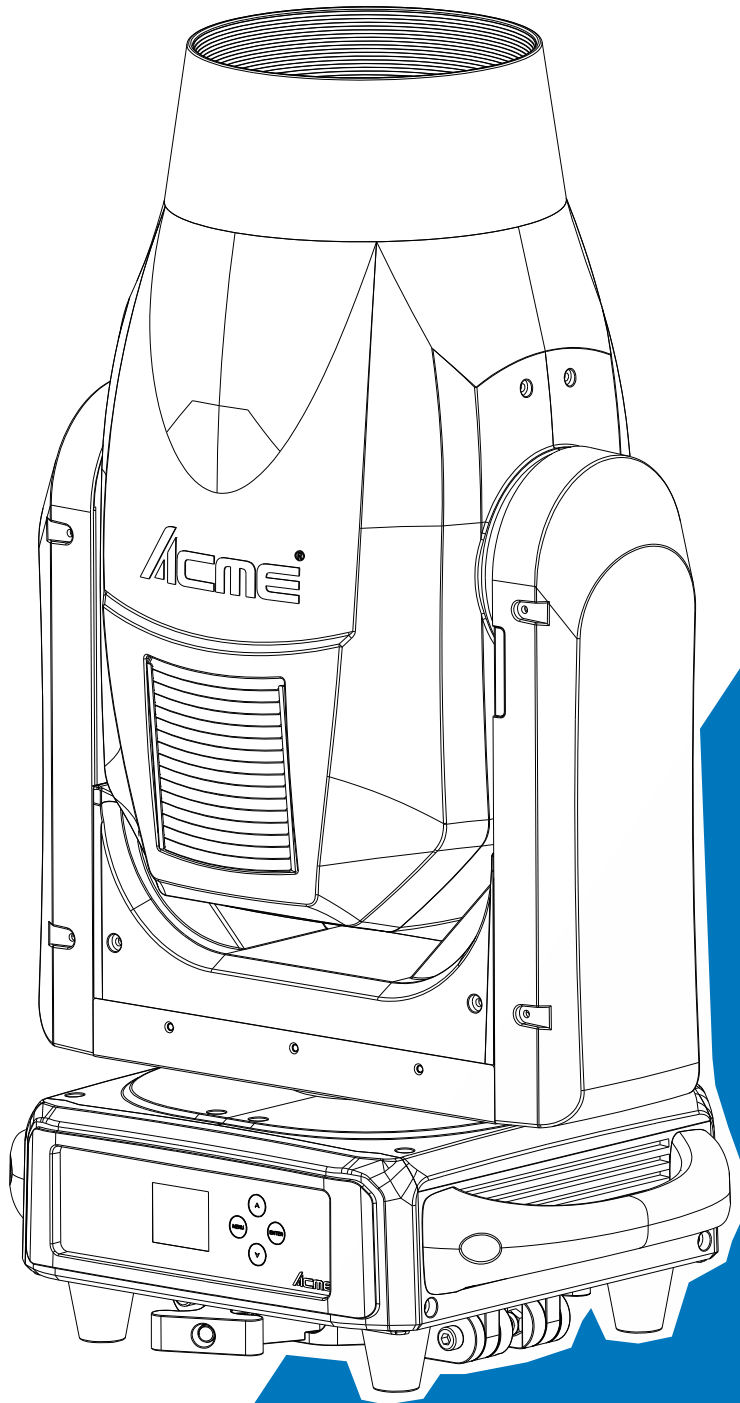


Acme®

LEO



Intertek
5000057

User Manual

Please read the instruction carefully before use

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1. Safety Instructions



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 the unit to another user, be sure that they also receive this instruction manual.

Important:

Damages caused by the disregard of this user manual are not subject to warranty. The dealer will not accept liability for any resulting defects or problems.

- Unpack and check carefully to ensure that there is no transportation damage before using the unit.
- This product is for indoor use only. Use only in a dry location.
- DO install and operate by qualified operator.
- DO NOT allow children to operate the fixture.
- Use safety chain when fixing the unit. Handle the unit by carrying its base instead of head only.
- The unit must be installed in a location with adequate ventilation, at least 50cm from adjacent surfaces.
- Be sure that no ventilation slots is blocked, otherwise the unit will be overheated.
- Before operation, ensure that you are connecting this product to the proper voltage in accordance with the specifications in this manual or on the product's specification label.
- It's important to ground the yellow/green conductor to earth in order to avoid electric shock.
- Minimum ambient temperature TA: 0°C. Maximum ambient temperature TA: 40°C. Do not operate this product at a lower or higher temperature.
- DO NOT connect the device to any dimmer pack.
- During initial start-up some smoke or smell may arise. This is a normal process and does not necessarily mean that the device is defective, and it will decrease gradually within 15 minutes.
- Keep flammable materials away from the fixture while operating to avoid fire hazard.
- Make sure the power cord is not crimped or damaged; replace it immediately if damaged.
- Unit's surface temperature may reach up to 75°C. DO NOT touch the housing bare-handed during its operation.

- Avoid any flammable liquids, water or metal from entering the unit. Once it happens, cut off the mains power immediately.
- DO NOT operate in a dirty or dusty environment. DO clean the fixture regularly.
- DO NOT touch any wire during operation as there might be a hazard of electric shock.
- Avoid entanglement of the power cord with other wires.
- The minimum distance to objects/surface must be more than 12 meters.
- Disconnect mains power before fuse/lamp replacement or servicing.
- Replace fuse/lamp only with the same type.
- In the event of serious operating problem, stop using the unit immediately.
- Never turn on and off the unit time after time.
- The housing, the lenses, or the ultraviolet filter must be replaced if they are visibly damaged.
- DO NOT open the housing as there are no user serviceable parts inside.
- DO NOT attempt to operate this unit if it becomes damaged. DO NOT attempt any repairs yourself. Repairs carried out by unskilled people can lead to damage or malfunction. Please contact the nearest authorized technical assistance center if needed.
- Disconnect this product from its power source before servicing.
- DO use the original packaging if the device is to be transported.
- Hot lamp explosion hazard. DO NOT open the unit within 15 minutes after switching off.
- DO replace the bulb once it is damaged, deformed or life-expired.
- Avoid direct eye exposure to the light source while the product is on.
- Never touch bulb with bare fingers, as it is very hot after using.
- DO NOT operate this product if you see damage on the housing, shields, or cables. Have the damaged parts replaced by an authorized technician at once.

Installation:

The fixture should be fixed on the clamp. Always ensure that the unit is firmly fixed to avoid vibration and slipping off during operation. Ensure that the trussing or area of installation must be able to hold 10 times the weight without any deformation. Always install a safety cable that can hold at least 12 times the weight of the fixture when installing.

DO install and operate by qualified operator. It must be installed in a place where there is out of the reach of people.

1. Consignes de sécurité



Veillez lire attentivement les instructions qui contiennent des informations importantes sur l'installation, l'utilisation et l'entretien.

ATTENTION

Veillez conserver ce guide de l'utilisateur pour une consultation future. Si vous vendez l'appareil à un autre utilisateur, assurez-vous qu'il reçoive également ce manuel d'instructions.

Important:

Les dommages causés par le non-respect de ce manuel d'utilisation ne sont pas couverts par la garantie. Le revendeur n'acceptera aucune responsabilité pour les défauts ou problèmes qui en résultent.

- Déballez et vérifiez soigneusement qu'il n'y a pas de dommages dus au transport avant d'utiliser l'appareil.
- Ce produit est destiné à un usage intérieur uniquement. Il doit donc être utilisé uniquement dans un endroit sec.
- L'installation et la mise en fonctionnement doit être effectué par un opérateur qualifié.
- NE PAS permettre aux enfants d'utiliser l'appareil.
- Utilisez une chaîne de sécurité lors de la fixation de l'unité. Manipulez l'appareil en portant sa base au lieu de la tête uniquement.
- L'unité doit être installée dans un endroit avec une ventilation adéquate, à au moins 50cm des surfaces adjacentes.
- Assurez-vous qu'aucune fente d'aération du luminaire n'est obstruée, sinon il risque de surchauffer.
- Avant toute utilisation, assurez-vous que vous connectez ce luminaire à la tension appropriée conformément aux spécifications que vous trouverez dans ce manuel ou sur l'étiquette des spécifications collée sur la base du luminaire.
- Il est important de relier le file jaune/vert à la terre afin d'éviter tout choc électrique.
- Température ambiante minimale TA: 0°C. Température ambiante maximale TA: 40°C. N'utilisez pas ce luminaire à des températures inférieures ou supérieures.
- NE PAS connecter le luminaire à un pack de gradateurs.
- Lors de la première mise en service de l'appareil, de la fumée ou une odeur peut se dégager. Il s'agit d'un processus normal et ne signifie pas nécessairement que l'appareil est défectueux,

l'effet diminuera progressivement dans les 15 minutes.

- Gardez les matériaux inflammables à l'écart du luminaire pendant le fonctionnement pour éviter tout risque d'incendie.
- Assurez-vous que le cordon d'alimentation n'est pas pincé ou endommagé; remplacez-le immédiatement s'il est endommagé.
- La température de surface de l'unité peut atteindre 75°C. NE PAS toucher les capots à mains nues pendant son fonctionnement.
- Évitez que des liquides inflammables, de l'eau ou du métal ne pénètrent dans l'appareil. Si cela se produit, coupez immédiatement l'alimentation secteur.
- NE PAS utiliser le luminaire dans un environnement sale ou poussiéreux. Cette appareil doit être nettoyer régulièrement.
- NE touchez AUCUN file pendant le fonctionnement car il pourrait y avoir un risque de choc électrique.
- Évitez l'enchevêtrement du cordon d'alimentation avec d'autres fils.
- La distance minimale de projection sur des objets ou sur des surfaces doit être supérieure à 12 mètres.
- Débranchez l'alimentation principale avant le remplacement ou l'entretien du fusible et/ou de la lampe.
- Remplacez le fusible et/ou la lampe uniquement par le même type.
- En cas de problème de fonctionnement grave, arrêtez immédiatement d'utiliser l'appareil.
- N'allumez et n'éteignez jamais ce luminaire à maintes reprises.
- Le boîtier, les lentilles ou le filtre ultraviolet doivent être remplacés s'ils sont visiblement endommagés.
- NE PAS ouvrir le boîtier car il ne contient aucune pièce réparable par l'utilisateur.
- NE PAS mettre ce luminaire en fonctionnement s'il est endommagé. N'effectuez pas de réparations vous-même. Les réparations ne doivent être effectuées par des personnes non qualifiées, cela peut entraîner des dommages ou des dysfonctionnements. Veuillez contacter le centre d'assistance technique agréé le plus proche si nécessaire.
- Débranchez ce produit du secteur avant de procéder à l'entretien.
- Utiliser l'emballage d'origine si l'appareil doit être transporté.
- Risque d'explosion de la lampe chaude. N'ouvrez pas l'appareil dans les 15 minutes après l'avoir éteint.

- Remplacez l'ampoule une fois qu'elle est endommagée, déformée ou que sa durée de vie a expiré.
- Évitez une exposition directe des yeux à la source lumineuse lorsque le produit est allumé.
- Ne touchez jamais l'ampoule avec à mains nus, car elle reste très chaude après utilisation.
- N'utilisez PAS ce produit si vous constatez des dommages sur le boîtier, les blindages ou les câbles. Faites remplacer immédiatement les pièces endommagées par un technicien agréé.

Installation:

Le luminaire doit être fixé à l'aide de crochets. Assurez-vous toujours que l'appareil est fermement fixé pour éviter les vibrations et le glissement pendant le fonctionnement. Assurez-vous que la structure ou la zone d'installation peut supporter au moins 10 fois le poids de cet appareil sans aucune déformation. Installez toujours un câble de sécurité pouvant supporter au moins 12 fois le poids du luminaire lors de l'installation.

