# **Instruction Manual**

PROFESSIONAL STAGE LIGHTING EQUIPMENT



**HL-MB480** 



--Please Read The Manual Carefully-----

# 1. Precautions and Installation Precautions and installation

### 1.1 The statement

Thank you for choosing our products! When this product leaves the factory, the performance is intact, the package is complete. In order to use this product safely and effectively, please read this instruction manual carefully and completely before using this product. This manual contains important installation and use information, please install and operate according to the requirements of the manual, at the same time, please keep this manual properly for use at any time. Our company does not assume any responsibility for the damage of the lighting or other performance caused by the failure of the individual to operate according to the instructions during installation, use and maintenance.

This manual is subject to technical changes without prior notice.

#### 1.2 Maintenance

- Disconnect the power supply before performing maintenance.
- The lamp should be kept dry, avoid working in damp environment.
- Intermittent use will effectively prolong the life of the lamps.
- For good ventilation and lighting, take care to clean fans and fan nets and lenses frequently.
- Do not use alcohol and other organic solvents to wipe the lamp shell, so as not to cause damage.

# 1.3 Product Precautions

- This lamp is for professional use only.
- Before operation, ensure that the power supply voltage is consistent with equipment requirements.
- Do not place the product in places where it is easy to loose or shake.
- In the process of use, if the lamp is abnormal, stop using the lamp in time.
- To ensure the service life of the product, do not put the product in the damp or leaking place, and do not work in the environment where the temperature is above 60 degrees.
- When the bulb is used, the voltage change of the power supply should not exceed
- ±10%. If the voltage is too high, the life of the bulb will be shortened. If the voltage is too low, the light color of the bulb will be affected.
- After power off, it is necessary to use the lamp to cool down fully after 20 minutes before power on again.
- Rotating parts of lamps and lanterns and sticking accessories must be checked regularly, loose, shaking timely reinforcement, in case of accidents.
- To ensure the normal use of this product, please read this instruction carefully.

### 1.4 Product introduction

- Light source power: 480W;
- Voltage: AC 200V~240V/50~60Hz;

- Color plate: each color plate is composed of 13 color plates + white light;
- Pattern plate: 15 pattern effects;
- 540 degrees translation, 270 degrees tilt.
- Overheating protection;
- Control mode: DMX512/ master slave/automatic;
- IP20 protection level

# 1.5 Signal line connection

Lamps feature standard DMX input and output 3-core or 5-core XLR sockets. Please use shielded twisted-pair signal cable specially for DMX 512; The signal line is generally connected at a distance of 150 meters. When long-distance signal is transmitted, DMX512 signal amplifier must be added.

A shielded twisted-pair signal line is used to connect the DMX output port of the controller to the DMX input port of the first device, and from the DMX output port of the first device to the DMX input port of the second device, and so on, until all lamps are connected. Then install a terminal plug on the 3-core jack of the last connecting lamp output in each circuit. (Weld a 4/1W,  $120 \omega$  resistor between the 2 and 3 pins of the 3-core card plug with a needle).

Important: Wires should not touch each other or metal enclosures.

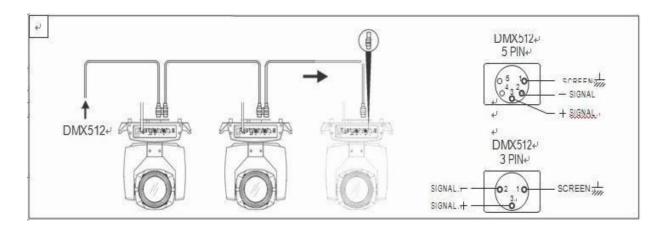


Figure 1 Schematic diagram of DMX signal cable connection

Calculation method of initial address code of lamps:

The start address code of the current lamp is equal to (the start address code of the previous lamp)+(the number of channels of the lamp)

- 1: the start address of the first lamp is A001.
- 2: the basic number of channels of the controller should be greater than or equal to the total number of channels used by the lamp.
- 3: Note: when using any controller, each lamp should have its own start address code, if the start address code of the first lamp is set to A001, the number of lamps is 16CH; The starting address code of the second lamp is set to A017. The starting address code of the third lamp is set to A033; And so on, (this setting method also needs to be determined according to different console)

### 1.6 Installation of lamps and lanterns

Lamps can be placed horizontally, diagonally or upside down. Pay attention to the installation method when slant and upside down.

As shown in Figure 2, it is necessary to ensure the stability of the installation site before positioning the lamp. During the installation of the inverted hanging, it is necessary to ensure that the lamp does not fall off from the support frame, and the safety rope should be used to pass through the support frame and the handle of the lamp for auxiliary hanging to ensure safety. Prevent lamp from falling and sliding.

