AMERICAN PRO Products

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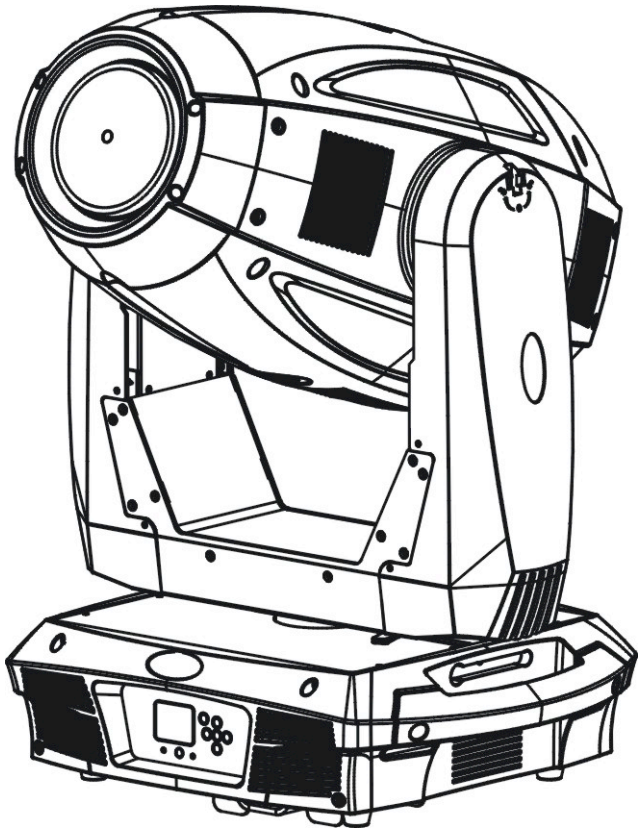
User Manual

Plat 35R NEO Profile



KEEP THIS MANUAL FOR FUTURE NEEDS CE

Thank you for your patronage. We are confident that our excellent products and service can satisfy you. For your own safety, please read this user manual carefully before installing the device.
In order to install , operate, and maintain the lighting safety and correctly. We suggest that the installation and operation should be done by the verified technician and follow the instruction strictly.

CAUTION!
Keep this device away from rain and moisture !

CAUTION!
Unplug mains lead before opening the housing.

Every person involved with the installation, operation and maintenance of this device has to:
-be qualified
-follow carefully the instructions of this manual

INTRODUCTION:
Thank you for having chosen this professional moving head.
You will see you have acquired a powerful and versatile device.

Unpack the device. Inside the box you should find:
1. Two omega clamps
2. One safety rope
3. Manual
4. One warranty card and certification

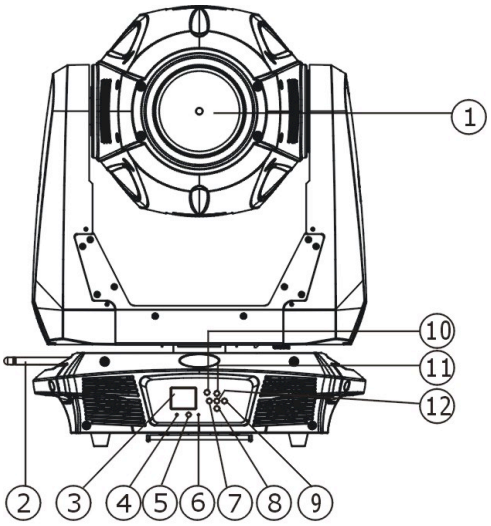
Please check carefully that there is no damage caused by transportation. Should there be any, consult your dealer and don't install this device.

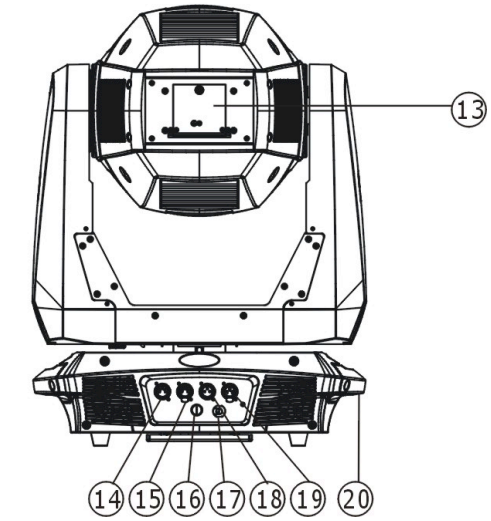
1. FEATURES

- Lamp: Philips PLATINUM 35R
- 3 DMX Channels mode: 37/39/60 channels
- Stand alone operation with Master/Slave function, sound activated via built in microphone.
- Pan and tilt movement: 8 and 16 bit resolution
  For smooth and precise motion
  Movement: Pan: 540°/630°optional, Tilt: 245°
  Speed of pan/tilt movement adjustable
  Scan position memory, auto reposition after unexpected movement
- Colors: Basic color wheel with 7 dichroic mirrors, plus white, two direction rainbow effect.
- CMY & CTO Variable Color Mixing for Infinite Color Possibilities
- 30 CMY and clolr wheel MACROS and Random CMY
- Rotation gobo: 6 interchangeable, rotating gobos plus open
- Static gobo wheel with 7 indexing gobos plus open, gobo shaking in different speed
- Dimmer intensity from 0%~100%
- Prism and prism rotating , with 16 prism macros
- Focus: motorized focus
- PROFILE:4 framing blades can be shiftable and rotatable to create daedal spot effect
- Animation Wheel: can make special fantastic flame or water effect
- Iris: motorized linear change from 5%~100%
- Stepless frost, 0%~100% linear change frost

- Control board with full color LCD graphic display and touch-keyboard
- Display: Can be changed 180° reverse to fit for different installation position.
- Strobe/shutter: High speed shutter, 0-13 Hz or random strobe
- Rechargeable Back up Battery for Display, no need external power supply, enable users to enter display menu for address setting or access other functions setting.
- Auto-program: 7 pre-built programs can be selected.
- Software-upload by optional accessory via DMX line
- Editable program: Edit and save the program to inside EEPROM via the control board or external controller, up to 250 scenes can be saved and then can be run in Stand Alone or sound activated

2. FIXTURE OVERVIEW





1: Lens

2: Antenna – Wireless DMX

3: Display

4: Wireless indicator

5: DC Switch

6: Microphone

7: Left-button

8: Down-button

9: Right-button

10: Mode/Esc-button

11: Up-button

12: ENTER-button

13: Lamp bracketrear metal panel

14: 5-Pin DMX In

15: 5-Pin DMX Out

16: Fuse

17: Power supply

18: 3-Pin DMX In

19: 3-Pin DMX Out

20: Handle

3. SAFETY INSTRUCTIONS

3.1) Important safety warns

CAUTION!
Be careful with your operations. With a dangerous voltage you can Suffer a dangerous electric shock when touching wires!

This device has left the factory in perfect condition. In order to maintain this condition and to ensure a safe operation, it is absolutely necessary for the user to follow the safety instructions and warning notes written in this user 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.

If the device has been exposed to temperature changes due to environmental changes, do not switch it on immediately. The arising condensation could damage the device. Leave the device switched off until it has reached room temperature.

This device falls under protection-class I. Therefore it is essential that the device be earthed.

If protection screen,lens or ultraviolet screen in the fixture is apparently damaged or is damaged to exceed their own effective degree, such as cracked and gashed, it must be replaced.

The electric connection must carry out by qualified person.

Make sure that the available voltage is not higher than stated at the end of this manual.

Make sure the power cord is never crimped or damaged by sharp edges. If this would be the case, replacement of the cable must be done by an authorized dealer.

Always disconnect from the mains, when the device is not in use or before cleaning it. Only handle the power cord by the plug. Never pull out the plug by tugging the power cord.

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, it should decrease gradually.

Please don't project the beam onto combustible substances.

If the external flexible cable or cord of this luminaire is damaged, it shall be exclusively replaced by the manufacturer or his service agent or a similar qualified person in order to avoid a hazard.

CAUTION!
Never touch the device during operation!
The housing may heat up

CAUTION!
Never look directly into the light source,
as sensitive persons may suffer an epileptic shock.

Please be aware that damages caused by manual modifications to the device are not subject to warranty. Keep away from children and non-professionals.

3.2) GENERAL GUIDELINES

This device is a lighting effect for professional use on stages, in discotheques, theatres, etc., the device was designed for indoor use only.

This fixture is only allowed to be operated with the max alternating current which stated in the technical specifications in the last page of this manual.

Lighting effects are not designed for permanent operation. Consistent operation breaks may ensure that the device will serve you for a long time without defects.

Do not shake the device.Avoid brute force when installing or operating the device.

While choosing the installation-spot, please make sure that the device is not exposed to extreme heat, moisture or dust. Please don't project the beam onto combustible substances.The minimum distance between light-output from the projector and the illuminated surface must be more than 3 meter.

If you use the quick lock cam in hanging up the fixture, please make sure the quick lock fasteners turned in the quick lock holes correctly.

Operate the device only after having familiarized with its functions. Do not permit operation by persons not qualified for operating the device. Most damages are the result of unprofessional operation.