L'installation et l'utilisation de ce luminaire doit être effectué par un opérateur qualifié. Il doit être installé dans un endroit hors de portée des personnes.

2. Technical Specifications

Power Voltage:

100-240V~ 50/60Hz

Power Consumption:

765W

Light Source:

PHILIPS MSD Platinum 500L Flex

Color Temperature:

6700K

Zoom Range:

Beam Mode: 2°~7°

Spot Mode: 5°~32°

Wash Mode: 8°~70°

Movement:

Pan: 540°

Tilt: 270°

Pan/Tilt Resolution: 16 bit

Fixation: Tilt lock

Dimmer/Shutter:

Smooth dimming from 0-100%; outstanding strobe effect with variable speed

Color Wheel:

1 x color wheel with 14 fixed colors plus open, and rainbow effect

Gobo Wheel:

1 x static gobo wheel with 16 gobos plus open (two optical apertures)

1 x rotating gobo wheel with 7 gobos plus open, convenient replacement

Control:

DMX Channel: 26/19/25/18 channels

Control Mode: DMX512, RDM, Art-Net, sACN

Firmware upgrade via DMX link or USB disk

Construction:

Display: LCD display

Battery backup for user setup without mains connection

Data In/Out: 3/5-pin XLR, RJ45

Power In/Out: Power Connector in/out

Protection Rating: IP20

Features:

Motorized focus

Linear CMY color mixing + Variable CTO

1 x animation wheel with outstanding water and flame effect, the wheel can be replaced

2x prisms: 8-facets prism+6-facets linear prism, rotatable in both directions and overlayable

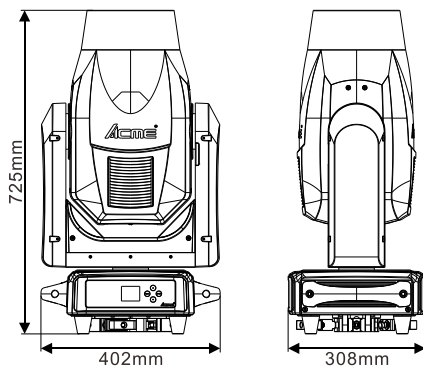
Independent frost effect

2x fixed clamps for 50mm truss

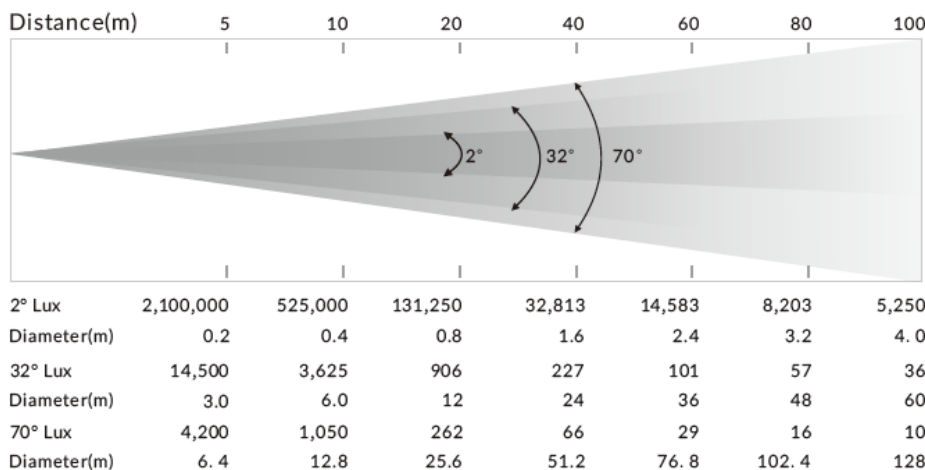
Dimension/Weight:

402x308x725mm, 30.5kgs

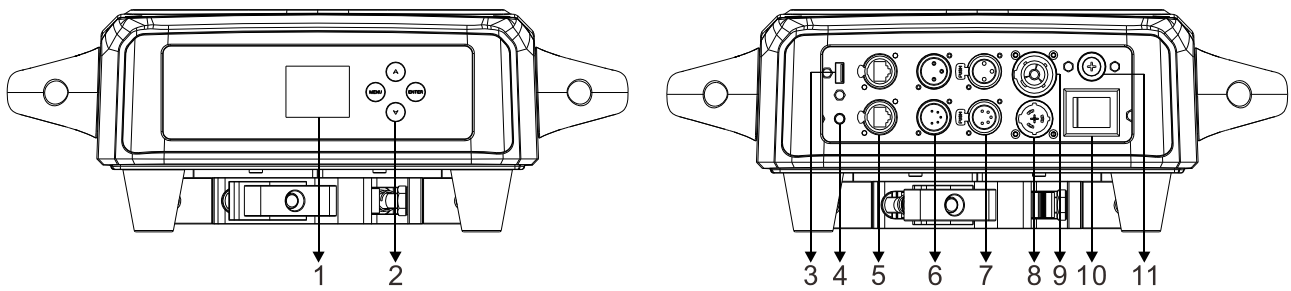
15.8"x12.1"x28.5" in, 67.2lbs



Photometric Diagram:



3. Control Panel



1. Display: To show the various menus and the selected functions

2. Button:

MENU	To enter into move backward or leave the menu
▲ UP	To go backward to move up in the menu
▼ DOWN	To go forward to move down in the menu
ENTER	To perform the desired functions

3. FIRMWARE UPGRADE: Used to upgrade fixture's firmware

4. BATTERY DISPLAY

5. ETHERNET: Transfers fixture's information to a main controller

6. DMX IN: For DMX512 link, use 3/5-pin XLR cable to link the unit and DMX controller

7. DMX OUT: For DMX512 link, use 3/5-pin XLR cable to link the next units

8. POWERCON IN: To connect to supply power

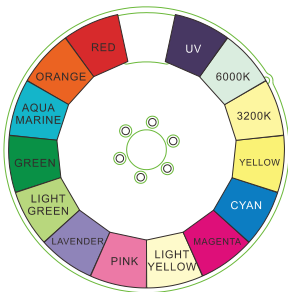
9. POWERCON OUT: To connect to the next fixture

10. POWER SWITCH: Turns on/off the power

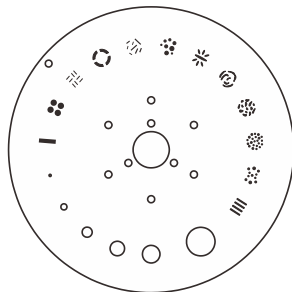
11. FUSE(T 15A): Protects the unit from damage of over-voltage or short circuit

4. Effect Wheels and Lamp

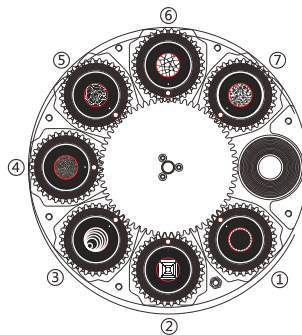
4.1 Effect Wheels



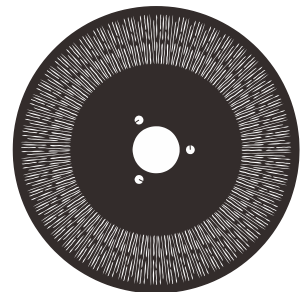
COLOR WHEEL



STATIC GOBO WHEEL



ROTATING GOBO WHEEL

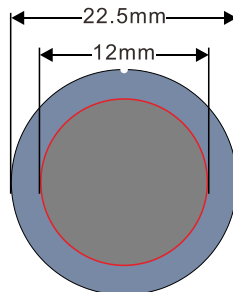


ANIMATION WHEEL

DANGER!
 Install the rotating gobos with the device switched off only.
 Unplug from mains before changing the rotating gobos!

CAUTION: Never unscrew the screws of the rotating gobo as the ball bearing will otherwise be opened!

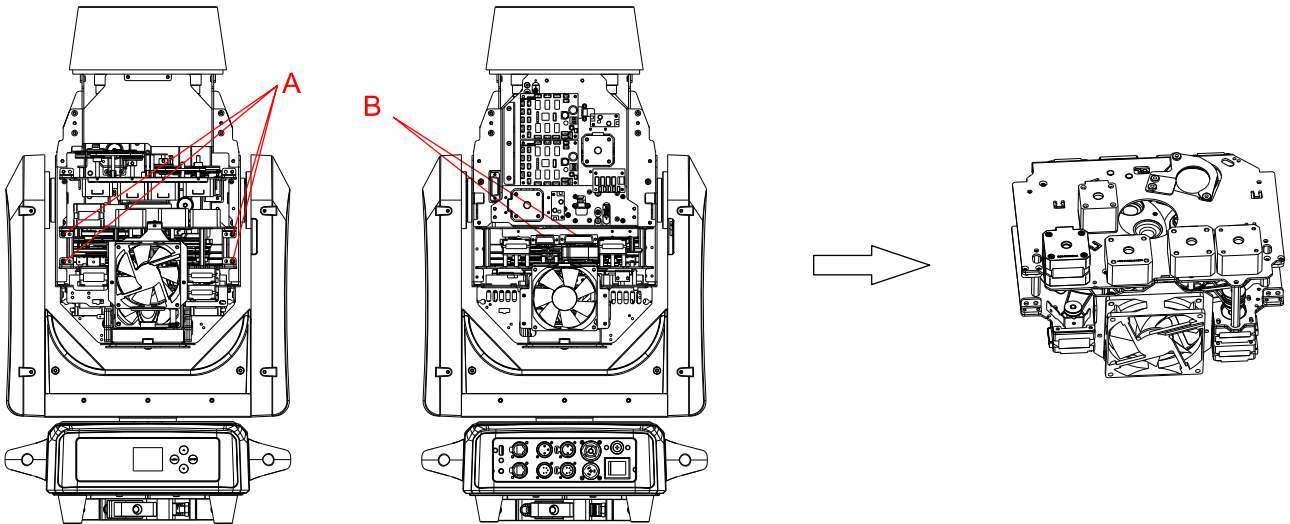
R-Gobos	Part Number
① Gobo1	3011001305
② Gobo2	3011001167
③ Gobo3	3011001308
④ Gobo4	3011001307
⑤ Gobo5	3011001306
⑥ Gobo6	3011001168
⑦ Gobo7	3011001169



