



USER MANUAL

EXPLORER

Caution!

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

Keep this device away from rain and moisture!

Make sure it is grounded when using it!

Unplug mains lead before opening the housing!

For your own safety, please read this user manual carefully before you initial start-up.

Every person involved with the installation, operation and maintenance of this device has to

- be qualified
- follow the instructions of this manual

Introduction

Thank you for having chosen Explorer moving head wash light. You will see you acquired a powerful and versatile device. Unpack your item. Before you initial start-up, please make sure that there is no damage caused by transportation. Should there be any, consult your dealer and do not use the device.

Safety instructions

This device has left our premises in absolutely 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. Always disconnect from the mains, when the device is not in use or before cleaning it. Keep away children and amateurs from the device! There are no serviceable parts inside the device.

Maintenance and service

operations are only to be carried out by authorized dealers.

Features

36 * 10W high power RGBW 4-in-1 LED

Extremely Long Life:50,000 Hr and low power consumption

DMX channel:7/13 channels

Zoom function

Beam angle:15-60°

Pan/tilt movement: 8 bit and 16 bit resolution

Three operation modes: DMX 512 protocol, stand alone, master/slave

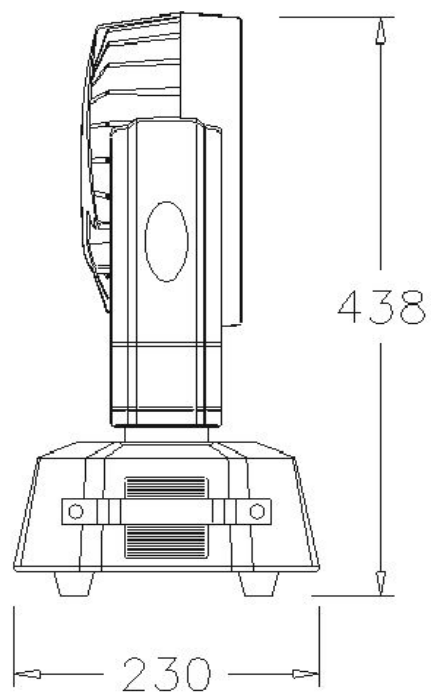
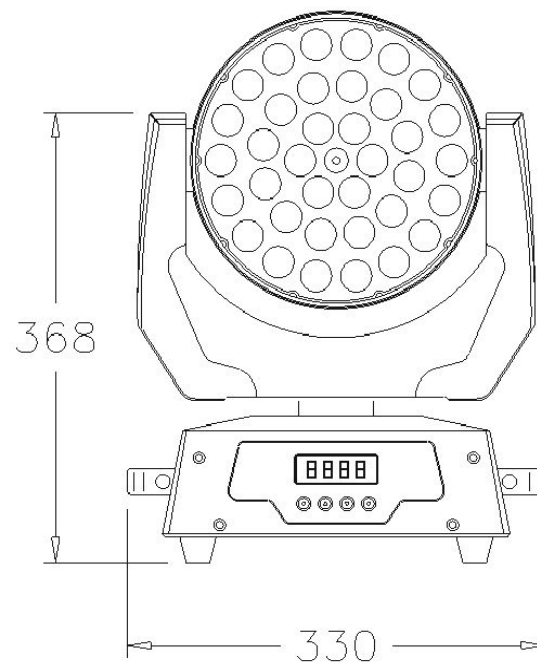
For smooth and precise resolution

Pan: 540 optional, Tilt: 270 movement

High speed of pan/tilt movement, speed of pan/tilt movement is adjustable

Scan position memory, auto reposition after unexpected movement
Strobe effect with 18 flashes per second and pulse effect
General dimming and blackout for all four colors
Excellent color mixing and rainbow effect
Friendly blue LCD display
Preset program: 7 built in programs can be called up via DMX controller

Dimension



Installation

On the rear panel of the item you can find an 3pin XLR-jack (DMX Out) and an 3pin XLR-plug (DMX In), which can be used for connecting several devices. Choose the device which is to control the effects. Connect the DMX OUT-jack with the DMX IN-plug of the next device.

