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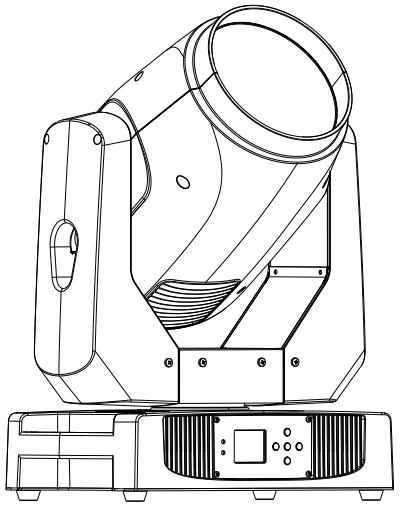
FLY DRAGON LIGHTING EQUIPMENT CO.,LTD



MINI LUNAR

USER MANUAL

Please read these user manual carefully before use!

Contents

Congratulations on choosing our company product! We thank you for your custom.

◆Please note that this product, as all the others in the rich my company range, has been designed and made with total quality to ensure excellent performance and best meet your expectations and requirements.

◆Carefully read this user manual in its entirety and keep it safe for future reference. It is essential to know the information and comply with the instructions given in this manual to ensure the fitting is installed, used and serviced correctly and safely.

◆My company disclaims all liability for damage to the fitting or to other property or persons deriving from installation, use and maintenance that have not been carried out in conformity with this user manual, which must always accompany the fitting.

◆My company reserves the right to modify the characteristics stated in this user manual at any time and without prior notice.

SAFETY INFORMATION

■Installation

Make sure all parts for fixing the projector are in a good state of repair.
Make sure the point of anchorage is stable before positioning the projector.
The safety chain must be properly hooked onto the fitting and secured to the framework, so that, if the primary support system fails,the fitting falls as little as possible.
If the safety chain gets used, it needs to be replaced with a genuine spare.

■Mounting surfaces

It is permissible to mount the fitting on normally flammable surfaces.

■Minimum distance of illum inated objects

When the luminaire projects an object, the luminaires' light outlet must be at least 12 meters to the flammable object.

Please do not install the fixture onto flammable surface.
The fixtures' fan or ventilation should be no obstructions at least within 0.2M.

■Maximum ambient temperature

The fixture is intened for indoor application.
Do not operate the fixture if the ambient temperature (Ta) exceeds **40**℃.

■Protection against electrical shock

Connection must be made to a power supply system fitted with efficient earthing (**Class I** appliance according to standard EN 60598-1).
It is,moreover, recommended to protect the supply lines of the projectors from indirect contact and/or shorting to earth by using appropriately sized residual current devices.

■Connection to mains supply

The double insulation between the LV power supply and the control conductor on the fixture.
Connection to the electricity mains must be carried out by a qualified electrical installer.
Check that the mains frequency and voltage correspond to those for which the projector is designed as given on the electrical data label.
This label also gives the input power to which you need to refer to evaluate the maximum number of fittings to connect to the electricity line, in order to avoid overloading.
Don't use the power cable when the insulation is damaged.
It must be the manufacturer or distributor or the professional person to change the damaged power cable in order to avoid any dangerous.

t_c 100℃

■Temperature of the external surface

The maximum temperature that can be reached on the external surface of the fitting, in a thermally steady state, is 100℃.

■Maintenance

Before starting any maintenance work or cleaning the projector, cut off power from the mains supply.
After switching off, do not remove any parts of the fitting, to avoid getting burnt for at least 30 minutes.
After this time the likelihood of the lamp exploding is virtually nill.
The fitting is designed to hold in any splinters produced by a lamp exploding. The lenses must be mounted and, if visibly Damaged, they have to be replaced with genuine spares.

■Lamp

The fitting mounts a high-pressure lamp that needs an external .
Immediately replace the lamp if damaged or deformed by heat.
The light source in this fixture shall be replaced by the manufacturer or its service agent or similar qualification.
Always disconnect from mains before replacing the lamp.

■Protection against explosion

The protection screen, lens or uv screen on the lamp can be damaged to the degree of failure if visible damage, such as a crack or deep mark, should be replaced。

■Protection optical radiation

Never look directly into the light source. You risk injury to your retina, which may induce blindness.

Do not stare directly into the light output.Never look at an exposed lamp while it is lit.

■Battery

This product contains a rechargeable lead-acid battery. To preserve the environment, please dispose the battery at the end of its life according to the regulation in force.

CE

The products referred to in this manual conform to the European Community Directives to which they are subject:
Low Voltage 2014/35/EU
Electromagnetic Compatibility 2014/30/EU

TECHNICAL INFORMATION

● **Power supplies available**

- 200~240V 50/60Hz(Optional:100~240V 50/60Hz)
- Power supply :
  Electronic auto-ranging

● **Power** ： 400W PF0.987

● Power connector: Neutrik power

● Data in/out:Locking 3-pin(5-pin XLR Optional)

● **SOURCE**

- Lamp:Discharge short arc lamp with integrated reflector
- Brand: USHIO NSL 301
- Lamp power：300W
- Light source CCT: 7300 K
- Life expectancy：2000h
- luminous flux ： 19000 lm
- Control： Automatic and remote on/off
- Ballast: Electronic

● **OPTICAL SYSTEM**

Beam range ：

- 1.8° beam angle ,0.6° / 1.2° beam angle selection

Output lens diameter：φ150mm

Light output ： 375000 lux @10m

- CRI:80

● **DYNAMIC EFFECTS**

Color

- 14 colours + open , Bi-direction rotation and rainbow effect

Static gobo wheel

- φ106 11 Gobos + open + 3 animations range ,Bi-direction flow water.

Prism

- 8 face prism、8 + 8 + 8 multilayer prism,multiple prism combination effect, prism macro effect variable speed

Frost effet

- adjustable wash effect angle

Focus ： Motorized focus

Strobe

- 0.5-12 times per second, adjustable pulse strobe and random strobe.

