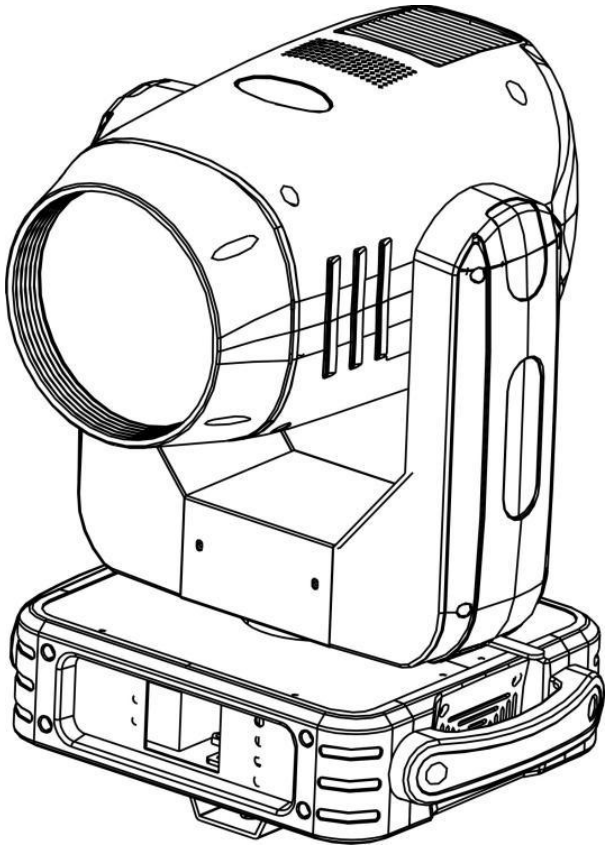
380W Beam Moving Head



User Manual

Please read the instruction carefully before use

CONTENTS

1. Safety Instruction

Please read the instruction carefully which includes important information about the installation, usage and maintenance.

WARNING

Please keep this User Guide for future consultation. If you sell th e unit to another user, be sure that they also receive this instructio n manual.

Unpack and check carefully there is no transportation damage befo re using the unit.

Before operating, ensure that the voltage and frequency of power s upply match the power requirements of the unit.

It's important to ground the yellow/green conductor to earth in orde r to avoid electric shock. The unit is for indoor use only. Use only i n a dry location.

The unit must be installed in a location with adequate ventilation, a t least 50cm from adjacent surfaces. Be sure that no ventilation slo ts are blocked. Disconnect main power before replacement or serv

icing.

Make sure there are no flammable materials close to the unit whil e operating as it is fire hazard.

Use safety cable when fixes this unit. DO NOT handle the unit by t aking its head only, but always by taking its base.

Maximum ambient temperature is Ta: 40℃. DO NOT operate it wh ere the temperature is higher than this.

Unit surface temperature may reach up to 85℃. DO NOT touch th e housing bare-hand during itsoperation. Turn off the power and all ow about 15 minutes for the unit to cool down before replacing or s erving.

In the event of serious operating problem, stop using the unit imme diately. Never try to repair the unit by yourself. Repairs carried ou t by unskilled people can lead to damage or malfunction.

Please contact the nearest authorized technical assistance cente r. Always use the same type spare parts.

DO NOT touch any wire during operation as high voltage might b e causing electric shock.

Warning

To prevent or reduce the risk of electrical shock or fire, do not expo se the unit to rain or moisture. DO NOT open the unit within five mi

nutes after switching off.

The housing, the lenses, or the ultraviolet filter must be replaced if t hey are visibly damaged.

For AC 120V, 60Hz power supply, maximum fixtures that can be connected together from the same mains outlet is 4pcs;
For AC 230V, 50Hz power supply, maximum fixtures that can be connected together from the same mains outlet is 8pcs;

Caution

There are no user serviceable parts inside the unit. DO NOT open t he housing or attempt any repairs yourself. In the unlikely event yo ur unit may require service, please contact your nearest dealer.

Installation

The unit should be mounted via its screw holes on the bracket. Alw ays ensure that the unit is firmly fixed to avoid vibration and slippin g while operating. And make sure that the structure to which you ar e attaching the unit is secure and is able to support a weight of 10 t imes of the unit's weight. Also always use a safety cable that can h old 12 times of the weight of the unit when installing the fixture.