During the installation and debugging of the lamps, pedestrians are not allowed to pass under the lamps. Check regularly whether the safety ropes are worn or the hook screws are loose.

Our company will not assume any responsibility for any consequences caused by falling of the lamp due to unstable hanging installation.

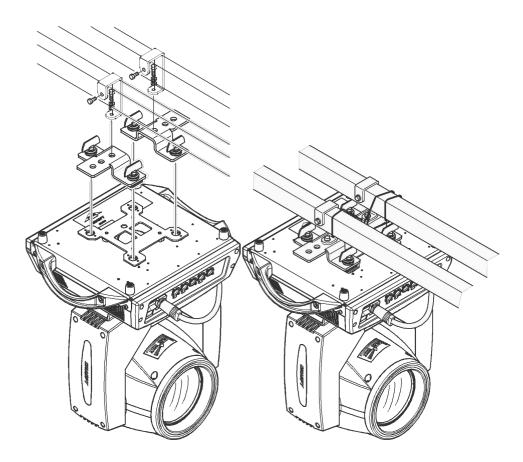


FIG. 2 Schematic diagram of upside-down lamps

# 2. The control panel

## 2.1 Key Description

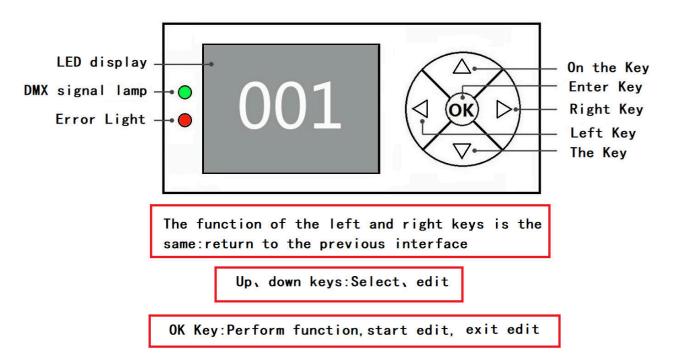


FIG. 3 Schematic diagram of panel keys

The following takes "modify DMX address code" as an example to describe the use of keys:

- 1. If the current screen is not the main screen, press the "Left" key (one or more times) to return to the main screen
- 2. On the home screen, press the Up or Down key to select the Settings button
- 3. Press "OK" to enter the "Settings" interface
- 4. In the "Settings" interface, press "Up" or "Down" to select "DMX Address".
- 5. Press "OK" to enter editing mode
- 6. Press the "Up" or "Down" key to modify DMX address code
- 7. Press OK to exit the editing mode
- 8. Press the right button on the main interface to enter the calibration menu shortcut key.

# 2.2 Menu Description

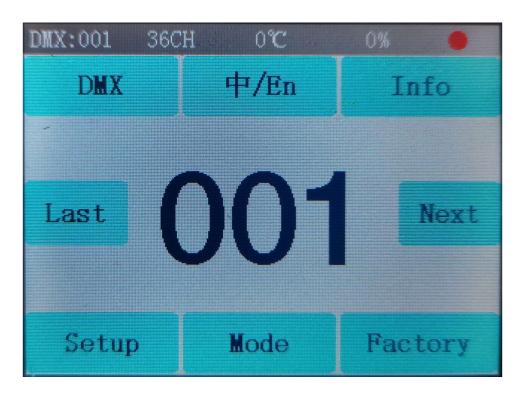


FIG. 4 Schematic diagram of main menu

# 2.2.1 DMX Settings

- 1. Key description: press up or down is +1 or -1 mode; Press the left and right keys to go up or go down, which is collectively referred to as the quick adjust address code mode. Press ok to return
- 2. Manual description: first input hundreds, then tens, and finally a bit.(For example, to enter 286, press 2, then 8, then 6)

### 2.2.2 / En

# Switching between Chinese and English interface;

# 2.2.3 System Information

| options                     | instructions       |   |
|-----------------------------|--------------------|---|
| System                      | DIS                | Display board software version                    |
| version                     | MT                 | Motor board software version                      |
| The temperature information |                    | Display bead temperature                          |
| Fan information             | The fan speed      | Displays the fan speed information                |
|                             | Total light bubble | Cumulative bubble time (accurate to minutes)      |
|                             | The bright bubble  | Time of this bubbling (accurate to minutes)       |
| The time system             | Total service time | Total usage time (accurate to minutes)            |
|                             |                    | Usage time since this startup (accurat minute) to |