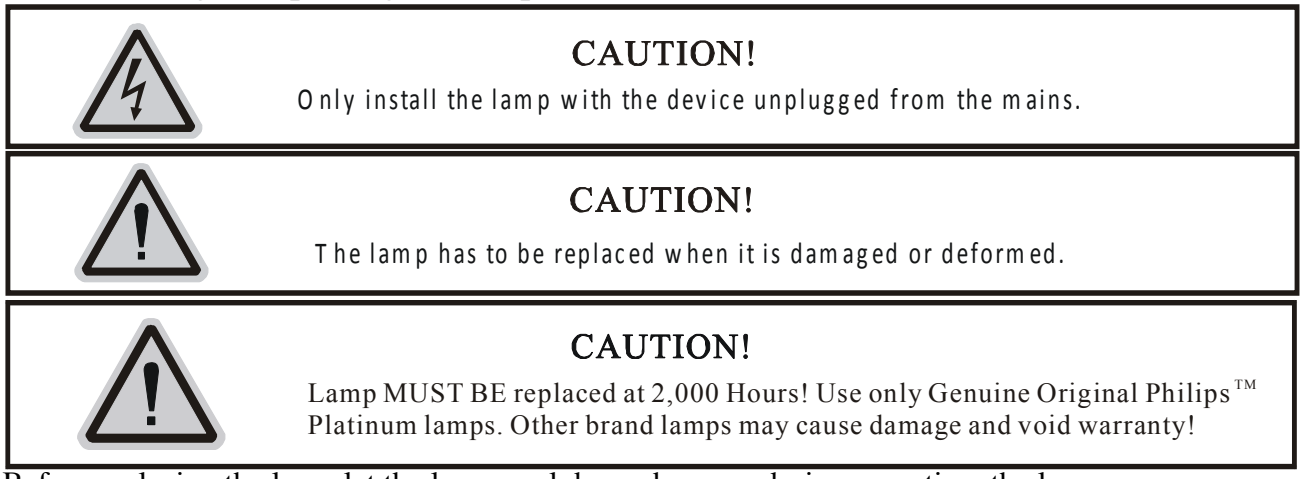
Please use the original packaging if the device is to be transported.

For safety reasons, please be aware that all modifications on the device are forbidden.

If this device will be operated in any way different to the one described in this manual, the product may suffer damages and the guarantee becomes void. Furthermore, any other operation may lead to short-circuit, burns, electric shock, lamp explosion, crash, etc.

4. INSTALLATION INSTRUCTIONS

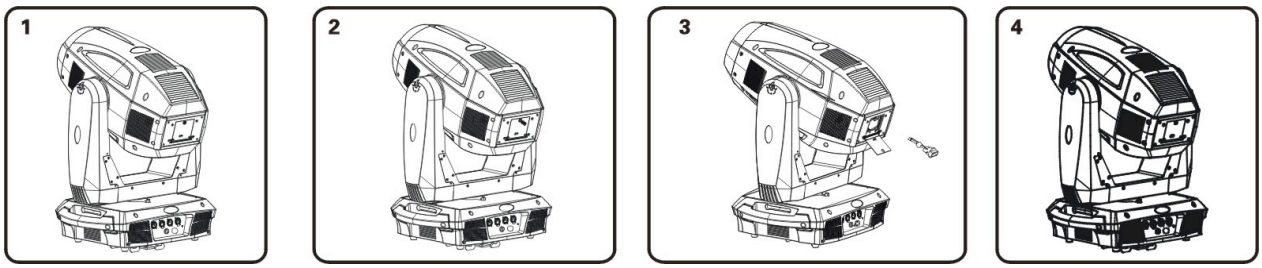
4.1) Installing or replacing the lamp



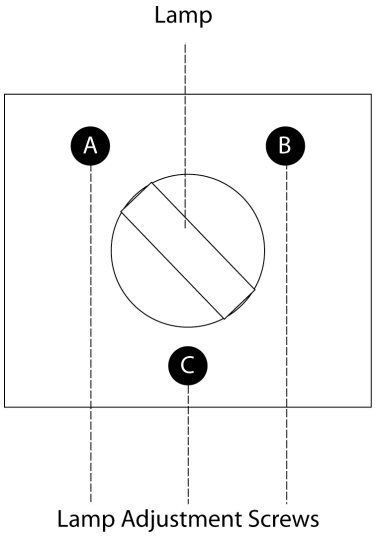
Before replacing the lamp let the lamp cool down, because during operation, the lamp can reach very high temperature.
During the installation of halogen lamps do not touch the glass bulbs bare handed. Always use a cloth to handle the lamps during insertion and removal.
Do not install lamps with a higher wattage. They generate higher temperatures than which the device was designed for.

For the installation, you need one: PLATINUM 35R

Procedures:



1).Center the hot-spot (the brightest part of the beam) using the 3 adjustment screws located under the lamp cover labeled A, B, and C as illustrated on the next page. Turn one screw at a time to drag the hot-spot diagonally across the projected image. If you cannot detect a hot-spot, adjust the lamp until the light is even.
2).To reduce a hot-spot, pull the lamp in by turning all three screws clockwise a 1/4-turn at a time until the light is evenly distributed.



Please remember the lamp is not a hot-restrike type, you must wait for approximately 10 minutes after having turned off the lamp before you can turn it back on again.

CAUTION!
Do not operate this device with open cover

4.2) Mounting the device

CAUTION!
Please consider the GB7000.1-2007,GB7000.217-2008 and the other respective national norms during the installation. The installation must only be carried out by a qualified person.

The applicable temperature for the lighting is between -10°C to 45°C. Do not use the lighting under or above the temperature.
The installation of the effect has to be built and constructed in a way that it can hold 10 times the weight for 1 hour without any harming deformation.

The installation must always be secured with a secondary safety attachment, e.g. an appropriate safety rope.

Never stand directly below the device when mounting, removing or servicing the fixture.

The operator has to make sure the safety relating and machine technical installations are approved

by an expert before taking the device into operation for the first time.

These installations have to be approved by a skilled person once a year.

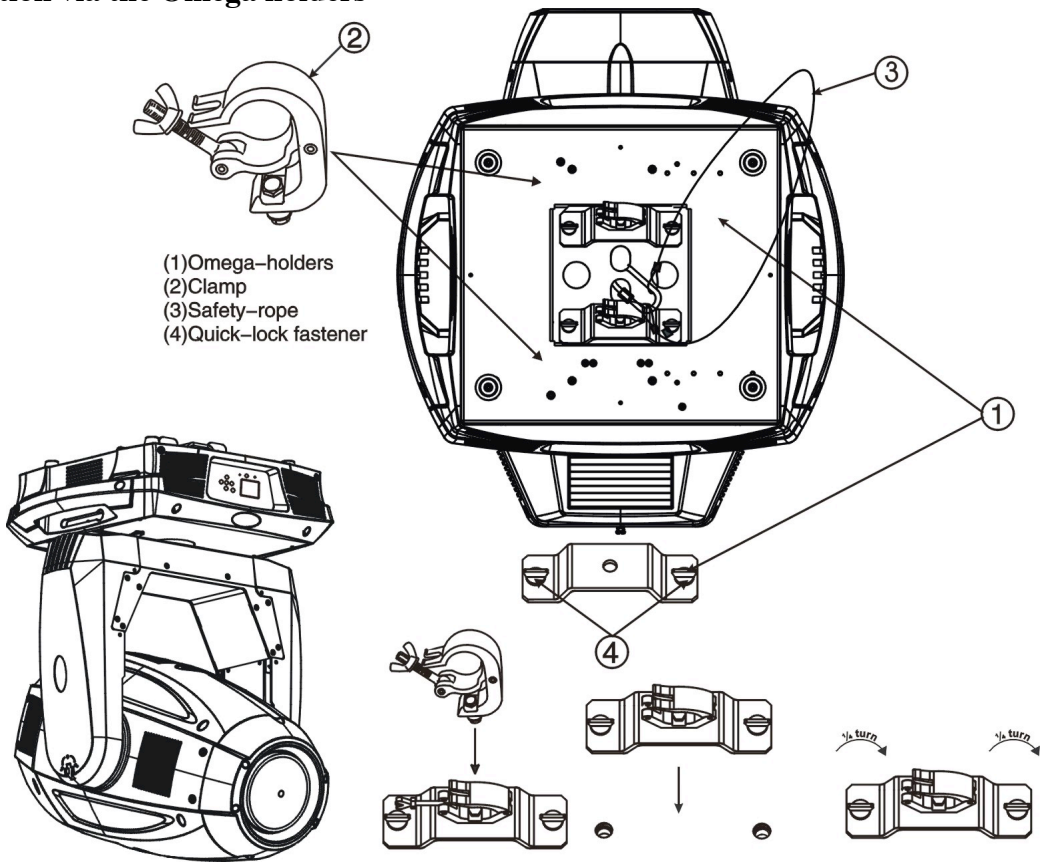
Overhead mounting requires extensive experience, including amongst others calculating working load limits, installation material being used, and periodic safety inspection of all installation material and the device. If you lack these qualifications, do not attempt the installation yourself. Improper installation can result in bodily injury.

CAUTION!

The electric connection must only be carried out by a qualified electrician.

Before mounting make sure that the installation area can hold a minimum point load of 10 times the device's weight.
Connect the fixture to the mains with the power plug.

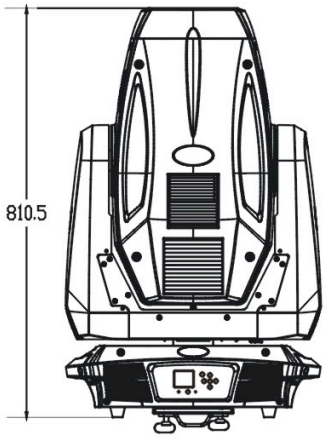
Installation via the Omega holders

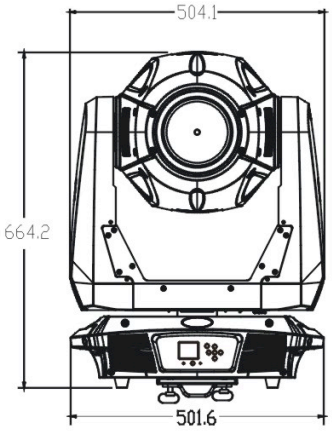


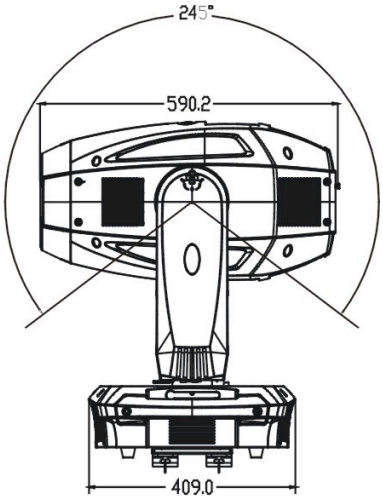
a) Fixed the clamp on the bracket by tighten up the M12 screw on the bracket to the Φ13 hole in the middle of the bracket.
b) Insert the quick-lock fasteners of the first Omega holder into the respective holes on the bottom of the device. Tighten the quick-lock fasteners fully clockwise.
c) Install the second Omega holder.
d) Pull the safety-rope through the holes on the bottom of the base and over the trussing system or a safe fixation spot. Insert the end in the carabine and tighten the safety screw.