The equipment must be fixed by professionals. And it must be fixe d at a place where is out of the touch of people and has no one pas s by or under it.

2. TECHNICAL PARAMETERS

Light Sources: 380W YODN Lamp

Power Voltage: AC 100-240V, 50/60Hz

Power Consumption: 550W

Control

DMX Channel: 16 DMX Channel

Control Modes: DMX-512

Control Signal: DMX512/Master-Slave/Auto run

Pan/Tilt

Pan/Tilt: 540°/ 270°

Pan/Tilt Resolution: 16 bit

GOBO & COLOR

Color wheel: one color wheel, 14 kinds of color plus open

Prisms 1: 16 facet prisms

Prisms 2: 48 faced prisms

Effect wheel: Rainbow wheel

Gobo: one color wheel, 17 kinds of color plus open

Construction

Display: Colorful Touch Screen

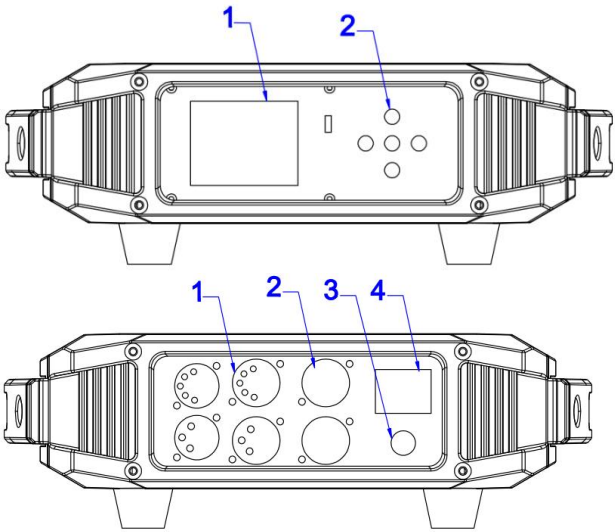
Data In/Out socket: 3-pin XLR sockets

Power Socket: Powercon in

Two 1/4 turn fastening Omega Clamps

3.How To Set The Unit

3.1 Fixture Overview



1. Display:

To show the various menus and the selected functions

2. Button:

MENU	To select the programming functions
▼ **DOWN**	To go backward in the selected functions
▲ **UP**	To go forward in the selected functions
ENTER	To confirm the selected functions

3. DMX IN:

DMX512 link, use 3/5-pin XLR cable to link the fixture and the DM

X controller

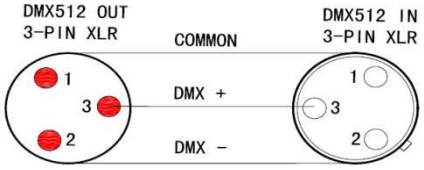
4.DMX OUT:

DMX512 link, use 3/5-pin XLR cable to link the next fixture

5. Power Cable:IN/OUT

6. Fuse (T 6.3A):

Protects the unit from over-voltage or short circuit



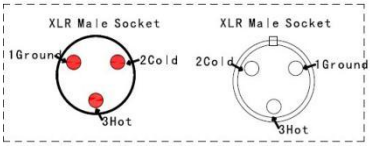


Figure2

XLR Pin Configuration
pin1=Ground
pin2=Data Compliment (negative)
pin3=Data true (positive)

3.2 MAIN FUNCTION

To select any of the given functions, press the **MENU** button up to where the required function is showing on the display. Select the function by pressing the **ENTER** button and the display will blink. Use the **DOWN** and **UP** buttons to change the mode.

Once the required mode has been selected, press the **ENTER** button to confirm. To go back to the functions without any changes, press the **MENU** button again. Press and hold the **MENU** button for one second or wait for one minute to go back to the main menu.

Chick item of main menu, enter corresponding sub menu, shown in Figure 4, total 6 sub menu, includes class of parameter and status:

- ADDRESS：Set light DMX address.
- WORKMOD：Set light work mode, master or slave mode when in auto run mode.
- DISPLAY： Set display parameter, eg. select language.
- TEST：Used for test light, modify DMX channel data to test function， the corresponding function of reference channel function table.
- ADVANCE：Set light running parameter.
- STATUS：view light current status.

