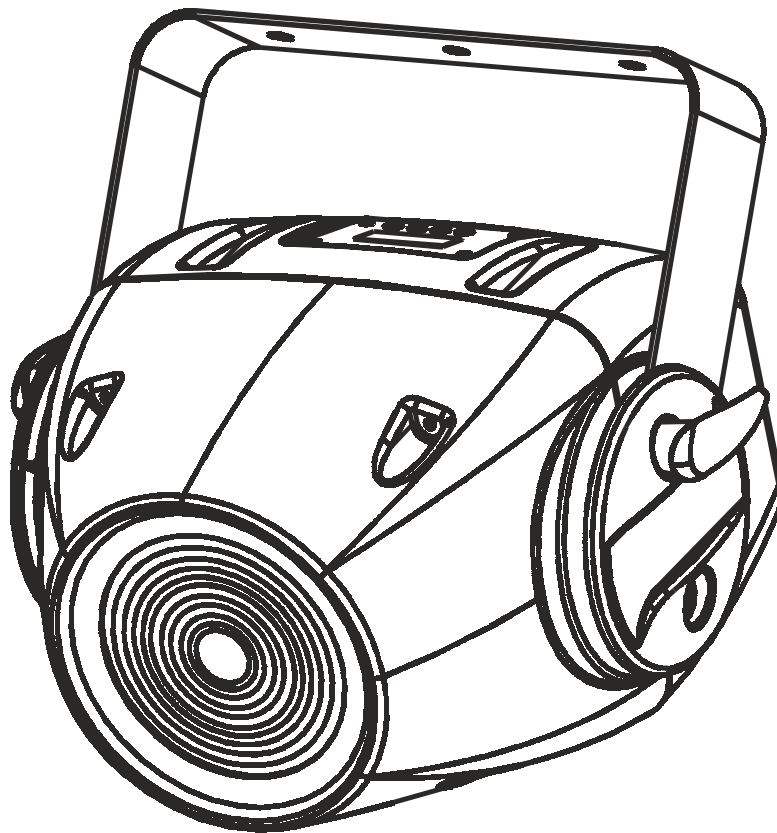


PROFESSIONAL COLOR CHANGE USER'S MANUAL

(VER1.0)



KEEP THIS MANUAL FOR FUTURE NEEDS



For your own safety, please read this user manual carefully before installing the device.



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: the fixture device, a power cable, an XLR connection cable, a safety cable and this manual. Please check carefully that there is no damage caused by transportation. Should there be any, consult your dealer and don't install this device.

Features:

- colors :
 - 1 color wheel with 4 dichroic mirrors plus white , rainbow effect
- advanced C, M, Y color system : for a multicolored effect
- control signal : standard DMX-512 11 channels
- strobe/shutter : high speed dual-blade shutter, 0-13 Hz
- dimmer : mechanical adjustment 0%~100%
- auto-program : 8 pre-built programs can be selected
- lamp on/off control : lamp on/off by DMX512 controller
- display : can turn 180° if the mounting location so requires
- local or remote resetting
- lamp switches ON/OFF locally
- auto test for all functions
- value of each DMX-channel can be displayed
- save program :
edit and save the program to the incorporated EEPROM through the front control panel or external controller; can save maximum 48 scenes, and run the saved program by the “run” menu from the control panel

SAFETY INSTRUCTIONS



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.

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.

**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.

GENERAL GUIDELINES

This device is a lighting effect for professional use on stages, in discotheques, theatres, etc.

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, the device was designed for indoor use only.

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. The minimum distance between light-output from the projector and the illuminated surface must be more than 0,5 meter.

Always fix the fixture with an appropriate safety cable if you use the clamp to hang up the fixture.

When fixing the device on a raised-from-the- ground support, be sure to use no less than screws and nuts of M10 x 25 mm and insert them in the pre-arranged screw holes in the base of the fixture.

If you use the quick lock cam in hanging up the fixture, please make sure the 4 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.

INSTALLATION INSTRUCTIONS

a) Installing or replacing the lamp

	CAUTION! Only install the lamp with the device unplugged from the mains.
	CAUTION! The lamp has to be replaced when it is damaged or deformed.

