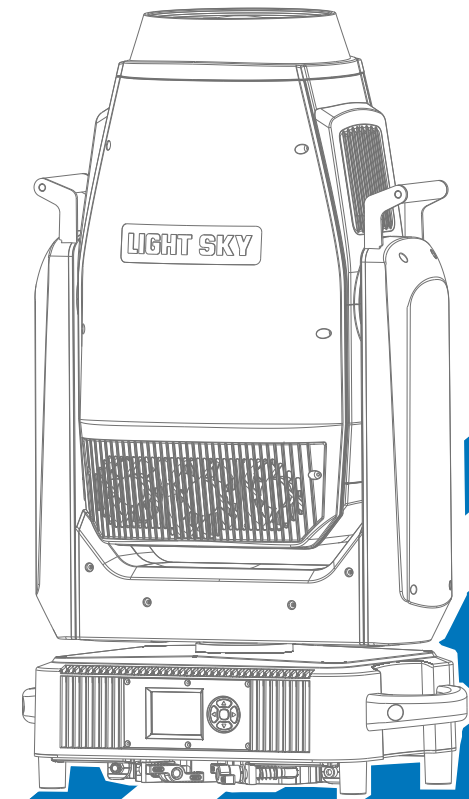


LiGHT SKY
FLY DRAGON LIGHTING EQUIPMENT CO.,LTD

SUPER SCOPE MAX



LiGHT SKY

Web: www.lightsky.com.cn

Tel: 0086-20-61828288

Fax: 0086-20-61828188 Pc: 510820

E-mail: flydragon@lightsky.com.cn

Address: No. 4, Jingneng Road 1,
Huadu District, Guangzhou, China



WWW.LIGHTSKY.COM.CN

User Channel

Please read the instruction carefully before use

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

6.2.Channel Setting

Press the OK button to confirm, use the up/down buttons to select the channel mode: standard mode (42CH), extended mode (56CH), press the OK button to save. Press the left/right button to return to the previous menu.

6.3.Address Setting

When using a universal DMX controller to control the fixture, you need to set the starting address (1-512) for the fixture so that the machine can receive the DMX signal. Select the DMX address, press the OK button to confirm, the current DMX address will be shown on the display. Use the left/right buttons to select 001~512 address, press the OK button to save. Press the left/right button to return to the previous menu.

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

Channel mode	Unit 1 Address	Unit 2 Address	Unit 3 Address	Unit 4 Address
42 Channel	1	43	85	127
56 Channel	1	57	113	169

6.4.DMX 512 Configuration

Please control the fixture by referring to the configurations below

42 Channels (Mode1)

Channel	DMX	Function	Note
1	0 – 255	Pan Pan movement/positioning	
2	0 – 255	Pan fine Fine Pan positioning	
3	0 – 255	TILT Tilt movement/positioning	
4	0 – 255	TILT fine Fine Tilt movement/positioning	
5	0 – 10	Functions NO function	
	11 – 20	ALL Reset	
	21 – 30	XY Reset	
	31 – 40	Color System Reset	
	41 – 50	Gobo System Reset	
	51 – 60	Profile System Reset	
	61 – 70	Focus System Reset	
	71 – 80	Super silent	
	81 – 90	Silent	
	91 – 100	Hight Brightness	
	101 – 110	Effect Reset	
	111 – 115	LED frequency:1000HZ	
	116 – 120	LED frequency:3600HZ	
	121 – 125	LED frequency:7200HZ	
	126 – 130	LED frequency:25000HZ (Default)	
	131 – 135	Dimmer Curve:Linear	
	136 – 140	Dimmer Curve:Square (Default)	
	141 – 145	Dimmer Curve:l-Square	
	146 – 150	Dimmer Curve:S-Curve	
	151 – 170	NO function	
	171 – 180	Display Back light is Always	
	181 – 190	Display Back light is Auto	
	191 – 200	Function Open	Turn the console to this position and wait for about 5 seconds. After turning on the function, turn it back to "silent mode" for it to be effective. There is no need to turn on this function when resetting. This' open function 'will not be stored and will remain closed after the next power on. This function needs to be activated again
	201 – 255	NO function	
6	0 – 255	Cyan White→full cyan	
7	0 – 255	Magenta White → full magenta	
8	0 – 255	Yellow White→ full yellow	
9	0 – 255	CT0 Color Temperature from Deep to Light	
10	0 – 89	Colour wheel 0 – 360°	
	90 – 104	OPEN	
	105 – 119	COLOR1	
	120 – 134	COLOR2	
	135 – 149	COLOR3	
	150 – 164	COLOR4	
	165 – 179	COLOR5	
	180 – 214	Forwards Color rotation from slow to fast	
	215 – 249	Backwards Color rotation from fast to slow	
	250 – 255	Random	
11	0 – 9	Gobo1 Open	
	10 – 19	GORO1	