|                   | Manufacture date           | Right-click to change the factory date   |
|-------------------|----------------------------|--|
|                   |                            | 9999 means no encryption and can be used for a   |
|                   | The access time            | long time.   |
|                   | The access time            | Other values indicate the remaining use time,  |
|                   |                            | with encryption;   |
|                   | X hall                     | 0 when magnetic is detected, 1 otherwise   |
|                   | Y hall                     | 0 when magnetic is detected, 1 otherwise   |
|                   | Color disc hall            | 0 when magnetic is detected, 1 otherwise   |
|                   | CMY hall                   | 0 when magnetic is detected, 1 otherwise   |
|                   | The CTO hall               | 0 when magnetic is detected, 1 otherwise   |
|                   |                            | 0 when magnetic is detected, 1 otherwise   |
|                   | Glass hall                 | 0 when magnetic is detected, 1 otherwise   |
|                   | Glass pattern spin<br>hall | 0 when magnetic is detected, 1 otherwise   |
|                   | Adjustable<br>JiaoHuoEr    | 0 when magnetic is detected, 1 otherwise   |
|                   | Enlarge hole,              | 0 when magnetic is detected, 1 otherwise   |
|                   | Prism 1                    |  |
|                   | rotates                    | 0 when magnetic is detected, 1 otherwise   |
| Sensor monitoring | Hall                       |  |
|                   | X indicates                | Two digits, each corresponding to a  |
|                   | the                        | photoelectric switch on the coding disk  |
|                   | disk status                | j  |
|                   | Y Indicates                |  |
|                   | the status                 | Two digits, each corresponding to a  |
|                   | of the                     | photoelectric switch on the coding disk  |
|                   | encoding disk              |  |
|                   |                            | In the positive direction, the step value should   |
|                   | X-axis encoding            | increase, in the opposite direction, the step value  |
|                   | disk step value            | should decrease. The same value is   |
|                   |                            | normal every time you turn to the same point   |
|                   | Y-axis encoding            | In the positive direction, the step value should increase, in the opposite direction, the step value |
|                   | disk step value            | should decrease. The same value is   |
|                   | uisk step value            | normal every time you turn to the same point   |
|                   |                            | If the red ERR indicator lights up, it indicates that  |
| System error      |                            | the lamp is running wrong. Details can be viewed   |
|                   |                            | in the sub-interface.After viewing, you  |
|                   |                            | can press the "Clear" button to clear error  |
|                   |                            | records  |
| DMX channel       |                            | This leads to a subinterface that displays   |
| value             |                            | channel values in numerical and percentage   |
| monitoring        |                            | terms for viewing  |
| <u> </u>          | 1                          | <u> </u>   |

| Common error messages                     | instructions  |
|---|---|
| failed.                                   | Motor board is not responding. The serial communication line connecting the display board to the motor board is faulty, or the motor board is faulty. |
|   | X-axis photoelectric switch, or X-axis motor or motor board problem   |
| The Y-axis reset fails                    | Y photoelectric switch, or Y motor or motor board problem   |
| X-axis Hall<br>error                      | X axis Hall, or motor plate problem   |
| Y-axis Hall<br>error                      | Y axis Hall, or motor plate problem   |
| The color disk failed to reset. Procedure | Color plate Hall, or color plate motor problem  |
| Failed to reset the pattern disk          | Pattern plate Hall, or pattern plate motor problem  |
| The focus reset failed                    | There is a problem with the focusing hall or the focusing motor   |

# 2.2.4 Lighting Settings

| options           | instructions |                                   |
|-------------------|--------------|-----------------------------------|
| DMX channel       | 36CH         | 36 channel mode                   |
| language          | Chinese      | Set the interface to Chinese      |
| language          | English      | Set the interface to English      |
| Screen rotation   | guan         | Positive display                  |
| Ocicen rotation   | open         | The screen is displayed inversely |
| Automatic screen  | guan         | Positive display                  |
| flip              | open         | The screen is displayed inversely |
|                   | Square       | index                             |
| The dimming curve | linear       | A straight line                   |
|                   | SCurve       | sine                              |
|                   | InSquare     | logarithmic                       |
| RDM function      | guan         | The RDM function is enabled       |
| TOW Idiodon       | open         | Disable the RDM function          |
| DMX signal        | keep         | Continue running as before        |
| DIVIX Signal      | reset        | Motor back, stop running          |
| Screen saver      | guan         | Close the screen saver            |
| Soleen savel      | open         | Open the screen saver             |
| X inversion       | guan         |                                   |
| X IIIVGI SIOII    | open         |                                   |

| Y inversion      | guan |  |
|------------------|------|--|
| 1 IIIVEISIOII    | open |  |
|                  | guan |  |
| XY exchange      | opon | Channels for exchanging XY axis (including fine      |
|                  | open | tuning)  |
|                  |      | Use an encoder (optocoupler) to determine out-of-    |
| XY encoder       | open | step   |
| AT efficuler     |      | and automatically correct position                   |
|                  | guan | No encoder (optocoupler) is used to correct position |
| Color wheel      | open | Color wheel changes linearly                         |
| changes linearly | guan | Color wheel nonlinear change, half-color change      |
| Restore default  |      | Press OK to see the confirmation dialog box. Press   |
|                  |      | OK   |
| Settings         |      | again to restore the default Settings                |