Figure 4 Parameter menu

Operation and parameter instruction

Via following operation, enter sub menu(parameter menu) shown in Figure 4

- In main menu, chick 1/6 function button into corresponding parameter menu.
- In sub menu(page), chick main item on the left side of displayer, can shift to corresponding sub menu(page) quickly.

Set DMX Address

Click and select the "ADDR", can enter the page of DMX address setting, range from 1 to 512, the address code shouldn't is not greater than (512-channels quantity), otherwise the light will not been controlled. Following is the operation:

Enter the page of DMX address, as shown in Figure 5, click the blank area in right side of display will pop-up diglog as in Fig. 4, modify value, then click 'ENTER' to confirm and save DMX address code.

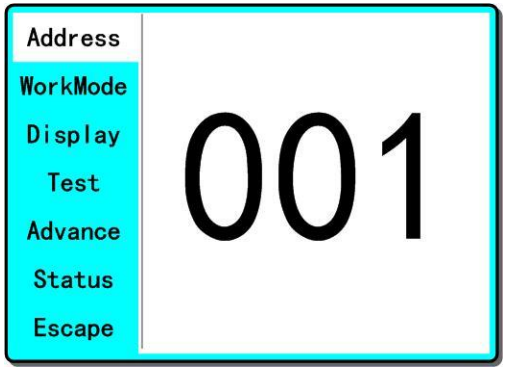


Figure 5 page of DMX Address

Set Light work mode

Enter the page of 'WORK MOD' as shown in Figure 6 and modify setting. Can set light work mode, control lamp and DMX channel mode..

Light includes 3 work mode: DMX MODE, AUTO RUN and SOUND MODE, Parameter definition as following:

- **DMX Mode**：Under this mode, the light receive data from the DMX controller and move.
- **AUTO RUN**：Under this mode, light will run with inside code(data),

ignore data from DMX controller.

- **SOUND Ctrl**：Under this mode, light ignore data from DMX controller., When there is a strong sound in stage, the light will run a scene, otherwise it will keep the last scene.
- **M/S Choose**：'M/S Choose' is available when light just in 'AUTO RUN' or 'SOUND Ctrl' mode. If this item is set as 'OFF', the light don't send data to other light via DMX Cable. When 'ON', the data will send to other slave light immediately.
- **Lamp control**：Turn on lamp when this item is set 'ON', otherwise, turn off lamp. The gap between operation is limited to 30 second.
- **Channel mode**：Light support 2 DMX Channel mode: sample or extend。

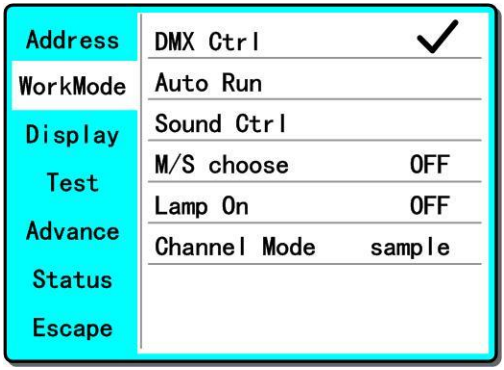


Figure 6 page of work mode

Set display

Light support 2 language, rotation display，Enter page as shown in Figure7 to set parameter following:

- **Language**：Select display as simplified Chinese or English.
- **Screen Saver**：when panel is idle(these is no operation in 10 second), displayer will enter saver status. When set as 'mode 1'，saver status is close display, as 'mode 2' saver status will display DMX address code(DMX MODE) or display LOGO(AUTO RUN or SOUND CTRL). As 'OFF', keep light up displayer and show main menu。

- **Screen Rotation**：rotate displayer.
- **Touch enable**：Disable or enable touch function, when disable, use encoder to operate light and set parameter.
- **Touch adjust**：adjust touch function, normally, not enter this item.