Channel	DMX	Function	Note
11	20 - 29	GOB02	
	30 - 39	GOB03	
	40 - 49	GOB04	
	50 - 59	GOB05	
	60 - 69	GOB06	
	70 - 79	Gobo 1 shake slow to fast/ GOB01	
	80 - 89	Gobo 2 shake slow to fast/GOB02	
	90 - 99	Gobo 3 shake slow to fast/GOB03	
	100 - 109	Gobo 4 shake slow to fast/GOB04	
	110 - 119	Gobo 5 shake slow to fast/GOB05	
	120 - 129	Gobo 6 shake slow to fast/GOB06	
	130 - 139	OPEN	
	140 - 193	Forwards gobo rotation from slow to fast	
	194 - 249	Backwards gobo rotation from fast to slow	
	250 - 255	Random Gobo	
12	0 - 127	Gobo1 Rotation 0° - 360°	
	128 - 189	Forwards gobo rotation from fast to slow	
	190 - 193	Gobo rotation stop	
	194 - 255	Backwards gobo rotation from slow to fast	
13	0 - 9	Gobo2 Open	
	10 - 19	GOB01	
	20 - 29	GOB02	
	30 - 39	GOB03	
	40 - 49	GOB04	
	50 - 59	GOB05	
	60 - 69	GOB06	
	70 - 79	Gobo 1 shake slow to fast/ GOB01	
	80 - 89	Gobo 2 shake slow to fast/GOB02	
	90 - 99	Gobo 3 shake slow to fast/GOB03	
	100 - 109	Gobo 4 shake slow to fast/GOB04	
	110 - 119	Gobo 5 shake slow to fast/GOB05	
	120 - 129	Gobo 6 shake slow to fast/GOB06	
	130 - 139	OPEN	
	140 - 193	Forwards gobo rotation from slow to fast	
	194 - 249	Backwards gobo rotation from fast to slow	
	250 - 255	Random Gobo	
14	0 - 127	Gobo2 Rotation 0° - 360°	
	128 - 189	Forwards gobo rotation from fast to slow	
	190 - 193	Gobo rotation stop	
	194 - 255	Backwards gobo rotation from slow to fast	
15	0 - 255	Blade UP1 Blade Out→In	
16	0 - 255	Blade UP2 Blade Out→In	
17	0 - 255	Blade DW1 Blade Out→In	
18	0 - 255	Blade DW2 Blade Out→In	
19	0 - 255	Blade LF1 Blade Out→In	
20	0 - 255	Blade LF2 Blade Out→In	
21	0 - 255	Blade RF1 Blade Out→In	
22	0 - 255	Blade RF2 Blade Out→In	
23	0 - 255	Framing Rotation 0° - 120°	