# 2.2.5 Operating Mode

| Since walking pattern | IDMX         | Slave state: receiving DMX signal from console or host |
|-----------------------|--------------|--|
|                       | Since the go | Host state: self-powered and sends DMX signal to       |
|                       |              | slave  |

- ◆ Manual control (Click the Operation mode menu on the main interface, select manual control, and press "confirm" to enter manual control)
- 1. This interface is used to control the current lamps and lanterns, and automatically enter the host state (do not receive DMX signal, send DMX signal to the bus to the slave).
- 2. The manual menu will display 36 channels according to the standard 36 channels set in the Settings menu.

| options      | instructions |   |  |
|--------------|--------------|---|--|
| 1CH. X       | 0~255        | Press "OK" to enter editing mode.At this time, select the hundreds and press the "up" and "down" keys to change the |  |
|              | 0~255        | channel value.Press OK again to select the ten place  |  |
| 35 ch.       | 0~255        | edit.Press "OK" again to select the bits to   |  |
| Aperture     | 0~255        | edit.Press again to exit the edit mode  |  |
|              |              | Press "OK" to see the confirmation dialog box.  |  |
| 36 ch. Reset |              | Press "OK" again to enter the reset interface and reset all   |  |
|              |              | the motors  |  |
|              |              | Press "OK" to see the confirmation dialog box. Press  |  |
| ALL reset    |              | "OK" again to enter the reset interface and reset all the   |  |
|              |              | motors  |  |
| XY reset     |              | Press "OK" to see the confirmation dialog box. Press  |  |
| AT TESEL     |              | "OK" again to enter the reset interface. XY is reset  |  |

|          | Pr | ess "OK" to see the confirmation dialog box. Press "OK" |
|----------|----|---|
| MT reset | ag | ain to enter the reset interface and reset the          |
|          | sn | nall motor  |

# 2.2.6 Factory Settings

| Options                | Instructions   |  |  |
|------------------------|--|--|--|
| Electrical calibration | The X axis Y Color plate Fixed pattern disc Glass patterned disc Glass pattern rotation Effect disk zero Effect plate stroke Show refers to zero Show refers to travel Color temperature cyan magenta yellow focusing amplification Prism 1 zero Prismatic 1 stroke Prism 2 zero Prism 1 rotation Prism 2 rotation | After entering the sub-interface, you can adjust the reset position of the X axis, Y axis and other motors to compensate for errors in hardware installation. The adjustment range is -128~+127, +0 means no adjustment. |  |
|                        | Atomization zero Atomization trip Cutting disc   |  |  |
| XY speed               | The aperture The X axis speed  | 000 255 slow to fact adjustment  |  |
| regulation             | The Y axis speed   | 000-255, slow to fast adjustment   |  |
| Fan<br>regulation      | Fan regulation  Do only temporary adjustment, podes  The fan speed  not save   |  |  |

# 3. 16 Channel function

# 3.1 The Channel List

| Channel | Function             |
|---------|----------------------|
| 1       | Pan                  |
| 2       | Pan fine             |
| 3       | Tilt                 |
| 4       | Tilt fine            |
| 5       | PT speed             |
| 6       | Strobe               |
| 7       | Dimmer               |
| 8       | Color                |
| 9       | Gobo                 |
| 10      | Focus                |
| 11      | Prism 1              |
| 12      | Prism 1 rotation     |
| 13      | Prism 2              |
| 14      | Prism 2 rotation     |
| 15      | Bulb control & reset |
| 16      | Lamp & Reset         |

# **Channel description:**

| Channel | Function | Value   | Function description   |
|---------|----------|---|--|
| 1       | X        | 000-255.  | Horizontal 540 degree scan   |
| 2       | X Fine   | 000-255.  | Horizontal 1.2 degree fine tuning  |
| 3       | Y        | 000-255.  | Vertical 270 degree scan   |
| 4       | Y Fine   | 000-255.  | Vertical 1.2 degree fine tuning  |
| 5       | XY Speed | 000-255.  | Speed from fast to slow  |
| 6       | Shutter  | 000<br>001-050.<br>051-240.<br>241-249.<br>250-252.<br>253-255. | Light brake closed Light gate open → (controlled by dimming channel) Stroboscopic from slow to fast Light brake on → (controlled by dimmer channel) Light brake closed Light gate open → (controlled by dimming channel) |

