

# USER MANUAL

## 5R/7R Beam Light



CE



Please Read Over This Manual Before Operating The Light Fixture

# 1 PRODUCT SPECIFICATIONS

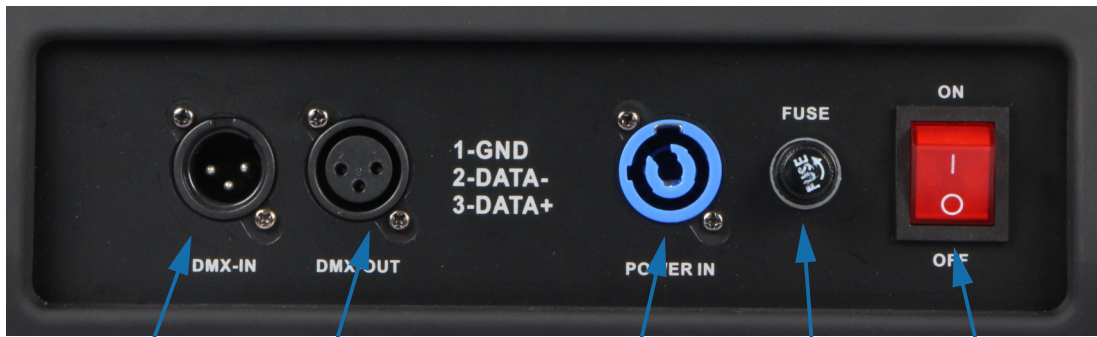
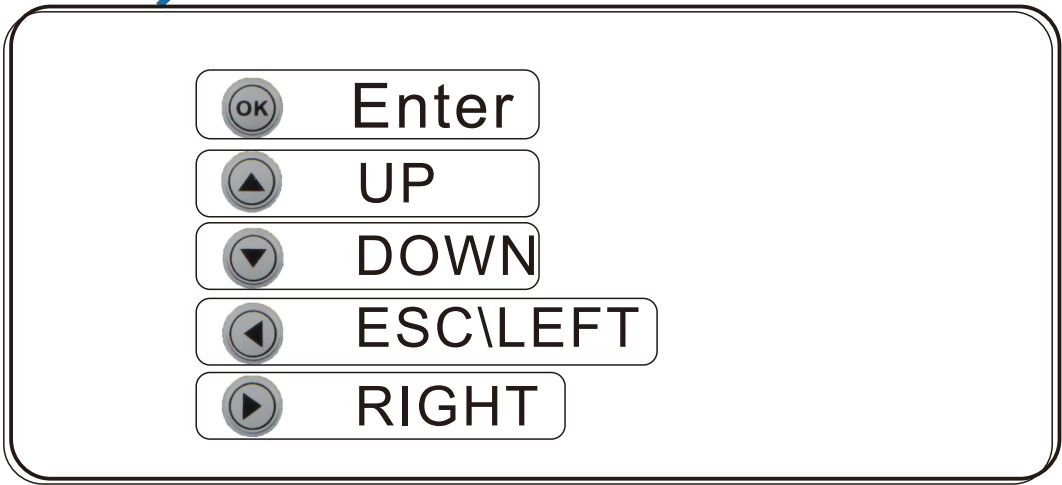
## 1.1 PRODUCT SPECIFICATIONS

The B200/230-Fast is an improved version of Beam 200/230W. The upgraded software enables the faster and more quietly rotation. The smoother rotation can bring various awesome effects in a short time.

- Voltage:AC90~260V 50/60Hz
- Max Power:400W
- Compact Intelligent Moving Head Fixture
- 5/7R Platinum Lamp
- 14 Dichroic Colors+White
- Static Gobos:17 Metal+open
- 16 Channels DMX Control
- Pan:540°/Tilt:270°(8-16Bit Resolution)
- Rotating 8-Facet Prism
- Modes:DMX-512\AUTO\SOUND
- Variable Electronic Dimmer(0-100%)
- Electronic Focus
- Cooling System:Forced Convection Cooling
- Housing:Flame-Retardant Plastic(V0)
- Dimension:325x400x500mm
- Weight:18.5kg



1.2 PRODUCT FEATURES



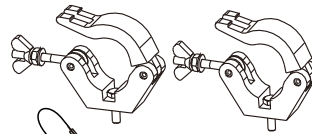
DMX IN    DMX OUT    POWER IN    FUSE    SWITCH

## 2 INSTALLATION

### 2.1 MOUNTING:

- The fixture can be mounted in any position.
- Always ensure that mounting surface can withstand 10 times the weight of the fixture.
- Always use a safety cable when mounting the fixture in any elevated position.

