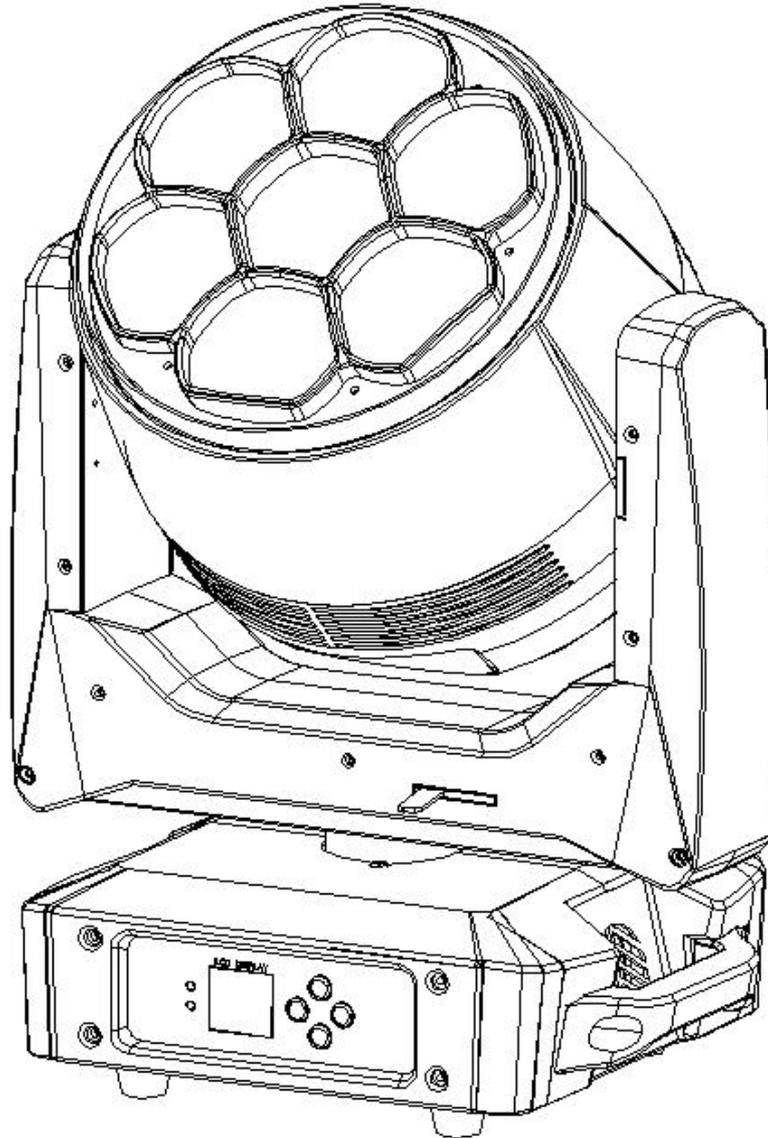


Demon Eye 7x60W LED Moving Head Light



Operation Manual

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1. Precautions and Installation Precautions and Installation

1.1. Statements

Thank you for choosing our products! This product comes out of the factory with perfect performance and intact packaging. For your safe and effective use of this product, please read this instruction manual carefully and completely before you use this product. This manual contains important information for installation and use. Please install and operate in accordance with the requirements of the manual. Also, please keep this manual properly for use at any time.

Technical changes to this manual will not be notified separately.

1.2. Maintenance and Servicing

- This luminaire is for professional use only.
- If the external flexible cable or wire of this luminaire is damaged, it should be replaced with a dedicated wire or wire provided by the manufacturer or its service agent.
- The light source included in this luminaire may only be replaced by the manufacturer or its service agent or a similar qualified person.
- Always connect the product to a protected circuit (circuit breaker or fuse). Make sure the product has proper electrical grounding to avoid the risk of electric shock or fire.
- To avoid unnecessary wear and tear and extend its service life, when not in use, the power supply should be completely cut off through a circuit breaker or by unplugging the plug.
- The housing may generate heat when the product is in operation. This product should be installed in a well-ventilated location.
- When moving the product from an extreme temperature environment (for example, from a cold truck to a warm and damp auditorium), the internal electronic components of the product

The parts may condense. To avoid malfunctioning, allow the product to fully adapt to the surrounding environment before powering on.

- It is well known that flashes can trigger epileptic seizures. Users must comply with local notification laws regarding the use of flashlights.

1.3. Product Notes

- Disconnect the power supply before cleaning the product or replacing the fuse.
- When not in use, replace and secure all power, data, USB, or other port shields to achieve IP protection level.
- Use a safety rope when installing this product above your head.
- Connect this product to a grounded and protected circuit.
- Check the light source when the product is turned on.
- Do not place any flammable material within 20 cm of this product when operating or powering on.
- Do not operate this product if there is damage to the housing, lenses or cables.
- This product can only be moved using a handle or a hoist/mounting bracket.
- To avoid unnecessary wear and tear and extend its service life, power should be completely cut off by circuit breaker or unplug when not in use.
- In case of serious operational problems, stop using it immediately