Channel	DMX	Function	Note
24	0 - 10	Framing Macro No function	
	11 - 20	Square	
	21 - 30	rectangle	
	31 - 40	Isosceles triangle	
	41 - 50	trapezoidal	
	51 - 60	The Fan(Facing Up)	
	61 - 70	parallelogram	
	71 - 80	Right Angle trapezoid	
	81 - 90	The Fan(Down)	
	91 - 100	triangle	
	101 - 110	prismatic	
	111 - 120	The stripes	
	121 - 130	bar	
	131 - 140	Upper left quadrant	
	141 - 150	semicircle (Up)	
	151 - 160	Upper right quadrant	
	161 - 170	Right semicircle	
	171 - 180	Right lower quadrant	
25	181 - 190	Semicircle (Down)	
	191 - 200	The lower left quadrant	
25	201 - 255	Left Semicircle	
25	0 - 255	Framing Macro Zoom Framing Macro Zoom	
26	0 - 10	Prism Prism Out	
	11 - 255	Prism In	
27	0	Prism Rotation No Function	
	1 - 63	0—360°	
	64 - 127	Forwards rotation from fast to slow	
	128 - 191	Backwards rotation from slow to fast	
	192 - 207	from slow to fast 90° Swing	
	208 - 223	from slow to fast 180° Swing	
	224 - 239	from slow to fast 270° Swing	
	240 - 255	from slow to fast 360° Swing	
28	0 - 9	Effect Effect Out	
	10 - 255	Effect In	
29	0 - 2	Effect Rotation No Function	
	3 - 130	Forwards rotation from fast to slow	
	131 - 255	Backwards rotation from fast to slow	
30	0 - 9	CRI CRI Out	
	10 - 255	CRI In	
31	0 - 127	Frost1 Frost From Min To Max	
	128 - 159	No Function	
	160 - 191	No Function	
	192 - 255	No Function	
32	0 - 127	Frost2 Frost From Min To Max	
	128 - 159	No Function	
	160 - 191	No Function	
	192 - 255	No Function	
33	0 - 127	Iris From Max To Min	
	128 - 159	Slow In Fast Out from slow to fast	
	160 - 191	Fast In Slow Out from slow to fast	
	192 - 255	Slow In Slow Out from slow to fast	

Channel	DMX	Function	Note
34	0 - 255	Zoom WIDE BEAM→NARROW BEAM	
35	0 - 255	Focus Infinity→near	
36	0 - 255	Focus Fine Fine Focus positioning	
37	0 - 9 10 - 19 20 - 29 30 - 39 40 - 49 50 - 59 60 - 69 70 - 79 80 - 255	Autofocus Distance NO function 7M 10M 15M 20M 25M 30M 40M 50M	
38	0 - 255	Autofocus Adjustment Auto Focus Fine	
39	0 - 9 10 - 49 50 - 89 90 - 119 120 - 179 180 - 255	Strobe No Function From fast to slow, fast off and slow on From fast to slow, fast on and slow off No Function Random strobe, slow → fast Strobe, slow → fast	
40	0 - 255	Dimmer Dimmer from Dark To Bright	
41	0 - 255	Dimmer Fine Dimmer Fine	
42	0 - 15 16 - 255	Gobo Macro No Function Gobo Macro Function	