#### CLAMP



UPRIGHT



HANGING

#### **IMPORTANT SAFETY NOTE!!**

Always use a safety cable when installing this unit!!

Be sure that the safety cable is connected to a solid load-bearing structure.

## 2.2 FUSE REPLACEMENT

- Remove the safety cap by a screwdriver.
- Fetch the old fuse from safety cap.
- Install a new fuse.
- Install the safety cap.
- Fuse:3A,250V



## 2.3 SAFETY WARNING

### **IMPORTANT**

**[ ALWAYS READ THE USER MANUAL BEFORE OPERATION. ]**  
**[ PLEASE CONFIRM THAT THE POWER SUPPLY STATED ON THE PRODUCT IS THE SAME AS THE MAINS POWER SUPPLY IN YOUR AREA. ]**

- This product must be installed by a qualified professional.
- Always operate the equipment as described in the user manual.
- A minimum distance of 0.5m must be maintained between the equipment and combustible surface.
- The product must always be placed in a well ventilated area.
- Always make sure that the equipment is installed securely.
- DO NOT stand close to the equipment and stare directly into the LED light source.
- Always disconnect the power supply before attempting and maintenance.
- Always make sure that the supporting structure is solid and can support the combined weight of the products.
- The earth wire must always be connected to the ground.
- Do not touch the power cables if your hands are wet.

### **ATTENTION**

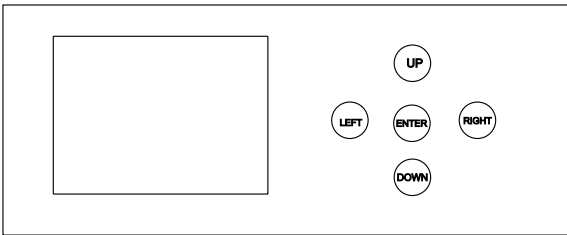


- This product left the place of manufacture in perfect condition. In order to maintain this condition and for safe operation, the user must always follow the instructions and safety warnings described in this user manual.
- Avoid shaking or strong impacts to any part of the equipment.
- Make sure that all parts of the equipment are kept clean and free of dust.
- Always make sure that the power connections are connected correct and secure.
- If there is any malfunction of the equipment, contact your us immediately.
- When transferring the product, it is advisable to use the original packaging in which the product left the factory.
- Shields, lenses or ultraviolet screens shall be changed if they have become damaged to such an extent that their effectiveness is impaired.
- The lamp (LED) shall be changed if it has become damaged or thermally deformed.