Dimmer

- 0-100% linear adjustment

X/Y Travel：540°/270°

X/Y Resolution：2.11°/1.05°

X/Y Speed：2.7S/1.6S

●**CONTROL AND PROGRAMMING**

IP set

- RDM two-way data transmission,Remote reset DMX address

Display ：

- The display panel adopts a 1.77-inch TFT screen

Intelligent control ： Display board can record device's using time , showdevice's temperature, channel data and software version .

Error alarm

-Automatic alarm for fixture failure

Software upgrade

- Upgrade with DMX

Protocols ： DMX512, RDM

Control channels :

- 14CH.16CH .16 PLUS,See the channel table for details

IP RATE:**IP20**

Safety Devices

- BIPOlar circuit breaker with thermal protection.
- Automatic break in power supply in case of overheating or failed operation of cooling system.

●Cooling

- Forced ventilation with axial fans.

●**S**tructure

- Heat-proof plastic+module pressing alloy materials.

●The vertical direction use hidden locking device, convenient transportation and maintenance.

● CE Marking

- In conformity with the European Union Low Voltage Directive 2014/35/EU and Electomagnetic compatibility Directive 2014/30/EU.

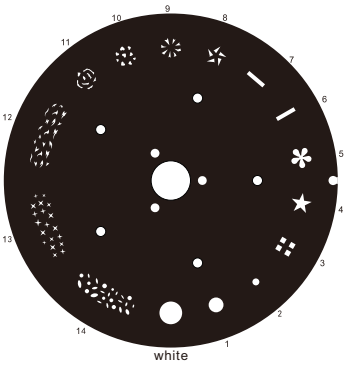
● **MECHANICAL SPECIFICATION**

- Integrated foldable light hook design, more convenient for disassembly and transportation

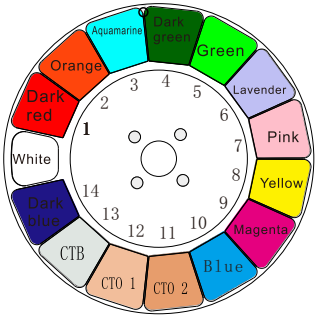
Lighting Size ： 335mm×210mm×477mm

Box Size（1set）：410mm×290mm×575mm

- N.W.：15.4Kg , G.W.：18.5kg
- **Flycase Size** (2 sets - default)：
  660X500X720MM
  N.W.: 30.8Kg , G.W.：62.8Kg
- **Flycase Size** (4 sets - optional)：
  820X685X720MM
  N.W.: 61.6Kg , G.W.：106.6Kg



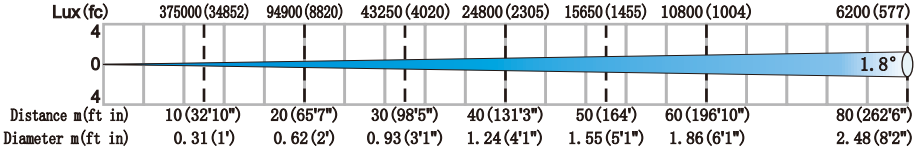
Gobo Wheel
(please refer to the actual material)



Color Wheel
(please refer to the actual material)

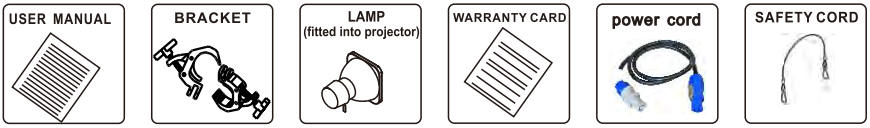
Distance, spot diameter and illumination diagram

Standard(1.8°)



