Wheel 1 Fine Color Continual positioning in 16 Bit precision Colour Wheel2 Continual positioning index 0-360° positioning White White/Color1(Deep Red)	96 100 104 108 112 116 120 128 192 0	99 103 107 111 115 119 127 191 255 255
	Color 4(Orange) /Color 5(Pink) Color 5(Pink) Color 5 (Pink) /Color 6 (Light cyan) Color 6(Light cyan) Color6(Light cyan)/ White White Clockwise rainbow effect rotation speed from slow to fast Anti-clockwise rainbow effect rotation speed from slow to fast Color Wheel 1 Fine Color Continual positioning in 16 Bit precision Colour Wheel2 Continual positioning index 0-360° positioning White White/Color1(Deep Red)	100 104 108 112 116 120 128 192 0	103 107 111 115 119 127 191 255 255
	Color 5 (Pink) Color 6 (Light cyan) Color 6(Light cyan)/ White White Clockwise rainbow effect rotation speed from slow to fast Anti-clockwise rainbow effect rotation speed from slow to fast Color Wheel 1 Fine Color Continual positioning in 16 Bit precision Colour Wheel2 Continual positioning index 0-360° positioning White White/Color1(Deep Red)	104 108 112 116 120 128 192 0	107 111 115 119 127 191 255 255
	Color 5 (Pink) /Color 6 (Light cyan) Color 6(Light cyan) Color6(Light cyan)/ White White Clockwise rainbow effect rotation speed from slow to fast Anti-clockwise rainbow effect rotation speed from slow to fast Color Wheel 1 Fine Color Continual positioning in 16 Bit precision Colour Wheel2 Continual positioning index 0-360° positioning White White/Color1(Deep Red)	108 112 116 120 128 192 0	111 115 119 127 191 255 255
	Color 6(Light cyan) Color6(Light cyan)/ White White Clockwise rainbow effect rotation speed from slow to fast Anti-clockwise rainbow effect rotation speed from slow to fast Color Wheel 1 Fine Color Continual positioning in 16 Bit precision Colour Wheel2 Continual positioning index 0-360° positioning White White/Color1(Deep Red)	112 116 120 128 192 0	115 119 127 191 255 255
	Color6(Light cyan)/ White White Clockwise rainbow effect rotation speed from slow to fast Anti-clockwise rainbow effect rotation speed from slow to fast Color Wheel 1 Fine Color Continual positioning in 16 Bit precision Colour Wheel2 Continual positioning index 0-360° positioning White White/Color1(Deep Red)	116 120 128 192 0	119 127 191 255 255
	White Clockwise rainbow effect rotation speed from slow to fast Anti-clockwise rainbow effect rotation speed from slow to fast Color Wheel 1 Fine Color Continual positioning in 16 Bit precision Colour Wheel2 Continual positioning index 0-360° positioning White White/Color1(Deep Red)	120 128 192 0 0	127 191 255 255
	Clockwise rainbow effect rotation speed from slow to fast Anti-clockwise rainbow effect rotation speed from slow to fast Color Wheel 1 Fine Color Continual positioning in 16 Bit precision Colour Wheel2 Continual positioning index 0-360° positioning White White/Color1(Deep Red)	128 192 0 0	191 255 255
	Anti-clockwise rainbow effect rotation speed from slow to fast Color Wheel 1 Fine Color Continual positioning in 16 Bit precision Colour Wheel2 Continual positioning index 0-360° positioning White White/Color1(Deep Red)	0 0 0 64	255 255 63
	Color Wheel 1 Fine Color Continual positioning in 16 Bit precision Colour Wheel2 Continual positioning index 0-360° positioning White White/Color1(Deep Red)	0 0 64	255
	Color Continual positioning in 16 Bit precision Colour Wheel2 Continual positioning index 0-360° positioning White White/Color1(Deep Red)	0 64	63
	Colour Wheel2 Continual positioning index 0-360° positioning White White/Color1(Deep Red)	0 64	63
9 11 15	Continual positioning index 0-360° positioning White White/Color1(Deep Red)	64	
9 11 15	index 0-360° positioning White White/Color1(Deep Red)	64	
9 11 15	positioning White White/Color1(Deep Red)	64	
9 11 15	White White/Color1(Deep Red)		67
9 11 15	White/Color1(Deep Red)		67
9 11 15		68	
9 11 15	G 1 1/D D 1		71
9 11 15	Color1(Deep Red)	72	75
9 11 15	Color1(Deep Red)/Color 2(Amber)	76	79
9 11 15	Color 2(Amber)	80	83
9 11 15	Color 2(Amber)/Color 3(Tea red)	84	87
	Color 3(Tea red)	88	91
	Color 3(Tea red)/Color 4(Apple Green)	92	95
	Color 4(Apple Green)	96	99
	Color 4(Apple Green) / Color 5(Dark magenta)	100	103
	Color 5(Dark magenta)	104	107
	Color 5 (Dark magenta) /Color 6 (UV)	108	111
	Color 6(UV)	112	115
	Color6(UV)/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
12 16	Color Wheel 2 Fine		
12 16	Color Continual positioning in 16 Bit precision	0	255
10 12 17			
10 13 17	Iris	0	255
18	Iris Linear Iris from small to big 0-100%	0	