Before replacing the lamp let the lamp cool down, because during operation, the lamp can reach very high temperature.

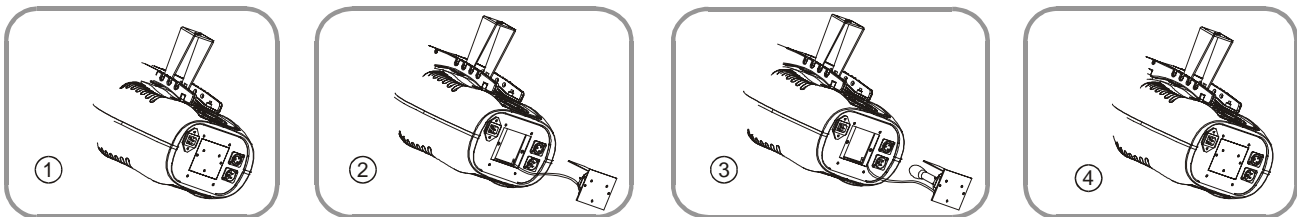
During the installation of halogen lamps do not touch the glass bulbs bare handed. Always use a cloth to handle the lamps during insertion and removal.

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

MSD250/2 GY9.5 lamp ;

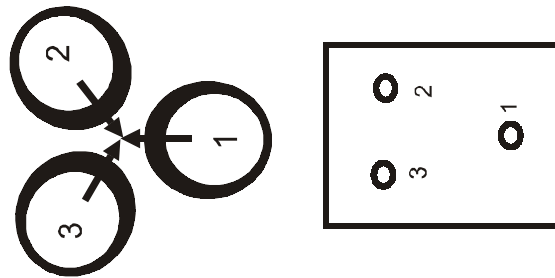
Procedure :



- 1) Unscrew the 2 screws on the back of the housing, holding the plate where the lamp is underneath.
- 2) Gently pull the socket holder using the knob in the middle.
- 3) Carefully insert the lamp into the socket. Please remember there is only one way to insert the lamp.

Gently slide the lamp and its lamp holder back into place and fasten the 2 screws.

- 4) On the access plate there are 3 small screws marked 1,2 and 3, which are used to adjust the lamp holder in the lamp housing. You can adjust the 3 screws to fine-tune the position of the lamp to get the maximum light output as shown below.



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

b) Mounting the device



CAUTION!

Please consider the EN 60598-2-17 and the other respective national norms during the installation. The installation must only be carried out by a qualified person.

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 cable.

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.



CAUTION!

Before taking into operation for the first time, the installation has to be approved by an expert.

Cautions:

The effect should be installed outside areas where persons may reach it, walk by or be seated.



CAUTION!

When installing the device, make sure there is no highly inflammable material within a distance of min. 0,5m

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.

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.

DMX-output
XLR mounting-socket



1:Ground
2:Signal(-)
3:Signal(+)