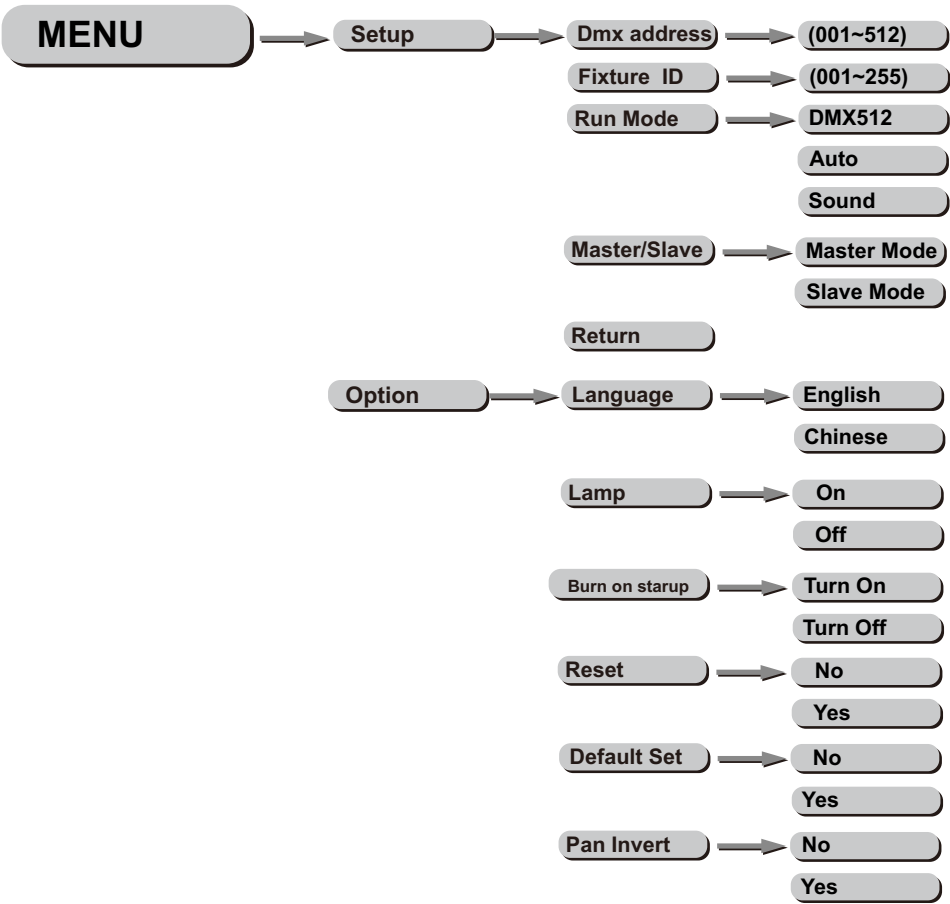
# 3 DISPLAY PANEL OPERATION

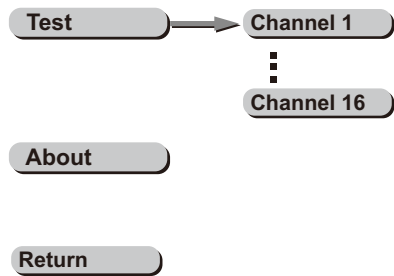
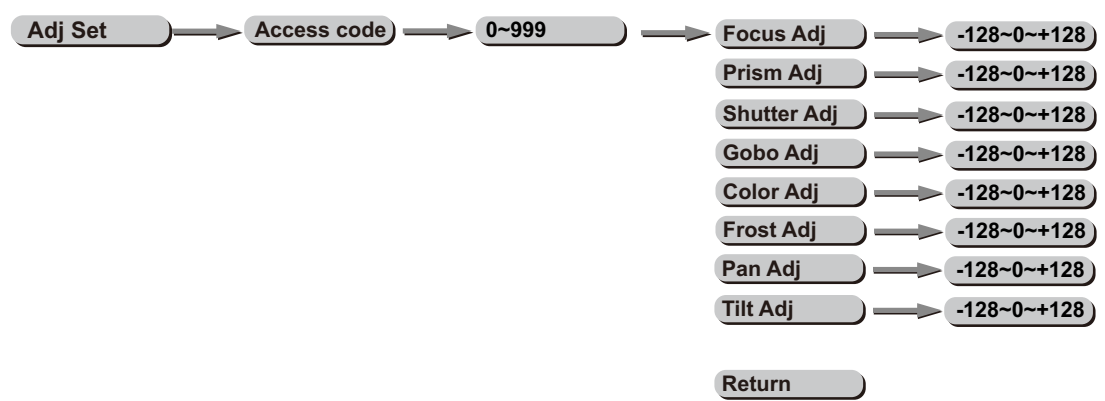
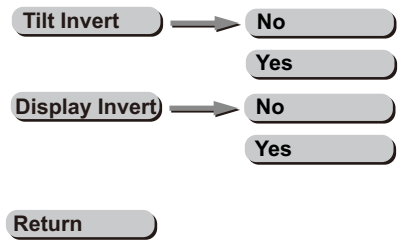
## 3.1 BASIC