			Iris in 16 bit precision	0	255
			Iris Macro		
			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
11	14	19	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
			Fixed gobo wheel		
			White	0	15
			Gobo1	16	31
			Gobo2	32	47
			Gobo3	48	63
			Gobo4	64	79
			Gobo5	80	95
			Gobo6	96	111
	15	20	Gobo7	112	127
12			Clockwise rotation from slow to fast	128	149
			Anti-clockwise rotation from slow to fast	150	171
			Gobol 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
			Rotating gobo wheel		
			White	0	31
			Gobo1	32	47
			Gobo2	48	63
		21	Gobo3	64	79
			Gobo4	80	95
			Gobo5	96	111
13	16		Gobo6	112	127
			Clockwise rotation from slow to fast	128	143
			Anti-clockwise rotation from slow to fast	144	159
			Gobol 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
			Rotating gobo wheel rotation		
			Indexing 0-360°	0	128
14	17	22	Clockwise rotation from slow to fast	129	188
			Stop	189	195
			Anti-clockwise rotation from slow to fast	196	255
	10	22	Rotating gobo wheel rotation in 16 bit		
	18	23	Rotating gobo wheel fine rotation	0	255
1.5	10	2.4	Framing blade 1 left		
15	19	24	Framing blade 1 left linearly closing from big to small	0	255
			Framing blade 1 left in 16 bit		
		25	Framing blade 1 left fine adjustment	0	255
	•	•	Framing blade 1 right		
16	20	26	Framing blade 1 right linearly closing from big to small	0	255
		_	Framing blade 1 right in 16 bit		
		27	Framing blade 1 right fine adjustment	0	255
			Framing blade 2 left		
17	21	28	Framing blade2 left linearly closing from big to small	0	255
			Framing blade 2 left in 16 bit		
		29	Framing blade 2 left fine adjustment	0	255
			Framing blade 2 right		
18	22	30	Framing blade 2 right linearly closing from big to small	0	255
			Framing blade 2 right in 16 bit		
		31	Framing blade 2 right fine adjustment	0	255
			Framing blade 3 left		
19	23	23 32	Framing blade 3left linearly closing from big to small	0	255
			Framing blade 3 left in 16 bit		
		33	Framing blade 3 left fine adjustment	0	255
	24		Framing blade 3 right		
20		34	Framing blade 3 right linearly closing from big to small	0	255
			Framing blade 3right in 16 bit		
		35	Framing blade 3right fine adjustment	0	255
			Framing blade 4 left		
21	25	36	Framing blade 4left linearly closing from big to small	0	255
			Framing blade 4left in 16 bit		
		37	Framing blade 4 left fine adjustment	0	255
			Framing blade 4 right		
22	26	38	Framing blade 4 right linearly closing from big to small	0	255
			Framing blade 4right in 16 bit	-	
		39	Framing blade 4right fine adjustment	0	255
			Framing module rotation	-	
23	27	40	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
	20	41	Framing module rotation in 16 bit		
	28	41	Framing module fine rotation	0	255
			Prism1		
24	29	42	No Prism	0	16
			Prism	17	255
			Prism1 rotation		
			Prism index	0	127
25	20	42	Prism stops	128	
25	30	43	Rotation speed from slow to fast	129	191
			Stop rotating	192	
			Reverse rotation speed from slow to fast	193	255
			Prism2		
26	31	44	No Prism	0	16
			Prism	17	255
			Prism2 rotation		
	32	45	Prism index	0	127
27			Prism stops	128	
27			Rotation speed from slow to fast	129	191
			Stop rotating	192	
			Reverse rotation speed from slow to fast	193	255
	33	46	Effect Wheel		
28			No effect wheel	0	19
			Effect wheel in	20	255
			Effect Wheel Rotation		
29	34	34 47	Clockwise rotation from slow to fast	0	127
			Anti-clockwise reverse rotation from slow to fast	128	255
20	25	40	Frost1		
30	33	35 48	Light Frost from 0% to 100%	0	255
21	26	36 49	Frost2		
31	36		Light Frost from 0% to 100%	0	255
22	27	50	Focus		
32	37	50	Linearly focusing	0	255
		5.1	Focus Fine		
		51	Focus in 16 precision	0	255
22	20	52	Zoom		
33	38	52	Linearly zooming	0	255
		52	Zoom Fine		
		53	Zoom in 16 Bit precision	0	255
34	39	54	Autofocus		