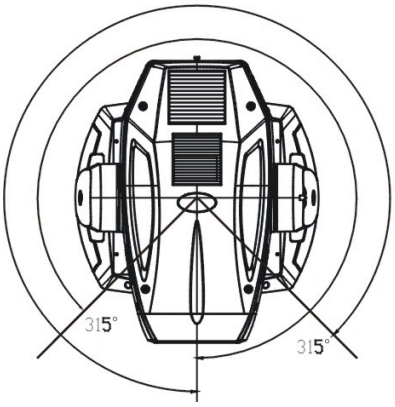
Notice: this step is quite important to ensure that the fixture will not drop out by the damage of the clamp.

Dimensional Drawings:

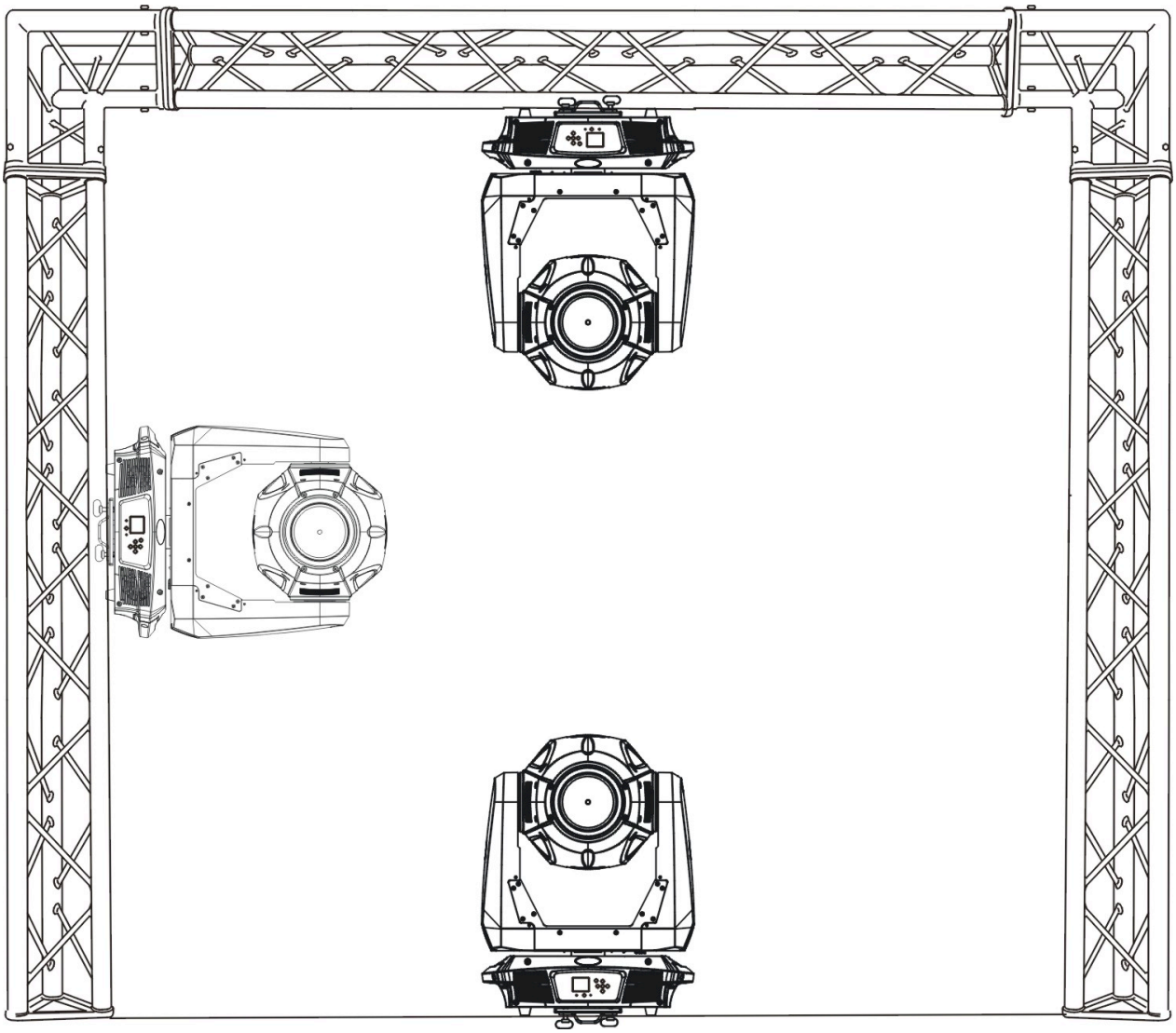








Layout Drawings:

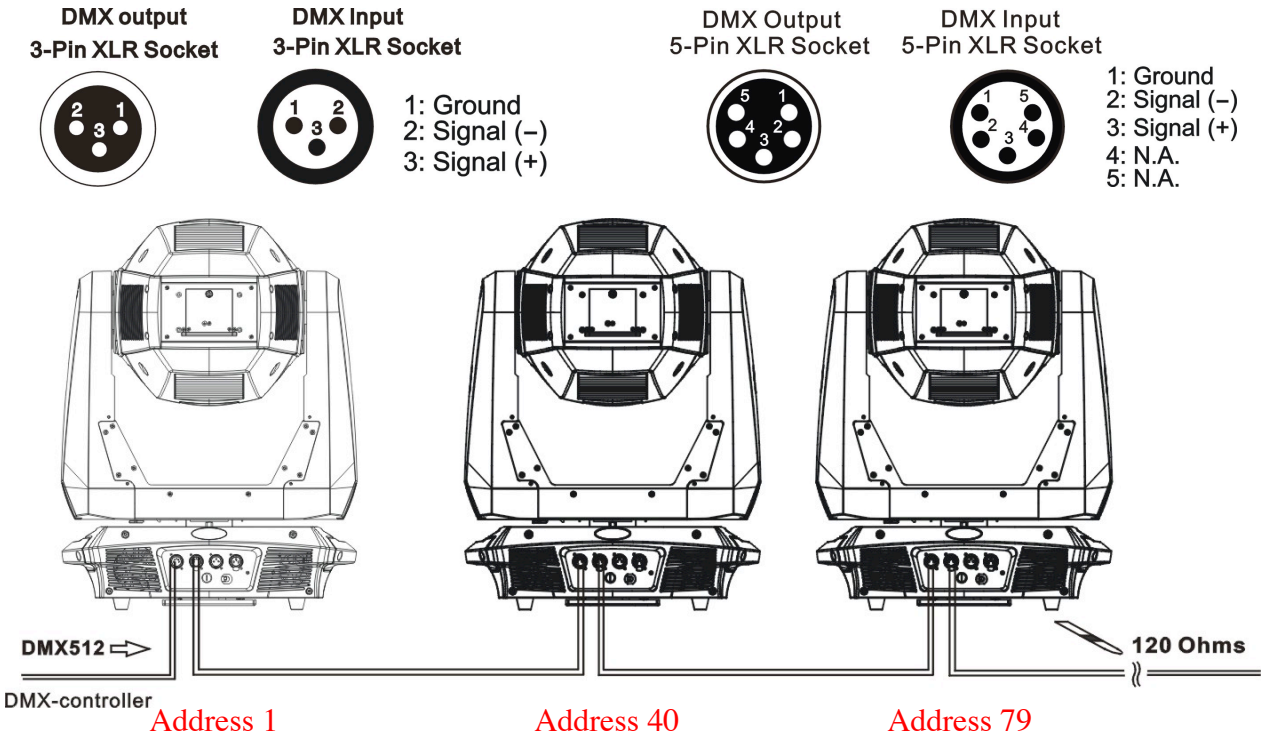


Mounting points

Be sure this fixture is kept at least 3m away from any flammable materials (decoration etc.). Always use and install the supplied safety cable as a safety measure to prevent accidental damage and/or injury in the event the clamp fails.
Overhead mounting requires extensive experience, including amongst others calculating working load limits, a fine knowledge of the installation material being used, and periodic safety inspection of all installation material and the fixture. If you lack these qualifications, do not attempt the installation yourself. Improper installation can result in bodily injury.

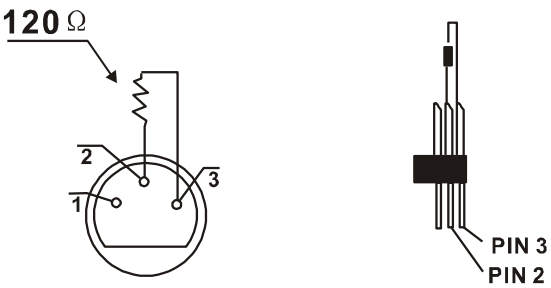
5. DMX-512 control connection

Connect the provided XLR cable to the female 3-pin XLR output of your controller and the other side to the male 3-pin XLR input of the moving head. You can chain multiple
Moving head together through serial linking. The cable needed should be two core, screened cable with XLR input and output connectors. Please refer to the diagram below.