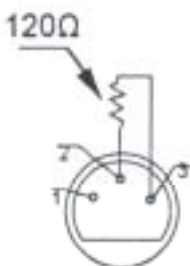
DMX-input
XLR mounting-socket

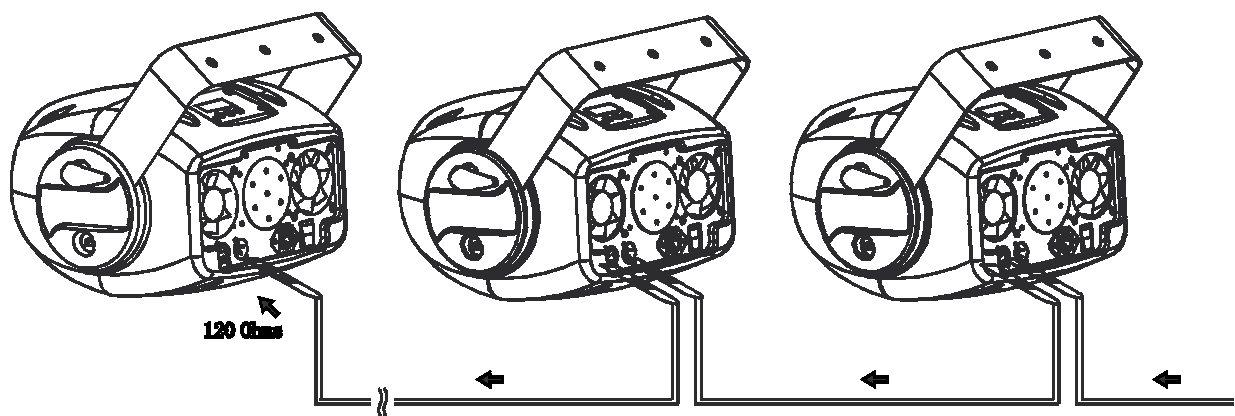


1:Ground
2:Signal(-)
3:Signal(+)

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.





Projector DMX starting 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 scanner, which is a 8 channel fixture, you should set the starting address of the first unit to 1, the second unit to 9 (8 + 1), the third to 17 (9 + 8), and so on.

Note:

After switching on, the machine will automatically detect whether DMX 512 data is received or not. If the data is received, the display will show "A.001" with the actually set address. If there is no data received at the DMX-input, the display flashes "A001" with the actually set address. This situation can occur if:

- the 3 PIN XLR plug (cable with DMX signal from controller) is not connected with the input of the machine.
- the controller is switched off or defective, if the cable or connector is defective or the signal wires are swap in the input connector.

Control Board

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

The main menu is accessed by pressing the Enter-button. Browse through the menu by pressing the Up-button. Press the Enter-button in order to select the desired menu. You can change the selection by pressing the Up-button. Confirm every selection by pressing the Enter-button. You can leave every mode by pressing the Exit-button. The functions provided are described in the following sections.

Default settings shaded.

0	ADDR	A001~A511		Indicate the staring DMX address A001 also is the setting for slave
1	TEST	T-01~T-XX		Automatically test the function
2	AUDI	MSTR		Runs fixture as “master” for audio
		ALON		Runs fixture as “alone” for audio
3	LAMP	ON/OFF		Manually switches lamp “on” and “off”
4	RESE	ALL	ON/OFF	Reset all motors and returns fixture to home
		COLR	ON/OFF	Reset only motors for colors
		SHTR	ON/OFF	Reset only motors for shutter and/or dimmer
		OTHR	ON/OFF	Reset other motors
5	TIME	LIFE	0000~9999	Displays the total fixture running time
		LAMP	0000~9999	Displays a lamps running time
		CLMP	ON/OFF	Clear lamp running time
6	RDIM	ON/OFF		Reverses the dimmer
7	DISP	VALU	D-XX D-00 (DXXX)	Display the DMX512 value of each channel
		D ON	ON/OFF	Display turn off after 2mins
		FLIP	ON/OFF	This function will reverse the display 180
8	SPEC	LAAU	ON/OFF	Automatic lamp start with power
		DLOF	ON/OFF	Switch lamp via DMX
		DLAY	D-XX D-15	Lamp on delay time
		SPOT	ON/OFF	Lamp optimization
		DFSE	ON/OFF	Resets all the fixture functions to default
		VER	V1.0~V9.9	Software version
9	EDIT	RUN	ON/OFF	Program test
		STEP	S-01 ~S-48	Set the amount of your program
		SCXX	C-01	01 XX(00~FFH)
			:	:
			C-30	30 XX(00~FFH)
			TIME	T-XX(01~FFH)
			CEDT	ON/OFF

Main functions

Addr-TEST-AUDI-LAMP-RESE-TIME-RDIM-DISP-SPEC-Edit

Addr- DMX address setting, Slave setting

Addr-A001-A511

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

1. Select “**ADDR**” by pressing [UP] or [DN] button.
2. Press [ENTER], adjust the DMX address by pressing [UP] or [DN].
3. Press [ENTER] to confirm.
4. Press [EXIT] in order to return to main menu.