56 Channels (Mode2)

Channel	DMX	Function	Note
1	0 - 255	Pan Pan movement/positioning	
2	0 - 255	Pan fine Fine Pan positioning	
3	0 - 255	TILT Tilt movement/positioning	
4	0 - 255	TILT fine Fine Tilt movement/positioning	
5	0 - 255	PAN TILT Speed Pan Tilt movement Speed From Fast To Slow	
6	0 - 10 11 - 20 21 - 30 31 - 40 41 - 50 51 - 60 61 - 70 71 - 80 81 - 90 91 - 100 101 - 110 111 - 115 116 - 120 121 - 125 126 - 130 131 - 135 136 - 140 141 - 145 146 - 150 151 - 170 171 - 180 181 - 190 191 - 200 201 - 255	Functions NO function All Reset XY Reset Color System Reset Gobo System Reset Profile System Reset Focus System Reset Super silent Silent Hight Brightness Effect Reset LED frequency:1000HZ LED frequency:3600HZ LED frequency:7200HZ LED frequency:25000HZ(Default) Dimmer Curve:Linear Dimmer Curve:Square(Default) Dimmer Curve:I-Square Dimmer Curve:S-Curve NO function Display Back light is Always Display Back light is Auto Function Open NO function	
7	0 - 255	Cyan White→full cyan	
8	0 - 255	Cyan Fine Cyan Fine movement/positioning	
9	0 - 255	Magenta White → full magenta	
10	0 - 255	Magenta Fine Magenta Fine movement/positioning	
11	0 - 255	Yellow White→ full yellow	
12	0 - 255	Yellow Fine Yellow Fine movement/positioning	
13	0 - 255	CTO Color Temperature from Deep to mall	
14	0 - 255	CTO Fine CTO Fine movement/positioning	
15	0 - 89 90 - 104 105 - 119 120 - 134 135 - 149 150 - 164 165 - 179 180 - 214 215 - 249 250 - 255	Colour wheel 0° - 360° OPEN COLOR1 COLOR2 COLOR3 COLOR4 COLOR5 Forwards Color rotation from slow to fast Backwards Color rotation from fast to slow Random	
16	0 - 9 10 - 19	Gobol Open GOB01	

Channel	DMX	Function	Note
16	20 - 29	GOB02	
	30 - 39	GOB03	
	40 - 49	GOB04	
	50 - 59	GOB05	
	60 - 69	GOB06	
	70 - 79	Gobo 1 shake slow to fast/ GOB01	
	80 - 89	Gobo 2 shake slow to fast/GOB02	
	90 - 99	Gobo 3 shake slow to fast/GOB03	
	100 - 109	Gobo 4 shake slow to fast/GOB04	
	110 - 119	Gobo 5 shake slow to fast/GOB05	
	120 - 129	Gobo 6 shake slow to fast/GOB06	
	130 - 139	OPEN	
	140 - 193	Forwards gobo rotation from slow to fast	
	194 - 249	Backwards gobo rotation from fast to slow	
	250 - 255	Random Gobo	
17	0 - 127	Gobo1 Rotation 0° - 360°	
	128 - 189	Forwards gobo rotation from fast to slow	
	190 - 193	Gobo rotation stop	
	194 - 255	Backwards gobo rotation from slow to fast	
18	0 - 9	Gobo2 Open	
	10 - 19	GOB01	
	20 - 29	GOB02	
	30 - 39	GOB03	
	40 - 49	GOB04	
	50 - 59	GOB05	
	60 - 69	GOB06	
	70 - 79	Gobo 1 shake slow to fast/ GOB01	
	80 - 89	Gobo 2 shake slow to fast/GOB02	
	90 - 99	Gobo 3 shake slow to fast/GOB03	
	100 - 109	Gobo 4 shake slow to fast/GOB04	
	110 - 119	Gobo 5 shake slow to fast/GOB05	
	120 - 129	Gobo 6 shake slow to fast/GOB06	
	130 - 139	OPEN	
	140 - 193	Forwards gobo rotation from slow to fast	
	194 - 249	Backwards gobo rotation from fast to slow	
	250 - 255	Random Gobo	
19	0 - 127	Gobo2 Rotation 0° - 360°	
	128 - 189	Forwards gobo rotation from fast to slow	
	190 - 193	Gobo rotation stop	
	194 - 255	Backwards gobo rotation from slow to fast	
20	0 - 255	Blade UP1 Blade Out→In	
21	0 - 255	Blade UP1 Fine Fine Blade positioning	
22	0 - 255	Blade UP2 Blade Out→In	
23	0 - 255	Blade UP2 Fine Fine Blade positioning	
24	0 - 255	Blade DW1 Blade Out→In	
25	0 - 255	Blade DW1 Fine Fine Blade positioning	
26	0 - 255	Blade DW2 Blade Out→In	
27	0 - 255	Blade DW2 Fine Fine Blade positioning	