6. DMX-512 connection with DMX terminator

For installations where the DMX cable has to run a long distance or is in an electrically noisy environment, such as in a discotheque, it is recommended to use a DMX terminator. This helps in preventing corruption of the digital control signal by electrical noise. The DMX terminator is simply an XLR plug with a 120 Ω resistor connected between pins 2 and 3,which is then plugged into the output XLR socket of the last fixture in the chain. Please see illustrations below.



7. Projector DMX start address selection

All fixtures should be given a DMX starting address when using a DMX signal, so that the correct fixture responds to the correct control signals. This digital starting address is the channel number from which the fixture starts to “listen” to the digital control information sent out from the DMX controller. The allocation of this starting address is achieved by setting the correct number on the display located on the base of the device.
You can set the same starting address for all fixtures or a group of fixtures, or make different address for each fixture individually.
If you set the same address, all the units will start to “listen” to the same control signal from the same channel number. In other words, changing the settings of one channel will affect all the fixtures simultaneously.
If you set a different address, each unit will start to “listen” to the channel number you have set, based on the quantity of control channels of the unit. That means changing the settings of one channel will affect only the selected fixture.

In the case of the move head, which is a 39 channel fixture, you should set the starting address of the first unit to 1, the second unit to 40 (39 + 1), the third to 79 (39 + 40), and so on.

8. Control Board

The Control Board offers several features: you can simply set the starting address , run the pre-programmed program or make a reset.

The main menu is accessed by pressing the MODE /ESC -button until the display starts flashing. Browse through the menu by pressing the ⇧ -button , ⇩ -button , ⇦ -button or ⇨ -button. Press the Enter-button in order to select the desired menu. You can change the selection by pressing the the ⇧ -button , ⇩ -button , ⇦ -button or ⇨ -button. Confirm every selection by pressing the ⏎ -button. You can leave every mode by pressing the MODE /ESC -button. The functions provided are described in the following sections. it will exit from flash 10 seconds after the last keypress. Press this key under edit mode, . The functions provided are described in the following sections.

To access the display menu via the internal battery, press the DC switch button for 2seconds; To shut off the display immediately, choose the commend " Reset All" menu and press "Enter" button, otherwise, the display will automatically switch off about 1 minute from last button press.

Function	Set Dmx Address	A001~AXXX		DMX address setting
	Dmx Value	PAN……		DMX value display
	Slave Mode	Slave1,Slave2,Slave3		Slave setting
	Auto Program	Master / Alone		Auto program
	Sound Control	Master / Alone		Music control
Information	Time Information	Current Time	XXXX(Hours)	Power on running time
		Total Run Time	XXXX(Hours)	Fixture running time
		Last Run Time	XXXX(Hours)	Fixture Last times clear
		Lamp Hours	XXXX(Hours)	Lamp running time
		Lamp Off Time	XXXX(Minute)	Lamp off time
		LastRun Password	Password=XXX	Timer Password ***038***
		Clean Last Run	ON/OFF	Clear Fixture Last time
		LampTime Password	Password=XXX	Lamp Password =”038”
		Clean Lamp Time	ON/OFF	Clear lamp time
	Temperature Info	Head Temperature	XXX°C/°F	Temperature in the head
	Software Version	V1.0……		Software version

Lamp Control	Lamp On/Off	ON/OFF		Lamp on/off
	Automatic On	ON/OFF		Lamp on/off Power on
	Lamp On via DMX	ON/OFF		Lamp on via DMX
	Lamp Off via DMX	ON/OFF		Lamp off via DMX
	Max On at Temp.	20~79°C,45°C /68~174°F 113°F		Lamp restart at temp.
	Lamp Off Temp.	80~139°C, 130°C /176~282°F, 266°F		Lamp off at temp.
Personality	Status Settings	Address Via DMX	ON/OFF	Add. via DMX
		No DMX Status	Close/Hold/Auto/Music	Auto run if no DMX
		Pan Reverse	ON/OFF	Pan Reverse movement
		Tilt Reverse	ON/OFF	Tilt Reverse movement
		Pan Degree	630/540	Pan Degree Select
		Feedback	ON/OFF	Movement Feedback
		Movement Speed	Speed 1~ 4	Movement Mode Select
		Mic Sensitivity	0~99%	Sensitivity of Mic.
		Hibernation	OFF, 01M~99M， 15M	Stand by Mode
	Service Setting	Password	Password=XXX	Service Password“=050”
		RDM PID	XXXXXX	RDM PID Code
	Fans Control	Auto Fan Speed		Fans Speed select
		High Fan Speed		
		Low Fan Speed		
	Display Setting	Shutoff Time	02~60m 05m	Display shutoff time
		Display Reverse	ON/OFF	Reverse 180 degree
		Key Lock	ON/OFF	Key Lock
	Temperature C/F	Celsius		Temperature switch between °C/°F
		Fahrenheit		
	Initial Status	PAN =XXX		Initial effect position
		…….		
	Wireless DMX	WDMX Off		De-activate WDMX
		Activate WDMX		Activate WDMX
		Act & Data Out		Act & Data Out
		Clean WDMX Memo		Reset Wireless DMX Mem
	Reset Default	ON/OFF		Restore factory set.
Reset Function	Reset All			Reset all motors
	Reset Pan&Tilt			Reset Pan/Tilt
	Reset Colors			Reset color wheel
	Reset Gobos			Reset gobos
	Reset Shutter			Reset shutter or dimmer
	Reset Others			Reset other motors
Effect Adjust	Test Channel	PAN ……		Test function
	Manual Control	PAN =XXX		Fine adjustment of the lamp
		:		
	Calibration	Calibrate Password		Password “050”
		Color wheel=XXX		Calbrate and adjust the effects to standard/right position
		:		

Users Mode Set	User Mode	Standard Mode Basic Mode Extended Mode User Mode A User Mode B User Mode C		User's mode to change channel numbers
	Edit User Mode	Max Channel = XX PAN = CH01 :		Preset User modes
Edit Program	Select Programs	Auto Pro Part 1 = Program 1 ~ 10 Program 1 Auto Pro Part 2 = Program 1 ~ 10 Program 2 Auto Pro Part 3 = Program 1 ~ 10 Program 3		Select programs to be run
	Edit Program	Program 1 : Program 10	Program Test Step 01=SCxxx Step 64=SCxxx	Testing program Program in loop Save and exit
	Edit Scenes	Edit Scene 001 ~ Edit Scene 250	Pan,Tilt,…… --Fade Time-- --Secne Time-- Input By Exterior	Save and automatically return manual scenes edit
	Rec. Controller	XX~XX		Automat. scenes rec

Default settings shaded

9.1 FUNCTION

9.1.1 Set DMX Address

With this function, you can adjust the desired DMX-address via the Control Board.

1. Access the main menu.
2. Tap the <Up/Down>button until "Set DMX Address" is displayed.
3. Press ENTER, the display will show "Set DMX Address".
4. Tap the <Up/Down>button，the display will show "A001~AXXX"
5. Press ENTER to confirm or press <MODE/ESC> to return to the main menu.

9.1.2 DMX Value

With this function you can display the DMX 512 value of each channel. The display automatically shows the channel with a value changing.

1. Access the main menu.
2. Tap the <Up/Down>button until "DMX Value" is displayed.
3. Press ENTER, the display will show "DMX Value".
4. Tap the <Up/Down>button，choose each channel.
5. Press ENTER to confirm or press <MODE/ESC> to return to the main menu.

9.1.3 Slave Mode

With this function, you can define the device as slave.

1. Access the main menu.
2. Tap the <Up/Down>button until “Slave Mode” is displayed.
3. Press ENTER, the display will show “Slave Mode”.
4. Tap the <Up/Down>button，the display will show “Slave1”, ”Slave2”, ”Slave3”.
5. Press ENTER to confirm or press <MODE/ESC> to return to the main menu.

9.1.4 Auto Program

With this function, you can run the internal program. You can select the desired program under **“Select program”**. You can set the number of steps under **“Edit program”**. You can edit the individual scenes under **“Edit scenes”**. With this function, you can run the individual scenes either automatically, i.e. with the adjusted Step-Time.

1. Access the main menu.
2. Tap the <Up/Down>button until “Auto Program” is displayed.
3. Press ENTER, the display will show “Auto Program”.
4. Tap the <Up/Down>button，the display will show “Master1”, ” Alone”.
5. Press ENTER to confirm or press <MODE/ESC> to return to the main menu.

9.1.5 Sound Control

With this function, you can run the internal program sound-controlled.

1. Access the main menu.
2. Tap the <Up/Down>button until “Sound Control” is displayed.
3. Press <ENTER>, the display will show “Sound Control”.
4. Tap the <Up/Down>button，the display will show “Master”, ” Alone”.
5. Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

9.2 Information

9.2.1 Time information

Current Time

With this function, you can display the temporary running time of the device from the last power on. The display shows “XXXX”, “XXXX” stands for the number of hours. The counter is resetted after turning the device off.

1. Tap <MODE/ESC>button，access the main menu，Tap the <Up/Down>button until “Information”is displayed. Press ENTER, the display will show “Information”. Tap the <Up/Down>button until the display will show “Time Information”. Press ENTER, the display will show “Time Information”.
2. Press <Up/Down>, the display will show “Current Time”.
3. Press< ENTER>, the display will show “Current Time”.
4. The display will show “XXXX” (Hours)；
5. Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

Total Run Time

With this function, you can display the running time of the device. The display shows “XXXX”, “XXXX” stands for the number of hours.

1. Tap <MODE/ESC>button，access the main menu，Tap the <Up/Down>button until “Information”is displayed. Press ENTER, the display will show “Information”. Tap the <Up/Down>button until the display will show “Time Information”. Press ENTER, the display will show “Time Information”.