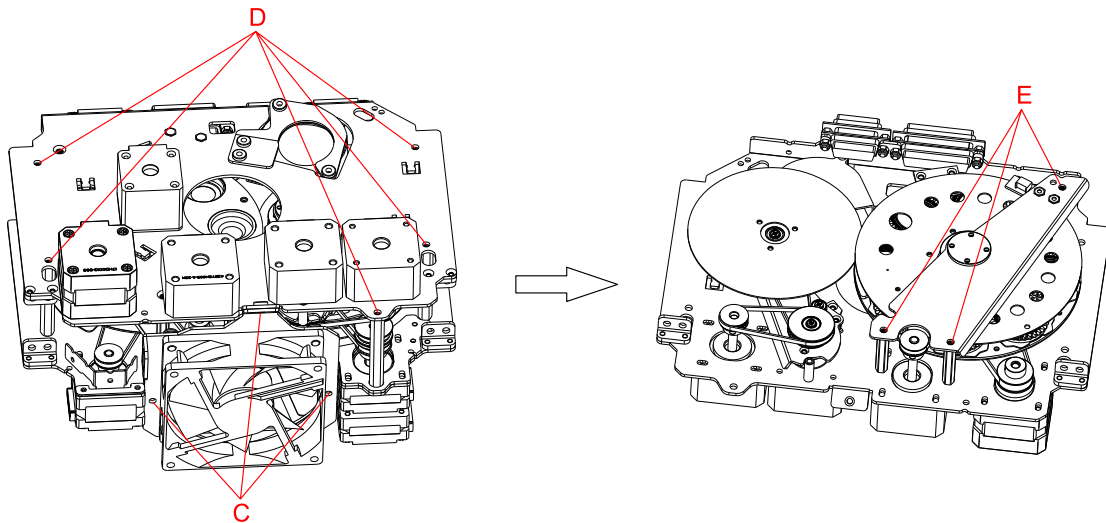
Rotating Gobos Dimensions

4.2 Replacing Rotating Gobos

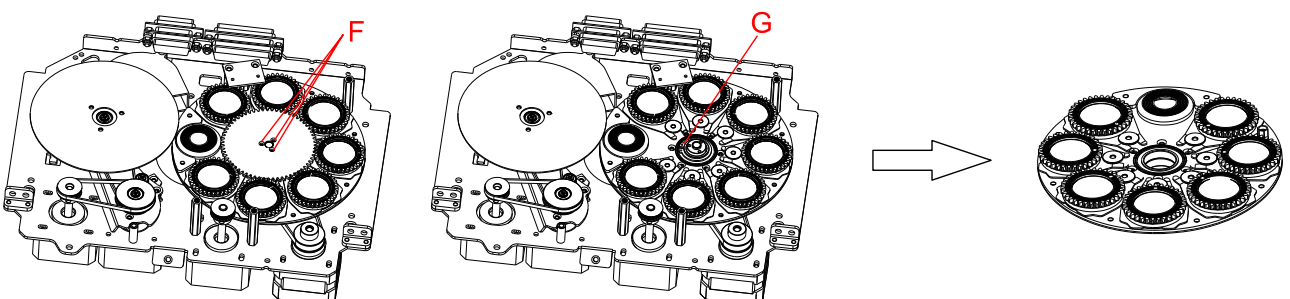
1. Unscrew the four screws at A and unplug the two sets of DB head cables at B to take out the component;



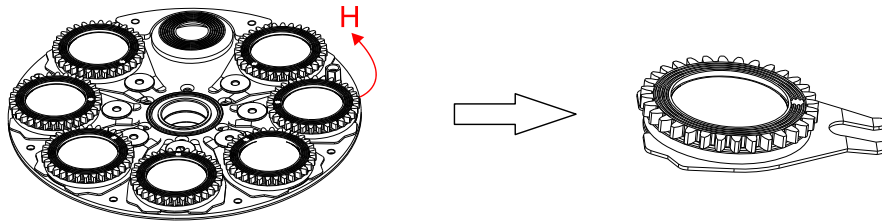
2. Unscrew the three screws at C and remove the fan; then unscrew the five screws at D to take out the component; unscrew the three screws at E;



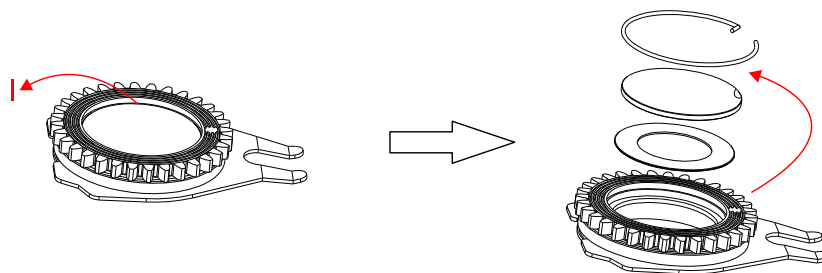
3. Unscrew the three screws at F and remove the plastic gear; Clamp out the circlip at G to take out the rotating gobo wheel component;



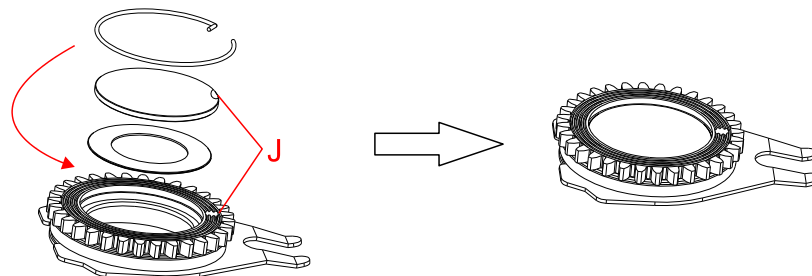
4. Gently lift the gobo holder from the edge of the rotating gobo wheel (reverse side) as H shows and slowly pull it out;



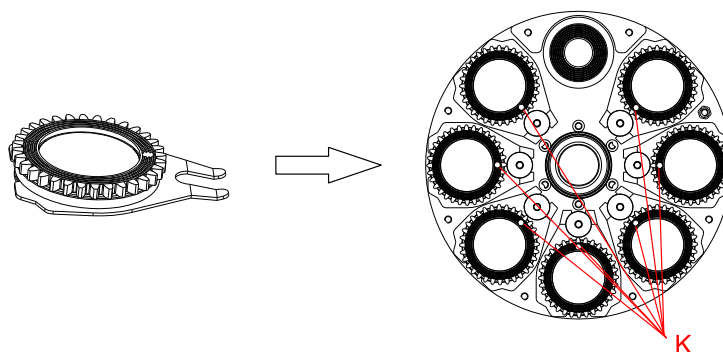
5. Remove the spring lock at I with an appropriate tool like tweezers (if the gobo is coated with glass glue, do remove it with some good glass cleaning fluid before removing the spring lock to avoid damage to the gobo).



6. Do not touch the surface of the gobo with bare fingers. The gobo has a small position point at its edge which has to aim at the position point on the gobo holder like J shows (glossy side towards the light source).



7. Insert the gobo holder back into the rotating gobo wheel component in this way that its position point has to exactly aim at the center of the rotating gobo wheel.



8. After installation, put the component back to the fixture.

4.3 Light Source

PHILIPS MSD Platinum 500L Flex

- Because of its high internal pressure, there might be a risk that the Discharge lamp would explode during operation. The lamp emits intense UV radiation which is harmful to the eyes and skin. The high luminance of the arc can cause severe damage to the retina if you take a close look at the lamp.
- To protect the lamp, always turn off the lamp first (via control panel or DMX controller) and let the unit run at least five minutes to cool down before switching off the mains supply. Never handle the lamp or luminary when it is hot.
- Do not touch the bulb with bare hands. If this happens, clean the lamp with denatured alcohol and wipe it with a lint free cloth before installation.
- The lamp generates UV radiation. Never operate the lamp without appropriate shielding.
- When lighting up, the lamp operates at high pressure and there is a slight risk of arc tube rupture. The risk increases with age, temperature and improper handling of the lamp. Do not use the lamp longer than its lifespan.
- Make sure the lamp is located in the center of the reflector for the best projection.

4.4 Change The Lamp

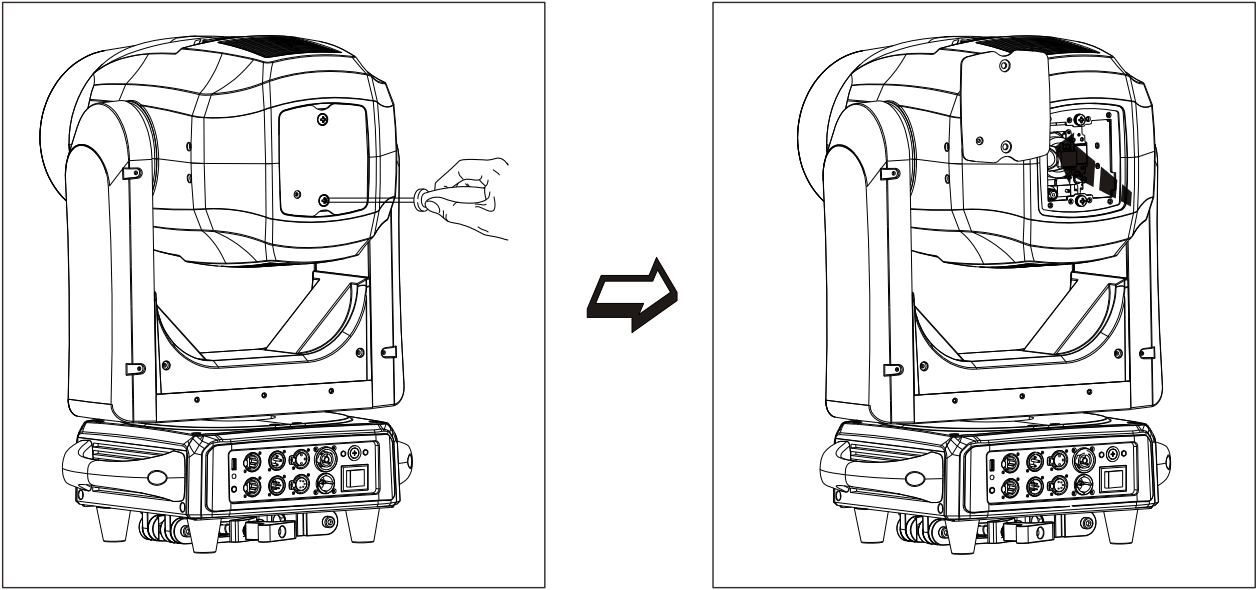
Attention: The entire light path and lens of the luminaire must be thoroughly cleaned before changing the bulb.

Do not use this lamp more than 4000 hours, using the lamp any longer than its set life could seriously damage your unit. Periodically checking the lamp running time, when the lamp reaches the 4000 hour mark, or close to it, we strongly suggest you switch the lamp out. Reset the lamp time after you have replaced the lamp.

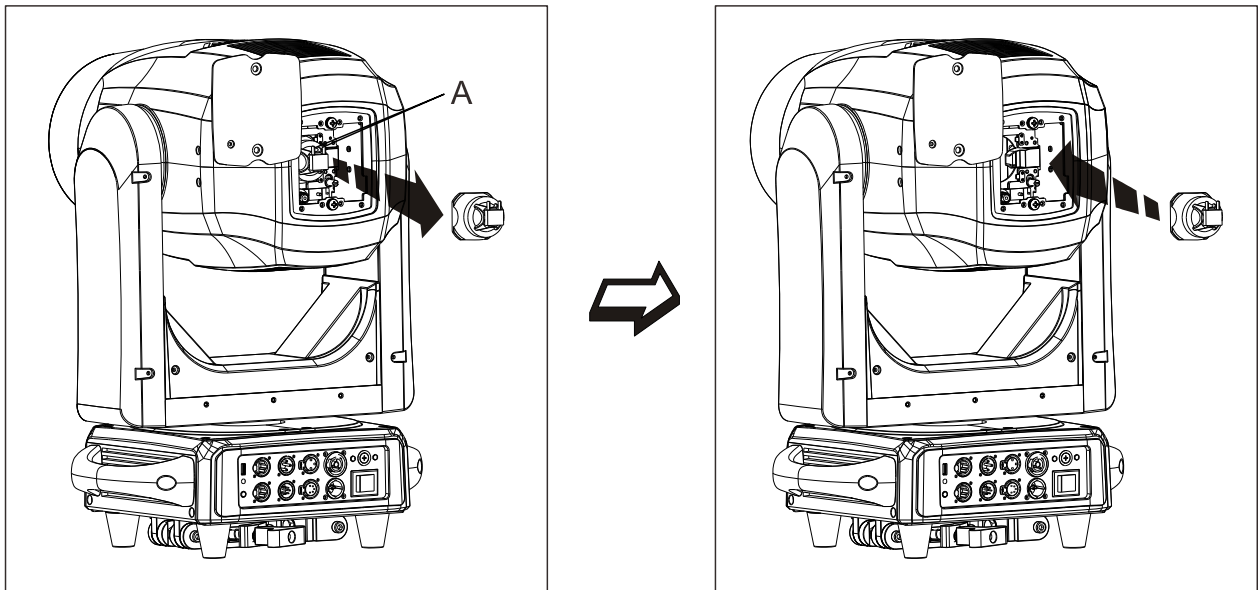
To replace the lamp:

1. Ensure that the fixture is detached from power and has cooled down completely. It is a good idea to allow the fixture to run for 10 minutes after the lamp has been turned off, so that the cooling fans have time to work.