1.4. Product Introduction

- Voltage: AC100-240V 50/60HZ
- Power: 560W
- Main Light Source: 7*60W RGBW LED; Demon Eye: 12*10*0.2W+12*0.2W LED; Zonda Auxiliary: 210*0.2W LED
- Beam Angle: 3.4°-39°
- Spot Iris Angle: 6°-54°
- Move: XY16bit; X-axis 540°; Y-axis 270°

- Control mode: DMX512, auto run, sound run, master-slave, with RDM function.
- Channels: 20CH.28CH.40CH.114CH.
- Dimming: 0 to 100% linear dimming
- Features: Full coverage of beam, color, effects and auxiliary light; Linear CTO stepless color temperature; RGB Phantom eye effect; 360° panoramic rendering
- Operating ambient temperature: 0° to 45°
- Shutter Frequency: 1 to 30HZ
- Appearance: Metallic, black
- Connection method: DMX512 input/output/Power input/output.
- IP rating: IP20
- Dimensions :396.5 *275 * 507.5MM (15.6" x 10.83" x 19.9 ")
- Weight: 14.7KG (32.41lbs)

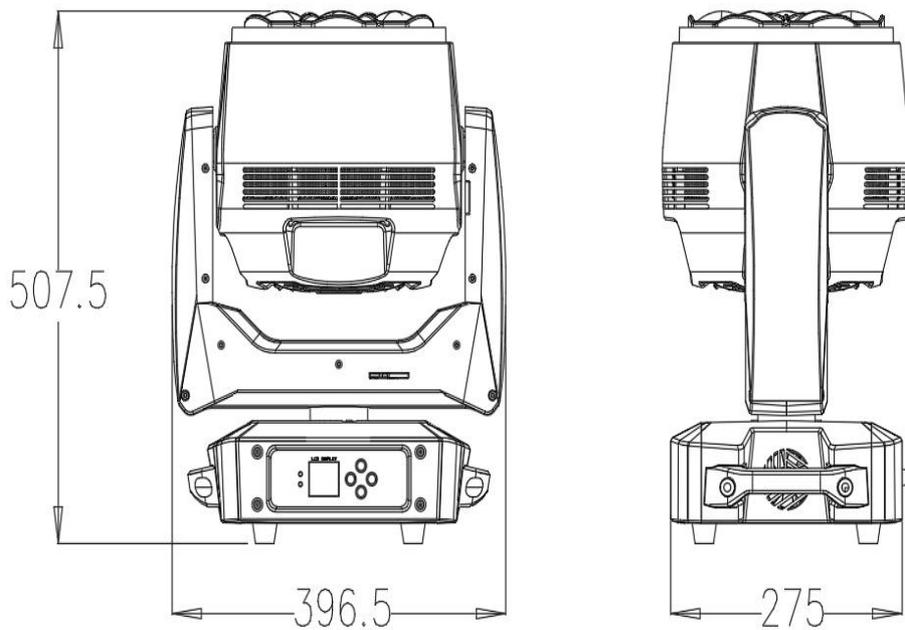


Figure 1 Schematic diagram of machine size

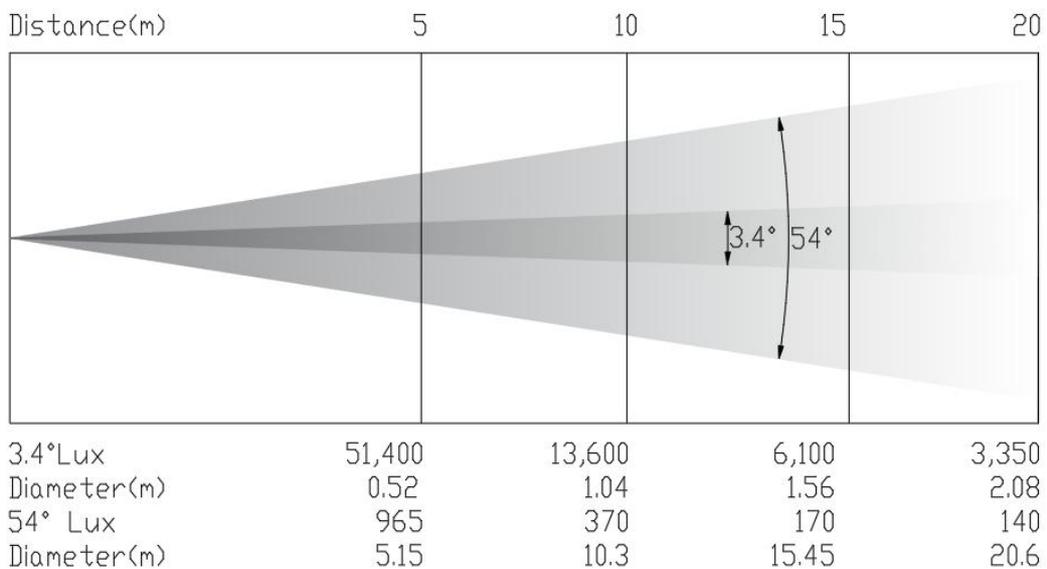


Figure 2 Product illuminance diagram

2. Control Panel

2.1. Key instructions

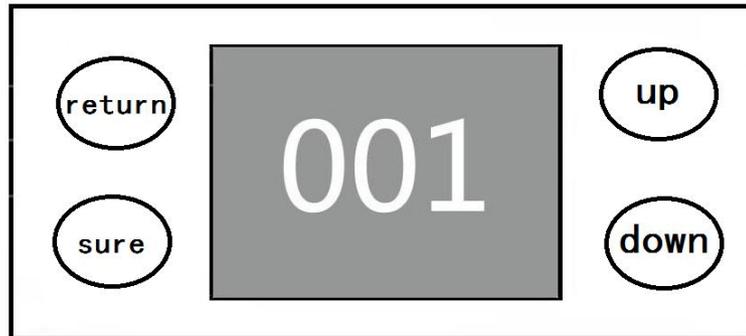


Figure 3 Schematic diagram of panel keys

The following describes how to use the keys:

1. On the main interface, press the up and down keys to change the address code, and press the OK key and the screen flashes once to save.
2. If you are not currently on the main interface, press the "Back" key (once or multiple times) to return to the main interface
3. Under the main interface, press the back key to enter the Settings interface
4. In Settings, press Up or Down to select Menu.
- 5 Press the "OK" key to enter the editing mode
- 6 Press Up or Down to modify the menu
- 7 Press "OK" to exit editing

2.2. Settings

Options	Instructions		
DMX Settings	DMX Address	1-485	1-485address code selection
	Channel Mode	20CH	20-channel mode
		28CH	28 Channel Mode
		40CH	40-channel mode
		114CH	114 Channel mode
	NO DMX status	Blackout	DMX signal clearance
		Hold	DMX signal hold
	DMX Monitor	Channel1	Check console data
		Channel2	
		...	
...			
Fixture Test	Auto Mode	OFF	DMX control
		Auto	Activate autopilot mode
		Soud	Turn on voice control mode
	Manual testing	Pan	
		Pan Fine	
		...	
		...	
	Reset	OFF	
		head	
		XY	
ALL			
Fixture Settings	Pan Invert	Yse	The Pan is closed in reverse
		No	The Pan is opened in reverse
	Tilt Invert	No	The Y-axis is closed in reverse
		Yse	The Y-axis opens in reverse
	Pan Tilt Encoder	ON	
		OFF	
	Dimmer curve	Square	Square
		Linear	Straight line
		S Curve	Sine
		Lnv SQ	Inverse square
Dimmer mode	Mode 1		
	Mode 4		
	Mode 3		
	Mode 2		
Factory Reset	OK		
	Cancel		
Display Settings	Display Invert	Yes/No	Set screen reverse
	Backlight Intensity	1-10	Adjust the screen brightness from dark to bright
	Temperature	°C	Degrees Celsius

	units	°F	Degrees Fahrenheit
	Language	Chinese/English	Chinese-english switch
	Screen Lock	Yes/No	Lock screen switch
Fixture Information	version	Show the software version and the version of each board	
	Temperature	LED1	Independent LED temperature detection
		LED2	
		...	
	Hall state	Pan Hall	0 when magnetic is detected and 1 otherwise
		Pan encoding	
		...	
Errors log		View Error Records	
Fixture Time		Device usage time	
Authority Hours		9999 unlimited; Other values have time limits	
Factory	Motor	Pan	The reset positions of the Pan, Titl and other motors can be adjusted to compensate for the errors in hardware installation. The adjustment range is -128 to +127, and +0 indicates no adjustment.
		Titl	
		Zoom	
		Rotation	
	Beam Pixel	Clear	Press the OK key to clear the color calibration
		Red 1	0-255 Adjust single color deviation from dark to light. The adjustment range is recommended to be controlled between 220-255
		Red 2	
....			

3. Channel List

3.1. Channel Mode 20CH :

Channel s	Features	Channel values	Effects
1	X-axis	000-255	Rotate 540°
2	X-axis fine-tuning	000-255	16bit
3	Y-axis	000-255	Rotate 270°
4	Fine-tuning the Y-axis	000-255	16bit
5	Xy-axis velocity	000-255	0-100%, from fast to slow
6	Enlarge	000-255	0-100%, from small to large
7	Spin	000-127	Rotation Angle adjustment
		128-190	Rotate forward, from fast to slow
		191-193	Stop
		194-255	Rotate in the opposite direction, from slow to fast
8	Function	000-009 010-255	no View (Control Settings)
9	Dimming	000-255	0-100% from dark to bright
10	Shutter	000-019 020-255	Light valve closed View (Shutter Settings)

11	red	000-255	0-100% from dark to light
12	green	000-255	0-100% from dark to light
13	blue	000-255	0-100% from dark to light
14	white	000-255	0-100% from dark to light
15	Magic Eye Red	000-255	0-100% from dark to light
16	Magic Eye Green	000-255	0-100%, from dark to bright
17	Magic Eye Blue	000-255	0-100% from dark to light
18	Accent red	000-255	0-100% from dark to bright
19	Complementary green	000-255	0-100% from dark to bright
20	Accent blue	000-255	0-100% from dark to bright