- 【ENTER】 Enter the currently selected menu or confirm the current function value
- 【 DOWN】 Scroll 'DOWN' through the menu list or decrease the value of the current function
- 【 UP 】 Scroll 'UP' through the menu list or increase the value of the Current function
- 【LEFT 】 Scroll through the main menu or exit from the current sub-menu
- 【 RIGHT 】 Scroll through the main menu from the current sub-menu



## 3.2 MENU





### 3.3 Setup

#### 1 DMX ADDRESS (ADDRESS)

DMX Address → (001~512)

- Allows you to select the DMX Address.
  - 1) Press **Ok** - the current DMX Address appear on the display.
  - 2) Use the UP **▲** and DOWN **▼** keys to plan the DMX Address.
  - 3) Press **Ok** to confirm the selection to keep current

#### 2 Fixture ID

Fixture → (001~255)

- Allows you to select the **Fixture**.
  - 1) Press **Ok** - the current **Fixture** appear on the display.
  - 2) Use the UP **▲** and DOWN **▼** keys to plan the **Fixture**
  - 3) Press **Ok** to confirm the selection to keep current

#### 3 Run Mode

Run Mode →  
DMX 512  
Sound  
Auto

- Allows you to select the **Run Mode**.
  - 1) Press **Ok** - the current settings appear on the display (DMX512, or Auto).
  - 2) Use the UP **▲** and DOWN **▼** keys to select one of the following settings:
    - DMX512
    - Sound
    - Auto
  - 3) Press **Ok** to confirm the selection to keep current settings.

## 4 Master/Slave

Master/Slave



Master Mode

Slave Mode

- Allows you to select the **Master/Slave**.
- 1) Press **Ok** - the current settings appear on the display (**Master Mode, Slave Mode**).
- 2) Use the UP and DOWN keys to select one of the following settings:
  - **Master Mode**
  - **Slave Mode**
- 3) Press **Ok** to confirm the selection to keep current settings.

## 5 Return

Return

- Allows you to select the **Return**.
- Press **Ok** - the current **Return** appear on the display.

## 3.4 Option

### 1 Language

Language



中文

English

- Allows you to select the Language.
- 1) Press **Ok** - the current settings appear on the display (中文, or English).
- 2) Use the UP and DOWN keys to select one of the following settings:
  - 中文
  - English
- 3) Press **Ok** to confirm the selection or MENU **M** to keep current settings.

## 2 LAMP CONTROL



Allows you to select the Lamp .

- 1) Press **Ok** - the current settings appear on the display ( on, or off).
- 2) Use the UP **▲** and DOWN **▼** keys to select one of the following settings:
  - on
  - off
- 3) Press **Ok** to confirm the selection to keep current settings.

## 3 Burn on startup



Allows you to select the Burn on startup

- 1) Press **Ok** - the current settings appear on the display (On, or Off).
- 2) Use the UP **▲** and DOWN **▼** keys to select one of the following settings:
  - On
  - Off
- 3) Press **Ok** to confirm the selection to keep current settings.

## 4 Reset





Allows you to select the Reset.

- 1) Press **Ok** - the current settings appear on the display (No, Off).
- 2) Use the UP **▲** and DOWN **▼** keys to select one of the following settings:
  - No
  - Off
- 3) Press **Ok** to confirm the selection to keep current settings.

## 5 Default Set





Allows you to select the **Default Set**.

- 1) Press **Ok** - the current settings appear on the display (No, Off).
- 2) Use the UP  and DOWN  keys to select one of the following settings:
  - No
  - Off
- 3) Press **Ok** to confirm the selection to keep current settings.

## 6 Pan Invert





Allows you to select the **Pan Invert**

- 1) Press **Ok** - the current settings appear on the display (No, Off).
- 2) Use the UP  and DOWN  keys to select one of the following settings:
  - No
  - Off
- 3) Press **Ok** to confirm the selection to keep current settings.

## 7 Tilt Invert





Allows you to select the **Tilt Invert**

- 1) Press **Ok** - the current settings appear on the display (No, Off).
- 2) Use the UP  and DOWN  keys to select one of the following settings:
  - No
  - Off
- 3) Press **Ok** to confirm the selection to keep current settings.