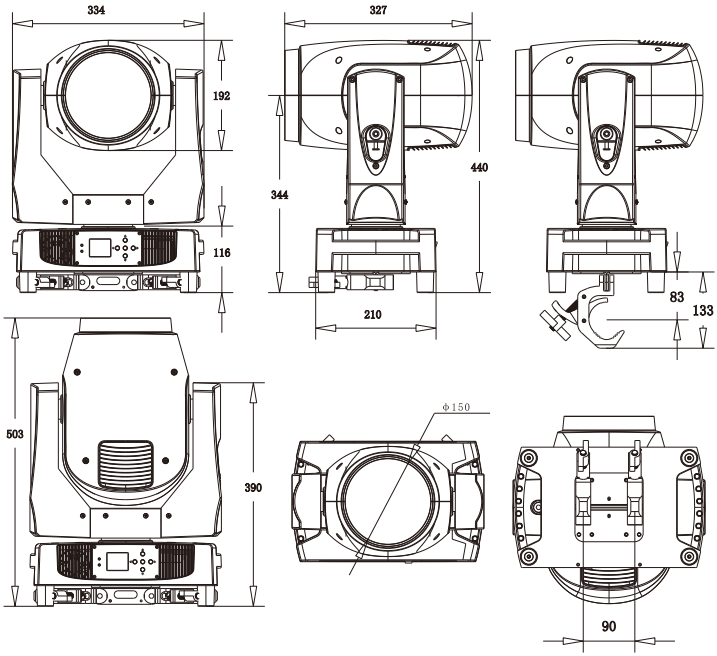
ATTACHMENT AND BODY SIZE

1



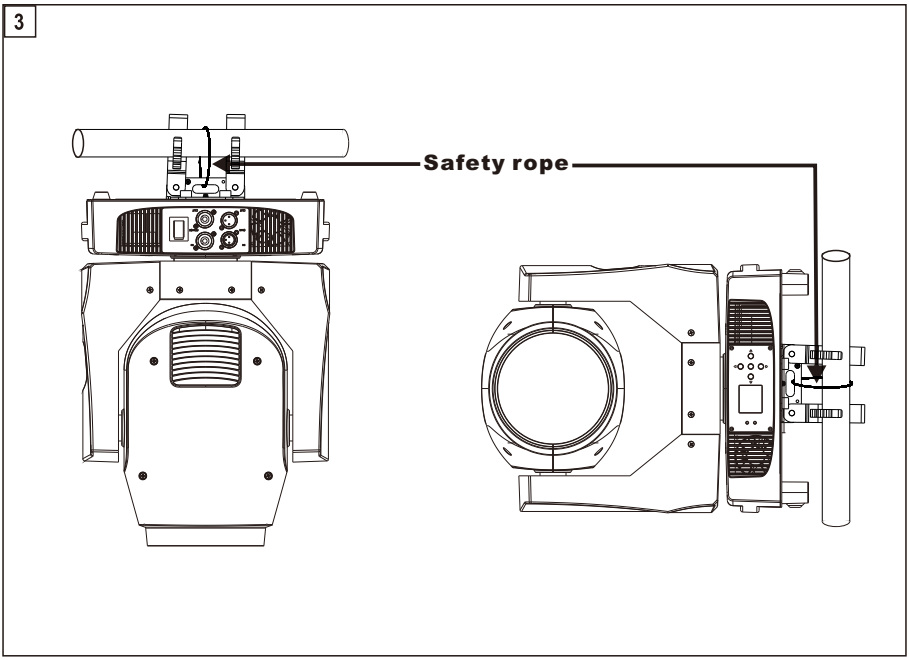
Attachment contents- Fig. 1

2



Body Size---Fig 2

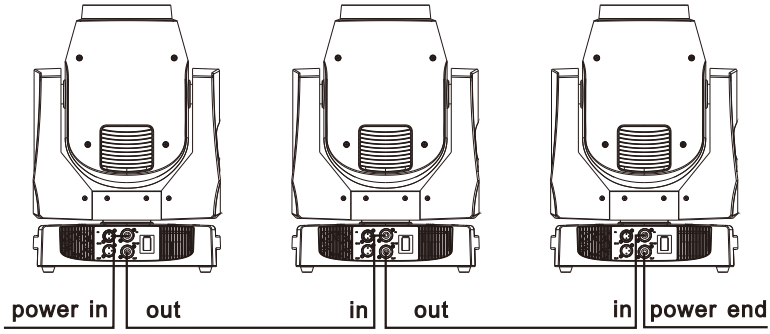
INSTALLATION AND CONNECTING



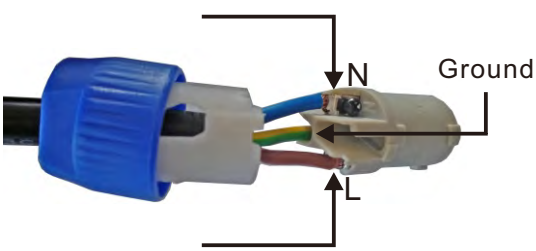
Installing the projector- Fig. 3

The projector can be installed on the floor resting on special rubber feet, on a truss or on the ceiling or wall. WARNING:with the exception of when the projector is positioned on the floor, the safety rope must be fitted. This must be securely fixed to the support structure of the projector and then connected to the fixing point at the centre of the base.

4



The N terminal is connected with the blue line.



The L terminal is connected with the brown line.

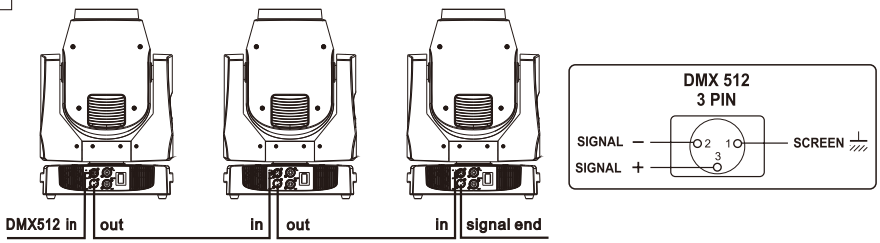
Connecting to the mains suppply ---Fig 4

- The power supply of fixtures cannot be connected in series with more than 3pcs,different types of lamps are connected as follows:

- connection to the eiectricty mains must be carried out by a qualified electrical installer.

- After doing the above operation and making sure all the devices had been installed with natural operate, press the power switch to check whether every -thing is working normally.

5



Connecting to the control signal line (DMX) - Fig. 5

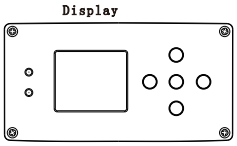
◎ Please use the round 3 or 5-pin XLR plugs &sockets offered by menu facture to connect the first projector's output to the second projector' input and connect the second projector's output to the third projector's input. And in the same way for the rest,eventually connect the last projector's output,all the projectors are together.

◎The projectors's control signal output or input by using the 3 or 5-pin XLR pug and socket.If need to lengthen the communication cable,please make sure the both side of 3 or 5-pin plug is one to one . (one to one,two to two,three to three).Otherwise,the communication cable will be interrupted.The communicate cable is 2-cord screened cable 75Ω resistance with each core is at least a 0.5mm diameter.(**Caution:**All the inside leading wire of 3 or 5-pin XLR plug couldn't touch each other or plinth).

◎Recommend to use the DMX signal terminator for the installation to avoid the electronic noise dama -ge the digital control signal.Simply speaking,DMX terminator is an XLR connector with a 120Ω 1/2W resistor connected across pin 2 and 3.Which is then plugged into the output socket on the last projec -tor in the chain.Refer to the connection.

CONTROL PANEL

6



Up arrowhead:page up
Down arrowhead:page down
Left arrowhead:reduce
Right arrowhead:increase
Enter:OK function
Exit:in the choice screen

MENU SETTING(V1.0)