| 7 | Dimming | 000-255. | Dark to light                              |
|---|---------|----------|--|
|   |         | 000-004. | White light                                |
|   |         | 005-009  | White light + Color 1                      |
|   |         | 0010-014 | Color 1                                    |
|   |         | 015-019  | Color 1+ Color 2                           |
|   |         | 020-024  | Color 2                                    |
|   |         | 025-029  | Color 2+ Color 3                           |
|   |         | 030-034  | Color 3                                    |
|   |         | 035-039  | Color 3+ Color 4                           |
|   |         | 040-044  | Color 4                                    |
|   |         | 045-049  | Color 4+ Color 5                           |
|   |         | 050-054  | Color 5                                    |
|   |         | 055-059  | Color 5+ Color 6                           |
|   |         | 060-064  | Color 6                                    |
|   |         | 065-069  | Color 6+ Color 7                           |
| 8 | Color   | 070-074  | Color 7                                    |
| 0 | Coloi   | 075-079  | Color 7+ Color 8                           |
|   |         | 080-084  | Color 8                                    |
|   |         | 085-089  | Color 8+ Color 9                           |
|   |         | 090-094  | Color 9                                    |
|   |         | 095- 099 | Color 9+ Color 10                          |
|   |         | 100-104  | Color 10                                   |
|   |         | 105-109  | Color 10+ Color 11                         |
|   |         | 110-114  | Color 11                                   |
|   |         | 115-119  | Color 11+ Color 12                         |
|   |         | 120-124  | Color 12                                   |
|   |         | 125-129  | Color 12+ white light                      |
|   |         | 130-134  | Color 13                                   |
|   |         | 135-139  | Color 13+ white light                      |
|   |         | 140-200  | Positive flowing water (from fast to slow) |
|   |         | 201-255  | Reverse flow (slow to fast)                |
|   |         | 000-004  | Gobo 1                                     |
|   |         | 005-009  | Gobo 2                                     |
|   |         | 010-014  | Gobo 3                                     |
|   |         | 015-019  | Gobo 4                                     |
|   |         | 020-024  | Gobo 5                                     |
|   |         | 025-029  | Gobo 6                                     |
|   |         | 030-034  | Gobo 7                                     |
| 9 | Gobo    | 035-039  | Gobo 8                                     |
|   |         | 040-044  | Gobo 9                                     |
|   |         | 045-049  | Gobo 10                                    |
|   |         | 050-054  | Gobo 11                                    |
|   |         | 055-059  | Gobo 12                                    |
|   |         | 060-064. | Gobo 13                                    |
|   |         | 065-069. | Gobo 14                                    |
|   |         | 070-074. | Gobo 15                                    |
|   |         | 075-079  | Gobo 16                                    |