TEST

- Test function of each channel

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

1. Select **"tEST"** by pressing [UP] or [DN] button.
2. Press [ENTER], the display shows **"T-XX"**, "X" stands for the channel number.
3. The current channel will be tested.
4. Select the desired channel by pressing [UP] or [DN] button.
5. Press [ENTER] or [EXIT] to exit.

AUD1

- Program audio Master setting

AUD1 - MAST

ALON

With the function "AUDI", you can run the internal program. You can set the number of steps under Step. You can edit the individual scenes under Edit. You can run the individual scenes either automatically (AUTO), i.e. with the adjusted Step-Time or sound-controlled (SOUN). The selection "ALON" means Stand Alone-mode and "MAST" that the device is defined as master.

1. Select **"AUDI"** by pressing [UP] or [DN]
2. Press [ENTER] for selecting the desired extension menu.
3. Select **"ALON"** or **"MAST"** by pressing [UP].or [DN]
4. Press [ENTER] to confirm.
5. Press [EXIT] in order to return to the main menu.

LAMP

- Manually switches lamp "on" and "off"

LAMP - ON/OFF

With this function you can turn on or turn off lamp.

1. Select **"LAMP"** by pressing [UP].or [DN]
2. Press [UP].or [DN] in order to select the function.
3. Press [ENTER] or [EXIT] to exit.

RESE

- Reset motor

RESE - ALL - ON/OFF

COL - ON/OFF

SHL - ON/OFF

DEH - ON/OFF

Press [ENTER] to enter the main menu (display flashing).

Press [UP] or [DN] to select **"RESE"**.

ALL

- Reset all motors and returns fixture to home

1. Select **"ALL"** by pressing [UP]. Or [DN]
2. Press [ENTER], the display shows **"ON"** or **"OFF"**.
3. Press [UP] to select **"ON"** if you wish to enable this function or **"OFF"** if you don't.
4. Press [ENTER] or [EXIT] to exit.

COLR

- Reset only motors for colors

1. Select "COLR" by pressing [UP]. Or [DN]
2. Press [ENTER], the display shows "ON" or "OFF".
3. Press [UP] to select "ON" if you wish to enable this function or "OFF" if you don't.
4. Press [ENTER] or [EXIT] to exit.

SHTR

- Reset motors for shutter and dimmer

1. Select "SHTR" by pressing [UP]. Or [DN]
2. Press [ENTER], the display shows "ON" or "OFF".
3. Press [UP] to select "ON" if you wish to enable this function or "OFF" if you don't.
4. Press [ENTER] or [EXIT] to exit.

OTHR

- Reset motors for other

1. Select "OTHR" by pressing [UP]. Or [DN]
2. Press [ENTER], the display shows "ON" or "OFF".
3. Press [UP] to select "ON" if you wish to enable this function or "OFF" if you don't.
4. Press [ENTER] or [EXIT] to exit.

t INE

- Display all time

t INE - **LIFE** - 0000-9999

LAMP - 0000-9999

CLNP - ON/OFF

LIFE

- Display the total fixture running time

1. Select "LIFE" by pressing [UP]. Or [DN] **whit** this function you can display fixture running time
2. Press [ENTER] or [EXIT] to exit.

LAMP

- Display the total lamp running time

1. Select "LIFE" by pressing [UP]. Or [DN] **whit** this function you can display lamp running time
2. Press [ENTER] or [EXIT] to exit.

CLNP

- Reset the lamp running time

1. Select "CLNP" by pressing [UP]. Or [DN]
2. Press [ENTER], the display shows "ON" or "OFF".
3. Press [UP] to select "ON" if you wish to enable this function or "OFF" if you don't.
4. Press [ENTER] or [EXIT] to exit.

rd IN

- Reverse dimmer

rd IN - ON/OFF

1. Select "RDIM" by pressing [UP]. Or [DN]
2. Press [ENTER], the display shows "ON" or "OFF".
3. Press [UP] to select "ON" if you wish to enable this function or "OFF" if you don't.
4. Press [ENTER] or [EXIT] to exit.

dISP - Display the DMX-value, Reverse display, Shut off LED display

dISP - **VALU** - **d-00**
|
d ON - **ON/OFF**
|
FL IP - **ON/OFF**

VALU - Display the DMX 512 value of each channel

With this function you can display the DMX 512 value of each channel.