2. Loosen the screws on the head of the fixture and open the fixture head covers.



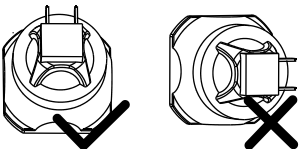
3. Unplug the leads of the lamp and lift the lamp out of its recess, disconnect the lamp and connect a new lamp that must be the same type with the old one. And then place the new lamp into the lamp recess.



Finally reinstall the head cover, fastening it securely before reapplying power.

Warning:

The installing direction of lamp:



4.5 Lamp Replacement Warning

- When the lamp reaches 300 hours before its service time, the display will flash the message “Replace Lamp Soon” for up to 5 minutes. During this period, the fixture will still work normally.
- When the lamp reaches its service time, the display will flash the message “Replace Lamp Now” for up to 10 minutes. After 10 minutes, the fixture will return to normal operation.
- When the lamp is continuously used overtime, the display will flash the message “Lamp Timeout Use, Replace Lamp Now” for up to 10 minutes. After 10 minutes, the fixture will return to normal operation.

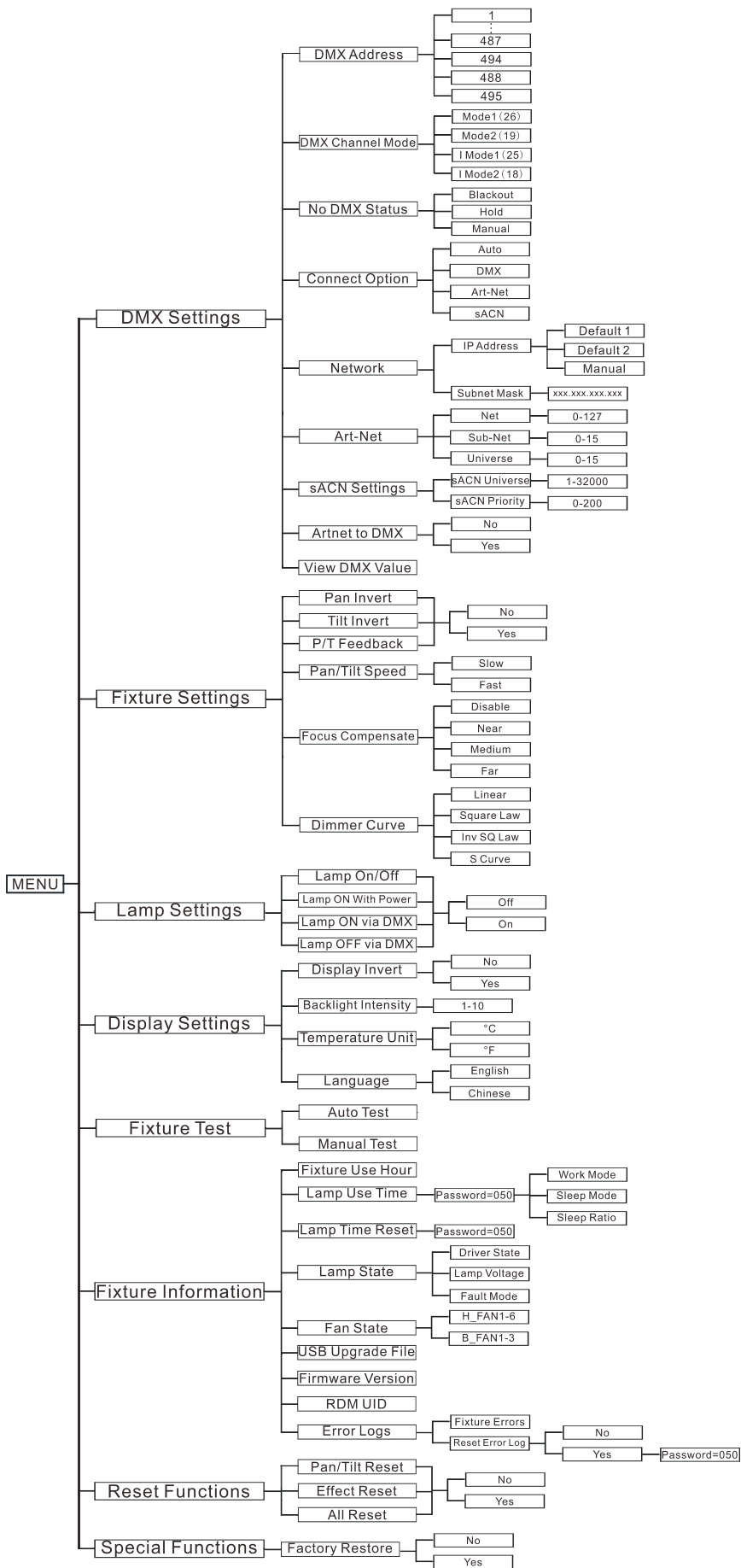
Attention: Damages caused by the failure to replace the bulb in time are not subject to warranty.

5. How To Set The Unit

5.1 Main Function

Turn on the unit, press the MENU button into menu mode, and press the UP/DOWN button until the required function is shown on the monitor. Select the function by pressing the ENTER button. Use the UP/DOWN button to choose the submenu, press the ENTER button to store and automatically return to the last menu. Press the MENU button or let the unit idle 30 seconds to exit menu mode.

The main functions are shown below:



DMX Settings

To select **DMX Settings**, press the **ENTER** button to confirm, use the **UP/DOWN** button to select **DMX Address**, **DMX Channel Mode**, **No DMX Status**, **Connect Option**, **Network**, **Art-Net**, **sACN Settings**, **Artnet to DMX** or **View DMX Value**.

DMX Address

To select **DMX Address**, press the **ENTER** button to confirm. Use the **UP/DOWN** button to adjust the address from **001** to **487/494/488/495**, press the **ENTER** button to store. Press the **MENU** button back to the last menu or let the unit idle 30 seconds to exit menu mode.

DMX Channel Mode

To select **DMX Channel Mode**, press the **ENTER** button to confirm. Use the **UP/DOWN** button to select **Mode1 (26)**, **Mode2 (19)**, **I Mode1 (25)** or **I Mode2 (18)**, press the **ENTER** button to store. Press the **MENU** button back to the last menu or let the unit idle 30 seconds to exit menu mode.

No DMX Status

To select **No DMX Status**, press the **ENTER** button to confirm. Use the **UP/DOWN** button to select **Blackout**(fixture blacks out if DMX signal stops), **Hold**(fixture continues to obey the last command it received Via DMX if DMX signal stops) or **Manual**(the fixture will automatically read the DMX value in the “Manual Test” menu for operation after selecting this mode), press the **ENTER** button to store. Press the **MENU** button back to the last menu or let the unit idle 30 seconds to exit menu mode.

Connect Option

To select **Connect Option**, press the **ENTER** button to confirm. Use the **UP/DOWN** button to select **Auto**, **DMX**, **Art-Net** or **sACN**, press the **ENTER** button to store. Press the **MENU** button back to the last menu or let the unit idle 30 seconds to exit menu mode.

Network

To select **Network**, press the **ENTER** button to confirm. Use the **UP/DOWN** button to select **IP Address** or **Subnet Mask**, press the **ENTER** button to store. Press the **MENU** button back to the last menu or let the unit idle 30 seconds to exit menu mode.

Art-Net

To select **Art-Net**, press the **ENTER** button to confirm. Use the **UP/DOWN** button to select **Net**, **Subnet** or **Universe**, press the **ENTER** button to store. Press the **MENU** button back to the last menu or let the unit idle 30 seconds to exit menu mode.

sACN Settings

To select **sACN Settings**, press the **ENTER** button to confirm. Use the **UP/DOWN** button to select **sACN Universe** or **sACN Priority**, press the **ENTER** button to store. Press the **MENU** button back to the last menu or let the unit idle 30 seconds to exit menu mode.

Artnet to DMX

To select **Artnet to DMX**, press the **ENTER** button to confirm. Use the **UP/DOWN** button to select **No** or **Yes**, press the **ENTER** button to store. Press the **MENU** button back to the last menu or let the unit idle 30 seconds to exit menu mode.

View DMX Value

To select **View DMX Value**, press the **ENTER** button to confirm. Use the **UP/DOWN** button to view the DMX channel value. Press the **MENU** button back to the last menu or let the unit idle 30 seconds to exit menu mode.

Fixture Settings

To select **Fixture Settings**, press the **ENTER** button to confirm, use the **UP/DOWN** button to select **Pan Invert**, **Tilt Invert**, **P/T Feedback**, **Pan/Tilt Speed**, **Focus Compensate** or **Dimmer Curve**.

Pan Invert

To select **Pan Invert**, press the **ENTER** button to confirm. Use the **UP/DOWN** button to select **No** (normal) or **Yes** (pan invert), press the **ENTER** button to store. Press the **MENU** button back to the last menu or let the unit idle 30 seconds to exit menu mode.

Tilt Invert

To select **Tilt Invert**, press the **ENTER** button to confirm. Use the **UP/DOWN** button to select **No** (normal) or **Yes** (tilt invert), press the **ENTER** button to store. Press the **MENU** button back to the last menu or let the unit idle 30 seconds to exit menu mode.

P/T Feedback

To select **P/T Feedback**, press the **ENTER** button to confirm. Use the **UP/DOWN** button to select **No** (Pan or tilt's position will not feedback while out of step) or **Yes** (Feedback while pan/tilt out of step), press the **ENTER** button to store. Press the **MENU** button back to the last menu or let the unit idle 30 seconds to exit menu mode.

Pan/Tilt Speed

To select **Pan/Tilt Speed**, press the **ENTER** button to confirm. Use the **UP/DOWN** button to select **Slow** or **Fast**, press the **ENTER** button to store. Press the **MENU** button back to the last menu or let the unit idle 30 seconds to exit menu mode.

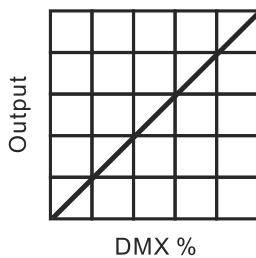
Focus Compensate

To select **Focus Compensate**, press the **ENTER** button to confirm. Use the **UP/DOWN** button to select **Disable**, **Near**, **Medium** or **Far**, press the **ENTER** button to store. Press the **MENU** button back to the last menu or let the unit idle 30 seconds to exit menu mode.

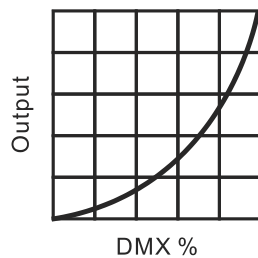
Dimmer Curve

To select **Dimmer Curve**, press the **ENTER** button to confirm. Use the **DOWN/UP** button to select **Linear**, **Square Law**, **Inv SQ Law** or **S Curve**, press the **ENTER** button to store. Press the **MENU** button back to the last menu or let the unit idle 30 seconds to exit menu mode.

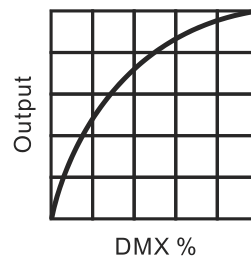
Dimmer Modes



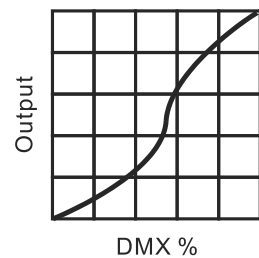
Optically Linear



Square Law



Inverse Square Law



S-curve

Optically Linear: The increase in light intensity appears to be linear as DMX value is increased.

Square Law: Light intensity control is finer at low levels and coarser at high levels.

Inverse Square Law: Light intensity control is coarser at low levels and finer at high levels.