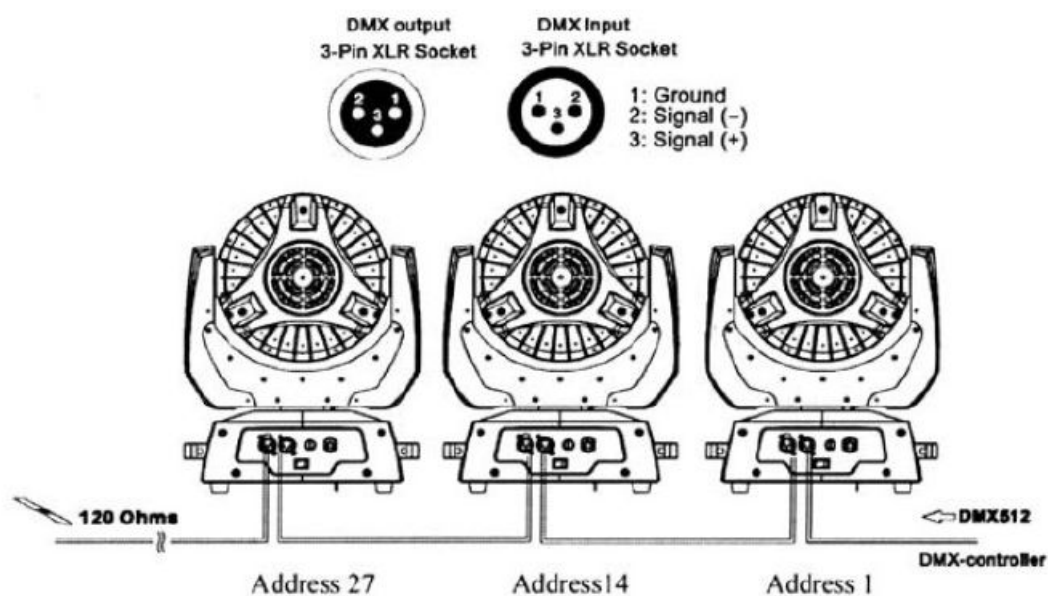
DMX-512 connection / connection between fixtures

Occupation of the XLR-connection:

If you are using controllers with this occupation, you can connect the DMX-output of the controller directly with the DMX-input of the first fixture in the DMX-chain. If you wish to connect DMX-controllers with other XLR-outputs, you need to use adapter-cables.

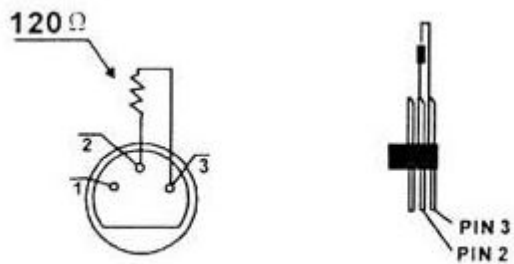
Building a serial DMX-chain:

Connect the DMX-output of the first fixture in the DMX-chain with the DMX-input of the next fixture. Always connect one output with the input of the next fixture until all fixtures are connected.



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 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.