| 085-089.   Gobo 1 Shake(from slow to fast)   090-094.   Gobo 2 Shake(from slow to fast)   100-104.   Gobo 4 Shake(from slow to fast)   100-104.   Gobo 4 Shake(from slow to fast)   105-109.   Gobo 5 Shake(from slow to fast)   110-114.   Gobo 6 Shake(from slow to fast)   110-114.   Gobo 6 Shake(from slow to fast)   120-124.   Gobo 8 Shake(from slow to fast)   120-124.   Gobo 9 Shake(from slow to fast)   135-139.   Gobo 10 Shake(from slow to fast)   135-139.   Gobo 11 Shake(from slow to fast)   140-144.   Gobo 12 Shake(from slow to fast)   140-144.   Gobo 13 Shake(from slow to fast)   150-154.   Gobo 14 Shake(from slow to fast)   150-154.   Gobo 15 Shake(from slow to fast)   160-164.   Gobo 16 Shake(from slow to fast)   160-164.   Gobo 17 Shake(from slow to fast)   160-164.   Gobo 17 Shake(from slow to fast)   160-164.   Gobo 17 Shake(from slow to fast)   170-210.   Forward flowing water (from slow to fast)   170-210.   17 |    |         | 000 004  | O-b- 47                                   |
|--|----|---------|----------|---|
| 090-094  |    |         | 080-084. | Gobo 17                                   |
| 095-099.   Gobo 3 Shake(from slow to fast)   |    |         |          | ,   |
| 100-104.   105-109.   100-104.   105-109.   100-104.   105-109.   100-104.   105-109.   100-105.  |    |         |          | ,   |
| 105-109.   |    |         |          | ,   |
| 110-114.   |    |         |          | ,   |
| 115-119.   Gobo 7 Shake(from slow to fast)   |    |         |          | ,   |
| 120-124.   Gobo 8 Shake(from slow to fast)   |    |         | _        | ,   |
| 125-129.   Gobo 9 Shake(from slow to fast)   |    |         |          | ,   |
| 130-134.   Gobo 10 Shake(from slow to fast)  |    |         |          | ,   |
| 135-139.   Gobo 11 Shake(from slow to fast)  |    |         | 125-129. | Gobo 9 Shake(from slow to fast)           |
| 140-144.   Gobo 12 Shake(from slow to fast)  |    |         | 130-134. | Gobo 10 Shake(from slow to fast)          |
| 145-149.   Gobo 13 Shake(from slow to fast)   150-154.   Gobo 14 Shake(from slow to fast)   155-159.   Gobo 15 Shake(from slow to fast)   160-164.   Gobo 16 Shake(from slow to fast)   165-169.   Gobo 17 Shake(from slow to fast)   170-210.   Forward flowing water (from slow to fast)   170-210.   212-255.   Reverse flow (slow to fast)   10  |    |         | 135-139. | Gobo 11 Shake(from slow to fast)          |
| 150-154.   Gobo 14 Shake(from slow to fast)   155-159.   Gobo 15 Shake(from slow to fast)   160-164.   Gobo 16 Shake(from slow to fast)   165-169.   Gobo 17 Shake(from slow to fast)   170-210.   Forward flowing water (from slow to fast)   212-255.   Reverse flow (slow to fast)   Reverse flow (slow to fast)   10   |    |         | 140-144. | Gobo 12 Shake(from slow to fast)          |
| 155-159.   Gobo 15 Shake(from slow to fast)   160-164.   Gobo 16 Shake(from slow to fast)   165-169.   Gobo 17 Shake(from slow to fast)   170-210.   Forward flowing water (from slow to fast)   212-255.   Reverse flow (slow to fast)   Reverse fl |    |         | 145-149. | Gobo 13 Shake(from slow to fast)          |
| 160-164.   Gobo 16 Shake(from slow to fast)   165-169.   Gobo 17 Shake(from slow to fast)   170-210.   Forward flowing water (from slow to fast)   212-255.   Reverse flow (slow to fast)   212-255.   Reverse flow (slow to fast)   10   Focus   000-255.   Gobo clarity from far to near   11   Prism 1   128-255.   Prism cut in   128-255.   Prism cut in   128-191.   Reverse rotation (from fast to slow)   192-255.   Prism cut in   13   Prism 2   000-127.   None   128-255.   Prism cut in   128-255.   Prism cut in   128-191.   Reverse rotation (from fast to slow)   192-255.   Prism cut in   192-255.   Prism cut in   192-255.   Prism Angle adjustment   Reverse rotation (from fast to slow)   192-255.   Forward rotation (from fast to slow)   192-255.   Forward rotation (from slow to fast)   15   Frost   128-255.   Forward rotation (from slow to fast)   16   Lamp& 100-105.   Lamp Off   Lamp Off   Lamp On   |    |         | 150-154. | Gobo 14 Shake(from slow to fast)          |
| 165-169.   Gobo 17 Shake(from slow to fast)   170-210.   Forward flowing water (from slow to fast)   212-255.   Reverse flow (slow to fast)   Reverse flow (slow to fast)   10   Focus   000-255.   Gobo clarity from far to near   11   Prism 1   000-127.   None   Prism cut in   128-255.   Prism cut in   128-191.   Reverse rotation (from fast to slow)   192-255.   Forward rotation (from slow to fast)   13   Prism 2   000-127.   None   Prism 2   128-255.   Prism cut in   128-191.   Reverse rotation (from fast to slow)   192-255.   Prism Angle adjustment   Reverse rotation (from fast to slow)   192-255.   Forward rotation (from fast to slow)   192-255.   Forward rotation (from fast to slow)   192-255.   Forward rotation (from slow to fast)   15   Frost   128-255.   Frost cut in   128-255.   Frost cut in   16   Lamp& Reset   200-205.   Lamp Off   Lamp On  |    |         | 155-159. | Gobo 15 Shake(from slow to fast)          |
| 170-210.   Forward flowing water (from slow to fast)   212-255.   Reverse flow (slow to fast)  |    |         | 160-164. | Gobo 16 Shake(from slow to fast)          |