## 8 Display Invert



Allows you to select the **Display Invert**

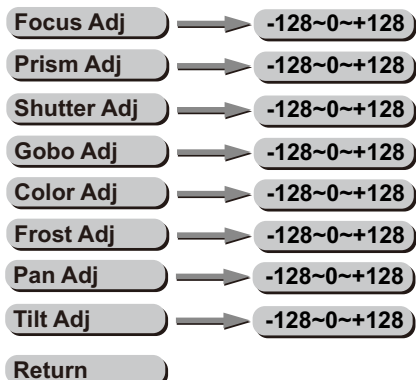
- 1) Press **Ok** - the current settings appear on the display (No, Off).
- 2) Use the UP  and DOWN  keys to select one of the following settings:
  - No
  - Off
- 3) Press **Ok** to confirm the selection to keep current settings.

## 9 Return



**Return**

- Allows you to select the **Return**.
  - 1) Press **Ok** - the current **Return** appear on the display.

## 3.5 Adj Set (Password:3)



Allows you to select the **Adj Invert**

- 1) Press **Ok** - the current settings appear on the display
- 2) Use the UP  and DOWN  keys to select one of the following settings:
  - -128~+128
- 3) Press **Ok** to confirm the selection to keep current settings.

### 3.6 Test

- Allows you to select the **Test**.

Press  - the current **Test** appear on the display.

Channel value Enter into the son interface from this, shows the numerical and percentage channel value for check

### 3.7 About

- Allows you to select the **About**.

Press  - the current **About** appear on the display.

Current software version

### 3.8 Return

- Allows you to select the **Return**.

Press  - the current **Return** appear on the display.

# 4 CHANNEL

CHANNEL FUNCTION

NB: To prevent accidental breakage of the effects, which could collide with each other during transport, before switching the projector OFF check that all the projector Channels have been excluded (DMX level = 0 bit).

CHANNEL	
1	Color
2	Shutter
3	Dimmer
4	Gobo
5	Prism
6	Prism Rot
7	No Function
8	Frost
9	Focus
10	Pan
11	Pan Fine
12	Tilt
13	Tilt Fine
14	Pan\Tilt Speed
15	Reset
16	Lamp

NOTE: On conclusion of resetting in case of absence of DMX signal, Pan & Tilt move to the "Home" position (Pan 128 bit - Tilt 128 bit ) all the others channels stay at 0 bit.

• COLOUR WHEEL - channel 1



BIT	EFFECT
255	FAST ROTATION (160 rpm)
.....	
128	SLOW ROTATION (0,2 rpm)
124	BLUE + WHITE
120	BLUE
116	CTB 8000 + BLUE
111	CTB 8000
107	CTO 190 + CTB 8000
103	CTO 190
99	CTO 260 + CTO 190
94	CTO 260
90	CYAN + CTO 260
86	CYAN
82	MAGENTA + CYAN
77	MAGENTA
73	YELLOW + MAGENTA
69	YELLOW
64	PINK + YELLOW
60	PINK
56	LAVENDER + PINK
52	LAVENDER
47	LIGHT GREEN + LAVENDER
43	LIGHT GREEN
39	GREEN + LIGHT GREEN
35	GREEN
30	AQUAMARINE + GREEN
26	AQUAMARINE
22	ORANGE + AQUAMARINE
18	ORANGE
13	RED + ORANGE
9	RED
5	WHITE + RED
0	WHITE

• STOP / STROBE - channel 2



BIT	EFFECT
252 - 255	OPEN
239 - 251	RANDOM FAST STROBE
226 - 238	RANDOM MEDIUM STROBE
213 - 225	RANDOM SLOW STROBE
208 - 212	OPEN
207	FAST PULSATION (360 bpm)
.....	
108	SLOW PULSATION (30 bpm)
104 - 107	OPEN
103	FAST STROBE (12 flash/sec)
.....	
4	SLOW STROBE (1 flash/sec)
0 - 3	CLOSED