3.2. Channel Mode 28CH :

Channel s	Features	Channel values	Effects
1	Pan	000-255	Rotate 540°
2	X-axis fine-tuning	000-255	16bit
3	Y-axis	000-255	Rotate 270°
4	Fine-tuning the Y-axis	000-255	16bit
5	Xy-axis velocity	000-255	0-100%, from fast to slow
6	Enlarge	000-255	0-100%, from small to large
7	Spin	000-127 128-190 191-193 194-255	Rotation Angle adjustment Rotate forward, from fast to slow Stop Rotate in the opposite direction, from slow to fast
8	Function	000-009 010-255	no View (Control Settings)
9	Dimming	000-255	0-100% from dark to bright
10	Shutter	000-019 020-255	Light valve closed View (Shutter Settings)
11	Effect	000-015 016-051 052-255	Ineffective Static graphics: One effect for every 2 values Dynamic effects are every 3 values View (LED Macro Feature) Automatically change color when no color is selected
12	Effect Speed	000-255 000-127 128 129-255	Use as offset in static graphics Dynamic effect, forward from fast to slow Stop Dynamic effect, from slow to fast in reverse
13	Magic Eye Effect	000 001-255	Ineffective One effect per number, automatic color change when no color is selected
14	Magic Eye Center effect	000 001-049 050-255	Ineffective Color selection, one color per number View (Effect 1) one effect for every 3 values
15	Magic Eye effect	000-127	Forward, from fast to slow

	Speed	128 129-255	Stop Reverse, from slow to fast
16	Fill light effect	000 001-255	Ineffective One effect per number, automatic color change when no color is selected
17	Fill light effect speed	000-127 128 129-255	Positive, from fast to slow Stop Reverse, from slow to fast
18	red	000-255	0-100% from dark to light
19	green	000-255	0-100% from dark to light
20	blue	000-255	0-100% from dark to light
21	white	000-255	0-100% from dark to light
22	CTC	009 010-255	None View (Color Temperature Settings) from 10,000K to 2,000K
23	Magic Eye Red	000-255	0-100% from dark to light
24	Magic Eye Green	000-255	0-100% from dark to light
25	Magic Eye Blue	000-255	0-100% from dark to light
26	Accent red	000-255	0-100% from dark to bright
27	Complementary green	000-255	0-100% from dark to bright
28	Accent blue	000-255	0-100% from dark to bright

3.3. Channel Mode 40CH :

Channels	Features	Channel values	Effects
1	X-axis	000-255	Rotation Angle: 540°
2	X-axis fine-tuning	000-255	16bit
3	Y-axis	000-255	Rotate 270°
4	Fine-tuning the Y-axis	000-255	16bit
5	Xy-axis velocity	000-255	0-100%, from fast to slow
6	Enlarge	000-255	0-100%, from small to large
7	Spin	000-127 128-190 191-193 194-255	Rotation Angle adjustment Rotate forward, from fast to slow Stop Rotate in the opposite direction, from slow to fast
8	Function	000-009 010-255	no View (Control Settings)
9	Total dimming	000-255	0-100% from dark to bright
10	Dimming	000-255	0-100% from dark to bright
11	Shutter	000-019 020-255	Light valve closed View (Shutter Settings)
12	Magic Eye Dimming	000-255	0-100% from dark to bright
13	Magic Eye Shutter	000-019 020-255	Light valve closed View (Shutter Settings)

14	Auxiliary dimming	000-255	0-100%, from dark to bright
15	Backlight Shutter	000-019 020-255	Light valve closed View (Shutter Settings)
16	red	000-255	0-100% from dark to light
17	green	000-255	0-100% from dark to light
18	blue	000-255	0-100% from dark to light
19	white	000-255	0-100% from dark to light
20	CTC	009 010-255	None View (Color Temperature Settings) from 10,000K to 2,000K
21	Color temperature red-green adjustment	000-127 128 129-255	Green linear decreasing No correction Red linear increase
22	Color macros	000 001-255	no View (Color Macro Settings)
23	Effects	000-015 016-051 052-255	Ineffective Static graphics: One effect for every 2 values Dynamic effects are every 3 values View (LED Macro Feature) Automatically change color when no color is selected
24	Effect Speed	000-255 000-127 128 129-255	Use as offset in static graphics Dynamic effect, forward from fast to slow Stop Dynamic effects, reverse from slow to fast
25	Effect delay	000-255	0-100%, from fast to slow
26	Magic Eye Red	000-255	0-100% from dark to light
27	Magic Eye Green	000-255	0-100% from dark to light
28	Magic Eye Blue	000-255	0-100% from dark to light
29	Magic Eye Color Macro	000 001-255	no View (Color Macro Settings)
30	Magic Eye effect	000 001-255	Ineffective One effect per number, automatic color change when no color is selected
31	Magic Eye Center effect	000 001-049 050-255	Ineffective Color selection: One color for each value View (Effect 1) one effect for every 3 values
32	Magic Eye effect Speed	000-127 128 129-255	Forward, from fast to slow Stop Reverse, from slow to fast
33	The Magic Eye effect delays	000-255	0-100%, from fast to slow
34	Light red	000-255	0-100% from dark to bright
35	Complementary green	000-255	0-100% from dark to bright
36	Accent blue	000-255	0-100% from dark to bright
37	Fill color macro	000 001-255	no View (Color Macro Settings)
38	Fill light effects	000 001-255	Ineffective One effect per number, automatic color

			change when no color is selected
39	Fill light effect speed	000-127 128 129-255	Forward, from fast to slow Stop Reverse, from slow to fast
40	Fill light effect delay	000-255	0-100%, from fast to slow