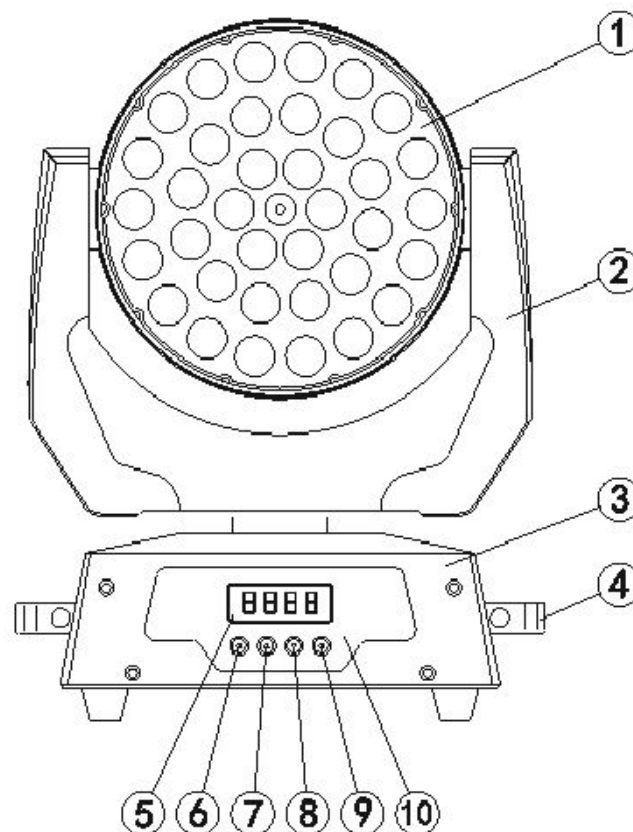


Caution: At the last fixture, the DMX-cable has to be terminated with a terminator. Solder a 120 resistor between Signal (–) and Signal (+) into a 3-pin XLR-plug and plug it in the DMX-output of the last fixture.

Connection with the mains

Connect the device to the mains with the enclosed power supply cable.