• DIMMER - channel 3



BIT	EFFECT
255	
.....	
0	0%-100%: 0.02 sec

• STATIC GOBO CHANGE - channel 4



BIT	EFFECT
255	GOBO 16 SHAKE FAST SPEED (600 bpm)
250	GOBO 16 SHAKE SLOW SPEED (24 bpm)
249	GOBO 15 SHAKE FAST SPEED
244	GOBO 15 SHAKE, SLOW SPEED
243	GOBO 14 SHAKE FAST SPEED
237	GOBO 14 SHAKE, SLOW SPEED
236	GOBO 13 SHAKE FAST SPEED
231	GOBO 13 SHAKE, SLOW SPEED
230	GOBO 12 SHAKE FAST SPEED
224	GOBO 12 SHAKE, SLOW SPEED
223	GOBO 11 SHAKE FAST SPEED
218	GOBO 11 SHAKE, SLOW SPEED
217	GOBO 10 SHAKE FAST SPEED
212	GOBO 10 SHAKE, SLOW SPEED
211	GOBO 9 SHAKE FAST SPEED
205	GOBO 9 SHAKE, SLOW SPEED
204	GOBO 8 SHAKE FAST SPEED
199	GOBO 8 SHAKE, SLOW SPEED
198	GOBO 7 SHAKE FAST SPEED
192	GOBO 7 SHAKE, SLOW SPEED
191	GOBO 6 SHAKE FAST SPEED
186	GOBO 6 SHAKE, SLOW SPEED
185	GOBO 5 SHAKE FAST SPEED
180	GOBO 5 SHAKE, SLOW SPEED
179	GOBO 4 SHAKE FAST SPEED
173	GOBO 4 SHAKE, SLOW SPEED
172	GOBO 3 SHAKE FAST SPEED
167	GOBO 3 SHAKE, SLOW SPEED
166	GOBO 2 SHAKE FAST SPEED
160	GOBO 2 SHAKE, SLOW SPEED
.....	
159	FAST ROTATION (60 rpm)
.....	
118	SLOW ROTATION (5 rpm)
114-117	STOP
113	SLOW ROTATION (5 rpm)
.....	
72	FAST ROTATION (60 rpm)
68-71	GOBO 17
64-67	GOBO 16
60-63	GOBO 15
56-59	GOBO 14
52-55	GOBO 13
48-51	GOBO 12
44-47	GOBO 11
40-43	GOBO 10
36-39	GOBO 9
32-35	GOBO 8
28-31	GOBO 7
24-27	GOBO 6
20-23	GOBO 5
16-19	GOBO 4
12-15	GOBO 3
8-11	GOBO 2
4-7	GOBO 1
0-3	WHITE

• PRISM INSERTION - channel 5

BIT	EFFECT
255	
.....	
128	PRISM INSERTED
127	0%-100%: 0.36 sec
.....	
0	PRISM EXCLUDED

• PRISM ROTATION - channel 6



BIT	EFFECT
255	FAST ROTATION (43 rpm)
.....	
193	SLOW ROTATION (1,1 rph)
191 - 192	STOP
190	SLOW ROTATION (1,1 rph)
.....	
128	FAST ROTATION (43 rpm)
127	POSITION 540°
105	POSITION 450°
84	POSITION 360°
63	POSITION 270°
42	POSITION 180°
21	POSITION 90°
0	POSITION 0°

• No Function - channel 7

• FROST - channel 8



BIT	EFFECT
255	FROST INSERTED
0	FROST EXCLUDED
0%~100%: 0,12 sec	

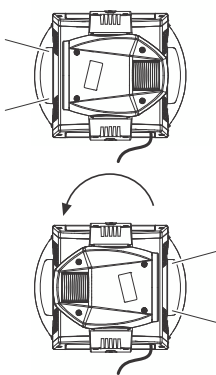
• FOCUS - channel 9



BIT	EFFECT
255	NEAR
0	DISTANT
0%~100%: 1,11 sec	

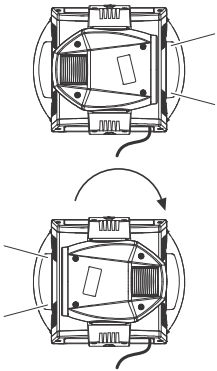
• PAN - channel 10

Operation with option InvertPan  $\diamond$  Off  
(Tilt conventionally represented at 14% and option Invert Tilt  $\diamond$  Off)