1. Select "VALU" by pressing [UP].
2. Press [ENTER] to confirm; the display shows "D-00". In this setting, the DMX-adjustment of every channel will be displayed.
3. Press [UP] in order to select the desired channel. If you select "D-14" the display will only show the DMX-value of the 14th channel.
4. Press [ENTER] to confirm.
5. The display shows "D- XX", "X" stands for the DMX-value of the selected channel.
6. Press [ENTER] or [EXIT] to exit.

d ON - Shut off LED display

1. Select "CLMP" by pressing [UP]. Or [DN]
2. Press [ENTER], the display shows "ON" or "OFF".
3. Press [UP] to select "ON" if you wish to enable this function or "OFF" if you don't.
4. Press [ENTER] or [EXIT] to exit.

FL IP - Reverse display

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

1. Select "CLMP" by pressing [UP]. Or [DN]
2. Press [ENTER], the display shows "ON" or "OFF".
3. Press [UP] to select "ON" if you wish to enable this function or "OFF" if you don't.
4. Press [ENTER] or [EXIT] to exit.

SPEC - Setup

SPEC - **LAAU** - **ON/OFF**
|
dLOF - **ON/OFF**
|
dLAY - **d-00**
|
SPOT - **ON/OFF**
|
dFSE - **ON/OFF**
|
UEr - **U- 10-U-99**

LAAU - Automatic lamp start with power

1. Select "LAAU" by pressing [UP]. Or [DN]
2. Press [ENTER], the display shows "ON" or "OFF".
3. Press [UP] to select "ON" if you wish to enable this function or "OFF" if you don't.
4. Press [ENTER] or [EXIT] to exit.

dLOF

- Switch lamp via dmx

1. Select "DLOF" by pressing [UP]. Or [DN]
2. Press [ENTER], the display shows "ON" or "OFF".
3. Press [UP] to select "ON" if you wish to enable this function or "OFF" if you don't.
4. Press [ENTER] or [EXIT] to exit.

dLAY

- Lamp on delay time

With this function you can delay the time for lamp

1. Select "DLAY" by pressing [UP]. Or [DN]
2. Press [ENTER], the display shows "D-XX".
3. Press [UP]. Or [DN] to set
4. Press [ENTER] or [EXIT] to exit.

SPOT

- Lamp optimization

1. Select "SPOT" by pressing [UP]. Or [DN]
2. Press [ENTER], the display shows "ON" or "OFF".
3. Press [UP] to select "ON" if you wish to enable this function or "OFF" if you don't.
4. Press [ENTER] or [EXIT] to exit.

DFSE

- Resets all the fixture functions to default

1. Select "DFSE" by pressing [UP]. Or [DN]
2. Press [ENTER], the display shows "ON" or "OFF".
3. Press [UP] to select "ON" if you wish to enable this function or "OFF" if you don't.
4. Press [ENTER] or [EXIT] to exit.

VER

- Software version

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

1. Select "VER" by pressing [UP]. Or [DN]
2. Press [ENTER], the display shows "V-1.0~V-9.9".
3. Press [ENTER] or [EXIT] to exit.