Channel	DMX	Function	Note
28	0 - 255	Blade LF1 Blade Out→In	
29	0 - 255	Blade LF1 Fine Fine Blade positioning	
30	0 - 255	Blade LF2 Blade Out→In	
31	0 - 255	Blade LF2 Fine Fine Blade positioning	
32	0 - 255	Blade RF1 Blade Out→In	
33	0 - 255	Blade RF1 Fine Fine Blade positioning	
34	0 - 255	Blade RF2 Blade Out→In	
35	0 - 255	Blade RF2 Fine Fine Blade positioning	
36	0 - 255	Framing Rotation 0° - 90°	
37	0 - 10 11 - 20 21 - 30 31 - 40 41 - 50 51 - 60 61 - 70 71 - 80 81 - 90 91 - 100 101 - 110 111 - 120 121 - 130 131 - 140 141 - 150 151 - 160 161 - 170 171 - 180 181 - 190 191 - 200 201 - 255	Framing Macro No function Square rectangle Isosceles triangle trapezoidal The Fan(Facing Up) parallelogram Right Angle trapezoid The Fan(Down) triangle prismatic The stripes bar Upper left quadrant semicircle (Up) Upper right quadrant Right semicircle Right lower quadrant Semicircle (Down) The lower left quadrant Left Semicircle	
38	0 - 255	Framing Macro Zoom Framing Macro Zoom	
39	0 - 10 11 - 255	Prism Prism Out Prism In	
40	0 1 - 63 64 - 127 128 - 191 192 - 207 208 - 223 224 - 239 240 - 255	Prism Rotation No Function 0°-360° Forwards rotation from fast to slow Backwards rotation from slow to fast from slow to fast 90° Swing from slow to fast 180° Swing from slow to fast 270° Swing from slow to fast 360° Swing	
41	0 - 9 10 - 255	Effect Effect Out Effect In	
42	0 - 2 3 - 130 131 - 255	Effect Rotation No Function Forwards rotation from fast to slow Backwards rotation from fast to slow	

Channel	DMX	Function	Note
43	0 - 9	CRI	
	10 - 255	CRI Out CRI In	
44	0 - 127	Frost1 Frost From Min To Max	
	128 - 159	No Function	
	160 - 191	No Function	
	192 - 255	No Function	
45	0 - 127	Frost2 Frost From Min To Max	
	128 - 159	No Function	
	160 - 191	No Function	
	192 - 255	No Function	
46	0 - 127	Iris From Max To Min	
	128 - 159	Slow In Fast Out from slow to fast	
	160 - 191	Fast In Slow Out from slow to fast	
	192 - 255	Slow In Slow Out from slow to fast	
47	0 - 255	Zoom WIDE BEAM→NARROW BEAM	
48	0 - 255	ZoomFine Fine Zoom positioning	
49	0 - 255	Focus Infinity→near	
50	0 - 255	Focus Fine Fine Focus positioning	
51	0 - 9	Autofocus Distance NO function	
	10 - 19	7M	
	20 - 29	10M	
	30 - 39	15M	
	40 - 49	20M	
	50 - 59	25M	
	60 - 69	30M	
	70 - 79	40M	
	80 - 255	50M	
52	0 - 255	Autofocus Adjustment Auto Focus Fine	
53	0 - 9	Strobe No Function	
	10 - 49	From fast to slow, fast off and slow on	
	50 - 89	From fast to slow, fast on and slow off	
	90 - 119	No Function	
	120 - 179	Random strobe, slow → fast	
	180 - 255	Strobe, slow → fast	
54	0 - 255	Dimmer Dimmer from Dark To Bright	
55	0 - 255	Dimmer Fine Dimmer Fine	
56	0 - 15	Gobo Macro No Function	
	16 - 255	Gobo Macro Function	