BIT
255
0

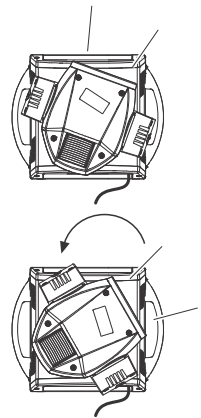
Operation with option InvertPan  $\diamond$  On  
(Tilt conventionally represented at 14% and option Invert Tilt  $\diamond$  Off)



BIT
255
0

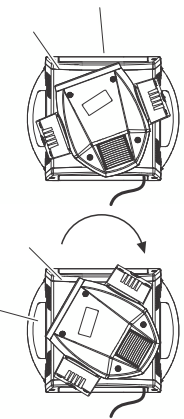
PAN FINE - channel 11

Operation with option InvertPan  $\diamond$  Off  
(Tilt conventionally represented at 14% and option Invert Tilt  $\diamond$  Off)



BIT
255
0

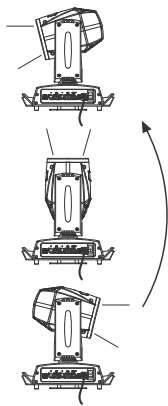
Operation with option InvertPan  $\diamond$  On  
(Tilt conventionally represented at 14% and option Invert Tilt  $\diamond$  Off)



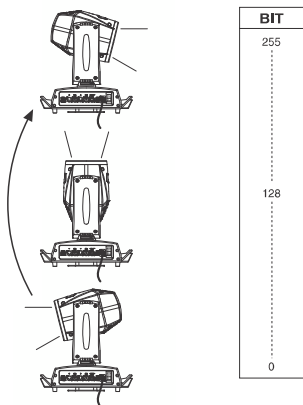
BIT
255
0

• TILT - channel 12

Operation with option Invert Tilt ◇ Off  
(Pan conventionally represented at 0% and option Invert Pan ◇ Off)

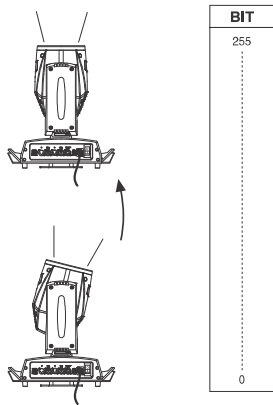


Operation with option Invert Tilt ◇ On  
(Pan conventionally represented at 0% and option Invert Pan ◇ Off)

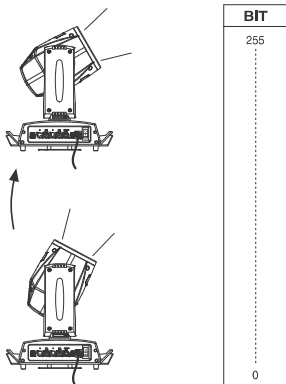


• TILT FINE - channel 13

Operation with option Invert Tilt ◇ Off  
(Pan conventionally represented at 0% and option Invert Pan ◇ Off)



Operation with option Invert Tilt ◇ On  
(Pan conventionally represented at 0% and option Invert Pan ◇ Off)



• P/T Speed - channel: 14

BIT	EFFECT
255	SLOW
128	
0	
0	FAST

The functions are activated passing through the unused range and staying 5 seconds in necessary level.

• RESET - channel: 15

BIT	EFFECT
255	COMPLETE RESET
128	COMPLETE RESET PAN / TILT RESET
127	
77	PAN / TILT RESET
76	EFFECTS RESET
26	EFFECTS RESET
25	EFFECTS RESET
0	UNUSED RANGE

The functions are activated passing through the unused range and staying 5 seconds in necessary level.