2．Press <Up/Down>, the display will show “Total run Time”.
3．Press< ENTER>, the display will show “Total run Time”.
4．The display will show “XXXX” (Hours)；
5．Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

Last Run Time

With this function, you can display last the running time of the lamp. The display shows “XXXX”, “XXXX” stands for the number of hours

1．Tap <MODE/ESC>button，access the main menu，Tap the <Up/Down>button until “Information”is displayed. Press ENTER, the display will show “Information”. Tap the <Up/Down>button until the display will show “Time Information”. Press ENTER, the display will show “Time Information”.
2．Press <Up/Down>, the display will show “Last Run Time”.
3．Press< ENTER>, the display will show “Last Run Time”.
4．The display will show “XXXX” (Hours)；
5．Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

Lamp Hours

With this function, you can display the running time of the lamp. The display shows “XXXX”, “XXXX” stands for the number of hours.

1．Tap <MODE/ESC>button，access the main menu，Tap the <Up/Down>button until “Information”is displayed. Press ENTER, the display will show “Information”. Tap the <Up/Down>button until the display will show “Time Info. Press ENTER, the display will show “Time Information”.
2．Press <Up/Down>, the display will show “Lamp Hours”.
3．Press< ENTER>, the display will show “Lamp Hours”.
4．The display will show “XXXX” (Hours)；
5．Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

Lamp off time

With this function, you can display the temporary running time of the lamp from the last lamp on. The display shows “XXXX”, “XXXX” stands for the number of hours. The counter is resetted after turning the lamp off.

1．Tap <MODE/ESC>button，access the main menu，Tap the <Up/Down>button until “Information”is displayed. Press ENTER, the display will show “Information”. Tap the <Up/Down>button until the display will show “Time Information”. Press ENTER, the display will show “Time Information”.
2．Press <Up/Down>, the display will show “Lamp Off Time”.
3．Press< ENTER>, the display will show “Lamp Off Time”.
4．The display will show “XXXX” (Minute)；
5．Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

Last Run Password

With this function, you can display the timer password. The time password is 038.

1．Tap <MODE/ESC>button，access the main menu，Tap the <Up/Down>button until “Information”is displayed. Press ENTER, the display will show “Information”. Tap the <Up/Down>button until the display will show “Time Information”. Press ENTER, the display will show “Time Information”.
2．Press <Up/Down>, the display will show “Last Run Password”.

3. Press< ENTER>, the display will show “Last Run Password”, the time password is 038.
4. Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

Clear Last Run

With this function, you can clear last run time of the fixture. The display shows “ON” or “OFF”, Press “Enter” to confirm.

1. Tap <MODE/ESC>button，access the main menu，Tap the <Up/Down>button until “Information”is displayed. Press ENTER, the display will show “Information”. Tap the <Up/Down>button until the display will show “Time Information”. Press ENTER, the display will show “Time Information”.
2. Press <Up/Down>, the display will show “Clear Last Run”.
3. At “Timer Password” menu input a correct password, press< ENTER>, the display will show “Clear Last Run”,
4. The display will show “OFF” or “ON”.
5. Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

Lamp Time Password

With this function, you can display the timer password. The time password is 038.

1. Tap <MODE/ESC>button，access the main menu，Tap the <Up/Down>button until “Information”is displayed. Press ENTER, the display will show “Information”. Tap the <Up/Down>button until the display will show “Time Information”. Press ENTER, the display will show “Time Information”.
2. Press <Up/Down>, the display will show “Lamp Time Password”.
3. Press< ENTER>, the display will show “Lamp Time Password”, the time password is 038.
4. Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

Clean Lamp Time

With this function you can clear the running time of the lamp. Please clear the lamp time every time you replace the lamp.

1. Tap <MODE/ESC>button，access the main menu，Tap the <Up/Down>button until “Information”is displayed. Press ENTER, the display will show “Information”. Tap the <Up/Down>button until the display will show “Time Information”. Press ENTER, the display will show “Time Information”.
2. Press <Up/Down>, the display will show “Clean Lamp Time”.
3. At “Timer Password” menu input a correct password, press< ENTER>, the display will show “Clean Lamp Time”,
4. The display will show “OFF” or “ON”.
5. Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

9.2.2 Temperature Info

Head Temperature

With this function you can display the temperature on the display board of the base (near CMY-filter) in Celsius.

1. Tap <MODE/ESC>button，access the main menu，Tap the <Up/Down>button until “Information”is displayed. Press ENTER, the display will show “Information”. Tap the <Up/Down>button until “Temperature Info” is displayed. Press ENTER, the display will show “Temperature Info”.

2. Press <Up/Down>, the display will show “Head Temperature”.
3. Press< ENTER>, the display will show “Head Temperature”.
4. The display show “XXX ° C/ ° F”.
5. Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

9.2.3 Software version
With this function, you can display the software version of the device.

1. Tap <MODE/ESC>button，access the main menu，Tap the <Up/Down>button until “Information” is displayed. Press ENTER, the display will show “Information”.
2. Press <Up/Down>, the display will show “Software version”.
3. Press< ENTER>, the display will show “Software version”.
4. The display show “Ver x.x”.
5. Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

9.3 LAMP CONTROL
When the real temperature around the lamp is higher than the preset value, the lamp will be shut down in 5 minutes automatically.
·When the LCD display shows “Off”, it means the lamp must be turned on again manually;
·When the LCD display shows “Hot”, it means the actual temperature around the lamp is still higher than the preset value, so even the lamp can not be striked even the menu Lamp is turned to ON, as the lamp switch is compelled to turned off.
·When the temperature unit after the temperature value come to lowercase letter “c” or “f”, it means menu Lamp is turned to ON, but the lamp is not full dimming up.
·When the temperature unit after the temperature value come to capital letter “C” or “F”, it menu Lamp is turned to ON, and the lamp is full intensity.

9.3.1 Lamp on/off
With this function you can switch the lamp on or off via the Control Board.

1. Tap <MODE/ESC>button，access the main menu，Tap the <Up/Down>button until “Lamp Control” is displayed. Press ENTER, the display will show “Lamp Control”. Tap the <Up/Down>button until the display will show “Lamp On or Off”. Press ENTER, the display will show “Lamp On or Off”.
2. Press <Up/Down>, the display will show “OFF” or “ON”.
3. Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

Remark: The menu Lamp On/Off is the software command only, the lamp can be striked successfully only when the menu Lamp is set to ON and the actual temperature is lower than the limited value.

9.3.2 Automatic on
With this function you can select if the lamp will be switched on when switching the power on. Select **“ON”** by turning the encoder if you wish to enable this function or **“OFF”** if you don’t.

1. Tap <MODE/ESC>button，access the main menu，Tap the <Up/Down>button until “Lamp Control” is displayed. Press ENTER, the display will show “Lamp Control”. Tap the <Up/Down>button until the display will show “Automatic On”. Press ENTER, the display will show “Automatic On”.
2. Press <Up/Down>, the display will show “OFF” or “ON”.
3. Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

9.3.3 Lamp on via external controller
With this function you can select if you can switch the lamp on via an external controller (DMX-channel of internal programs, value 64-79). Select **“ON”** by turning the encoder if you

wish to enable this function or **"OFF"** if you don't.

1. Tap <MODE/ESC>button，access the main menu，Tap the <Up/Down>button until "Lamp Control" is displayed. Press ENTER, the display will show "Lamp Control". Tap the <Up/Down>button until the display will show "Lamp On Via DMX". Press ENTER, the display will show "Lamp On Via DMX".
2. Press <Up/Down>, the display will show "OFF" or "ON".
3. Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

9.3.4 Lamp off via external controller

With this function you can select if you can switch the lamp off via an external controller (DMX-channel of internal programs, value 224-239). Select **"ON"** by turning the encoder if you wish to enable this function or **"OFF"** if you don't.

1. Tap <MODE/ESC>button，access the main menu，Tap the <Up/Down>button until "Lamp Control" is displayed. Press ENTER, the display will show "Lamp Control". Tap the <Up/Down>button until the display will show "Lamp Off Via DMX". Press ENTER, the display will show "Lamp Off Via DMX".
2. Press <Up/Down>, the display will show "OFF" or "ON".
3. Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

9.3.5 Max on at temp.

With this function you can set the inside temperature from which the projector will restrike the lamp after automatic lamp shut off.

1. Tap <MODE/ESC>button，access the main menu，Tap the <Up/Down>button until "Lamp Control" is displayed. Press ENTER, the display will show "Lamp Control". Tap the <Up/Down>button until the display will show "Max On at Temp". Press ENTER, the display will show "Max On at Temp".
2. Press <Up/Down>, the display will show "45℃", Temperature generally in 20~79 ℃.
3. Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

9.3.6 Lamp off temp.

With this function you can set the inside temperature at which the projector will automatically switch the lamp off.

1. Tap <MODE/ESC>button，access the main menu，Tap the <Up/Down>button until "Lamp Control" is displayed. Press ENTER, the display will show "Lamp Control". Tap the <Up/Down>button until the display will show "Lamp Off Temp". Press ENTER, the display will show "Lamp Off Temp".
2. Press <Up/Down>, the display will show "130℃", Temperature generally in 80~139 ℃.
3. Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

When the temperature around the lamp is higher than the preset value continuously up to 5 minutes, the lamp will be shut off automatically.

If the lamp be shut off automatically due to over heat, it can not be striked again automatically, it must be turned on again by manually.

9.4 PERSONALITY

9.4.1 Status settings

Address via DMX

With this function, you can adjust the desired DMX-address via an external controller.

1. Tap <MODE/ESC>button，access the main menu，Tap the <Up/Down>button until “Personality”is displayed. Press ENTER, the display will show “Personality”. Tap the <Up/Down>button until the display will show “Status setting”. Press ENTER, the display will show “Status setting”.
2. Press <Up/Down>, the display will show “Address via DMX”.
3. Press< ENTER>, the display will show “Address via DMX”.
4. The display show “ON”,Press <Up/Down>, the display will show “OFF”.
5. Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

No DMX Status

With this function, when the drive is not DMX signal, it runs automatism, close, hold and music, the default is hold.