| 212-255.   Reverse flow (slow to fast)   |    |         | 165-169. | Gobo 17 Shake(from slow to fast)          |
| 10         Focus         000-255.         Gobo clarity from far to near           11         Prism 1         000-127. 128-255.         None Prism cut in           12         Prism 1 Rotate         128-191. 192-255.         Prism Angle adjustment Forward rotation (from fast to slow)           13         Prism 2 Prism 2 Rotate         000-127. 128-255. Prism cut in           14         Prism 2 Rotate         000-127. 128-191. Reverse rotation (from fast to slow)           15         Frost         000-127. 128-255. Proward rotation (from slow to fast)           15         Frost         000-127. 128-255. Prost cut in           16         Lamp& Reset         100-105. Lamp Off Lamp Off Lamp On   |    |         | 170-210. | Forward flowing water (from slow to fast) |
| 11         Prism 1         000-127. 128-255.         None Prism cut in           12         Prism 1 Rotate         000-127. 128-191. 192-255.         Prism Angle adjustment Reverse rotation (from fast to slow) Forward rotation (from slow to fast)           13         Prism 2 000-127. 128-255. Prism cut in         None Prism cut in           14         Prism 2 Rotate         128-191. 128-191. Reverse rotation (from fast to slow) Forward rotation (from slow to fast)           15         Frost         000-127. 128-255. Frost cut in           16         Lamp& 100-105. Lamp Off Lamp On  |    |         | 212-255. | Reverse flow (slow to fast)               |
| 11         Prism 1         128-255.         Prism cut in           12         Prism 1 Rotate         000-127.         Prism Angle adjustment           13         Prism 2         128-191.         Reverse rotation (from fast to slow)           13         Prism 2         000-127.         None           14         Prism 2 Rotate         000-127.         Prism Angle adjustment           14         Prism 2 Rotate         Reverse rotation (from fast to slow)           15         Frost         000-127.         None           15         Frost         000-127.         None           128-255.         Frost cut in           000-009.         None           Lamp&         100-105.         Lamp Off           Lamp Off         Lamp On   | 10 | Focus   | 000-255. | Gobo clarity from far to near             |
| 128-255.   Prism cut in  | 11 | Prism 1 | 000-127. | None                                      |
| 12       Prism 1 Rotate       128-191.   |    |         | 128-255. | Prism cut in                              |
| 12   | 12 |         | 000-127. | Prism Angle adjustment                    |
| 192-255. Forward rotation (from slow to fast)  1000-127. None 128-255. Prism cut in  Prism 2 Rotate  Prism 2 Rotate  1000-127. Prism Angle adjustment Reverse rotation (from fast to slow) Forward rotation (from slow to fast)  None Frost  1000-127. None Frost U00-127. None Frost cut in  000-009. None Lamp& 100-105. Lamp Off Reset 200-205. Lamp On   |    |         | 128-191. | Reverse rotation (from fast to slow)      |
| 13       Prism 2       128-255.       Prism cut in         14       Prism 2 Rotate       000-127. 128-191. Reverse rotation (from fast to slow) Forward rotation (from slow to fast)         15       Frost       000-127. 128-255. Frost cut in         16       Lamp& 100-105. Lamp Off Lamp On         16       Lamp& 200-205. Lamp On  |    |         | 192-255. | Forward rotation (from slow to fast)      |
| 128-255.   Prism cut in  | 13 | Prism 2 | 000-127. | None                                      |
| 14       Prism 2 Rotate       128-191. Reverse rotation (from fast to slow)         15       Frost       000-127. 128-255. Frost cut in         16       Lamp& 100-105. Reset       100-105. Lamp Off Lamp On  |    |         | 128-255. | Prism cut in                              |
| 14       Rotate       128-191.   Reverse rotation (from fast to slow)         192-255.       Forward rotation (from slow to fast)         15       Frost       000-127.   None         128-255.       Frost cut in         000-009.       None         Lamp& 100-105.   Lamp Off         Reset       200-205.   Lamp On  | 14 |         | 000-127. | Prism Angle adjustment                    |
| 192-255. Forward rotation (from slow to fast)  15 Frost 000-127. None 128-255. Frost cut in  000-009. None Lamp& 100-105. Lamp Off Reset 200-205. Lamp On  |    |         | 128-191. | Reverse rotation (from fast to slow)      |
| 15 Frost 128-255. Frost cut in 000-009. None  Lamp& 100-105. Lamp Off Reset 200-205. Lamp On   |    |         | 192-255. | Forward rotation (from slow to fast)      |
| 128-255. Frost cut in  000-009. None  Lamp& 100-105. Lamp Off Reset 200-205. Lamp On   | 15 | Froet   | 000-127. | None                                      |
| 16 Lamp& 100-105. Lamp Off Lamp On   |    | FIUSL   | 128-255. | Frost cut in                              |
| 16 Reset 200-205. Lamp On  |    | -       | 000-009. | None                                      |
| Reset 200-205. Lamp On   | 16 |         | 100-105. | Lamp Off                                  |
| 250-255 Reset All  | 10 |         | 200-205. | Lamp On                                   |
|  |    |         | 250-255  | Reset All                                 |