Main menu		I menu		II menu	III menu
Address	→	001-512			ESC is -1, ENTER is +1; UP is + current channel number, DOWN head e current escape channel number
System	→	Total time 000: 00	→	Clear Total Times	
		Light time 000: 00	→	Clear Lamp Times	
		Temperature	→	Light Temp: **℃	
				Panel Temp: **℃	
				Sensor1 Temp: **℃	
				Sensor2 Temp: **℃	
		Comm Staus	→	Communication: ***%	
				Error Cnt: ***	
		Stepper info	→		
		Error Logging	→	No Error	
		DMX Live	→	1.Colour 000	
				2.Strobe 000	
				3.Dimmer 000	
				4.Gobo 000	
				5.Prism1 000	
				6.Prism1.R 000	
				7.Macro 000	
				8.Frost 000	
				9.Focus 000	
				10.Pan 000	
				11.Pan Fine 000	
				12.Tilt 000	
				13.Tilt Fine 000	
				14.Empty 000	
				15.Reset 000	
				16.Lamp 000	
		Version	→	Manufacturer	
				Device	
				Pannel	
				M Board1	
Manual	→	Lamp Switch	→	OFF	A confirmation dialog box will pop up, press the confirm key to confirm the current operation, and ESC/ENTER to exit.Turn on or off the light bulb, the switch time interval is limited to 30S
				ON	
		Mode Select	→	DMX	
				Auto	
				Sound	
				Scene	
		Scene Mode	→	Auto	
				1~10	
		Channel Control	→	Scene Select 01-10	
				Scene Time 000	
				1.Colour 000	
				2.Strobe 000	
				3.Dimmer 000	
				4.Gobo 000	
				5.Prism1 000	
				6.Prism1.R 000	
				7.Macro 000	
				8.Frost 000	
				9.Focus 000	
				10.Pan 000	
				11.Pan Fine 000	
				12.Tilt 000	

Main menu		I menu		II menu	III menu
				13.Tilt Fine 000	
				14.Empty 000	
				15.Reset 000	
				16.Lamp 000	
		Reset	→	Pan & Tilt	
				Color	
				Gobo	
				Strobe	
				Focus & Prism	
				All	
Personalized	→	Channel Control	→	16 CH	
				16PLUS CH	
				14 CH	
		M/S Mode	→	Auto	
				Slave	
				Master	
		Pan Invert	→	OFF	
				ON	
		Tilt Invert	→	OFF	
				ON	
		P/T Rectify	→	OFF	
				ON	
		Pan Offset	→	000-255	
		Tilt Offset	→	000-255	
		Lamp When	→	Manual	
				RstDone	
				PowerON	
		Factory Setting			
Display	→	Language	→	Chinese	
				English	
		Screensaver	→	OFF	
				Mode1	
				Mode2	
				Mode3	
		Screen Rot	→	Forward	
				Reverse	
		Indicator	→	Mode1	
				Mode2	
				Mode3	
		SCR Light	→	1~10	

1. On the main interface, long press the exit button (the button on the left side of the upright display screen> 3S, the password box will pop up, enter the password 2222, and you can enter the parameter calibration interface;
2. In the menu and submenu interface, ESC/ENTE is the key to exit.

CHANNEL FUNCTION(V1.0)

Channel table(Standard 14CH）

channel	DMX	Percentag	Function	Note
			Colour	
	0-4	0-1.56	White	
	5-8	1.96-3.14	White+Red	
	9-12	3.53-4.71	Red	
	13-17	5.10-6.67	Red+Orange	
	18-21	7.06-8.24	Orange	
	22-25	8.63-9.80	Orange+Aquamarine	
	26-29	10.2-11.4	Aquamarine	
	30-34	11.8-13.3	Aquamarine+Green	
	35-38	13.7-14.9	Green	
	39-42	15.3-16.5	Green+Light Green	
	43-46	16.9-18.0	Light Green	
	47-51	18.4-20.0	Light Green+Lavender	
	52-55	20.4-21.6	Lavender	
	56-59	22.0-23.1	Lavender+Pink	
	60-63	23.5-24.7	Pink	
1	64-68	25.1-26.7	Pink+Yellow	
	69-72	27.0-28.2	Yellow	
	73-76	28.6-29.8	Yellow+Magenta	
	77-81	30.2-31.8	Magenta	
	82-85	32.2-33.3	Magenta+Cyan	
	86-89	33.7-34.9	Cyan	
	90-93	35.3-36.5	Cyan+CTO 260	
	94-98	36.9-38.4	CTO260/CTO2	
	99-102	38.8-40.0	CTO260+CTO 190	
	103-106	40.4-41.6	CTO190/CTO1	
	107-110	42.0-43.1	CTO190+CTB 8000	
	111-115	43.5-45.1	CTB8000	
	116-119	45.5-46.7	CTB8000+Blue	
	120-123	47.1-48.2	Blue	
	124-127	48.6-49.8	Blue+White	
	128-191	50.2-74.9	CCWFast→Slow Rotation	
	192-255	75.3-100	CW Slow→Fast Rotation	
			Strobe	
	0-3	0-1.2	Closed	
	4-103	1.6-40.4	Slow-Fast Strobe	
	104-107	40.8-42.0	Ope	
2	108-157	42.4-61.6	Slow-Fast fast off slow open	
	158-207	62.0-81.2	Slow-Fast fast open slow off	
	208-212	81.6-83.1	Open	
	213-251	83.5-98.4	RandomSlow-Fast Strobe	
	252-255	99.8-100	Open	
3	0-255	0-100	**Dimmer**	
			Gobo	
	0-3	0-1.2	White	