1. Tap <MODE/ESC>button，access the main menu，Tap the <Up/Down>button until “Personality”is displayed. Press ENTER, the display will show “Personality”. Tap the <Up/Down>button until the display will show “Status setting”. Press ENTER, the display will show “Status setting”.
2. Press <Up/Down>, the display will show “No DMX Status”.
3. Press< ENTER>, the display will show “No DMX Status”.
4. The display show “Hold”,Press <Up/Down>, the display will show “Close”, “Auto”, “Music”.
5. Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

Pan Reverse

With this function you can reverse the Pan-movement.

1. Tap <MODE/ESC>button，access the main menu，Tap the <Up/Down>button until “Personality”is displayed. Press ENTER, the display will show “Personality”. Tap the <Up/Down>button until the display will show “Status setting”. Press ENTER, the display will show “Status setting”.
2. Press <Up/Down>, the display will show “Pan Reverse”.
3. Press< ENTER>, the display will show “Pan Reverse”.
4. The display show “OFF”,Press <Up/Down>, the display will show “ON”.
5. Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

Tilt Reverse

With this function you can reverse the Tilt-movement.

1. Tap <MODE/ESC>button，access the main menu，Tap the <Up/Down>button until “Personality”is displayed. Press ENTER, the display will show “Personality”. Tap the <Up/Down>button until the display will show “Status setting”. Press ENTER, the display will show “Status setting”.
2. Press <Up/Down>, the display will show “Tilt Reverse”.
3. Press< ENTER>, the display will show “Tilt Reverse”.
4. The display show “OFF”,Press <Up/Down>, the display will show “ON”.
5. Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

Pan Degree

With this function, you can select pan degree for 630 or 540.

1. Tap <MODE/ESC>button，access the main menu，Tap the <Up/Down>button until “Personality”is displayed. Press ENTER, the display will show “Personality”. Tap

the <Up/Down>button until the display will show “Status setting”. Press ENTER, the display will show “Status setting”.

2. Press <Up/Down>, the display will show “Pan Degree”.
3. Press< ENTER>, the display will show “Pan Degree”.
4. The display show “540”,Press <Up/Down>, the display will show “630”.
5. Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

Feedback

With this function, you can feedback switch of pan movement or tilt movement.

1. Tap <MODE/ESC>button，access the main menu，Tap the <Up/Down>button until “Personality”is displayed. Press ENTER, the display will show “Personality”. Tap the <Up/Down>button until the display will show “Status setting”. Press ENTER, the display will show “Status setting”.
2. Press <Up/Down>, the display will show “Feedback”.
3. Press< ENTER>, the display will show “Feedback”.
4. The display show “ON”,Press <Up/Down>, the display will show “OFF”.
5. Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

Movement Speed

With this function, you can select scan mode from 1 to 4.

1. Tap <MODE/ESC>button，access the main menu，Tap the <Up/Down>button until “Personality”is displayed. Press ENTER, the display will show “Personality”. Tap the <Up/Down>button until the display will show “Status setting”. Press ENTER, the display will show “Status setting”.
2. Press <Up/Down>, the display will show “Movement Speed”.
3. Press< ENTER>, the display will show “Movement Speed”.
4. The display show “Speed 1”,Press <Up/Down>, the display will show “Speed 2”, “Speed 3”, “Speed 4”.
5. Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

Mic Sensitivity

With this function, the default is 70%, you can select the desired microphone sensitivity from 0 % to 99 %.

1. Tap <MODE/ESC>button，access the main menu，Tap the <Up/Down>button until “Personality”is displayed. Press ENTER, the display will show “Personality”. Tap the <Up/Down>button until the display will show “Status setting”. Press ENTER, the display will show “Status setting”.
2. Press <Up/Down>, the display will show “Mic Sensitivity”.
3. Press< ENTER>, the display will show “Mic Sensitivity”.
4. The display show “70%”,Press <Up/Down>, the display will show “0~99%”.
5. Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

Hibernation ——Standby mode

The lamp and step motors will be power off if the fixture stay without DMX signal for 15 mins (Factory default).And the fixture will be reset before working once it receive DMX signal again.

1. Tap <MODE/ESC>button，access the main menu，Tap the <Up/Down>button until “Personality”is displayed. Press ENTER, the display will show “Personality”. Tap the <Up/Down>button until the display will show “Status setting”. Press ENTER, the

display will show “Status setting”.

2. Press <Up/Down>, the display will show “Hibernation”.
3. Press< ENTER>, the display will show “Hibernation”.
4. The display show “15M”,Press <Up/Down>, the display will show “01M”, “02M” …. “99M” or “OFF”.
5. Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

9.4.2 Service setting

Password——The Password for this function is “50”.

RDM PID—— With this function you can call up various submenus via RDM.

This device is RDM ready. RDM stands for "remote device management" and makes remote control of devices connected to the DMX-bus. ANSI E1.20-2006 by ESTA specifies the RDM standard as an extension of the DMX512 protocol.

Manual settings like adjusting the DMX starting address are no longer needed. This is especially useful when the device is installed in a remote area.

RDM ready and conventional DMX devices can be operated in one DMX line. The RDM protocol sends own packages in the DMX512 data feed and does not influence conventional devices.

If DMX splitters are used and RDM control is to be used, these splitters must support RDM.

The number and type of RDM parameters depend on the RDM controller being used.

9.4. 3 Fans Control

With this function, you can set the speed of the running fans. The selection have auto, high and low.

9.4.4 Display settings

Shut off time

With this function you can shut off the color LCD display after 2 to 59 minutes. Turn the encoder in order to select the desired shut off time. The default is 5 minute.

Display Reverse

With this function you can rotate the display by 180°.

1. Tap <MODE/ESC>button，access the main menu，Tap the <Up/Down>button until “Personality”is displayed. Press ENTER, the display will show “Personality”. Tap the <Up/Down>button until the display will show “Display Setting”. Press ENTER, the display will show “Display Setting”.
2. Press <Up/Down>, the display will show “Display Reverse”.
3. Press< ENTER>, the display will show “Display Reverse”.
4. The display show “OFF”,Press <Up/Down>, the display will show “ON”.
5. Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

Key Lock

With this function you can activate the automatic keylock status. If this function is activated, the keys will be locked automatically after exiting the edit mode for 15 seconds. keeping press the<MODE/ESC> key for 3seconds if you do not need this function.

1. Tap <MODE/ESC>button，access the main menu，Tap the <Up/Down>button until “Personality” is displayed. Press ENTER, the display will show “Personality”. Tap the <Up/Down>button until the display will show “Display Setting”. Press ENTER, the display will show “Display Setting”.
2. Press <Up/Down>, the display will show “Key Lock”.
3. Press< ENTER>, the display will show “Key Lock”.
4. The display show “OFF”,Press <Up/Down>, the display will show “ON”.
5. Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

9.4.5 Temperature C/F

With this function, Display the temperature for Celsius or Fahrenheit.

1. Tap <MODE/ESC>button，access the main menu，Tap the <Up/Down>button until “Personality” is displayed. Press ENTER, the display will show “Personality”.
2. Press <Up/Down>, the display will show “Temperature C/F”.
3. Press< ENTER>, the display will show “Temperature C/F”.
4. The display show “Celsius”,Press <Up/Down>, the display will show “Fahrenheit”.
5. Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

9.4.6 Initial Status

With this function, Display initial effect position.

1. Tap <MODE/ESC>button，access the main menu，Tap the <Up/Down>button until “Personality” is displayed. Press ENTER, the display will show “Personality”.
2. Press <Up/Down>, the display will show “Initial status”.
3. Press< ENTER>, the display will show “Initial status”.
4. The display show “XXX”.
5. Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

9.4.5 Wireless DMX

From factory, this projector is prepared for wireless data transmission (W-DMX). If you wish to de-activate W-DMX control, you can select the function “De-activate WDMX” by turning the encoder. With the function “rest”, you can log out the projector from the wireless sender.

1. Tap <MODE/ESC>button，access the main menu，Tap the <Up/Down>button until “Personality” is displayed. Press ENTER, the display will show “Personality”.
2. Press <Up/Down>, the display will show “Wireless DMX”.
3. Press< ENTER>, the display will show “Wireless DMX”.
4. The display show “Activate WDMX”, Press <Up/Down>, the display will show “WDMX Off”, “Act & Data Out” or “Clean WDMX Memo”.
5. Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

9.4.6 Reset Default

With this function, you can select restore factory set for ON or OFF, the default is OFF.

1. Tap <MODE/ESC>button，access the main menu，Tap the <Up/Down>button until “Personality” is displayed. Press ENTER, the display will show “Personality”.
2. Press <Up/Down>, the display will show “Reset Default”.
3. Press< ENTER>, the display will show “Reset Default”.
4. The display show “OFF”,Press <Up/Down>, the display will show “ON”.

5. Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

9.5 Reset-function

With this function you can reset the device via the Control Board. You can select the different reset functions by turning the encoder.

1. Tap <MODE/ESC>button，access the main menu，Tap the <Up/Down>button until “Reset-functions”is displayed. Press ENTER, the display will show “Reset-functions”.
2. The display show “Reset All”, Press <Up/Down>, the display will show “Reset Pan/Tilt”，“Reset Colors”, “Reset Gobos”, “Reset Shutter”, Reset Other ”.
3. Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

9.6 Effect Adjust

9.6.1 Test channel

With this function you can test each channel on its (correct) function.