Ed It

- Edit

1. Press [ENTER] to enter the main menu (display flashing).
2. Press [UP] or [DN] to select "EDIT".

rUN

- Program test

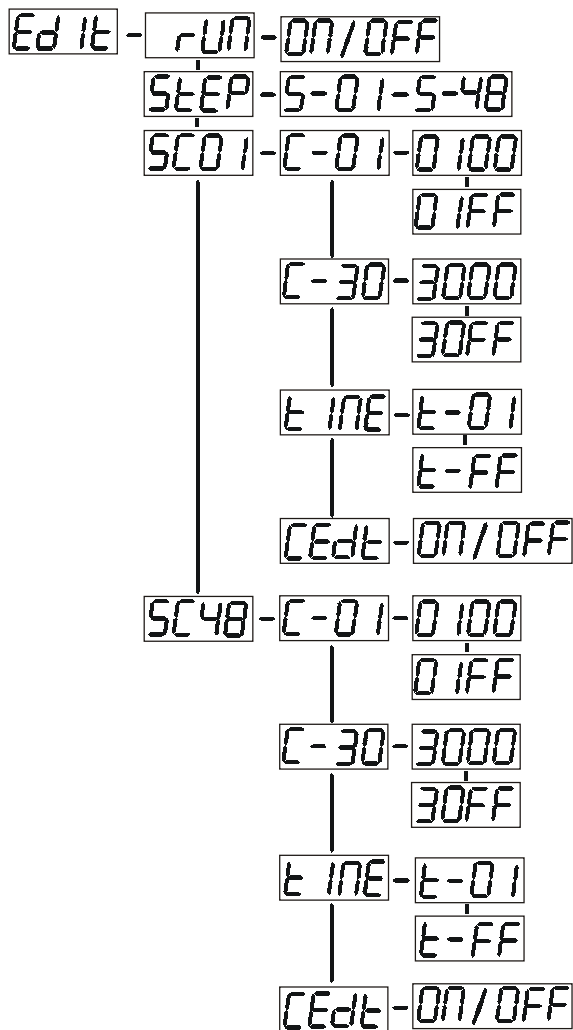
1. Select "RUN" by pressing [UP]. Or [DN]
2. Press [ENTER], the display shows "ON" or "OFF".
3. Press [UP] to select "ON" if you wish to enable this function or "OFF" if you don't.
4. Press [ENTER] or [EXIT] to exit.

STEP

- Define the number of steps in Run

With this function you can define the number of steps in the Program Run.

1. Select "STEP" by pressing [UP] button.
2. Press [ENTER], the display shows "S-XX", "X" stands for the total amount of steps you want to save, so you can call up to 48 scenes in "RUN". For example if the "XX" is 05, it means that "RUN" will run the first 5 scenes you saved in "EDIT".
3. Press [ENTER] to save and exit.



SC01

- Editing the channels of the individual scenes

With this function you can edit the program to be called up in Run.

a) Editing via the Control Board

1. Select "SC01" by pressing [UP] button.
2. Press [ENTER], the display shows "SCXX", "X" stands for the scene no. to be edited.
3. Change the scene no. by pressing [UP].
4. Press [ENTER], the display shows "C-X", "X" stands for the channel no. Such as "C-01", it means you are editing channel 1 of the selected scene.
5. Select the channel no. you would like to edit by pressing [UP].
6. Press [ENTER] to enter editing for the selected channel, the fixture reacts to your settings. The display shows the DMX value of the edited channel. Such as "11XX", it stands for in the channel 11 of the editing scene, the DMX value is XX, XX is a hexadecimal number value "01-FF".
7. Adjust the desired DMX value by pressing [UP] or [DN].
8. Press [ENTER] in order to edit other channels of this scene.
9. Repeat steps 5-9 until you finish setting all the DMX values for all channels of this scene.
10. Once all the channels completed, the display will flash "tIME"
11. Press [ENTER] to edit the time needed, the display shows "t-XX", "X" stands for the time needed to run the current scene, value "01-FF". For example, "t-02" means you need 6 seconds to run the current scene.
12. Adjust the desired time by pressing [UP].

13. Press [ENTER] to save the settings for the scene you are editing, the display will change to the next scene automatically.

14. Repeat step 3-14 to edit and other scenes, you can edit and save a maximum of 48 scenes.

15. Press [EXIT/DN] to exit. The number of steps can be defined under "STEP" and the scenes can be called up under "RUN"

b) Editing via the external controller

Call up the first scene in your controller now.