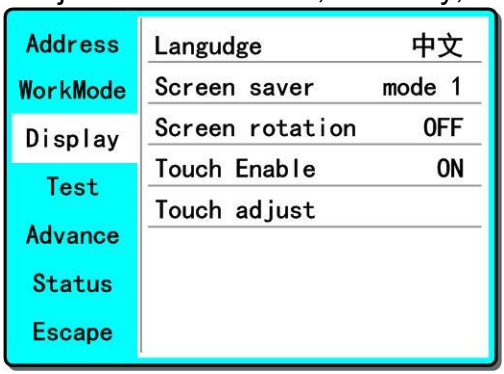


Figure7 page of display

Test light

Enter the page as shown in Figure 8, Light will into test mode, in this mode, the light does not receive the data for DMX controller.:

- PAN: range for 0 to 255;
- TILT: range for 0 to 255;
- FOCUS: range for 0 to 255;
- COLOR: range for 0 to 255;
- GOBO: range for 0 to 255;
- PRISM: range for 0 to 255;
- FROST: range for 0 to 255;;
- STROBE: range for 0 to 255;。

Figure 8 page of Test

Set light run parameter

Enter the page as shown in Figure 8, set the parameter of light:

- Pan Invert: Reverse PAN move.
- Tilt Invert: Reverse TILT mover.
- Rectify enable： set as 'OFF', PAN or TILT will disable position rectify function. As 'ON', when PAN or TILT lose steps, light will rectify auto.
- Pan Offset: Set PAN original position.
- Tilt Offset: Set TILT original position.
- Lamp up when: Select lamp on mode, includes 3 mode: power on, after reset done and manual；
- Factory setting: restore all parameter to factory setting.

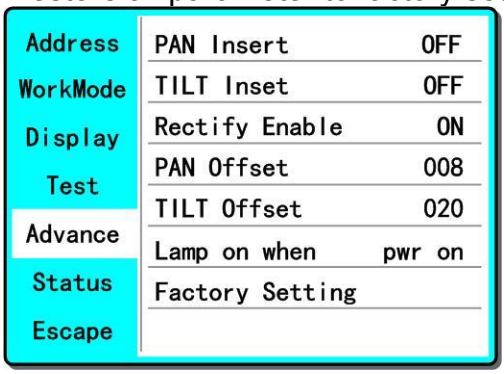


Figure 9 page of run parameter

View status

Enter the page as shown in Figure 10:

- View light current status, version；
- DMXClr: Click to clear all DMX data to ‘0’.
- SysRst：Click to reset light.

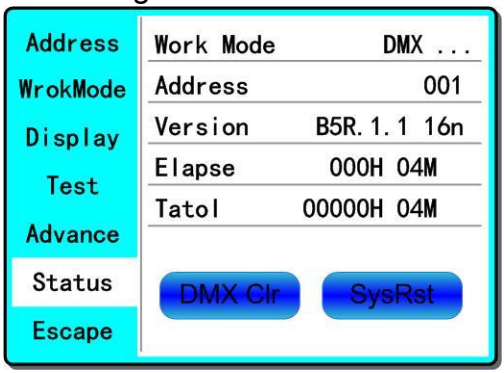
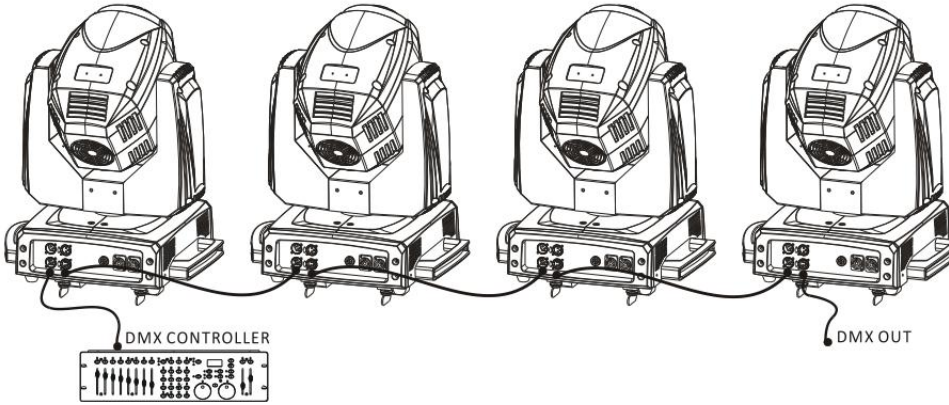
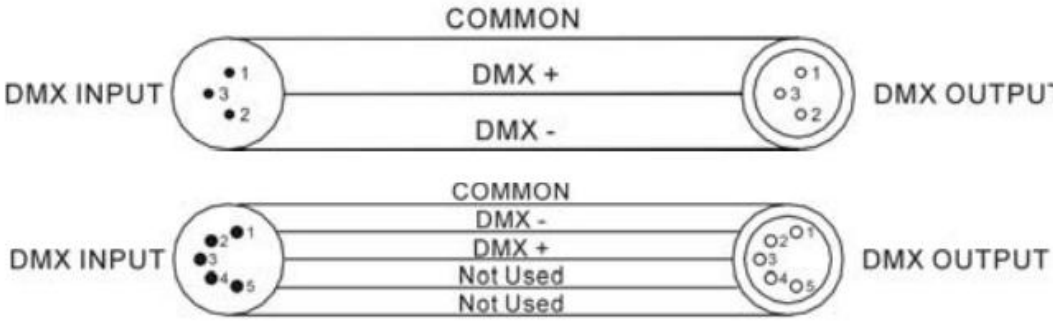