1. Tap <MODE/ESC>button，access the main menu，Tap the <Up/Down>button until “Effect Adjust”is displayed. Press ENTER, the display will show “Effect Adjust”.
2. Press <Up/Down>, the display will show “Test Channel”.
3. Press< ENTER>, the display will show “Test Channel”.
4. The display show “Pan Moving”frist channel, Press <Up/Down>, can choose other channel.
5. Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

9.6.2 Manual control

With this function, you can adjust the lamp more easily. All effects will be canceled, the shutter opens and the dimmer intensity will be set to 100 %. With the individual functions, you can focus the light on a flat surface (wall) and erform the fine lamp adjustment.

1. Tap <MODE/ESC>button，access the main menu，Tap the <Up/Down>button until “Effect Adjust”is displayed. Press ENTER, the display will show “Effect Adjust”.
2. Press <Up/Down>, the display will show “Manual control”.
3. Press< ENTER>, the display will show “Manual control”.
4. The display show “PAN=XXX”.
5. Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

9.6.3 Calibration

With this function, you can calibrate and adjust the effect wheels to their correct positions. The password of calibrate values is 050.

1. Tap <MODE/ESC>button，access the main menu，Tap the <Up/Down>button until “Effect Adjust”is displayed. Press ENTER, the display will show “Effect Adjust”.
2. Press <Up/Down>, the display will show “Calibration”.
3. Press< ENTER>, the display will show “Calibration”.
4. The display show “Password=XXXX”.
5. Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

9.7 Users mode set

In this menu, user can select different channels list by different sequence:
For example, after the user enter this manual, if select Auto Program = CH 22, means in this User’s mode, the “Dimmer” is in Channel 16.

9.7.1 User mode

With this function, you can create user defined channel orders.

9.7.2 Edit User mode

With this function, you can adjust the rest user defined channel order.

1. Tap <MODE/ESC>button，access the main menu，Tap the <Up/Down>button until"Users mode set" is displayed. Press ENTER, the display will show "Edit User Moed".
2. The display show "User Mode" frist channel, Press <Up/Down> the display will show "Edit User Mode".
3. Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

9.8 Edit program

9.8.1 Select programs

With this function, you can select the program for the Program Run.

9.8.2 Edit program

With this function, you can edit the internal programs.

9.8.3 Edit scenes

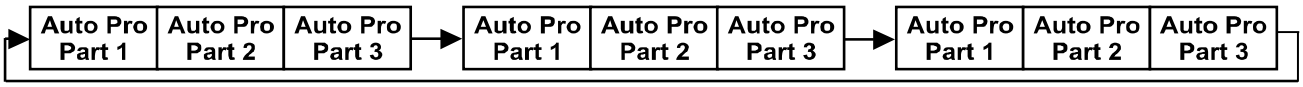
With this function, you can edit the scenes of the internal programs.

9.8.4 Auto scenes rec.

The moving head features an integrated DMX-recorder by which you can transmit the programmed scenes from your DMX-controller to the moving head. Adjust the desired scene numbers via the encoder (from – to). When you call up the scenes at your controller, they will automatically be transmitted to the moving head.

Excursion:

A Master unit can send up to 3 different data groups to the Slave units, i.e. a Master unit can start 3 different Slave units, which run 3 different programs. The Master unit sends the 3 program parts in a continuous loop.



The Slave unit receives data from the Master unit according to the group which the Slave unit was assigned to. If e.g. a Slave unit is set to "Slave 1" in the menu "Set to Slave", the Master unit sends "Auto Program Part 1" to the Slave unit. If set to "Slave 2", the Slave unit receives "Auto Program Part 2".

To start a Auto Program please proceed as follows:

1. Slave-Setting

- Select "Function Mode" by turning the encoder.
- Press the Enter button to confirm.
- Select "Set to slave" by turning the encoder.
- Press the Enter button to confirm.
- Turn the encoder to select "Slave 1", "Slave 2" or "Slave 3".
- Press the Enter button to confirm.
- Press the MODE/ESC button in order to return to the main menu.

2. Automatic Program Run

- Select "Function Mode" by turning the encoder.

• Press the Enter button to confirm.
• Select “Auto Program” by turning the encoder.
• Press the Enter button to confirm.
• Turn the encoder to select “Master” or “Alone”. The selection "Alone" means Stand Alone-mode and "Master" that the device is defined as master.
• Press the Enter button to confirm.
• Press the MODE/ESC button in order to return to the main menu.

3. Program selection for Auto Pro Part

• Select “Edit program” by turning the encoder.
• Press the Enter button to confirm.
• Select “Select programs” by turning the encoder.
• Press the Enter button to confirm.
• Turn the encoder to select “Auto Pro Part 1”, “Auto Pro Part 2” or “Auto Pro Part 3”, and thus select which Slave program is to be sent. Selection “Part 1” means, that the Slave unit runs the same program as the master units.
• Press the Enter button to confirm.
• Press the MODE/ESC button in order to return to the main menu.

4. Program selection for Edit Program

• Select “Edit program” by turning the encoder.
• Press the Enter button to confirm.
• Select “Edit program” by turning the encoder.
• Press the Enter button to confirm.
• Turn the encoder to select the desired program. With this function you can edit specific scenes into a specific program.
• Press the Enter button to confirm.
• Press the MODE/ESC button in order to return to the main menu.

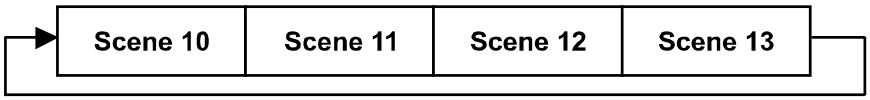
5. Automatic Scene Recording

• Select “Edit program” by turning the encoder.
• Press the Enter button to confirm.
• Select “Edit scenes” by turning the encoder.
• Turn the encoder to select the desired scene numbers. You can program a maximum number of 250 • Turn the encoder to select the desired scene numbers. You can program a maximum number of 250 scenes.
• Press the Enter button to confirm.
• Press the MODE/ESC button in order to return to the main menu.

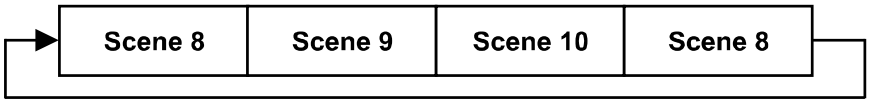
Example:
Program 2 includes scenes: 10, 11, 12, 13
Program 4 includes scenes: 8, 9, 10
Program 6 includes scenes: 12, 13, 14, 15
Auto Pro Part 1 is Program 2;
Auto Pro Part 2 is Program 3;
Auto Pro Part 3 is Program 6

The 3 Slave groups run the Auto Program in certain time segments, as shown in the following picture:

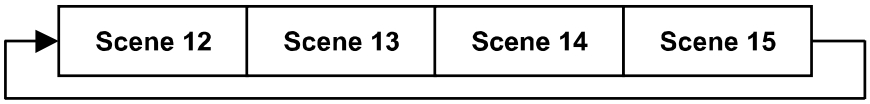
Part 1:



Part 2:



Part 3:



10. INSTRUCTIONS ON USE:

DMX channel´s functions and their values (24 DMX channels):				
Mode/Channel			**Value**	**Function**
St	**Ba**	**Ex**		
1	1	1		**Color Wheel :**
			0-13	Open / white
			14-27	Color 1
			28-41	Color 2
			42-55	Color 3
			56-69	Color 4
			70-83	Color 5
			84-97	Color 6
			98-111	Color 7
			112-127	Color 8
			128-189	Forwards rainbow effect from fast to slow
			190-193	No rotation
			194-255	Backwards rainbow effect from slow to fast
		2		**Color Wheel Fine :**
			0-255	Color Wheel colour change to any position Fine
4	4	3		**Fixed Gobos :**
			0-7	Open/hole
			8-15	Gobo 1
			16-23	Gobo 2
			24-31	Gobo 3
			32-39	Gobo 4
			40-47	Gobo 5
			48-55	Gobo 6

			56-63	Gobo 7
			64-71	Gobo 8
			72-79	Gobo 9
			80-87	Gobo 10
			88-95	Gobo 11
			96-103	Gobo 12
			104-111	Gobo 13
			112-119	Gobo 14
			120-126	Gobo 1 shake slow to fast
			127-133	Gobo 2 shake slow to fast
			134-140	Gobo 3 shake slow to fast
			141-147	Gobo 4 shake slow to fast
			148-154	Gobo 5 shake slow to fast
			155-161	Gobo 6 shake slow to fast
			162-168	Gobo 7 shake slow to fast
			169-175	Gobo 8 shake slow to fast
			176-182	Gobo 9 shake slow to fast
			183-189	Gobo 10 shake slow to fast
			190-196	Gobo 11 shake slow to fast
			197-203	Gobo 12 shake slow to fast
			204-210	Gobo 13 shake slow to fast
			211-217	Gobo 14 shake slow to fast
			218-255	Gobo wheel rotation from slow to fast
		4		**Fixed gobo indexing Fine**
			0-255	Fixed gobo Fine indexing
5	5	5		**PAN Movement 8bit :**
			0-255	Pan Movement
6	6	6		**TILT Movement 8bit :**
			0-255	Tilt Movement
7	7	7		**Speed Pan/Tilt movement:**
			0-225	max to min speed
			226-235	blackout by movement
			236-245	blackout by all wheel changing
			246-255	no function
2	2	8		**Rotating gobos, cont. rotation :**
			0-9	Open
			10-19	Rot. gobo 1
			20-29	Rot. gobo 2
			30-39	Rot. gobo 3
			40-49	Rot. gobo 4
			50-59	Rot. gobo 5
			60-69	Rot. gobo 6
			70-79	Rot. gobo 7