S-Curve: Light intensity control is finer at low levels and high levels and coarser at medium levels.

Lamp Settings

To select **Lamp Settings**, press the **ENTER** button to confirm, use the **UP/DOWN** button to select **Lamp On/Off**, **Lamp ON with Power**, **Lamp ON via DMX** or **Lamp OFF via DMX**.

Lamp On/Off

To select **Lamp On/Off**, press the **ENTER** button to confirm. Use the **UP/DOWN** button to select **Off**(lamp off) or **On**(lamp on), press the **ENTER** button to store. Press the **MENU** button back to the last menu or let the unit idle 30 seconds to exit menu mode.

Lamp ON with Power

To select **Lamp ON with Power**, press the **ENTER** button to confirm. Use the **UP/DOWN** button to select **Off**(Lamp off while power on) or **On**(Lamp on while power on), press the **ENTER** button to store. Press the **MENU** button back to the last menu or let the unit idle 30 seconds to exit menu mode.

Lamp ON via DMX

To select **Lamp ON via DMX**, press the **ENTER** button to confirm. Use the **UP/DOWN** button to select **Off** or **On**, press the **ENTER** button to store. Press the **MENU** button back to the last menu or let the unit idle 30 seconds to exit menu mode.

Lamp OFF via DMX

To select **Lamp OFF via DMX**, press the **ENTER** button to confirm. Use the **UP/DOWN** button to select **Off** or **On**, press the **ENTER** button to store. Press the **MENU** button back to the last menu or let the unit idle 30 seconds to exit menu mode.

Display Settings

To select **Display Settings**, press the **ENTER** button to confirm, use the **UP/DOWN** button to select **Display Invert, Backlight Intensity, Temperature Unit** or **Language**.

Display Invert

Select **Display Invert**, press the **ENTER** button to confirm. Use the **UP/DOWN** button to select **No** (normal display) or **Yes** (invert display), press the **ENTER** button to store. Press the **MENU** button back to the last menu or let the unit idle 30 seconds to exit menu mode.

Backlight Intensity

Select **Backlight Intensity**, press the **ENTER** button to confirm. Use the **UP/DOWN** button to adjust backlight intensity from **1** (dark) to **10** (bright), press the **ENTER** button to store. Press the **MENU** button back to the last menu or let the unit idle 30 seconds to exit menu mode.

Temperature Unit

Select **Temperature Unit**, press the **ENTER** button to confirm. Use the **UP/DOWN** button to select **°C** or **°F**, press the **ENTER** button to store. Press the **MENU** button back to the last menu or let the unit idle 30 seconds to exit menu mode.

Language

Select **Language**, press the **ENTER** button to confirm. Use the **UP/DOWN** button to select **English** or **Chinese**, press the **ENTER** button to store. Press the **MENU** button back to the last menu or let the unit idle 30 seconds to exit menu mode.

Fixture Test

To select **Fixture Test**, press the **ENTER** button to confirm, use the **UP/DOWN** button to select **Auto Test** or **Manual Test**.

Auto Test

Select **Auto Test**, press the **ENTER** button to confirm, the unit will run built-in programs to automatically test its functions. Press the **MENU** button back to the last menu or exit menu mode after auto test.

Manual Test

Select **Manual Test**, press the **ENTER** button to confirm, the present channel will show on the display, use the **UP/DOWN** button to select channel, press the **ENTER** button to confirm, then use the **UP/DOWN** button to adjust the value, press the **ENTER** button to store, the fixture will run as the channel value indicates. Press the **MENU** button back to the last menu or exit menu mode idling 30 seconds.

(The fixture will return to the previous DMX state after exiting Manual Test menu and the Manual Test parameters will be automatically saved after power off and restart.)

Fixture Information

To select **Fixture Information**, press the **ENTER** button to confirm, use the **UP/DOWN** button to select **Fixture Use Hour**, **Lamp Use Time**, **Lamp Time Reset**, **Lamp State**, **Fan State**, **USB Upgrade File**, **Firmware Version**, **RDM UID** or **Error Logs**.

Fixture Use Hour

Select **Fixture Use Hour**, press the **ENTER** button to confirm, fixture use hour will show on the display, press the **MENU** button to exit.

Lamp Use Time

To select **Lamp Use Time**, press the **ENTER** button to confirm. Use the **UP/DOWN** button to set the password **050**, press the **ENTER** button to confirm and lamp use time in **Work Mode, Sleep Mode** or **Sleep Ratio** can be viewed, press the **ENTER** button to confirm. Press the **MENU** button back to the last menu or let the unit idle 30 seconds to exit menu mode.

Lamp Time Reset

Select **Lamp Time Reset**, press the **ENTER** button to confirm, use the **UP/DOWN** button to set the password **050** to reset lamp use time, press the **MENU** button to exit.

Lamp State

Select **Lamp State**, press the **ENTER** button to confirm, lamp state will show on the display, press the **MENU** button to exit.

Fan State

Select **Fan State**, press the **ENTER** button to confirm, fan state will show on the display, press the **MENU** button to exit.

USB Upgrade File

Select **USB Upgrade File**, press the **ENTER** button to confirm, USB upgrade file will show on the display, press the **MENU** button back to exit.

Firmware Version

Select **Firmware Version**, press the **ENTER** button to confirm, firmware version will show on the display, press the **MENU** button back to exit.

RDM UID

Select **RDM UID**, press the **ENTER** button to confirm, RDM UID will show on the display, press the **MENU** button back to exit.

Error Logs

Select **Error Logs**, press the **ENTER** button to confirm. Use the **UP/DOWN** button to select **Fixture Errors** or **Reset Error Log**, press the **ENTER** button to store. Select **Reset Error Log**, press the **ENTER** button to confirm. Use the **UP/DOWN** button to select **No** or **Yes**, press the **ENTER** button to store. Select **Yes**, press the **ENTER** button to confirm. Use the **UP/DOWN** button to set the password **050**, press the **ENTER** button to reset error log. Press the **MENU** button back to the last menu or let the unit idle 30 seconds to exit menu mode.

Reset Functions

To select **Reset Functions**, press the **ENTER** button to confirm, use the **UP/DOWN** button to select **Pan/Tilt Reset**, **Effect Reset** or **All Reset**.

Pan/Tilt Reset

Select **Pan/Tilt Reset**, press the **ENTER** button to confirm, use the **UP/DOWN** button to select **No**(normal) or **Yes** (the unit will run built-in program to reset pan and tilt to their home positions), press the **ENTER** button to store. Press the **MENU** button to exit.

Effect Reset

Select **Effect Reset**, press the **ENTER** button to confirm, use the **UP/DOWN** button to select **No**(normal) or **Yes** (the unit will run built-in program to reset effect to their home positions), press the **ENTER** button to store. Press the **MENU** button to exit.

All Reset

Select **All Reset**, press the **ENTER** button to confirm, use the **UP/DOWN** button to select **No**(normal) or **Yes** (the unit will run built-in program to reset all motors to their home positions), press **ENTER** button to store. Press the **MENU** button to exit.

Special Functions

Factory Restore

Select **Factory Restore**, press the **ENTER** button to confirm, use the **UP/DOWN** button to select **No**(normal) or **Yes** (the fixture will reset to factory settings), press **ENTER** button to store. Press the **MENU** button to exit.

RDM FUNCTIONS

Select the MANUFACTURER menu to display the manufacturer of the fixture.

Select the SOFTWARE VERSION menu and the program version number of the fixture will be displayed.

Select the DMX START ADDRESS menu to change the DMX 512 address (001-512).

Select the DEVICE MODEL DESCRIPTION menu to display the model of the fixture.

Select the DEVICE LABEL menu to change the model of the fixture.

Select the DMX PERSONALITY menu to set the channel mode of the fixture (26/19/25/18 channel).

Select the DMX PERSONALITY DESCRIPTION menu to display the current channel mode of the fixture.

Select the DEVICE HOURS menu to display the running time of the fixture.

Select the LAMP HOURS menu to display the running time of the lamp.

Select the LAMP STATE menu to turn on/off the lamp.

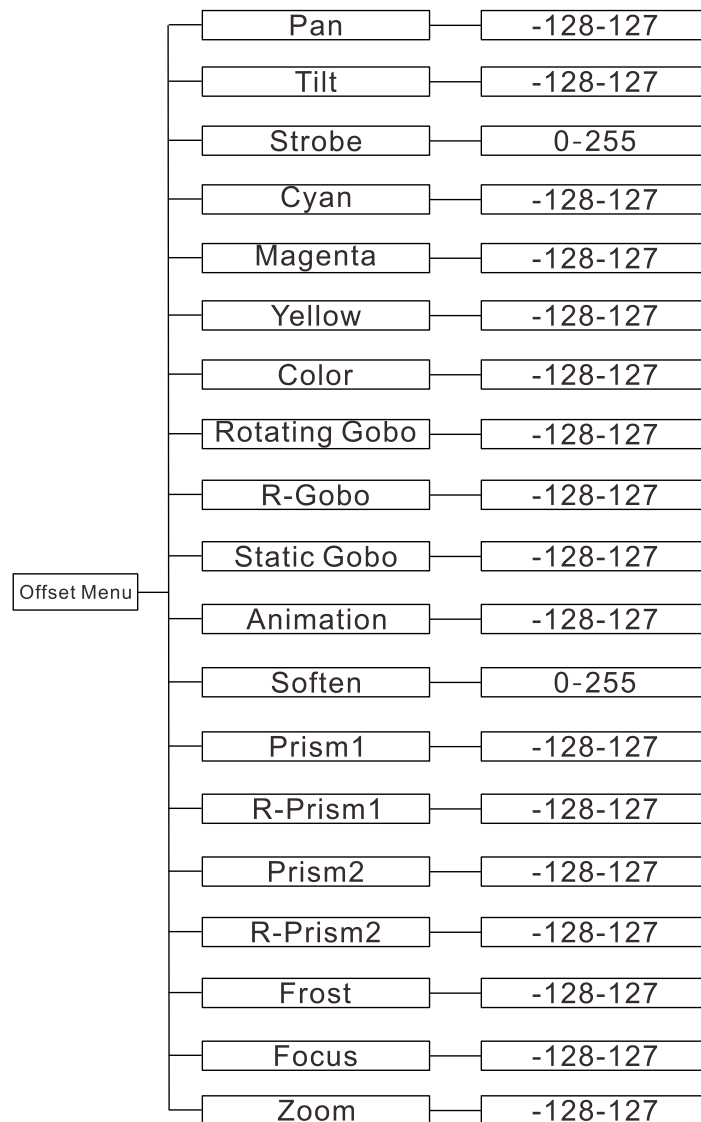
Select the PAN INVERT menu and the fixture will run the pan invert mode.

Select the TILT INVERT menu and the fixture will run the tilt invert mode.

Select the RESET DEVICE menu, the WARM RESET/COLD RESET option will be displayed. When WARM RESET is selected, the fixture will start a warm reset, and exit when COLD RESET is selected.

5.2 Home Position Adjustment

Press the MENU button into menu mode, then press the ENTER button for about 3 seconds into offset mode to adjust the home position. Select the function by pressing the ENTER button. Use the UP/DOWN button to choose the submenu, press the ENTER button to store and automatically return to the last menu. Press MENU button to exit.



Pan

Enter offset mode, Select **Pan**, press the **ENTER** button to confirm, the present position will blink on the display, use the **UP/DOWN** button to offset the value from -128 to 127, press the **ENTER** button to store. Press the **MENU** button to exit.

Tilt

Enter offset mode, Select **Tilt**, press the **ENTER** button to confirm, the present position will blink on the display, use the **UP/DOWN** button to offset the value from -128 to 127, press the **ENTER** button to store. Press the **MENU** button to exit.

Strobe

Enter offset mode, Select **Strobe**, press the **ENTER** button to confirm, the present position will blink on the display, use the **UP/DOWN** button to offset the value from 0 to 255, press the **ENTER** button to store. Press the **MENU** button to exit.