channel	DMX	Percentag	Function	Note
4	4-7	1.6-2.7	Gobo1	
	8-11	3.1-4.3	Gobo2	
	12-15	4.7-5.9	Gobo3	
	16-19	6.3-7.5	Gobo4	
	20-23	7.8-9.0	Gobo5	
	24-27	9.4-10.6	Gobo6	
	28-31	11.0-12.2	Gobo7	
	32-35	12.5-13.7	Gobo8	
	36-39	14.1-15.3	Gobo9	
	40-43	15.7-16.9	Gobo10	
	44-47	17.3-18.4	Gobo11	
	48-51	18.8-20.0	Gobo12	
	52-55	20.4-21.6	Gobo13	
	56-59	22.0-23.1	Gobo14	
	60-73	23.5-28.6	Gobo1Shake Slow-Fast Speed	
	74-87	29.0-34.1	Gobo2Shake Slow-Fast Speed	
	88-101	31.4-39.6	Gobo3Shake Slow-Fast Speed	
	102-115	40.0-45.1	Gobo4Shake Slow-Fast Speed	
	116-129	45.5-50.6	Gobo5Shake Slow-Fast Speed	
	130-143	51.0-56.1	Gobo6Shake Slow-Fast Speed	
	144-157	56.5-61.6	Gobo7Shake Slow-Fast Speed	
	158-171	62.0-67.1	Gobo8Shake Slow-Fast Speed	
	172-185	67.5-72.6	Gobo9Shake Slow-Fast Speed	
	186-199	72.9-78.0	Gobo10Shake Slow-Fast Speed	
	200-213	78.4-83.5	Gobo11Shake Slow-Fast Speed	
	214-227	83.9-89.0	Gobo12Shake Slow-Fast Speed	
	228-241	89.4-94.5	Gobo13Shake Slow-Fast Speed	
	242-255	94.9-100	Gobo14Shake Slow-Fast Speed	
5			**Prism**	
	0-63	0-24.7	UnusedRange	
	64-127	25-49.8	Prism1	
	128-191	50.2-74.9	Prism2	
	192-255	75.3-100	Prism1+Prism2	
6			**Prism Rotation**	
	0	0	UnusedRange	
	1-63	0.4-24.7	Angle linear adjustment	
	Three prism effect options: set the prism (prism 1, prism 2 or prism 1+2) in the 5th channel;			
	64-127	25.1-49.8	CCWFast → Slow	
	128-191	50.2-74.9	CW Slow → Fast	
	192-207	75.3-81.2	Slow → Fast Rotation，90° degrees back and forth	
	208-223	81.6-87.5	Slow → Fast Rotation，180° degrees back and forth	
	224-239	87.8-93.7	Slow → Fast Rotation，270° degrees back and forth	
	240-255	94.1-100	Slow → Fast Rotation，360° degrees back and forth	
			Prism Macro	
	0-15	0-5.9	UnusedRange	

channel	DMX	Percentag	Function	Note
7	16-55	6.3-21.6	Fast→Slow,From fast to slow,8 prism free switch	
	56-95	22.0-37.3	Fast→Slow,From fast to slow,24 prism free switch	
	96-135	37.6-52.9	Fast→Slow,From fast to slow,8 prism+24 prism at the same time free switch	
	136-175	53.3-68.6	Fast→Slow,8 prism + 24 prism to free switch from fast to slow	
	176-215	69.0-84.3	Fast→Slow,24 prism + 8 prism to free switch from fast to slow	
	216-255	84.7-100	Fast→Slow,From fast to slow,8 prism and 24 the prism interlock switch	
8	0-255	0-100	**Frost**	
9	0-255	0-100	**Focus**	
10	0-255	0-100	**Pan**	
11	0-255	0-100	**Pan Fine**	
12	0-255	0-100	**TILT**	
13	0-255	0-100	**TILT Fine**	
14			**Function**	
	0-25	0-9.8	Unused Range	
	26-30	10.2-11.8	Effects Reset	
	31-35	12.2-13.7	PAN/TITL Reset	
	36-40	14.4-15.7	Complete Reset	
	41-180	16.1-70.6	Unused Range	
	181-200	71.0-78.4	Lamp OFF	
	201-220	78.8-86.3	Unused Range	
	221-255	86.7-100	Lamp ON	

Channel table(16CH PLUS)

channel	DMX	Percentag	Function	Note
			Colour	
	0-4	0-1.56	White	
	5-8	1.96-3.14	White+Red	
	9-12	3.53-4.71	Red	
	13-17	5.10-6.67	Red+Orange	
	18-21	7.06-8.24	Orange	
	22-25	8.63-9.80	Orange+Aquamarine	
	26-29	10.2-11.4	Aquamarine	
	30-34	11.8-13.3	Aquamarine+Green	
	35-38	13.7-14.9	Green	
	39-42	15.3-16.5	Green+Light Green	
	43-46	16.9-18.0	Light Green	
	47-51	18.4-20.0	Light Green+Lavender	
	52-55	20.4-21.6	Lavender	
	56-59	22.0-23.1	Lavender+Pink	
	60-63	23.5-24.7	Pink	
1	64-68	25.1-26.7	Pink+Yellow	
	69-72	27.0-28.2	Yellow	
	73-76	28.6-29.8	Yellow+Magenta	
	77-81	30.2-31.8	Magenta	
	82-85	32.2-33.3	Magenta+Cyan	
	86-89	33.7-34.9	Cyan	
	90-93	35.3-36.5	Cyan+CTO 260	
	94-98	36.9-38.4	CTO 260	
	99-102	38.8-40.0	CTO 260+CTO 190	
	103-106	40.4-41.6	CTO 190	
	107-110	42.0-43.1	CTO 190+CTB 8000	
	111-115	43.5-45.1	CTB 8000	
	116-119	45.5-46.7	CTB 8000+Blue	
	120-123	47.1-48.2	Blue	
	124-127	48.6-49.8	Blue+White	
	128-191	50.2-74.9	**CCW，Fast→Slow Rotation**	
	192-255	75.3-100	**CW，Slow→Fast Rotation**	
			Strobe	
	0-3	0-1.2	Closed	
	4-103	1.6-40.4	Slow-Fast Strobe	
	104-107	40.8-42.0	Open	
2	108-157	42.4-61.6	Slow-Fast fast off slow open	
	158-207	62.0-81.2	Slow-Fast fast open slow off	
	208-212	81.6-83.1	Open	
	213-251	83.5-98.4	Random Slow-Fast Strobe	
	252-255	99.8-100	Open	
3	0-255	0-100	**Dimmer**	
			Gobo	
	0-3	0-1.2	White	