			While channels for Iris, Rotating Gobo Wheel and Rotating Gobo		
			Wheel are in use, the projector has automatic focus function at		
			some distance. Use "Autofocus Calibrations" channel (35/40/55)		
			to focus the image. Priority: Rotating Gobo Wheel > Fixed Gobo		
			Wheel > Iris>Framing module		
			The following functions will disable the focus channel (32/37/50)		
			is disabled.		
			Autofocus Off	0	19
			Autofocus for 5M	20	39
			Autofocus for 10M	40	59
			Autofocus for 15M	60	79
			Autofocus for 20M	80	255
			Autofocus Calibrations		
35	40	55	focus calibrations up	0	127
			focus calibrations down	128	255
26	41	<i>E(</i>	Pan		
36	41	56	Pan movement	0	255
27	42	57	Pan Fine		
37	42		Pan movement in 16 bit precision	0	255
38	43	3 58	Tilt		
36	43		Tilt movement	0	255
39	44	59	Tilt fine		
39	44	39	Tilt movement 16 bit precision	0	255
	45	60	Pan/Tilt speed		
40			Fast Speed Mode	0	1
			Pan &Tilt speed from fast to slow	2	255
	46	6 61	CRI MODE		
41			Normal mode	0	127
			High CRI mode	128	255
		Power/Special functions	Power/Special functions		
			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
42	47	62	Reserved	30	46
42	4/	02	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

^{****}DMX channels from high to low in priority: Zoom, Focus

8. SIGNS OF THE TOUCH SCREEN

E	Config Settings		Option Settings
	Address		Information
<u> </u>	Error Messages	S	Service
S	Reset	8	Operation Mode
	User Memories		

9.ERROR MESSAGES

The system can detect some errors during the reset, if displayed, touch to view the error.





^{****}While the channel in higher priority is in use, the other won't work.

The error messages are a	as follows:	
Name	Туре	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
Color temperature	Timeout	Check if wiring, positioning parts and motors are normal
Color Wheel1	Timeout	Check if wiring, positioning parts and motors are normal
Color Wheel2	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. Gobo1Rotation	Timeout	Check if wiring, positioning parts and motors are normal
Dimmer	Timeout	Check if wiring, positioning parts and motors are normal
Prism 1	Timeout	Check if wiring, positioning parts and motors are normal
Prism 1 Rotation	Timeout	Check if wiring, positioning parts and motors are normal
Prism 2	Timeout	Check if wiring, positioning parts and motors are normal
Prism 2 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
Lamp Off[Fan Error]	Error	Check if all fans are normal
Time IC	Error	Contact the manufacturer

10. TECHNICAL DATA **ELECTRICAL PARAMETERS**

Input voltage: 100V-240V AC, 50/60Hz

Input power: 1550W @ 220V

1700W @ 100V

Current max. 7.1A @ 220V Power factor: PF>0.95

OPTICAL SYSTEM

Light sources 1200W white LED module

Colour Temperature 6900K

CRI: $Ra \ge 95$ (Optional high out version: $Ra \ge 70$)

Manufacturers Rated Lamp Life >20000hrs

COLORS

CMY linear coloring mixing system with macros

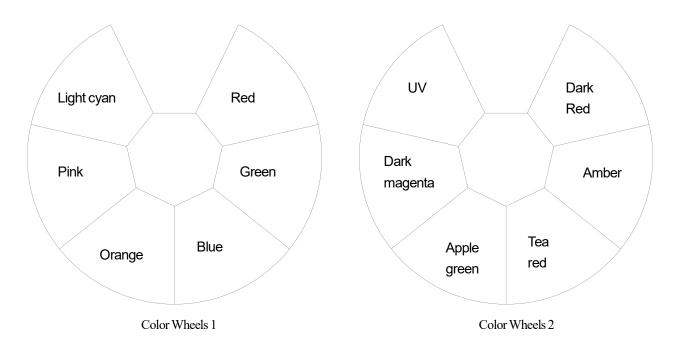
2 Color Wheels:

Color Wheels 1: Red, Green, Blue, Orange , Pink, Light cyan, + open

Color Wheels 2: Dark Red, Amber, Tea red, Apple green, Dark magenta, UV+ open

Full color/half color/linear color

Bi-directional rainbow effect with variable speeds



CTO

Linear CTO system(0-100%, 1800K-6500K)

FRAMING

Framing module:4 framing blades to make graphics with different sizes and shapes Each blade to make full curtain effect Continual and bi-directional rotation for the whole module

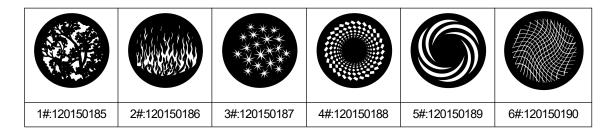
GOBOS

1 rotating gobo wheel: 6 exchangeable+ open

Bi-directional rotation, indexing, shake with varied speeds

bi-directional scrolling with varied speeds

Rotating gob wheel:



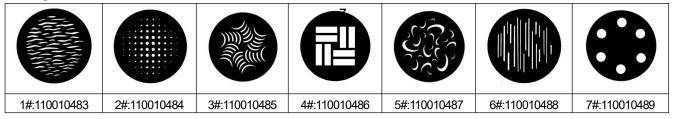
Gobo external size: 32mm

Image size: 24mm

1 fixed gobo wheel:7 exchangeable gobos+ open

Shake effect with varied speeds and bi-directional rotation with varied speeds

Fixed gobo wheel



Gobo external size: 32mm

Image size: 25mm

EFFECT WHEEL

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

IRIS

Linear iris 5-100% with macros

PRISM

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

FROST

2 frost filters: 1 heavy frost filter + 1 light frost filter (0-100% linear)

BEAM ANGLE

Linear zoom 6° 54° with 16 bit precision

FOCUS

Linear focus with auto-focus function

DIMMER

Linear electronic dimmer 0-100% with 16 bit control

3 dimmer speeds

4 dimmer gamma curves

Dimmer frequency(1.2K-25K)

STROBE

Electronic strobe, 0.3~25 F.P.S

HEAD MOVEMENT

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

CONTROL

International standard DMX512 signal and RDM function 42channels in short mode, 47channels in standard mode,62channel in extended mode Art Net protocol and sCAN protocol(optional), DMX512 wireless control

CONTROL INTERFACE

DMX512 ports (5-pin)

Ethernet port RJ45

OTHER FUNCTIONS

Pan and Tilt speeds adjustable

Pan and Tilt swappable and invertible

High precision magnet sensor for positioning

3.2-inch touch color screen, Chinese and English menus, Screen automatic lock –up while standby

Error diagnostic system with sensors

Smart fan cooling system

Display of fixture hours and software versions

Modular construction for easy maintenance

Isolated input signals

Firmware update via DMX cable or USB port

IPRATING

IP20

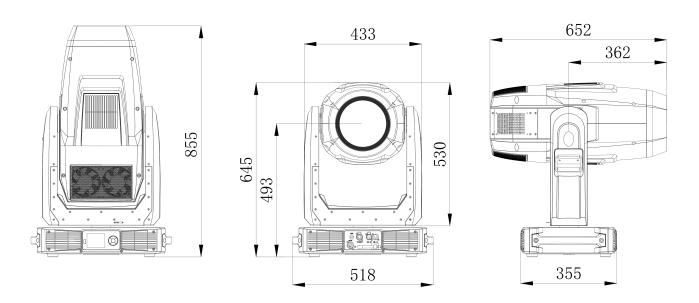
OPERATION TEMPERATURE

Ambient temperature at maximum: 45°C

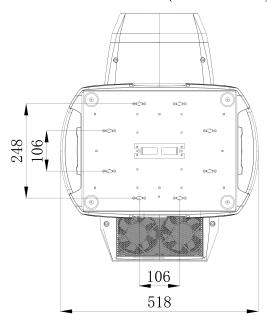
WEIGHT

Net weight 45K

SIZES

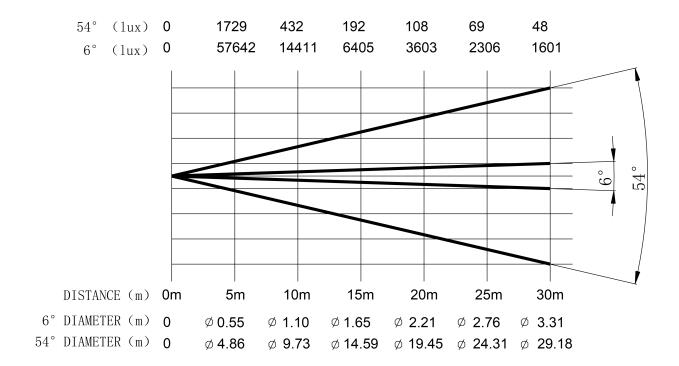


INSTALLATION DIAGRAM(BOTTOM VIEW)