1. Select "SC01" by pressing [UP] button.
2. Press [ENTER], the display shows "SC01".
3. Press [ENTER], the display shows "C-01".
4. Select "CNIN" by pressing [UP].
5. Press [ENTER], the display shows "OFF".
6. Press [UP], the display shows "ON".
7. Press [ENTER], the display shows "SC02". You successfully downloaded the first scene.
8. Adjust the Step-time as described above under point 12.
9. Call up the second scene in your controller now.
10. Repeat steps 5-11 until all desired scenes are downloaded.
11. Press [EXIT/DN] to exit. The number of steps can be defined under "STEP" and the scenes can be called up under "RUN"

INSTRUCTIONS ON USE:

The moving head is controlled by 11 DMX channels :

DMX channel's function and values:

Channel 1 - Color Wheel 1 :

0-15 Open / white
16-31 Red
32-47 Blue
48-63 Green
64-79 Orange
80-95 UV filter
96-111 CTF5600K
112-127 CTF3200K
128-189 Forwards rainbow effect from fast to slow
190-191 No rotation
192-255 Backwards rainbow effect from slow to fast

Channel 2 - Cyan Color Wheel :

0-255 Cyan (0-white, 255-100% Cyan)

Channel 3 - Magenta Color Wheel :

0-255 Magenta (0-white, 255-100% magenta)

Channel 4 - Yellow Color Wheel :

0-255 Yellow (0-white, 255-100% Yellow)

Channel 5 - Shutter, strobe:

0-31 Shutter closed
32-63 Dimmer control (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)

Channel 6 – Dimmer intensity:

0-255 Gradual adjustment of the dimmer intensity from 0-100%

Channel 7 - Effect wheel:

0-70 Full beam
71-230 Beam shaper

231-255 Frost filter

Channel 8 - Zoom:

0-255 Zoom 28 - Zoom 7

Channel 9 - Colour macros - CMY and colour wheel:

0-7 Off	128-135
8-15 Macro1	136-143
16-23 Macro2	144-151
24-31 Macro3	152-159
32-39 Macro4	160-167
40-47 Macro5	168-175
48-55 Macro6	176-183
56-63 Macro7	184-191
64-71 Macro8	192-199
72-79 Macro9	200-207
80-87 Macro10	208-215
88-95 Macro11	216-223
96-103 Macro12	224-231
104-111 Macro13	232-239
112-119 Macro14	240-247
120-127 Macro15	248-255

Channel 10 - Speed Of CMY And Dimmer :

0-225 Speed Max - >Min
226-235 no function
236-245 max speed and black out by while colour change
246-255 no function

Channel 11 – Lamp on/off, reset, internal programs:

0-19 colour change normal
20-39 colour change to any position
40-59 Lamp on
60-79 Lamp switch off
80-84 All motor reset
85-87 No function
88-90 Colors motor reset
91-93 No function
94-96 Shutter & Dimmer motor reset
97-99 Other motor reset
100-119 Internal program 1
120-139 Internal program 2

140-159 Internal program 3
160-179 Internal program 4
180-199 Internal program 5
200-219 Internal program 6
220-239 Internal program 7
240-255 Auto program by music

ERROR MESSAGE

When you turn on the fixture, it will make a reset first. The display may show “Xer” while there are problems with one or more channels. “XX” stands for channel 1,2,3,5,6,7 who has the testing sensor for positioning .

For example, when the display shows “02Er”, it means there is some error in channel 2. If there are some errors on channel 1, channel 2, channel 5 at the same time, you may see the error message “01Er”, “02Er”, “05Er” flash repeated for 5 times, and then the fixture will generate a reset signal, all the stepper reset. If the fixture remain error message after performing reset more than 3 times, it will detect whether the fixture has more than 3 errors. If the fixture has more than 3 errors (including 3 errors), all the channels can not work properly; but if the fixture has less than 3 errors, only the channels which have errors can not work properly, others can work as usual.

01Er:

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

07Er:

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

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).
 - 1) Mechanically moved parts must not show any traces of wearing and must not rotate with unbalances.
 - 2) 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.

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.

TECHNICAL SPECIFICATIONS

Power supply :

98VAC/120VAC/208VAC/220VAC/230VAC/240VAC,
50Hz/60Hz

Power consumption : max. **375W**

Lamp : MSD250 GY9.5 socket, Metal Halide;

Motors : 8 micro motors

Packing dimensions : 32.5x43.5x35cm

Net weight : 12KGS

Gross weight: 14KGS

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