channel	DMX	Percentag	Function	Note
	4-7	1.6-2.7	Gobo1	
	8-11	3.1-4.3	Gobo2	
	12-15	4.7-5.9	Gobo3	
	16-19	6.3-7.5	Gobo4	
	20-23	7.8-9.0	Gobo5	
	24-27	9.4-10.6	Gobo6	
	28-31	11.0-12.2	Gobo7	
	32-35	12.5-13.7	Gobo8	
	36-39	14.1-15.3	Gobo9	
	40-43	15.7-16.9	Gobo10	
	44-47	17.3-18.4	Gobo11	
	48-51	18.8-20.0	Gobo12	
	52-55	20.4-21.6	Gobo13	
	56-59	22.0-23.1	Gobo14	
4	60-69	23.5-27.1	Gobo1 Shake Slow-Fast Speed	
	70-79	27.5-31	Gobo2 Shake Slow-Fast Speed	
	80-89	31.4-34.9	Gobo3 Shake Slow-Fast Speed	
	90-99	35.3-38.8	Gobo4 Shake Slow-Fast Speed	
	100-109	39.2-42.7	Gobo5 Shake Slow-Fast Speed	
	110-119	43.1-46.7	Gobo6 Shake Slow-Fast Speed	
	120-129	47.1-50.6	Gobo7 Shake Slow-Fast Speed	
	130-139	51-54.5	Gobo8 Shake Slow-Fast Speed	
	140-149	54.9-58.4	Gobo9 Shake Slow-Fast Speed	
	150-159	58.8-62.4	Gobo10 Shake Slow-Fast Speed	
	160-169	62.7-66.3	Gobo11 Shake Slow-Fast Speed	
	170-179	66.7-70.2	Gobo12 Shake Slow-Fast Speed	
	180-189	70.6-74.1	Gobo13 Shake Slow-Fast Speed	
	190-199	74.5-78	Gobo14 Shake Slow-Fast Speed	
	200-225	78.4-88.2	Fast-Slow Rotation	
	226-229	88.6-89.8	Stop	
	230-255	90.2-100	Slow-Fast Rotation	
			Prism	
	0-63	0-24.7	Unused Range	
5	64-127	25-49.8	Prism1	
	128-191	50.2-74.9	Prism2	
	192-255	75.3-100	Prism1+Prism2	
			Prism Rotation	
	0	0	Unused Range	
	1-63	0.4-24.7	Angle linear adjustment	
	Three prism effect options: set the prism (prism 1, prism 2 or prism 1+2) in the 5th channel;			
	64-127	25.1-49.8	CCW，Fast → Slow	
6	128-191	50.2-74.9	CW，Slow → Fast	
	192-207	75.3-81.2	Slow → Fast Rotation，90° degrees back and forth	
	208-223	81.6-87.5	Slow → Fast Rotation，180° degrees back and forth	
	224-239	87.8-93.7	Slow → Fast Rotation，270° degrees back and forth	

channel	DMX	Percentag	Function	Note
	240-255	94.1-100	Slow → Fast Rotation，360° degrees back and forth	
7			**Prism Macro**	
	0–15	0–5.9	Unused Range	
	16–55	6.3–21.6	Fast→Slow,From fast to slow,8 prism free switch	
	56–95	22.0–37.3	Fast→Slow,From fast to slow,24 prism free switch	
	96–135	37.6–52.9	Fast→Slow,From fast to slow,8 prism+24 prism at the same time free switch	
	136–175	53.3–68.6	Fast→Slow,8 prism + 24 prism to free switch from fast to slow	
	176–215	69.0–84.3	Fast→Slow,24 prism + 8 prism to free switch from fast to slow	
	216–255	84.7–100	Fast→Slow,From fast to slow,8 prism and 24 the prism interlock switch	
8	0-255	0-100	**Frost**	
9	0-255	0-100	**Focus**	
10	0-255	0-100	**Pan**	
11	0-255	0-100	**Pan Fine**	
12	0-255	0-100	**TILT**	
13	0-255	0-100	**TILT Fine**	
14	0-255	0-100	Unused Range	
15			**Reset**	
	0-25		Unused Range	
	26-76		Effects Reset	
	77-127		PAN/TITL Reset	
	128-255		Complete Reset	
16			**Lamp Control**	
	0-25		Unused Range	
	26-100		Lamp OFF	
	101-255		Lamp ON	