Cyan

Enter offset mode, Select **Cyan**, press the **ENTER** button to confirm, the present position will blink on the display, use the **UP/DOWN** button to offset the value from -128 to 127, press the **ENTER** button to store. Press the **MENU** button to exit.

Magenta

Enter offset mode, Select **Magenta**, press the **ENTER** button to confirm, the present position will blink on the display, use the **UP/DOWN** button to offset the value from -128 to 127, press the **ENTER** button to store. Press the **MENU** button to exit.

Yellow

Enter offset mode, Select **Yellow**, press the **ENTER** button to confirm, the present position will blink on the display, use the **UP/DOWN** button to offset the value from -128 to 127, press the **ENTER** button to store. Press the **MENU** button to exit.

Color

Enter offset mode, Select **Color**, press the **ENTER** button to confirm, the present position will blink on the display, use the **UP/DOWN** button to offset the value from -128 to 127, press the **ENTER** button to store. Press the **MENU** button to exit.

Rotating Gobo

Enter offset mode, Select **Rotating Gobo**, press the **ENTER** button to confirm, the present position will blink on the display, use the **UP/DOWN** button to offset the value from -128 to 127, press the **ENTER** button to store. Press the **MENU** button to exit.

R-Gobo

Enter offset mode, Select **R-Gobo**, press the **ENTER** button to confirm, the present position will blink on the display, use the **UP/DOWN** button to offset the value from -128 to 127, press the **ENTER** button to store. Press the **MENU** button to exit.

Static Gobo

Enter offset mode, Select **Static Gobo**, press the **ENTER** button to confirm, the present position will blink on the display, use the **UP/DOWN** button to offset the value from -128 to 127, press the **ENTER** button to store. Press the **MENU** button to exit.

Animation

Enter offset mode, Select **Animation**, press the **ENTER** button to confirm, the present position will blink on the display, use the **UP/DOWN** button to offset the value from -128 to 127, press the **ENTER** button to store. Press the **MENU** button to exit.

Soften

Enter offset mode, Select **Soften**, press the **ENTER** button to confirm, the present position will blink on the display, use the **UP/DOWN** button to offset the value from 0 to 255, press the **ENTER** button to store. Press the **MENU** button to exit.

Prism 1

Enter offset mode, Select **Prism 1**, press the **ENTER** button to confirm, the present position will blink on the display, use the **UP/DOWN** button to offset the value from -128 to 127, press the **ENTER** button to store. Press the **MENU** button to exit.

R-Prism 1

Enter offset mode, Select **R-Prism 1**, press the **ENTER** button to confirm, the present position will blink on the display, use the **UP/DOWN** button to offset the value from -128 to 127, press the **ENTER** button to store. Press the **MENU** button to exit.

Prism 2

Enter offset mode, Select **Prism 2**, press the **ENTER** button to confirm, the present position will blink on the display, use the **UP/DOWN** button to offset the value from -128 to 127, press the **ENTER** button to store. Press the **MENU** button to exit.

R-Prism 2

Enter offset mode, Select **R-Prism 2**, press the **ENTER** button to confirm, the present position will blink on the display, use the **UP/DOWN** button to offset the value from -128 to 127, press the **ENTER** button to store. Press the **MENU** button to exit.

Frost

Enter offset mode, Select **Frost**, press the **ENTER** button to confirm, the present position will blink on the display, use the **UP/DOWN** button to offset the value from -128 to 127, press the **ENTER** button to store. Press the **MENU** button to exit.

Focus

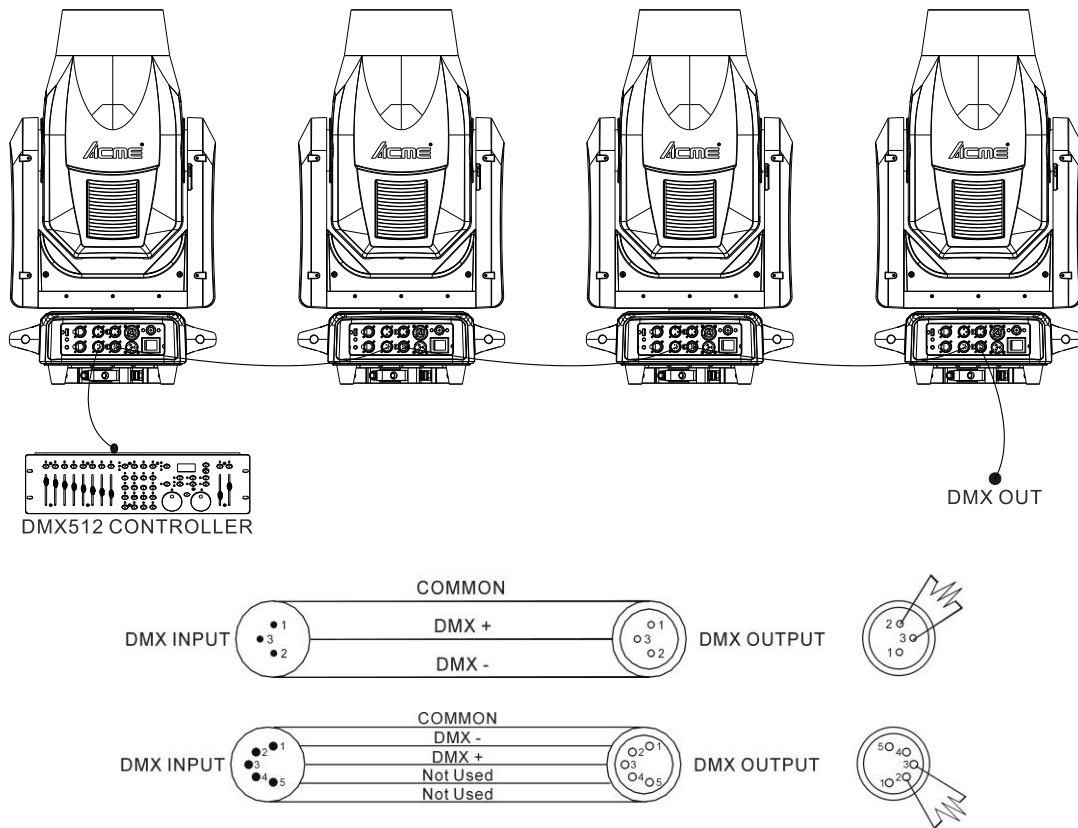
Enter offset mode, Select **Focus**, press the **ENTER** button to confirm, the present position will blink on the display, use the **UP/DOWN** button to offset the value from -128 to 127, press the **ENTER** button to store. Press the **MENU** button to exit.

Zoom

Enter offset mode, Select **Zoom**, press the **ENTER** button to confirm, the present position will blink on the display, use the **UP/DOWN** button to offset the value from -128 to 127, press the **ENTER** button to store. Press the **MENU** button to exit.

6. Control By Universal DMX Controller

6.1 DMX512 Connection



1. At last unit, the DMX cable has to be terminated with a terminator. Solder a 120-ohm 1/4W resistor between pin 2(DMX-) and pin 3(DMX+) into a 3-pin XLR-plug and plug it in the DMX-output of the last unit.
2. Connect the unit together in a “daisy chain” by XLR plug cable from the output of the unit to the input of the next unit. The cable can only be used in series and cannot be connected in parallel. DMX512 is a very high-speed signal. Inadequate or damaged cables, soldered joints or corroded connectors can easily distort the signal and shut down the system.
3. The DMX output and input connectors are pass-through to maintain the DMX circuit, when one of the units’ power is disconnected.
4. Each lighting unit needs to have a DMX address to receive the data by the controller. The address number is between 1-512.
5. The end of the DMX 512 system should be terminated to reduce signal errors.
6. 3 pin XLR connectors are more popular than 5 pins XLR.
3 pin XLR: Pin 1: GND, Pin 2: Negative signal (-), Pin 3: Positive signal (+)
5 pin XLR: Pin 1: GND, Pin 2: Negative signal (-), Pin 3: Positive signal (+), Pin4, Pin5 not used.

6.2 Address Setting

If you use a universal DMX controller to control the units, you have to set DMX address from 1 to 512 so that the units can receive DMX signal.

Press the MENU button to enter menu mode, select DMX Settings, press the ENTER button to confirm, use the UP/DOWN button to select DMX Address, press the ENTER button to confirm, the present address will blink in the display, use the UP/DOWN button to adjust the address from 001 to 512, press the ENTER button to store. Press the MENU button back to the last menu or let the unit idle 30 seconds to exit menu mode.

Please refer to the following diagram to address your DMX512 channel for the first 4 units.

Channel mode	Unit 1 Address	Unit 2 Address	Unit 3 Address	Unit 4 Address
26 channels	1	27	53	79
19 channels	1	20	39	58
25 channels	1	26	51	76
18 channels	1	19	37	55

6.3 DMX512 Configuration

Please control the fixture by referring to the configurations below

Attentions:

1. The unit will maintain the last condition until reset if you cut-off the DMX signal.
2. For the channel Function, keep the value for about 3 seconds, then the corresponding function will take into effect.

26 Channels (Mode 1):

CHANNEL	VALUE	FUNCTION
1	000-255	CYAN 0%→100%
2	000-255	MAGENTA 0%→100%
3	000-255	YELLOW 0%→100%
4		CTO

	000-255	0%→100%
5	000-007 008-011 012-015 016-019 020-023 024-027 028-031 032-035 036-039 040-043 044-047 048-051 052-055 056-059 060-063 064-127 128-189 190-193 194-255	COLOR Open Color 1 Color 2 Color 3 Color 4 Color 5 Color 6 Color 7 Color 8 Color 9 Color 10 Color 11 Color 12 Color 13 Color 14 Color Index Clockwise Rotation, Fast to Slow Stop Counter-Clockwise Rotation, Slow to Fast
6	000-003 004-103 104-107 108-207 208-212 213-251 252-255	STROBE Close Strobe from Slow to Fast Open Pulsation from Slow to Fast Open Random Strobe Open
7	000-255	DIMMER 0%→100%
8	000-255	DIMMER FINE
9	000-007 008-011 012-015 016-019 020-023 024-027 028-031 032-035 036-039 040-043 044-047 048-051	STATIC GOBO Open Gobo 1 Gobo 2 Gobo 3 Gobo 4 Gobo 5 Gobo 6 Gobo 7 Gobo 8 Gobo 9 Gobo 10 Gobo 11

	052-055 056-059 060-063 064-067 068-071 072-113 114-117 118-159 160-165 166-171 172-177 178-183 184-189 190-195 196-201 202-207 208-213 214-219 220-225 226-231 232-237 238-243 244-249 250-255	Gobo 12 Gobo 13 Gobo 14 Gobo 15 Gobo 16 Clockwise Rotation, Fast to Slow Stop Counter-Clockwise Rotation, Slow to Fast Gobo1 Shaking, Slow to Fast Gobo2 Shaking, Slow to Fast Gobo3 Shaking, Slow to Fast Gobo4 Shaking, Slow to Fast Gobo5 Shaking, Slow to Fast Gobo6 Shaking, Slow to Fast Gobo7 Shaking, Slow to Fast Gobo8 Shaking, Slow to Fast Gobo9 Shaking, Slow to Fast Gobo10 Shaking, Slow to Fast Gobo11 Shaking, Slow to Fast Gobo12 Shaking, Slow to Fast Gobo13 Shaking, Slow to Fast Gobo14 Shaking, Slow to Fast Gobo15 Shaking, Slow to Fast Gobo16 Shaking, Slow to Fast
10	000-007 008-129 130-133 134-255	ANIMATION Null Clockwise Rotation, Fast to Slow Stop Counter-Clockwise Rotation, Slow to Fast
11	000-007 008-015 016-023 024-031 032-039 040-047 048-055 056-063 064-093 094-098 099-129 130-147 148-165 166-183 184-201 202-219 220-237	ROATING GOBO Open Gobo 1 Gobo 2 Gobo 3 Gobo 4 Gobo 5 Gobo 6 Gobo 7 Clockwise Rotation, Fast to Slow Stop Counter-Clockwise Rotation, Slow to Fast Gobo1 Shaking, Slow to Fast Gobo2 Shaking, Slow to Fast Gobo3 Shaking, Slow to Fast Gobo4 Shaking, Slow to Fast Gobo5 Shaking, Slow to Fast Gobo6 Shaking, Slow to Fast