3.4. Channel Mode 114CH :

Channel s	Features	Channel values	Effects
1	Pan	000-255	Rotation Angle: 540°
2	Pan fine-tuning	000-255	16bit
3	Y-axis	000-255	Rotate 270°
4	Fine-tuning the Y-axis	000-255	16bit
5	Xy-axis velocity	000-255	0-100%, from fast to slow
6	Enlarge	000-255	0-100%, from small to large
7	Enlarge and fine-tune	000-255	16bit
8	Spin	000-127 128-190 191-193 194-255	Rotation Angle adjustment Rotate forward, from fast to slow Stop Rotate in the opposite direction, from slow to fast
9	Spin fine-tuning	000-255	16bit
10	Features	000-009 010-255	no View (Control Settings)
11	Total dimming	000-255	0-100% from dark to bright
12	Dimming	000-255	0-100% from dark to bright
13	Dimming fine-tuning	000-255	16bit
14	Shutter	000-019 020-255	Light valve closed View (Shutter Settings)
15	Magic Eye Dimming	000-255	0-100% from dark to bright
16	Magic Eye Shutter	000-019 020-255	The light valve is closed View (Shutter Settings)
17	Auxiliary dimming	000-255	0-100% from dark to bright
18	Backlight Shutter	000-019 020-255	Light valve closed View (Shutter Settings)
19	red	000-255	0-100% from dark to light
20	Red fine-tuning	000-255	16bit
21	green	000-255	0-100% from dark to light
22	Green Fine-tuning	000-255	16bit
23	blue	000-255	0-100%, from dark to bright
24	Blue Fine-tuning	000-255	16bit
25	white	000-255	0-100% from dark to light

26	White fine-tuning	000-255	16bit
27	CTC	009 010-255	None View (Color Temperature Settings) from 10,000K to 2,000K
28	Color temperature red-green adjustment	000-127 128 129-255	Green linear decreasing No correction Red linear increase
29	Color macros	000 001-255	no View (Color Macro Settings)
30	Effects	000-015 016-051 052-255	Ineffective Static graphics: One effect for every 2 values Dynamic effects are every 3 values View (LED Macro Feature) Automatically change color when no color is selected
31	Effect Speed	000-255 000-127 128 129-255	Use as offset in static graphics Dynamic effect, forward from fast to slow Stop Dynamic effects, reverse from slow to fast
32	Effect delay	000-255	0-100%, from fast to slow
33	Magic Eye Red	000-255	0-100% from dark to light
34	Magic Eye Green	000-255	0-100%, from dark to bright
35	Magic Eye Blue	000-255	0-100% from dark to light
36	Magic Eye Color Macro	000 001-255	no View (Color Macro Settings)
37	Magic Eye effect	000 001-255	Ineffective One effect per number, automatic color change when no color is selected
38	Magic Eye Center effect	000 001-049 050-255	Ineffective Color selection, one color per number View (Effect 1) one effect for every 3 values
39	Magic Eye effect Speed	000-127 128 129-255	Forward, from fast to slow Stop Reverse, from slow to fast
40	The Magic Eye effect delays	000-255	0-100%, from fast to slow
41	Light red	000-255	0-100% from dark to bright
42	Complementary green	000-255	0-100% from dark to bright
43	Accent blue	000-255	0-100% from dark to bright
44	Fill color macro	000 001-255	no View (Color Macro Settings)
45	Fill light effects	000 001-255	Ineffective One effect per number, automatic color change when no color is selected
46	Fill light effect speed	000-127 128 129-255	Positive, from fast to slow Stop Reverse, from slow to fast
47	Fill light effect delay	000-255	0-100%, from fast to slow

48	Red 1	000-255	0-100% from dark to light
49	Green 1	000-255	0-100% from dark to light
50	Blue 1	000-255	0-100% from dark to light
51	White 1	000-255	0-100% from dark to light
52	Red 2	000-255	0-100% from dark to light
53	Green 2	000-255	0-100%, from dark to bright
54	Blue 2	000-255	0-100% from dark to light
55	White 2	000-255	0-100% from dark to light
56	Red 3	000-255	0-100% from dark to light
57	Green 3	000-255	0-100% from dark to light
58	Blue 3	000-255	0-100% from dark to light
59	White 3	000-255	0-100% from dark to light
60	Red 4	000-255	0-100% from dark to light
61	Green 4	000-255	0-100%, from dark to bright
62	Blue 4	000-255	0-100% from dark to light
63	White 4	000-255	0-100% from dark to light
64	Red 5	000-255	0-100% from dark to light
65	Green 5	000-255	0-100% from dark to light
66	Blue 5	000-255	0-100% from dark to light
67	White 5	000-255	0-100% from dark to light
68	Red 6	000-255	0-100% from dark to light
69	Green 6	000-255	0-100%, from dark to bright
70	Blue 6	000-255	0-100% from dark to light
71	White 6	000-255	0-100% from dark to light
72	Red 7	000-255	0-100% from dark to light
73	Green 7	000-255	0-100% from dark to light
74	Blue 7	000-255	0-100% from dark to light
75	White 7	000-255	0-100% from dark to light
76	Magic Eye Red 1	000-255	0-100% from dark to light
77	Magic Eye Green 1	000-255	0-100%, from dark to bright
78	Magic Eye Blue 1	000-255	0-100% from dark to light
79	Magic Eye Red 2	000-255	0-100% from dark to light
80	Magic Eye Green 2	000-255	0-100% from dark to light
81	Magic Eye Blue 2	000-255	0-100% from dark to light
82	Magic Eye Red 3	000-255	0-100% from dark to light
83	Magic Eye Green 3	000-255	0-100% from dark to light
84	Magic Eye Blue 3	000-255	0-100% from dark to light
85	Magic Eye Red 4	000-255	0-100%, from dark to bright
86	Magic Eye Green 4	000-255	0-100% from dark to light
87	Magic Eye Blue 4	000-255	0-100% from dark to light
88	Magic Eye Red 5	000-255	0-100% from dark to light
89	Magic Eye Green 5	000-255	0-100% from dark to light
90	Magic Eye Blue 5	000-255	0-100% from dark to light
91	Magic Eye Red 6	000-255	0-100% from dark to light
92	Magic Eye Green 6	000-255	0-100% from dark to light
93	Magic Eye Blue 6	000-255	0-100%, from dark to bright
94	Magic Eye Red 7	000-255	0-100% from dark to light
95	Magic Eye Green 7	000-255	0-100% from dark to light