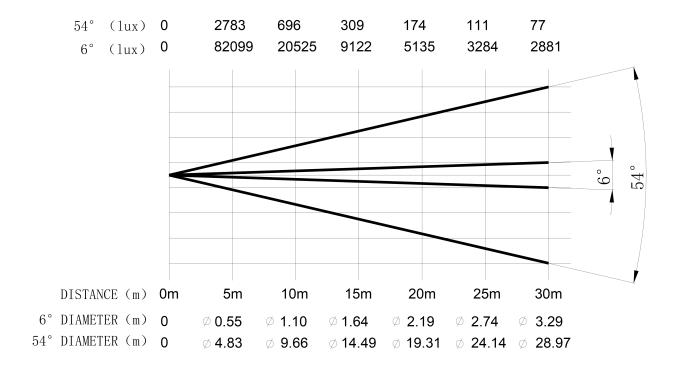


LIGHT OUTPUT

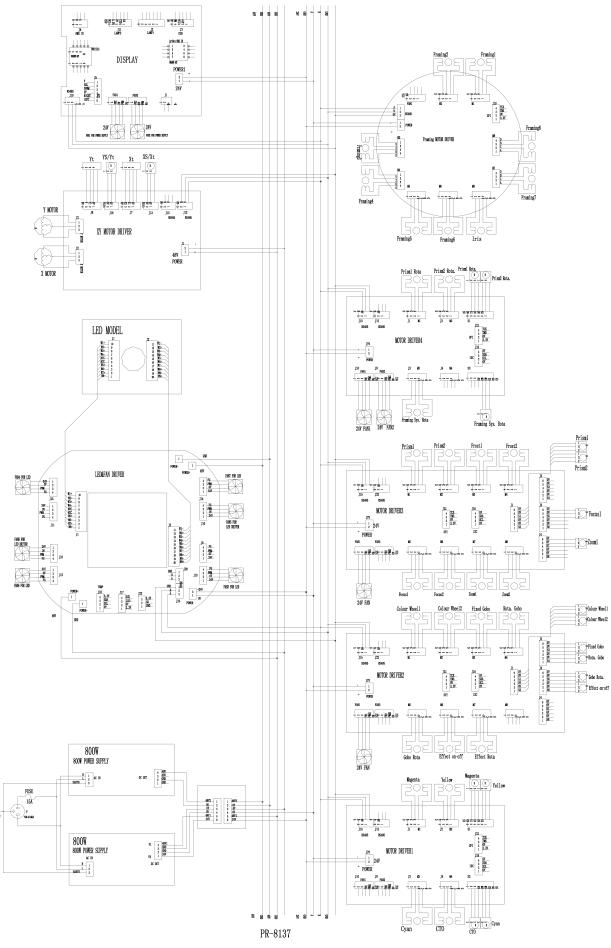
High CRI version



High out version



11. CIRCUIT DIAGRAM



12. COMPONENT ORDER CODES

NAME	CODE NUMBER	QTY	REMARK
SWITCHING POWER SUPPLY	192010228A	1	
SWITCHING POWER SUPPLY	192010215B	1	
LED LIGHT SOURCE	150020326	1	
PAN MOTOR	030040262	1	
TILT MOTOR	030040262	1	
PRISM IN/OUT MOTOR	030040221A	2	
PRISM ROTATING MOTOR	030040289	2	
FROST IN/OUT MOTOR	030040073D	2	
EFFECT WHEEL IN/OUT MOTOR	030040236A	1	
EFFECT WHEEL ROTATING MOTOR	030040220A	1	
GOBO WHEEL MOTOR	030040125A	3	
GOBO ROTATING MOTOR	030040220A	1	
COLOR WHEEL MOTOR	030040220A	2	
CMY MOTOR	030040210A	2	
CM1 MOTOR	030040211A	2	
FOCUS MOTOR	030040291	2	
ZOOM MOTOR	030040261A	2	
FRAMING MODULE ROTATING MOTOR	030040158	1	
FRAMING BLADE MOTOR	030040283	8	
IRIS MOTOR	030040283	1	
BASE FAN	030060104	2	
LED FAN	030060130	4	
DRIVER/CMY FAN	030060122	2	
GOBO FAN	030060115	1	
FRAMING FAN	030060120	2	

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

P/N: 320021055B Old Version: 20231024 New Version: 20231130