• LAMP CONTROL (only with option LAMP DMX On) - channel: 16

IMPORTANT: SHARPY is not provided with hot restrrike ignition



BIT	EFFECT
255	LAMP ON
101	LAMP ON LAMP OFF
100	
26	LAMP OFF
25	LAMP OFF
0	UNUSED RANGE

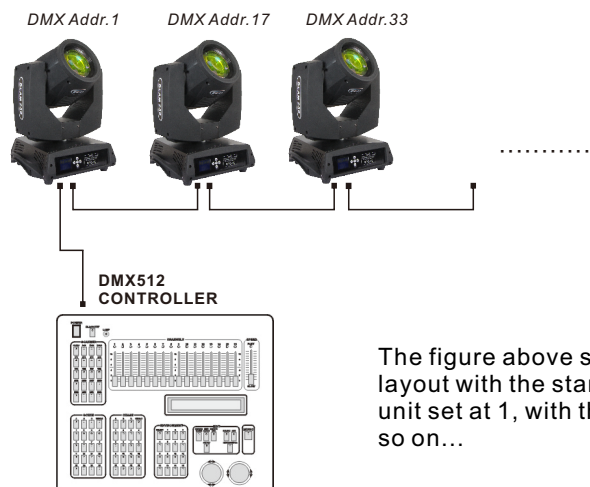
The functions are activated passing through the unused range and staying 5 seconds in necessary level.

# 5 CONTROLLER

## 1 DMX512 ADDRESSING WITHOUT ID ADDRESSING

- Connect the DMX512 controller to the units in series.
- Each unit has 16 DMX channels so the DMX Addresses should increase by increments of 11 (e.g. 1,17,33,49...)
- The ID address has not been set so therefore when using the controller ID must be inactive (ID=1).
- It is also possible to deactivate ID address selecting **【ID 1】** from the **【Settings】** menu. on the fixture
- Each DMX Address may be used as many times as required.
- Any DMX address in the range from 001 to 512 may be used.

### Example:

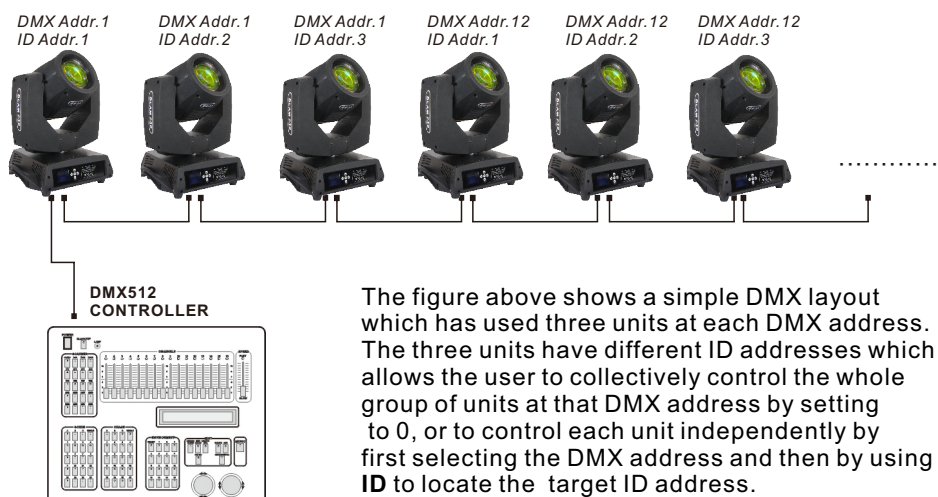


The figure above shows a simple DMX512 layout with the starting address of the first unit set at 1, with the second set at 17 and so on...

## 2 DMX512 ADDRESSING WITH ID ADDRESS

- Connect the DMX512 controller to the units in series
- Each unit has 16 DMX channels so the DMX Addresses should increase by increments of 11 (e.g. 1,17,33,49...)
- Each DMX Address may be used as many times as required.
- Any DMX address in the range from 001 to 512 may be used.
- Each DMX address may carry up to 66 separate ID addresses.
- **【ID】** should be set in the menu on each unit in ascending values (i.e. 1,2,3...)
- **【ID On】** should be set in the **【Settings】** menu on each unit.
- ID addresses are accessible on the DMX512 controller.

### Example:



The figure above shows a simple DMX layout which has used three units at each DMX address. The three units have different ID addresses which allows the user to collectively control the whole group of units at that DMX address by setting to 0, or to control each unit independently by first selecting the DMX address and then by using ID to locate the target ID address.