96	Magic Eye Blue 7	000-255	0-100% from dark to light
97	Magic Eye Red 8	000-255	0-100% from dark to light
98	Magic Eye Green 8	000-255	0-100% from dark to light
99	Magic Eye Blue 8	000-255	0-100% from dark to light
100	Magic Eye Red 9	000-255	0-100% from dark to light
101	Magic Eye Green 9	000-255	0-100%, from dark to bright
102	Magic Eye Blue 9	000-255	0-100% from dark to light
103	Magic Eye Red 10	000-255	0-100% from dark to light
104	Magic Eye Green 10	000-255	0-100% from dark to light
105	Magic Eye Blue 10	000-255	0-100% from dark to light
106	Magic Eye Red 11	000-255	0-100% from dark to light
107	Magic Eye Green 11	000-255	0-100% from dark to light
108	Magic Eye Blue 11	000-255	0-100% from dark to light
109	Magic Eye Red 12	000-255	0-100%, from dark to bright
110	Magic Eye Green 12	000-255	0-100% from dark to light
111	Magic Eye Blue 12	000-255	0-100% from dark to light
112	Magic Eye Red 13	000-255	0-100% from dark to light
113	Magic Eye Green 13	000-255	0-100% from dark to light
114	Magic Eye Blue 13	000-255	0-100% from dark to light

Shutter:

Shutter	020-024	on
	025-064	Normal, fast→slow
	065-069	on
	070-084	Fast, fast→slow
	085-089	on
	090-104	lightning, fast→slow
	105-109	on
	110-124	slow off fast on, fast→slow
	125-129	on
	130-144	slow on fast off, fast→slow
	145-149	on
	150-164	random normal, fast→slow
	165-169	on
	170-184	Random slow off fast on, fast→slow
	185-189	on
	190-204	Random slow on fast off, fast→slow
	205-209	on
	210-224	slow on slow off, fast→slow
	225-229	on
	230-244	Random slow on slow off, fast→slow
	245-255	on

CTC:

CTC	000-009	None
	010-012	10000K
	013-015	9900K
	016-018	9800K
	019-021	9700K

	022-024	9600K
	025-027	9500K
	028-030	9400K
	031-033	9300K
	034-036	9200K
	037-039	9100K
	040-042	9000K
	043-045	8900K
	046-048	8800K
	049-051	8700K
	052-054	8600K
	055-057	8500K
	058-060	8400K
	061-063	8300K
	064-066	8200K
	067-069	8100K
	070-072	8000K
	073-075	7900K
	076-078	7800K
	079-081	7700K
	082-084	7600K
	085-087	7500K
	088-090	7400K
	091-093	7300K
	094-096	7200K
	097-099	7100K
	100-102	7000K
	103-105	6900K
	106-108	6800K
	109-111	6700K
	112-114	6600K
	115-117	6500K
	118-120	6400K
	121-123	6300K
	124-126	6200K
	127-129	6100K
	130-132	6000K
	133-135	5900K
	136-138	5800K
	139-141	5700K
	142-144	5600K
	145-147	5500K
	148-150	5400K
	151-153	5300K
	154-156	5200K
	157-159	5100K
	160-162	5000K
	163-165	4900K
	166-168	4800K
	169-171	4700K

	172-174	4600K
	175-177	4500K
	178-180	4400K
	181-183	4300K
	184-186	4200K
	187-189	4100K
	190-192	4000K
	193-195	3900K
	196-198	3800K
	199-201	3700K
	202-204	3600K
	205-207	3500K
	208-210	3400K
	211-213	3300K
	214-216	3200K
	217-219	3100K
	220-222	3000K
	223-225	2900K
	226-228	2800K
	229-231	2700K
	232-234	2600K
	235-237	2500K
	238-240	2400K
	241-243	2300K
	244-246	2200K
	247-249	2100K
	250-255	2000K