Figure 10 page of status

4.How To Control The Unit

4.1 DMX 512 Connection





1. At last unit, the DMX cable has to be terminated with a terminato r. Solder a 120 ohm 1/4W resistor between pin 2(DMX-) and pin 3(D MX+) into a 3-pin XLR-plug and plug it in the DMX-output of the las t unit.

2. Connect the unit together in a `daisy chain` by XLR plug from th

e output of the unit to the input of the next unit. The cable can no t branched or split to a `Y` cable. DMX 512 is a very high-speed signa l. Inadequate or damaged cables, soldered joints or corroded conne ctors can easily distort the signal and shut down the system.

3. The DMX output and input connectors are pass-through to maint ain the DMX circuit, when power is disconnected to the unit.

4. Each lighting unit needs to have an address set to receive the dat a sent by the controller. The address number is between 0-511 (usu ally 0 & 1 are equal to 1).

5. The end of the DMX 512 system should be terminated to reduce s ignal errors.

6. 3 pin XLR connectors are more popular than 5 pin XLR.

3 pin XLR: Pin 1: GND, Pin 2: Negative signal (-), Pin 3: Positive signa l (+)

5 pin XLR: Pin 1: GND, Pin 2: Negative signal (-), Pin 3: Positive signa l (+)

Pin 4/5: Not used.

4.2 DMX Address Setting

By using a universal DMX controller to control the units, you will need to set DMX address from 1 to 512 so that the units can receive DMX signal.

Press the MENU button up to when the DMX Address is showing on the display. Pressing the ENTER button and the display will blink. Use the UP/DOWN buttons to change the DMX address.

Once the address has been selected, press the ENTER button to setup, to go back to the functions without any change press the MENU button again. Press and hold the MENU button about one second or wait for about one minute to exit the menu mode.

Please refer to the following diagram to address y our DMX512 channel for the first 4 units：

Channel Mode	Unit 1 Address	Unit 2 Address	Unit 3 Address	Unit 4 Address
11CH	1	12	33	44
17CH	1	18	35	52
18CH	1	19	37	55
58CH	1	59	117	175

5.DMX Mode

16CH Mode

CH NO.	NAME	VALUE	FUNCTION
CH1	PAN	0~255	0~540°
CH2	PAN FINE	0~255	
CH3	TILT	0~255	0~270°
CH4	TILT FINE	0~255	
CH5	PAN/TILT SPEED	0~255	Fast to Slow
CH6	Frost	0-127	NONE
		128-255	Insert frost 0~100%
CH7	Dimmer	0-255	0-100% dimmer
CH8	Strobe	0-3	Dark
		4-103	Fast to slow strobe
		104-107	White
		108-207	Slow to fast strobe
		208-212	White
		213-251	From slow to fast strobe(Mode 2)
		252-255	White
CH9	COLOR	0-4	White
		5-9	White +Color 1
		10-14	Color 1
		15-19	Color 1 + Color 2
		20-24	Color 2
		25-29	Color 2 + Color 3
		30-34	Color 3
		35-39	Color 3 + Color 4
		40-44	Color 4
		45-49	Color 4 + Color 5