### 4. Common faults

In view of some common faults, the corresponding solutions are put forward. Any problems that can't be solved should be dealt with by professionals. Disconnect the power supply before servicing the lamp.

# 1 The light bulb not bright

- Check whether the voltage matching the lamps and lanterns is installed;
- Check whether the lamp power supply connection or control switch is in bad contact;

- Check whether electricity supply is insufficient;
- Check whether the DMX512 controller is sending instructions.

### 2 The lamp does not accept the control of the console after normal reset

- Check the luminaire digital start address value and function options are correct;
- Check whether the connection of communication control line is correct, communication line is too long or has been interrupted;
- Check whether the control equipment fails, check whether the serial access signal amplifier fails;
- Check whether the communication line is too long or other devices interfere with each other;
- Optimize wiring, shorten the length of control signal lines, separate high voltage and low voltage lines;
- Add signal amplifier;
- High quality shielded twisted-pair cable is used for signal cable;
- Connect the signal terminal resistor (120 ohms) at the end of the lamp.

### 3 Luminaire does not start

- Check whether the power supply parameters are consistent with the lamps;
- Check the lamps in the long-distance transportation process due to extrusion deformation, internal parts vibration, moisture and other reasons, resulting in poor contact
- Or fall off.
- Please check whether the inner conductor connector of the lamp falls off or loosens.
- Check the electronic components of the lamp (such as electronic transformer, PCB board, motor control board, etc.) for loosening, short circuit and burning.

# 4 When working, the action of X or Y axis of the lamp is abnormal

- Check one by one according to the previous step;
- Check whether the transmission belt corresponding to X and Y axis direction in the lamp falls off and breaks;
- Check whether the data feedback receiver (photocoupler) corresponding to X and Y directions in the lamp is damaged;
- Reboot and reset once.

### **TECHNICAL PARAMETERS**

### **Light Source**

Light source: 480W

Life expectancy: 2,000 hours

**Optical System** 

Luminous flux: 29000LM Light output angle: 1.9° Color temperature: 7000K Lens diameter: 180MM

Lens: high-precision optical lens

**Power Supply** 

Input voltage: AC115/230V 50/60Hz

Input power: 650W Functional Effect

Color wheel: 13 colors + white light, two-way

variable speed rainbow effect

Gobo wheel: 17 fixed gobos + white light

Atomization: 1 atomizing mirror

Double prism: 8-16 prism bidirectional variable

speed rotation

Dimming: 0-100% linear adjustment

Strobe: 1-13 times/second Focus: electronic focus Controls and Procedures

Control mode: DMX/DRM/DMX antenna

(optional)

Channel mode: 19 channels in simplified mode,

24 channels in standard mode

Display system: LED touch screen can be

rotated 180 degrees

### Pan&Tilt Axis

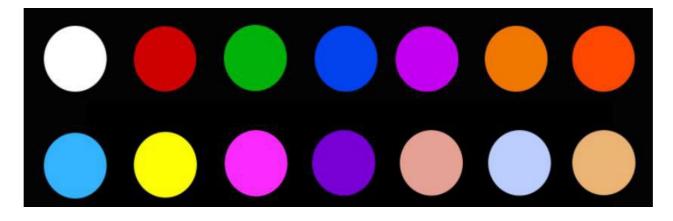
Pan rotation angle: 540° (8/16 bits) Tilt rotation angle: 270° (8/16 bits) Pan&Tilt axis position correction

### **Lighting Specifications**

Height: 640mm Width: 400 mm Depth: 285mm Net weight: 21.5KG Protection class: IP20

Working environment: 0-45°C

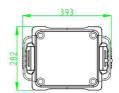
### **COLOR WHEEL**

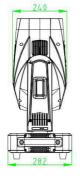


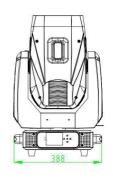
### **GOBO WHEEL**

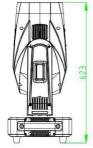


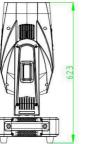
# **FIXTURE SIZE**

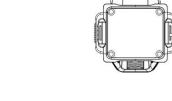


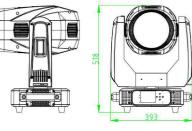


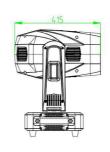
















### **REMARK**

The product has perfect performance and intergrity packing. All users should be strictly comply with the warning

and operating instructions as stated. Or we aren't in charge of any result by misusing. Any damage resulting by misuse is not within the Company's warranty.

Any fault or problem caused by neglecting the manual is also not in the charge of dealers. Errors and omissions for every information given in this manual excepted.

All information is subject to change without prior notice.

Thank you again for your patronage!
We will be offering sincere service as always, wish you have a good lighting journey!

Innovation, Quality, Performance