LED Macro Features:

LED macro function	000-015	No effect
	016-017	Static graphic 1
	018-019	Static Figure 2
	020-021	Static Figure 3
	022-023	Static Figure 4
	024-025	Static Figure 5
	026-027	Static Figure 6
	028-029	Static Figure 7
	030-031	Static Figure 8
	032-033	Static Figure 9
	034-035	Static Figure 10
	036-037	Static Figure 11
	038-039	Static Figure 12
	040-041	Static Figure 13
	042-043	Static Figure 14
	044-045	Static Figure 15
	046-047	Static Figure 16
	048-049	Static Figure 17
	050-051	Static Figure 18
	052-054	Effect 1
	055-057	Rainbow Effect 1

058-060	Effect 2
061-063	Rainbow Effect 2
064-066	Effect 3
067-069	Rainbow Effect 3
070-072	Effect 4
073-075	Rainbow Effect 4
076-078	Effect 5
079-081	Rainbow Effect 5
082-084	Effect 6
085-087	Rainbow Effect 6
088-090	Effect 7
091-093	Rainbow Effect 7
094-096	Effect 8
097-099	Rainbow Effect 8
100-102	Effect 9
103-105	Rainbow Effect 9
106-108	Effect 10
109-111	Rainbow Effect 10
112-114	Effect 11
115-117	Rainbow Effect 11
118-120	Effect 12
121-123	Rainbow Effect 12
124-126	Effect 13
127-129	Rainbow Effect 13
130-132	Effect 14
133-135	Rainbow Effect 14
136-138	Effect 15
139-141	Rainbow Effect 15
142-144	Effect 16
145-147	Rainbow Effect 16
148-150	Effect 17
151-153	Rainbow Effect 17
154-156	Effect 18
157-159	Rainbow Effect 18
160-162	Effect 19
163-165	Rainbow Effect 19
166-168	Effect 20
169-171	Rainbow Effect 20
172-174	Effect 21
175-177	Rainbow Effect 21
178-180	Effect 22
181-183	Rainbow Effect 22
184-186	Effect 23
187-189	Rainbow Effect 23
190-192	Effect 24
193-195	Rainbow Effect 24
196-198	Effect 25
199-201	Rainbow Effect 25
202-204	Effect 26
205-207	Rainbow Effect 26

	208-210	Effect 27
	211-213	Rainbow Effect 27
	214-216	Effect 28
	217-219	Rainbow Effect 28
	220-222	Effect 29
	223-225	Rainbow Effect 29
	226-228	Effect 30
	229-231	Rainbow Effect 30
	232-234	Effect 31
	235-237	Rainbow Effect 31
	238-240	Effect 32
	241-243	Rainbow Effect 32
	244-246	Effect 33
	247-249	Rainbow Effect 33
	250-252	Effect 34
	253-255	Rainbow Effect 34

Effect 1:

Effect 1	000	No effect
	001-049	Color selection, one number for one color
	050-052	Effect 1
	053-055	Rainbow Effect 1
	056-058	Effect 2
	059-061	Rainbow Effect 2
	062-064	Effect 3
	065-067	Rainbow Effect 3
	068-070	Effect 4
	071-073	Rainbow Effect 4
	074-076	Effect 5
	077-079	Rainbow Effect 5
	080-082	Effect 6
	083-085	Rainbow Effect 6
	086-088	Effect 7
	089-091	Rainbow Effect 7
	092-094	Effect 8
	095-097	Rainbow Effect 8
	098-100	Effect 9
	101-103	Rainbow Effect 9
	104-106	Effect 10
	107-109	Rainbow Effect 10
	110-112	Effect 11
	113-115	Rainbow Effect 11
	116-118	Effect 12
	119-121	Rainbow Effect 12
	122-124	Effect 13
	125-127	Rainbow Effect 13
	128-130	Effect 14
	131-133	Rainbow Effect 14
	134-136	Effect 15
	137-139	Rainbow Effect 15

140-142	Effect 16
143-145	Rainbow Effect 16
146-148	Effect 17
149-151	Rainbow Effect 17
152-154	Effect 18
155-157	Rainbow Effect 18
158-160	Effect 19
161-163	Rainbow Effect 19
164-166	Effect 20
167-169	Rainbow Effect 20
170-172	Effect 21
173-175	Rainbow Effect 21
176-178	Effect 22
179-181	Rainbow Effect 22
182-184	Effect 23
185-187	Rainbow Effect 23
188-190	Effect 24
191-193	Rainbow Effect 24
194-196	Effect 25
197-199	Rainbow Effect 25
200-202	Effect 26
203-205	Rainbow Effect 26
206-208	Effect 27
209-211	Rainbow Effect 27
212-214	Effect 28
215-217	Rainbow Effect 28
218-220	Effect 29
221-223	Rainbow Effect 29
224-226	Effect 30
227-229	Rainbow Effect 30
230-232	Effect 31
233-235	Rainbow Effect 31
236-238	Effect 32
239-241	Rainbow Effect 32
242-244	Effect 33
245-247	Rainbow Effect 33
248-250	Rainbow circle
251-253	Color gradient
254-255	Color jumps

Color Macros:

Color macros	000	no
	001-002	2700k
	003-004	3200k
	005-006	4200k
	007-008	5600k
	009-010	8000k
	011	blue
	012-048	Blue to cyan

	049	Cyan
	050-086	Cyan to green
	087	green
	088-124	Green to yellow
	125	yellow
	126-162	Yellow to red
	163	red
	164-200	Red to magenta
	201	Magenta
	202-238	Red to blue
	239	blue
	240-247	Color gradient, from fast to slow
	248-255	Color jumps, from fast to slow

Control Settings:

Control	000-009	no
	010-019	XY motor reset
	020-029	Head motor reset
	030-039	Reset all motors
	040-049	Keep
	050-059	X opens backwards
	060-069	X reverse close
	070-079	Y opens in reverse
	080-089	Y reverse close
	090-099	Retain
	100-109	Dimming speed 1
	110-119	Dimming speed 2
	120-129	Dimming speed 3
	130-139	Dimming speed 4
	140-149	Keep
	150-159	Linear
	160-169	Square
	170-179	Antisquare
	180-189	S-curve
	190-255	Retain

4. Error message

4.1. Pan and Tilt reset error

- Check if the position where the magnets are installed on the xY-axis is loose or damaged;
- Check for any other interfering objects within the range of motion of the XY axes;
- Check if the XY-axis Hall element is damaged;
- Check if the leads connecting the XY-axis Hall element to the PCB board have poor contact or are broken;
- Check if the XY-axis motor is damaged;
- Check if the related circuits of the XY-axis motor drive board are damaged;

4.2. Pan and Tilt hall error

- Check if the encoder is damaged;
- Check for poor contact or breaks between the encoder and the PCB board leads;

4.3. Zoom reset error

- Check if the position of the focusing installation magnet is loose or damaged;
- Check for any other interfering objects within the range of focus operation;
- Check if the leads connecting the focusing Hall element to the PCB board have poor contact or are broken;
- Check if the focusing motor is damaged;
- Check if the related circuits of the focusing motor driver board are damaged;

4.4. Rotation reset error

- Check if the position of the focusing installation magnet is loose or damaged;
- Check for any other interfering objects within the range of focus operation;
- Check if the leads connecting the focusing Hall element to the PCB board have poor contact or are broken;
- Check if the focusing motor is damaged;
- Check if the related circuits of the focusing motor driver board are damaged;

4.5. NTC error

- Check if the temperature detection board is functioning properly;
- Check if the components of the temperature detection board are damaged;
- Check if the temperature detection board leads are installed properly or disconnected;

5. Common Faults

Corresponding solutions are proposed for some common faults. Any unsolvable problem should be dealt with by a professional. Before maintaining the lamp, disconnect the power supply first.

1. The lamp beads don't light up, the lamp doesn't work, the fan doesn't rotate

- Check if a voltage that matches the lamp is installed;
- Check for poor contact at the power supply connection or control switch for the lighting fixtures;
- Check if the power supply is insufficient;
- Check if the DMX512 controller has sent instructions.

2. The lamp does not accept control from the console after a normal reset

- Check if the digital start address values and function options of the luminaire are correct;
- Check if the connection of the communication control line is correct, if the communication line is too long or has been interrupted;
- Check if the control equipment has failed, check if the signal amplifiers connected in series have failed;
- Check if the communication lines are too long or if there are other devices interfering with each other;
- Optimize wiring, shorten the length of control signal lines, and lay out high-voltage and low-voltage lines separately;
- Add signal amplifiers;
- Signal lines use high-quality shielded twisted pairs;
- Connect the signal terminal resistor (120 ohms) at the end of the lamp.

3. The lamp cannot be started.

- Check if the power supply parameters match the lamp;
- Check if the lamps have poor contact due to compression deformation, internal part vibration, moisture, etc. during long-distance transportation
Or fall off.
- Please check if the internal wire connectors of the luminaire are loose or detached.
- Check the electronic components of the lamp (such as the electronic transformer, PCB board, motor control board, etc.) for looseness, short circuit and burnout.

4. When in operation, the Pan or Tilt movement of the lamp is abnormal

- Check each one as in the previous step;
- Check whether the drive belts corresponding to the X and Tilt inside the lamp have fallen off or broken.
- Check if the data feedback receiver (Hall) corresponding to the X and Y directions inside the lamp is damaged;
- Restart and reset once.

5. Some channel is out of control

- Poor contact or damage to the motor wire
- The stepper motor may be damaged
- The motor's drive circuit may be damaged

6. Equipment cleaning

To maintain the best performance of the lamps and ensure the best lighting effect, it is absolutely necessary to keep the lamps clean. Lamps must be cleaned regularly to avoid Dust, dirt, smoke residue, etc. accumulate on the surface or inside the lamp, and the frequency of cleaning depends on the application environment. If due to installation and construction If the environment causes dust to enter the luminaire, clean it immediately to avoid damage to the optical parts of the luminaire due to excessive dust.

- It is recommended to use a soft lint-free cloth and high-quality glass cleaner. Solvents should never be used under any circumstances.
- Carefully wipe dry pieces to avoid any residue of cleaning solution

- Wipe the outside of the lens at least once every 20 days, depending on the environment in which it is used