		50-54	Color 5
		55-59	Color 5 + Color 6
		60-64	Color 6
		65-69	Color 6 + Color 7
		70-74	Color 7
		75-79	Color 7 + Color 8
		80-84	Color 8
		85-89	Color 8 + Color 9
		90-94	Color 9
		95-99	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 + Color 13
		130-134	Color 13
		135-139	Color 13 + Color 14
		140-144	Color 14
		145-149	White + Color 14
		150-199	Rotate forward（Fast -- slow）
		200-255	Rotate reverse（Slow -- fast）
CH10	GOBO	0-3	White
		4-7	Gobo1
		8-11	Gobo2
		12-15	Gobo3
		16-19	Gobo4
		20-23	Gobo5
		24-27	Gobo6
		28-31	Gobo7
		32-35	Gobo8
		36-39	Gobo9

		40-43	Gobo10
		44-47	Gobo11
		48-51	Gobo12
		52-55	Gobo13
		56-59	Gobo14
		60-63	Gobo15
		64-67	Gobo16
		68-71	Gobo17
		72-113	Rotate forward（Fast -- slow）
		114-117	Stop
		118-159	Rotate reverse（Slow -- fast）
		160-165	Gobo2,shaking slow to fast
		166-171	Gobo3,shaking slow to fast
		172-176	Gobo4,shaking slow to fast
		177-182	Gobo5,shaking slow to fast
		183-187	Gobo6,shaking slow to fast
		188-193	Gobo7,shaking slow to fast
		194-199	Gobo8,shaking slow to fast
		200-204	Gobo9,shaking slow to fast
		205-210	Gobo10,shaking slow to fast
		211-215	Gobo11,shaking slow to fast
		216-221	Gobo12,shaking slow to fast
		222-227	Gobo13,shaking slow to fast
		228-232	Gobo14,shaking slow to fast
		233-238	Gobo15,shaking slow to fast
		239-243	Gobo16,shaking slow to fast
		244-249	White,shaking slow to fast
		250-255	Gobo17,shaking slow to fast
CH11	PRISM	0-63	White
		64-127	Prisms 1
		128-191	Prisms 2
		192-255	Prisms 1+2
CH12	PRISM 1.R	0-127	Angle 0~400

		128-187	Rotate forward（Fast -- slow）
		188-195	Stop
		196-255	Rotate reverse（Slow -- fast）
CH13	PRISM 2.R	0-127	Angle 0~400
		128-187	Rotate forward（Fast -- slow）
		188-195	Stop
		196-255	Rotate reverse（Slow -- fast）
CH14	Focus	0-255	From far to near
CH15	Rainbow	0-127	None
		128-255	Insert Rainbow Effect
CH16	Reset	100-105	Turn off lamp （stay over 3 second）
		200-205	Turn on lamp （stay over 3 second）
		240-255	Reset light （stay over 3 second）

6. Troubleshooting

Following are a few common problems that may occur during op eration. Here are some suggestions for easy troubleshooting:

A. The unit does not work, no light and the fan does not work

1. Check the connection of power and main fuse.

2. Measure the mains voltage on the main connector.

3. Check the power on LED.

B. Not responding to DMX controller

1. DMX LED should be on. If not, check DMX connectors, cables to s ee if link properly.

2. If the DMX LED is on and no response to the channel, check the a ddress settings and
DMX polarity.

3.If you have intermittent DMX signal problems, check the pins on c onnectors or on PCB of theunit or the previous one.

4. Try to use another DMX controller.

5. Check if the DMX cables run near or run alongside to high voltag e cables that may cause
damage or interference to DMX interface circuit.

C. Some units don’t respond to the easy controller

1. You may have a break in the DMX cabling. Check the LED for the r esponse of the master/
slave mode signal.

2. Wrong DMX address in the unit. Set the proper address.

D. No response to the sound

1. Make sure the unit does not receive DMX signal.

2. Check microphone to see if it is good by tapping the microphone

E. One of the channels is not working well

1. The stepper motor might be damaged or the cable connected to t he PCB is broken.

2. The motor's drive IC on the PCB might be out of condition

6. Fixture Cleaning

The cleaning of external optical lenses and/or mirrors must be carri ed out periodically to optimizelight output. Cleaning frequency dep ends on the environment in which the fixture operates: damp, smoky or particularly dirty surrounding can cause greater accumulat ion of dirt on the unit's optics.

Clean with soft cloth using normal glass cleaning fluid.

Always dry the parts carefully.

Clean the external optics at least every 30 days.