	238-255	Gobo7 Shaking, Slow to Fast
12	000-127 128-189 190-193 194-255	GOBO ROTATION Gobo Index Counter-Clockwise Rotation, Fast to Slow Stop Clockwise Rotation, Slow to Fast
13	000-255	FINE GOBO ROTATION
14	000-010 011-132 133-223 224-255	PRISM Close Prism1(6-facets linear prism) Prism2(8-facets prism) Prism1 and Prism2 Mixing Effect
15	000-127 128-189 190-193 194-255	PRISM ROTATION Prism Index Counter-Clockwise Rotation, Fast to Slow Stop Clockwise Rotation, Slow to Fast
16	000-007 008-255	FROST Close Open
17	000-255	ZOOM 2°→70°
18	000-255	FOCUS 0%→100%
19	000-255	FOCUS FINE
20	000-255	PAN 0%→100%
21	000-255	PAN FINE
22	000-255	TILT 0%→100%
23	000-255	TILT FINE
24	000-255	PAN/TILT SPEED Fast to slow
25	000-007 008-255	SOFT FILTER Close Open
26	000-129 130-139 140-149 150-159 160-169 170-179	SPECIAL FUNCTION No Function Lamp On Reset XY Reset Effect No Function No Function

	180-199	No Function
	200-209	Reset All
	210-229	No Function
	230-239	Lamp Off
	240-255	No Function

19 Channels (Mode 2):

CHANNEL	VALUE	FUNCTION
1	000-255	PAN 0%→100%
2	000-255	PAN FINE
3	000-255	TILT 0%→100%
4	000-255	TILT FINE
5	000-255	PAN/TILT SPEED Fast to slow
6	000-255	CYAN 0%→100%
7	000-255	MAGENTA 0%→100%
8	000-255	YELLOW 0%→100%
9	000-255	CTO 0%→100%
10	000-007 008-011 012-015 016-019 020-023 024-027 028-031 032-035 036-039 040-043 044-047 048-051 052-055 056-059	COLOR Open Color 1 Color 2 Color 3 Color 4 Color 5 Color 6 Color 7 Color 8 Color 9 Color 10 Color 11 Color 12 Color 13

	060-063 064-127 128-189 190-193 194-255	Color 14 Color Index Clockwise Rotation, Fast to Slow Stop Counter-Clockwise Rotation, Slow to Fast
11	000-003 004-103 104-107 108-207 208-212 213-251 252-255	STROBE Close Strobe from Slow to Fast Open Pulsation from Slow to Fast Open Random Strobe Open
12	000-255	DIMMER 0%→100%
13	000-255	DIMMER FINE
14	000-007 008-255	FROST Close Open
15	000-255	ZOOM 2°→70°
16	000-255	FOCUS 0%→100%
17	000-255	FOCUS FINE
18	000-007 008-255	SOFT FILTER Close Open
19	000-129 130-139 140-149 150-159 160-169 170-179 180-199 200-209 210-229 230-239 240-255	SPECIAL FUNCTION No Function Lamp On Reset XY Reset Effect No Function No Function No Function Reset All No Function Lamp Off No Function

25 Channels (I Mode 1):

CHANNEL	VALUE	FUNCTION
1	000-255	CYAN 0%→100%
2	000-255	MAGENTA 0%→100%
3	000-255	YELLOW 0%→100%
4	000-255	CTO 0%→100%
5	000-007 008-011 012-015 016-019 020-023 024-027 028-031 032-035 036-039 040-043 044-047 048-051 052-055 056-059 060-063 064-127 128-189 190-193 194-255	COLOR Open Color 1 Color 2 Color 3 Color 4 Color 5 Color 6 Color 7 Color 8 Color 9 Color 10 Color 11 Color 12 Color 13 Color 14 Index Clockwise rotation, fast to slow Stop Counter-Clockwise rotation, slow to fast
6	000-003 004-103 104-107 108-207 208-212 213-251 252-255	STROBE Close Strobe from slow to fast Open Pulsation from slow to fast Open Random Strobe Open
7	000-255	DIMMER 0%→100%
8	000-255	DIMMER FINE
9	000-003 004-007	STATIC GOBO Open Gobo 1

	008-011 012-015 016-018 019-022 023-026 027-030 031-034 035-037 038-041 042-045 046-049 050-053 054-056 057-060 061-071 072-113 114-117 118-159 160-165 166-170 171-175 176-181 182-186 187-191 192-197 198-202 203-207 208-214 215-218 219-223 224-229 230-234 235-239 240-255	Gobo 2 Gobo 3 Gobo 4 Gobo 5 Gobo 6 Gobo 7 Gobo 8 Gobo 9 Gobo 10 Gobo 11 Gobo 12 Gobo 13 Gobo 14 Gobo 15 Gobo 16 Clockwise rotation, fast to slow Stop Counter-Clockwise rotation, slow to fast Gobo1 shaking, slow to fast Gobo2 shaking, slow to fast Gobo3 shaking, slow to fast Gobo4 shaking, slow to fast Gobo5 shaking, slow to fast Gobo6 shaking, slow to fast Gobo7 shaking, slow to fast Gobo8 shaking, slow to fast Gobo9 shaking, slow to fast Gobo10 shaking, slow to fast Gobo11 shaking, slow to fast Gobo12 shaking, slow to fast Gobo13 shaking, slow to fast Gobo14 shaking, slow to fast Gobo15 shaking, slow to fast Gobo16 shaking, slow to fast
10	000-007 008-129 130-133 134-255	ANIMATION Null Clockwise rotation, fast to slow Stop Counter-Clockwise rotation, slow to fast
11	000-007 008-015 016-023 024-031 032-039 040-047 048-055	ROATING GOBO Open Gobo 1 Gobo 2 Gobo 3 Gobo 4 Gobo 5 Gobo 6

	056-063 064-093 094-098 099-129 130-147 148-165 166-183 184-201 202-219 220-237 238-255	Gobo 7 Clockwise rotation, fast to slow Stop Counter-Clockwise rotation, slow to fast Gobo1 shaking, slow to fast Gobo2 shaking, slow to fast Gobo3 shaking, slow to fast Gobo4 shaking, slow to fast Gobo5 shaking, slow to fast Gobo6 shaking, slow to fast Gobo7 shaking, slow to fast
12	000-127 128-189 190-193 194-255	GOBO ROTATION Index Counter-Clockwise rotation, fast to slow Stop Clockwise rotation, slow to fast
13	000-255	FINE GOBO ROTATION
14	000-010 011-132 133-223 224-255	PRISM Close Prism1(6-facets linear prism) Prism2(8-facets prism) Prism1 and Prism2 Mixing Effect
15	000-127 128-189 190-193 194-255	PRISM ROTATION Index Counter-Clockwise rotation, fast to slow Stop Clockwise rotation, slow to fast
16	000-007 008-255	FROST Close Open
17	000-255	ZOOM 2°→70°
18	000-255	FOCUS 0%→100%
19	000-255	FOCUS FINE
20	000-255	PAN 0%→100%
21	000-255	PAN FINE
22	000-255	TILT 0%→100%
23	000-255	TILT FINE
24	000-255	PAN/TILT SPEED Fast to slow

25	000-129	SPECIAL FUNCTION No Function
	130-139	Lamp On
	140-149	Reset XY
	150-159	Reset Effect
	160-169	Soft Filter Disable
	170-179	Soft Filter Enable
	180-199	No Function
	200-209	Reset All
	210-229	No Function
	230-239	Lamp Off
	240-255	No Function

18 Channels (I Mode 2):

CHANNEL	VALUE	FUNCTION
1	000-255	PAN
		0%→100%
2	000-255	PAN FINE
3	000-255	TILT
		0%→100%
4	000-255	TILT FINE
5	000-255	PAN/TILT SPEED
		Fast to slow
6	000-255	CYAN
		0%→100%
7	000-255	MAGENTA
		0%→100%
8	000-255	YELLOW
		0%→100%
9	000-255	CTO
		0%→100%
10	000-007	COLOR Open
	008-011	Color 1
	012-015	Color 2
	016-019	Color 3
	020-023	Color 4
	024-027	Color 5
	028-031	Color 6
	032-035	Color 7
	036-039	Color 8

	040-043 044-047 048-051 052-055 056-059 060-063 064-127 128-189 190-193 194-255	Color 9 Color 10 Color 11 Color 12 Color 13 Color 14 Index Clockwise rotation, fast to slow Stop Counter-Clockwise rotation, slow to fast
11	000-003 004-103 104-107 108-207 208-212 213-251 252-255	STROBE Close Strobe from slow to fast Open Pulsation from slow to fast Open Random Strobe Open
12	000-255	DIMMER 0%→100%
13	000-255	DIMMER FINE
14	000-007 008-255	FROST Close Open
15	000-255	ZOOM 2°→70°
16	000-255	FOCUS 0%→100%
17	000-255	FOCUS FINE
18	000-129 130-139 140-149 150-159 160-169 170-179 180-199 200-209 210-229 230-239 240-255	SPECIAL FUNCTION No Function Lamp On Reset XY Reset Effect Soft Filter Disable Soft Filter Enable No Function Reset All No Function Lamp Off No Function

7. Error Information

Error codes are shown continuously in the display when the fixture fails and they will not disappear until the fixture is repaired.

1. CPU-B/C/D/E Error

Check whether the 485 (DATA) leads on the PCB board are installed in place or disconnected.

Check whether the related 485 (DATA) signal circuit on the PCB board is damaged.

2. Pan Reset Error

Check whether the position of the pan where the magnet is installed falls off or is damaged.

Check whether there are obstacles in the pan operating range.

Check whether the Hall element on the pan is damaged.

Check whether the lead connecting the Hall element on the pan and the PCB board is in poor contact or disconnected.

Check whether the motor on the pan is damaged.

Check whether the related circuit of the motor drive board on the pan is damage.

3. Pan Encode Error

Check whether the encoder on the pan is damaged.

Check whether the lead connecting the encoder on the pan and the PCB board is in poor contact or disconnected.

4. Tilt Reset Error

Check whether the position of the tilt where the magnet is installed falls off or is damaged.

Check whether there are obstacles in the tilt operating range.

Check whether the Hall element on the tilt is damaged.

Check whether the lead connecting the Hall element on the tilt and the PCB board is in poor contact or disconnected.

Check whether the motor on the tilt is damaged.

Check whether the related circuit of the motor drive board on the tilt is damage.

5. Tilt Encode Error

Check whether the encoder on the tilt is damaged.

Check whether the lead connecting the encoder on the tilt and the PCB board is in poor contact or disconnected.

6. Cyan Reset Error

Check whether the position of the cyan color wheel where the magnet is installed falls off or is damaged.

Check whether there are obstacles in the cyan color wheel operating range.

Check whether the Hall element on the cyan color wheel is damaged.

Check whether the lead connecting the Hall element on the cyan color wheel and the PCB board is in poor contact or disconnected.

Check whether the motor on the cyan color wheel is damaged.

Check whether the related circuit of the motor drive board on the cyan color wheel is damage.

7. Magenta Reset Error

Check whether the position of the magenta color wheel where the magnet is installed falls off or is damaged.

Check whether there are obstacles in the magenta color wheel operating range.

Check whether the Hall element on the magenta color wheel is damaged.

Check whether the lead connecting the Hall element on the magenta color wheel and the PCB board is in poor contact or disconnected.