			80-89	Rot. gobo 8
			90-104	Rot. gobo 1 shake
			105-119	Rot. gobo 2 shake
			120-134	Rot. gobo 3 shake
			135-149	Rot. gobo 4 shake
			150-164	Rot. gobo 5 shake
			165-179	Rot. gobo 6 shake
			180-194	Rot. gobo 7 shake
			195-209	Rot. gobo 8 shake
			210-255	Rot. gobo wheel cont. rotation slow to fast
3	3	9		**Rotating gobo index, rotating gobo rotation :**
			0-127	Gobo indexing
			128-189	Forwards gobo rotation from fast to slow
			190-193	No rotation
			194-255	Backwards gobo rotation from slow to fast
		10		**Rotating gobo indexing Fine**
			0-255	Fine indexing
8	8	11		**3 facet rotating prism, Prism / Gobo macros:**
			0-31	Open
			32-127	Rot. Prism
			128-135	Macro 1
			136-143	Macro 2
			144-151	Macro 3
			152-159	Macro 4
			160-167	Macro 5
			168-175	Macro 6
			176-183	Macro 7
			184-191	Macro 8
			192-199	Macro 9
			200-207	Macro 10
			208-215	Macro 11
			216-223	Macro 12
			224-231	Macro 13
			232-239	Macro 14
			240-247	Macro 15
			248-255	Macro 16
9	9	12		**Rotating prism:**
			0-127	Prism indexing
			128-189	Forwards prism rotation from fast to slow
			190-193	No rotation
			194-255	Backwards prism rotation from slow to fast
		13		**Rotating Prism indexing Fine**
			0-255	Fine indexing

10	10	14		**Focus :**
			0-255	Continuous adjustment from near to far
		15		**Focus Fine:**
			0-255	Continuous adjustment Fine
11	11	16		**Shutter, strobe:**
			0-31	Shutter closed
			32-63	No function (shutter open)
			64-95	Strobe effect slow to fast
			96-127	No function (shutter open)
			128-159	Pulse-effect in sequences
			160-191	No function (shutter open)
			192-223	Random strobe effect slow to fast
			224-255	No function (shutter open)
12	12	17		**Dimmer intensity:**
			0-255	Intensity 0 to 100%
		18		**Fine Dimmer intensity:**
			0-255	Dimmer intensity fine
13	13	19		**Iris:**
			0-191	Max. diameter to Min.diameter
			192-223	Pulse closing fast to slow
			224-255	Pulse opening slow to fast
		20		**Iris Fine:**
			0-255	Iris Fine
14	14	21		**Frost:**
			0-191	Frost 0~100%
			192-223	Pulse opening fast to slow
			224-254	Pulse closing slow to fast
			255	Max. Frost
15	15	22		**Lamp on/off, reset, internal programs:**
			0-19	colour change normal
			20-29	colour change to any position
			30-39	colour & gobo change to any position
			40-59	Lamp on
			60-79	Lamp switch off
			80-84	All motor reset
			85-87	Scan motor reset
			88-90	Colors motor reset
			91-93	Gobo motor reset
			94-96	Shutter & Dimmer motor reset
			97-99	Other motor reset
			100-119	Internal program 1 (secne1~8 of EEPROM)
			120-139	Internal program 2 (secne9~16 of EEPROM)
			140-159	Internal program 3 (secne17~24 of EEPROM)
			160-179	Internal program 4 (secne25~32 of EEPROM)
			180-199	Internal program 5 (secne33~40 of EEPROM)

			200-219	Internal program 6 (secne41~48 of EEPROM)
			220-239	Internal program 7 (secne49~56 of EEPROM)
			240-255	Music Control (secne of Program 1)
16		23		**Pan Fine 16bit**
			0-255	Fine control of Pan movement
17		24		**Tilt Fine 16bit**
			0-255	Fine control of Tilt movement

11. ERROR MESSAGE

When you turn on the fixture, it will make a reset at first. The display may show"Err channel is XX" while there are problems with one or more channels. "XX" stands for channel 1, 2, 3, 4, 5, 6 who has the testing sensor for positioning. For example, when the display shows "Err channel is Color wheel", it means there is some error in channel 1. If there are some errors on channel 1, channel 5, channel 6 at the same time, you may see the error message "Err channel is Color wheel", "Err channel is Pan movement", "Err channel is Tilt movement" flash repeated for 2 times, and then the fixture will generate a second reset. If the fixture remain error message after performing reset more than 2 times, only the channels which have errors can not work properly, others can work as usual. Please contact with dealer or manufacturer for service, self repair is not allowed.

PAN- movement Er
(PAN-yoke movement error) This message will appear after the reset of the fixture if the yoke's magnetic-indexing circuit malfunction (sensor failed or magnet missing) or the stepping-motor is defective (or its driving IC on the main PCB). The PAN- movement is not located in the default position after the reset.

TILT- movement Er
(TILT-head movement error) This message will appear after the reset of the fixture if the head's magnetic-indexing circuit malfunctions (sensor failed or magnet missing) or the stepping-motor is defective (or its driving IC on the main PCB). The TILT- movement is not located in the default position after the reset.

Dimmer Er
(Dimmer- error) This message will appear after the reset of the fixture if the magnetic-indexing circuit malfunction (sensor failed or magnet missing) or the stepping-motor is defective (or its driving IC on the main PCB). The Dimmer is not located in the default position after the reset.

Cyan Color wheel Er
(Cyan color wheel- error) This message will appear after the reset of the fixture if the magnetic-indexing circuit malfunction (sensor failed or magnet missing) or the stepping-motor is defective (or its driving IC on the main PCB). The cyan color wheel is not located in the default position after the reset.

Magenta color wheel Er
(Magenta color wheel- error) This message will appear after the reset of the fixture if the magnetic-indexing circuit malfunction (sensor failed or magnet missing) or the stepping-motor is defective (or its driving IC on the main PCB). The magenta color wheel is not located in the default position after the reset.

Yellow color wheel Er
(Yellow color wheel- error) This message will appear after the reset of the fixture if the magnetic-indexing circuit malfunction (sensor failed or magnet missing) or the stepping-motor is defective (or its driving IC on the main PCB). The Yellow color wheel is not located in the default position after the reset.

CTO Color Er
(CTO Color error) This message will appear after the reset of the fixture if the magnetic-indexing circuit malfunction (sensor failed or magnet missing) or the stepping-motor is defective (or its driving IC on the main PCB). The CTO Color is not located in the default position after the reset.

Color wheel Er
(Color wheel- error) This message will appear after the reset of the fixture if the magnetic-indexing circuit malfunction (sensor failed or magnet missing) or the stepping-motor is defective (or its driving IC on the main PCB). The color wheel is not located in the default position after the reset.

Gobo wheel 1 Er
(Gobo wheel 1 - error) This message will appear after the reset of the fixture if the magnetic-indexing circuit malfunction (sensor failed or magnet missing) or the stepping-motor is defective (or its driving IC on the main PCB). The Gobo wheel 1 is not located in the default position after the reset.

Gobo Rot 1 Er
(Gobo Rot 1- error) This message will appear after the reset of the fixture if the magnetic-indexing circuit malfunction (sensor failed or magnet missing) or the stepping-motor is defective (or its driving IC on the main PCB). The Gobo Rot 1 is not located in the default position after the reset.

Gobo wheel 2 Er
(Gobo wheel 2 - error) This message will appear after the reset of the fixture if the magnetic-indexing circuit malfunction (sensor failed or magnet missing) or the stepping-motor is defective (or its driving IC on the main PCB). The Gobo wheel 2 is not located in the default position after the reset.

Focus Er
(Focus - error) This message will appear after the reset of the fixture if the magnetic-indexing circuit malfunction (sensor failed or magnet missing) or the stepping-motor is defective (or its driving IC on the main PCB). The Focus wheel 1 is not located in the default position after the reset.

Iris Er
(Iris error) This message will appear after the reset of the fixture if the magnetic-indexing circuit malfunction (sensor failed or magnet missing) or the stepping-motor is defective (or its driving IC on the main PCB). The Iris is not located in the default position after the reset.

Zoom Er
(Zoom error) This message will appear after the reset of the fixture if the magnetic-indexing circuit malfunction (sensor failed or magnet missing) or the stepping-motor is defective (or its driving IC on the main PCB). The Zoom is not located in the default position after the reset.

12. CLEANING AND MAINTENANCE

The following points have to be considered during the inspection:
1) All screws for installing the devices or parts of the device have to be tightly connected and must not be corroded.
2) There must not be any deformations on the housing, color lenses, fixations and installation spots (ceiling, suspension, trussing).
3) Mechanically moved parts must not show any traces of wearing and must not rotate with unbalances.
4) The electric power supply cables must not show any damage, material fatigue or sediments.
Further instructions depending on the installation spot and usage have to be adhered by a skilled installer and any safety problems have to be removed.

CAUTION!
Disconnect from mains before starting maintenance operation.

In order to make the lights in good condition and extend the life time, we suggest a regular cleaning to the lights.
1) Clean the inside and outside lens each week to avoid the weakness of the lights due to accumulation of dust.
2) Clean the fan each week.

3) To make sure the smooth gobo rotation, we suggest adding proper lube to the wheel each three month, avoiding the excessive lube splashes during the gobo rotating.
4) A detailed electric check by approved electrical engineer each three month, make sure that the circuit contacts are in good condition, prevent the poor contact of circuit from overheating.

We recommend a frequent cleaning of the device. Please use a moist, lint- free cloth. Never use alcohol or solvents.
There are no serviceable parts inside the device except for the lamp. Please refer to the instructions under “Installation instructions”.
Should you need any spare parts, please order genuine parts from your local dealer.

13. TECHNICAL SPECIFICATIONS

Power supply: AC 100-240V~， 50/60Hz

Power consumption*:* 1200W

Lamp: PLATINUM 35R

Lamp power: 800W

Flight case dimensions: 73x57x80 cm

Net weight: 52 KGS

Gross weight: 92 KGS(flight case packing)

***Remark*:** errors and omissions for every information given in this manual excepted. All information is subject to change without prior notice.