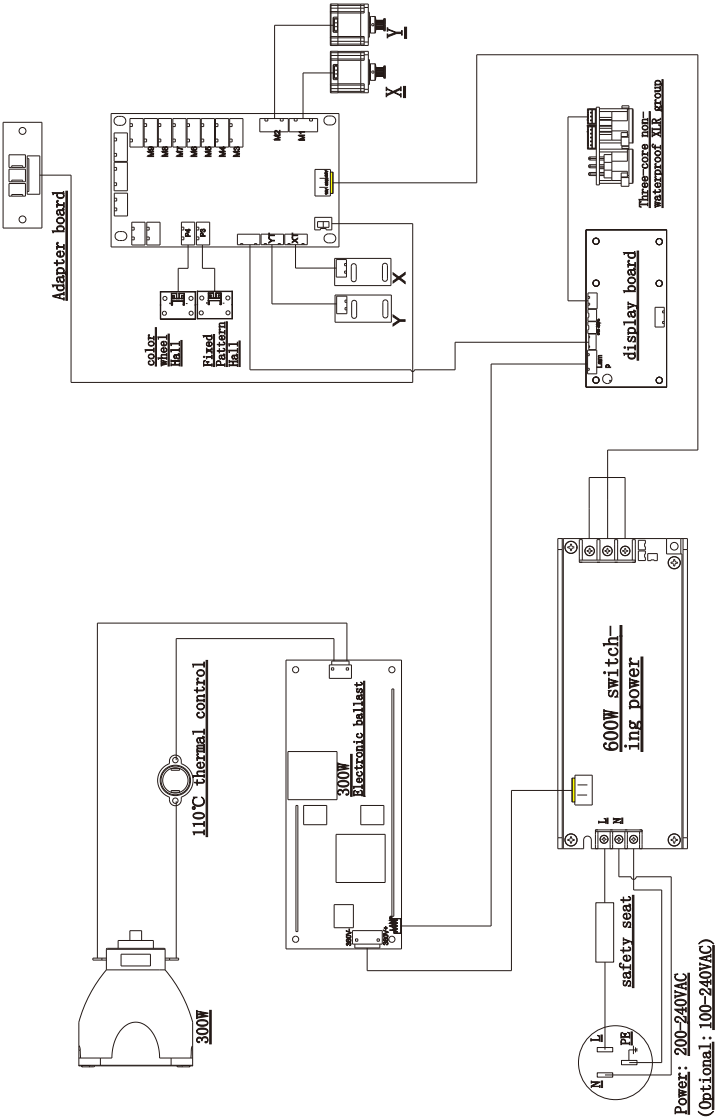
Channel table(16CH）

channel	DMX	Percentag	Function	Note
			Colour	
	0-4	0-1.56	White	
	5-8	1.96-3.14	White+Red	
	9-12	3.53-4.71	Red	
	13-17	5.10-6.67	Red+Orange	
	18-21	7.06-8.24	Orange	
	22-25	8.63-9.80	Orange+Aquamarine	
	26-29	10.2-11.4	Aquamarine	
	30-34	11.8-13.3	Aquamarine+Green	
	35-38	13.7-14.9	Green	
	39-42	15.3-16.5	Green+Light Green	
	43-46	16.9-18.0	Light Green	
	47-51	18.4-20.0	Light Green+Lavender	
	52-55	20.4-21.6	Lavender	
	56-59	22.0-23.1	Lavender+Pink	
	60-63	23.5-24.7	Pink	
1	64-68	25.1-26.7	Pink+Yellow	
	69-72	27.0-28.2	Yellow	
	73-76	28.6-29.8	Yellow+Magenta	
	77-81	30.2-31.8	Magenta	
	82-85	32.2-33.3	Magenta+Cyan	
	86-89	33.7-34.9	Cyan	
	90-93	35.3-36.5	Cyan+CTO 260	
	94-98	36.9-38.4	CTO260/CTO2	
	99-102	38.8-40.0	CTO260+CTO190	
	103-106	40.4-41.6	CTO190/CTO1	
	107-110	42.0-43.1	CTO190+CTB8000	
	111-115	43.5-45.1	CTB8000/CTB	
	116-119	45.5-46.7	CTB8000+Blue	
	120-123	47.1-48.2	Blue	
	124-127	48.6-49.8	Blue+White	
	128-191	50.2-74.9	CCW Fast→Slow Rotation	
	192-255	75.3-100	CW Slow→Fast Rotation	
			Strobe	
	0-3	0-1.2	Closed	
	4-103	1.6-40.4	Slow-Fast Strobe	
	104-107	40.8-42.0	Open	
2	108-157	42.4-61.6	Slow-Fast fast off slow open	
	158-207	62.0-81.2	Slow-Fast fast open slow off	
	208-212	81.6-83.1	Open	
	213-251	83.5-98.4	Random Slow-Fast Strobe	
	252-255	99.8-100	Open	
3	0-255	0-100	**Dimmer**	
			Gobo	
	0-3	0-1.2	White	
	4-7	1.6-2.7	Gobo1	
	8-11	3.1-4.3	Gobo2	

channel	DMX	Percentag	Function	Note
4	12-15	4.7-5.9	Gobo3	
	16-19	6.3-7.5	Gobo4	
	20-23	7.8-9.0	Gobo5	
	24-27	9.4-10.6	Gobo6	
	28-31	11.0-12.2	Gobo7	
	32-35	12.5-13.7	Gobo8	
	36-39	14.1-15.3	Gobo9	
	40-43	15.7-16.9	Gobo10	
	44-47	17.3-18.4	Gobo11	
	48-51	18.8-20.0	Gobo12	
	52-55	20.4-21.6	Gobo13	
	56-59	22.0-23.1	Gobo14	
	60-73	23.5-28.6	Gobo1Shake Slow-Fast Speed	
	74-87	29.0-34.1	Gobo2Shake Slow-Fast Speed	
	88-101	31.4-39.6	Gobo3Shake Slow-Fast Speed	
	102-115	40.0-45.1	Gobo4Shake Slow-Fast Speed	
	116-129	45.5-50.6	Gobo5Shake Slow-Fast Speed	
	130-143	51.0-56.1	Gobo6Shake Slow-Fast Speed	
	144-157	56.5-61.6	Gobo7Shake Slow-Fast Speed	
	158-171	62.0-67.1	Gobo8Shake Slow-Fast Speed	
	172-185	67.5-72.6	Gobo9Shake Slow-Fast Speed	
	186-199	72.9-78.0	Gobo10Shake Slow-Fast Speed	
	200-213	78.4-83.5	Gobo11Shake Slow-Fast Speed	
	214-227	83.9-89.0	Gobo12Shake Slow-Fast Speed	
	228-241	89.4-94.5	Gobo13Shake Slow-Fast Speed	
	242-255	94.9-100	Gobo14Shake Slow-Fast Speed	
5			**Prism**	
	0-63	0-24.7	Unused Range	
	64-127	25-49.8	Prism1	
	128-191	50.2-74.9	Prism2	
	192-255	75.3-100	Prism1+Prism2	
6			**Prism Rotation**	
	0	0	Unused Range	
	1-63	0.4-24.7	Angle linear adjustment	
	Three prism effect options: set the prism (prism 1, prism 2 or prism 1+2) in the 5th channel;			
	64-127	25.1-49.8	CCWFast → Slow	
	128-191	50.2-74.9	CW Slow → Fast	
	192-207	75.3-81.2	Slow → Fast Rotation, 90° degrees back and forth	
	208-223	81.6-87.5	Slow → Fast Rotation, 180° degrees back and forth	
	224-239	87.8-93.7	Slow → Fast Rotation, 270° degrees back and forth	
	240-255	94.1-100	Slow → Fast Rotation, 360° degrees back and forth	
7			**Prism Macro**	
	0-15	0-5.9	Unused Range	
	16-55	6.3-21.6	Fast→Slow,From fast to slow,8 prism free switch	
	56-95	22.0-37.3	Fast→Slow,From fast to slow,24 prism free switch	
	96-135	37.6-52.9	Fast→Slow,From fast to slow,8 prism+24 prism at the same time free switch	
	136-175	53.3-68.6	Fast→Slow,8 prism + 24 prism to free switch from fast to slow	

channel	DMX	Percentag	Function	Note
	176-215	69.0-84.3	Fast→Slow,24 prism + 8 prism to free switch from fast to slow	
	216-255	84.7-100	Fast→Slow,From fast to slow,8 prism and 24 the prism interlock switch	
8	0-255	0-100	**Frost**	
9	0-255	0-100	**Focus**	
10	0-255	0-100	**Pan**	
11	0-255	0-100	**Pan Fine**	
12	0-255	0-100	**TILT**	
13	0-255	0-100	**TILT Fine**	
14	0-255	0-100	Unused Range	
15			**Reset**	
	0-25		Unused Range	
	26-76		Effects Reset	
	77-127		PAN/TITL Reset	
	128-255		Complete Reset	
16			**Lamp Control**	
	0-25		Unused Range	
	26-100		Lamp OFF	
	101-255		Lamp ON	