Check whether the motor on the magenta color wheel is damaged.

Check whether the related circuit of the motor drive board on the magenta color wheel is damage.

8. Yellow Reset Error

Check whether the position of the yellow color wheel where the magnet is installed falls off or is damaged.

Check whether there are obstacles in the yellow color wheel operating range.

Check whether the Hall element on the yellow color wheel is damaged.

Check whether the lead connecting the Hall element on the yellow color wheel and the PCB board is in poor contact or disconnected.

Check whether the motor on the yellow color wheel is damaged.

Check whether the related circuit of the motor drive board on the yellow color wheel is damage.

9. Color Reset Error

Check whether the position of the color wheel where the magnet is installed falls off or is damaged.

Check whether there are obstacles in the color wheel operating range.

Check whether the Hall element on the color wheel is damaged.

Check whether the lead connecting the Hall element on the color wheel and the PCB board is in poor contact or disconnected.

Check whether the motor on the color wheel is damaged.

Check whether the related circuit of the motor drive board on the color wheel is damage.

10. Rotating Gobo Error

Check whether the position of the rotating gobo wheel where the magnet is installed falls off or is damaged.

Check whether there are obstacles in the rotating gobo wheel operating range.

Check whether the Hall element on the rotating gobo wheel is damaged.

Check whether the lead connecting the Hall element on the rotating gobo wheel and the PCB board is in poor contact or disconnected.

Check whether the motor on the rotating gobo wheel is damaged.

Check whether the related circuit of the motor drive board on the rotating gobo wheel is damage.

11. R-Gobo Reset Error

Check whether the position of the rotating gobo wheel where the magnet is installed falls off or is damaged.

Check whether there are obstacles in the rotating gobo wheel operating range.

Check whether the Hall element on the rotating gobo wheel is damaged.

Check whether the lead connecting the Hall element on the rotating gobo wheel and the PCB board is in poor contact or disconnected.

Check whether the motor on the rotating gobo wheel is damaged.

Check whether the related circuit of the motor drive board on the rotating gobo wheel is damage.

12. Static Gobo Error

Check whether the position of the static gobo wheel where the magnet is installed falls off or is damaged.

Check whether there are obstacles in the static gobo wheel operating range.

Check whether the Hall element on the static gobo wheel is damaged.

Check whether the lead connecting the Hall element on the static gobo wheel and the PCB board is in poor contact or disconnected.

Check whether the motor on the static gobo wheel is damaged.

Check whether the related circuit of the motor drive board on the static gobo wheel is damage.

13. Prism1/2 Reset Error

Check whether the position of the prism1/2 where the magnet is installed falls off or is damaged.

Check whether there are obstacles in the prism1/2 operating range.

Check whether the Hall element on the prism1/2 is damaged.

Check whether the lead connecting the Hall element on the prism1/2 and the PCB board is in poor contact or disconnected.

Check whether the motor on the prism1/2 is damaged.

Check whether the related circuit of the motor drive board on the prism1/2 is damage.

14. R-Prism1/2 Reset Error

Check whether the position of the prism1/2 where the magnet is installed falls off or is damaged.

Check whether there are obstacles in the prism1/2 operating range.

Check whether the Hall element on the prism1/2 is damaged.

Check whether the lead connecting the Hall element on the prism1/2 and the PCB board is in poor contact or disconnected.

Check whether the motor on the prism1/2 is damaged.

Check whether the related circuit of the motor drive board on the prism1/2 is damage.

15. Animation Reset Error

Check whether the position of the animation wheel where the magnet is installed falls off or is damaged.

Check whether there are obstacles in the animation wheel operating range.

Check whether the Hall element on the animation wheel is damaged.

Check whether the lead connecting the Hall element on the animation wheel and the PCB board is in poor contact or disconnected.

Check whether the motor on the animation wheel is damaged.

Check whether the related circuit of the motor drive board on the animation wheel is damage.

16. Focus Reset Error

Check whether the position of the focus where the magnet is installed falls off or is damaged.

Check whether there are obstacles in the focus operating range.

Check whether the Hall element on the focus is damaged.

Check whether the lead connecting the Hall element on the focus and the PCB board is in poor contact or disconnected.

Check whether the motor on the focus is damaged.

Check whether the related circuit of the motor drive board on the focus is damage.

17. Zoom Reset Error

Check whether the position of the zoom where the magnet is installed falls off or is damaged.

Check whether there are obstacles in the zoom operating range.

Check whether the Hall element on the zoom is damaged.

Check whether the lead connecting the Hall element on the zoom and the PCB board is in poor contact or disconnected.

Check whether the motor on the zoom is damaged.

Check whether the related circuit of the motor drive board on the zoom is damage.

18. BaseFan1/2/3 Start Error

Check whether the fan is not running.

Check whether the fan leads are installed in place or disconnected.

Check whether the fan is damaged.

Check whether there are obstacles in the fan operating range.

19. BaseFan1/2/3 Stop Error

Check whether the fan circuit on the motherboard breaks down.

Check whether the component is damaged.

20. BaseFan1/2/3 Too Slow

Check whether the fan is out of order.

Check whether there are obstacles in the fan operating range.

21. BaseFan1/2/3 Too Fast

Check whether the fan is out of order.

Check whether the fan circuit on the motherboard breaks down.

22. HeadFan1/2/3/4/5/6 Start Error

Check whether the fan is not running.

Check whether the fan leads are installed in place or disconnected.

Check whether the fan is damaged.

Check whether there are obstacles in the fan operating range.

23. HeadFan1/2/3/4/5/6 Stop Error

Check whether the fan circuit on the motherboard breaks down.

Check whether the component is damaged.

24. HeadFan1/2/3/4/5/6 Too Slow

Check whether the fan is out of order.

Check whether there are obstacles in the fan operating range.

25. HeadFan1/2/3/4/5/6 Too Fast

Check whether the fan is out of order.

Check whether the fan circuit on the motherboard breaks down.

26. G Sensor Error

Check whether the gravity sensor on board E is damaged.

27. Ballast Comm Err

Check whether the output voltage of the ballast reaches 380V.

Check whether the ballast is damaged.

Check whether the telecommunication lines are installed in place or disconnected.

28. Lamp Hot Power Off

Check whether the temperature switch of the lamp is off.

Check whether the fans are still running properly.

29. Lamp On Error

Check whether the bulb or ballast is faulty.

30. Lamp volt. too high

Check if the lamp is damaged.

Check if the lamp has reached its lifetime.

Check if the ballast is damaged.

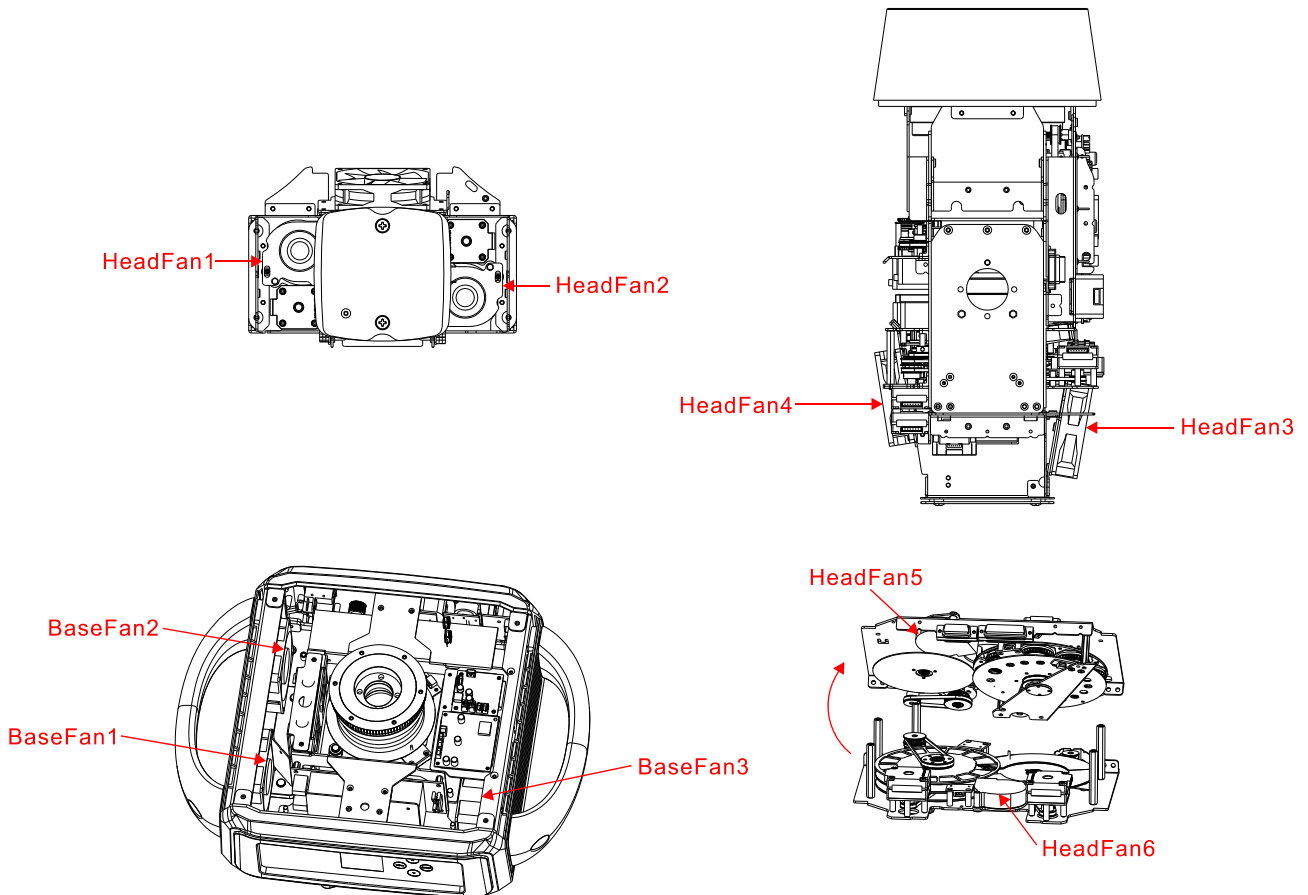
31. Ballast Temp. high

Check whether the ambient temperature exceeds 45 °C.

Check if the ballast fan speed is too slow.

Check if the ballast is damaged.

The position of each fan of the fixture:



8. Troubleshooting

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

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

1. Check the connected power and main fuse.
2. Measure the voltage.
3. Check the power indicator to see whether it can be lit up or not.

B. Not responding to the DMX controller

1. Check whether the DMX connectors and the DMX cables are connected correctly.
2. Check whether the DMX address is correctly set.
3. If the intermittent DMX signal problem occurs, check whether the XLR socket and the signal cable are well connected.
4. Try it with another DMX controller.
5. Check whether the DMX cables run near or alongside to the high-voltage cables, which may damage or interfere with the signal circuit.

C. One of the channels is not working well

1. The stepper motor might be damaged or the cable connected to the PCB might be broken.
2. The motor's drive IC on the PCB might be out of condition.

D. The lamp is cutting out intermittently

1. The lamp is not working well. Check whether the voltage is too high or too low.
2. The internal temperature may be too high. Replace the cooling fan if necessary.

9. Fixture Cleaning

It is absolutely essential that the fixture is kept clean to ensure the maximum light-output and allow the fixture to function reliably throughout its life. The fixture must be cleaned regularly to avoid dust, dirt and smoke-fluid residues building up on or within the fixture. The cleaning frequency depends on the application environment. Clean the fixture immediately if the dust enters it to avoid damage to the optical lens due to excessive dust.

- A soft lint-free cloth moistened with any good glass cleaning fluid is recommended, under no circumstances should solvents be used.
- Always dry the parts carefully.
- Clean the external optical lens at least every 20 days and the internal optical lens every 30 days.

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