Circuit connecting diagram



CLEANING AND MAINTENANCES

●In order to ensure the projector could work normally.It should be kept clean always .It is recommended that the fans and ventilation in let should be cleaned every 15 days.The lens and dichroic colour filters should also be reg -ularly cleaned to maintain an optimum light output.Do not use any type of solvent on dichroic colour filters.It will damage the projector.

●Suggestion:The continue usage of the light don't exceed 4 hours.Or it will shorter the usage of the lamp.Please use the alternative operation to solve this problems.

●Please disconnect the power supply when begin to maintenaceor takedown the light.Please let the parts cool down 10 minute at least then begin to install.If need to replace the lamp,please wait 10 minute again at least to let the lamp cool down completely or which maybe burned down.

●Please inspect the lens or other moving parts timing and keep them clear and static.If find anything damaged or losseness,must change a lamp or fix the lamp in order to avoid the accident.

●The light use the strong cool system. It is easy for the dirty to be collected .Please do clear the hot-sak one time two week at least.

●After you use the light,please check the intake place whether there are some wastepaper,please clean it up,or the windmill will break down and causing fire.

TROUBESHOOTING

It is recommended some solution for some normal trouble shooting.Any unsolutioned problems should always be handle by the professional person.Disconnect the power supply before maintenance the light.

■Lamp off：

◎Please check if install the suitable lamp.

◎Please check the connection of the power supply or switch is ok.

◎Please check whether the lamp will reach the end of their life can explode ,please replace a same description lamp.

◎Please measure if the power supply is enough.

◎Please check if the operation is correct.Please wait 30 minutes at least till the lamp cool down enough,then could the connect the power supply,which could be normal work.

◎ Please check whether the DMX512 controller pass the “turn on”oder.

◎ Please check the connection of the trigger circuit is loose contact.

◎ Please check whether the connected point of he trigger point is loose contact, faster the connect cable.

◎ Check menu “information” →fan speed/voltag→fan1, fan2, fan3”，Whether the fan speed in 500RPM above, below 500RPM the lamp does not light, replace with the specifications of the fan.

◎ Please check if the switch of the temperature is damaged.

◎ Enter the menu “information” select “temperature” to see whether the temperature display boad is too high or no temperature display.

■ **The light beam dark, not inhomogeneou.**

◎ when the lamp is to the usage life , the light is not enough, please change a new one for the same description.

◎ Please check the reflector parts is dirty.Keep them clear.

◎ Please measure if the power supply is enough.

◎ Small adjusting is suitable for change height or screw systen till get a ideal light beam.

◎ Enter the menu “service options” to choose “calibration” to enter the “Color” and “Gobo” adjustment, the center can be modulated.

■ **The light shadow is fogging**

◎ Please check the data on the DMX 512 controller is suitable for the electric focus.

◎ Please check the machenical parts is jamging.After cleaning,please add some temperature -durable juice.

■ **The light works interruptly**

◎ Please check if the fan works normally or mote clogging.

◎ Please check whether the abstract heat have the mote clogging.

◎ Please check if the lamp is to the usage life.

◎ Please check if the power supply is enough,the connection of the power supply or the circuit are good.

◎ Please check if the switch of the sup-temperature is good.

■Though the light is lighting,but it couldn't accept the control order:

◎Please check the start code address and the function option are correct.

◎Please check whether the communicate control cable is ongood connection or the cable is too long or interrupt.

◎Please check the control system is not valid,check the singal amplifier of chain connected is valid.

◎Please check whether the communicate cable is too long or the other equipment is mutually conjugate.

◎Please arrange the wire well,Shorter the signal cable,put the high voltage cable and low voltage cable separately .

◎Add the signal amplify isolator.

◎Signal cable is used the excellent screening doublet (Resistance 75Ω)

◎The end of the light end and the end resistance.

◎When the lamp don't cool down enough but do the incorrect operation will let the trigger up to super- high voltage leak.It will damage the electric circuit and communicate IC or CPU .Under this condition,please change the PCB board.

■the light can't move :

◎Please check if the power supply is suitable for the light voltage data.

◎Please check the fuse of input voltage is defective.

◎Please check the light if they are deformating,inside parts is broken,become wet...etc will lead the loose contact.

◎Please check if the inside lead wire and the connector is loose.

◎Please check the electric parts (such as the switch,transformer,ballast,electric capacity,piezoresistor, filter, PCB board,controller to motor) is short-circuit or burn down.

■Part of the projector couldn't be responsled to the controlling order:

◎Please check the order is correct to the moving.

◎Please check the mechanicalpart is deformation or loose.

◎Please check the function to the motor socket is loose or drive chip is burn down.

◎Please check the wire of the motor is cut at zig point.

◎Please check these function to the motor is damaged.

■On working,the pan &tilt couldn't work normally:

◎Please check according to the above step by step.

◎Please check the belt of the X.Y is broken.

◎Please check the X/Y direction data to the receiver is damage.

◎Re-projector reset.

DUTY EXONERATIVE AND COPYRIGHT PROTECTION

◇The lamp belongs to consumption products that is not guarantee to keep it in good repair.

◇Any products broken that didn't according to the instruction is not guarantee to keep it in good repair.

◇The commentary for all the instruction belongs to the supplier in final.

◇No authorize can't copy.

◇The information in this manual may be changed in the future,the company reserve the right to change the data without any advise.