Overview



(1) Lens

(2) Yoke

(3) Base

(4) Carrying handle

(9) Enter-button

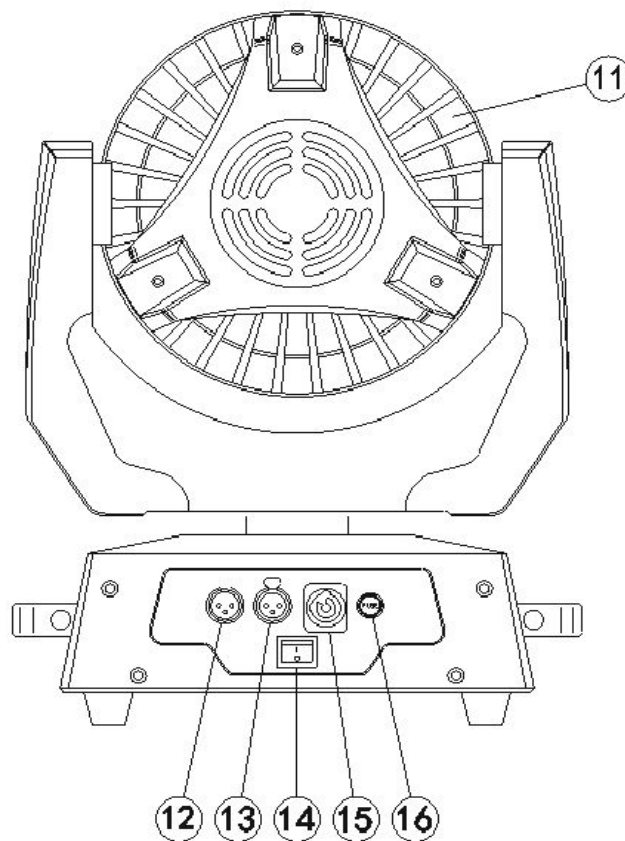
(10) Control Board

(11) Housing

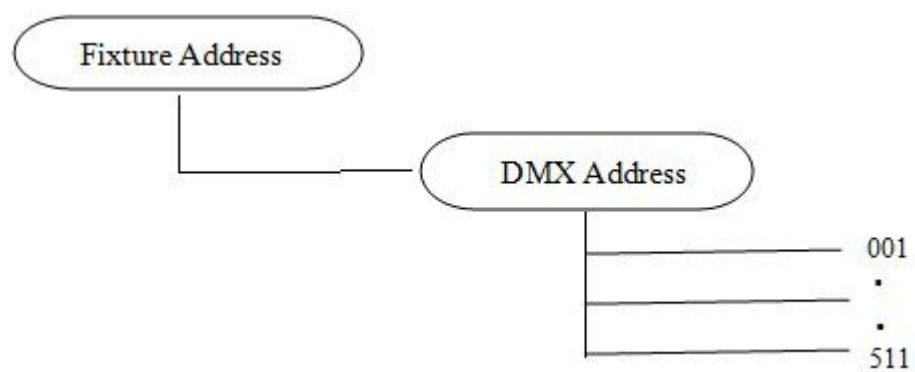
(12) 3-PIN DMX output socket

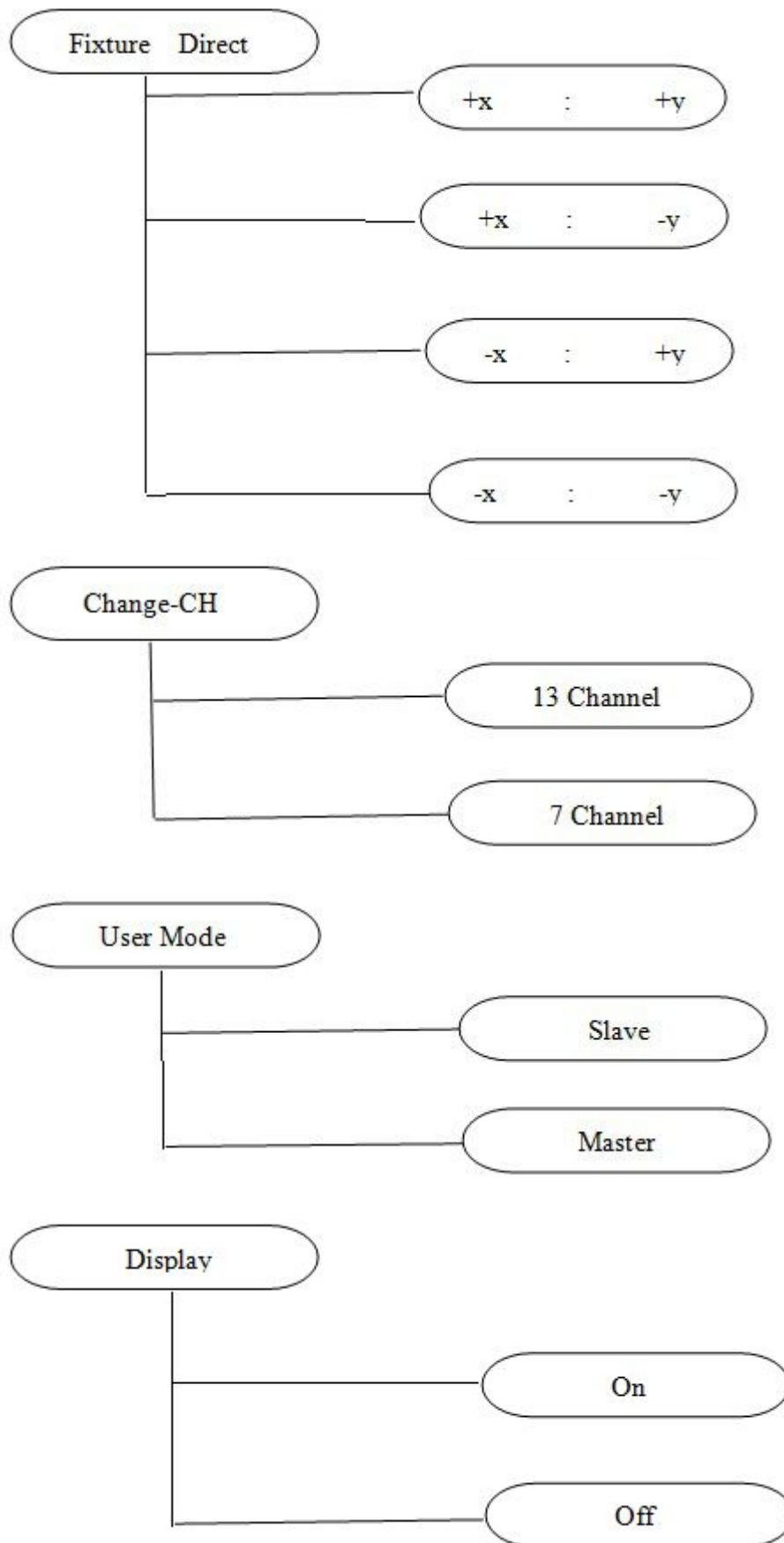
- (5) LCD-Display
- (6) Mode/esc-button
- (7) Up-button
- (8) Down-button

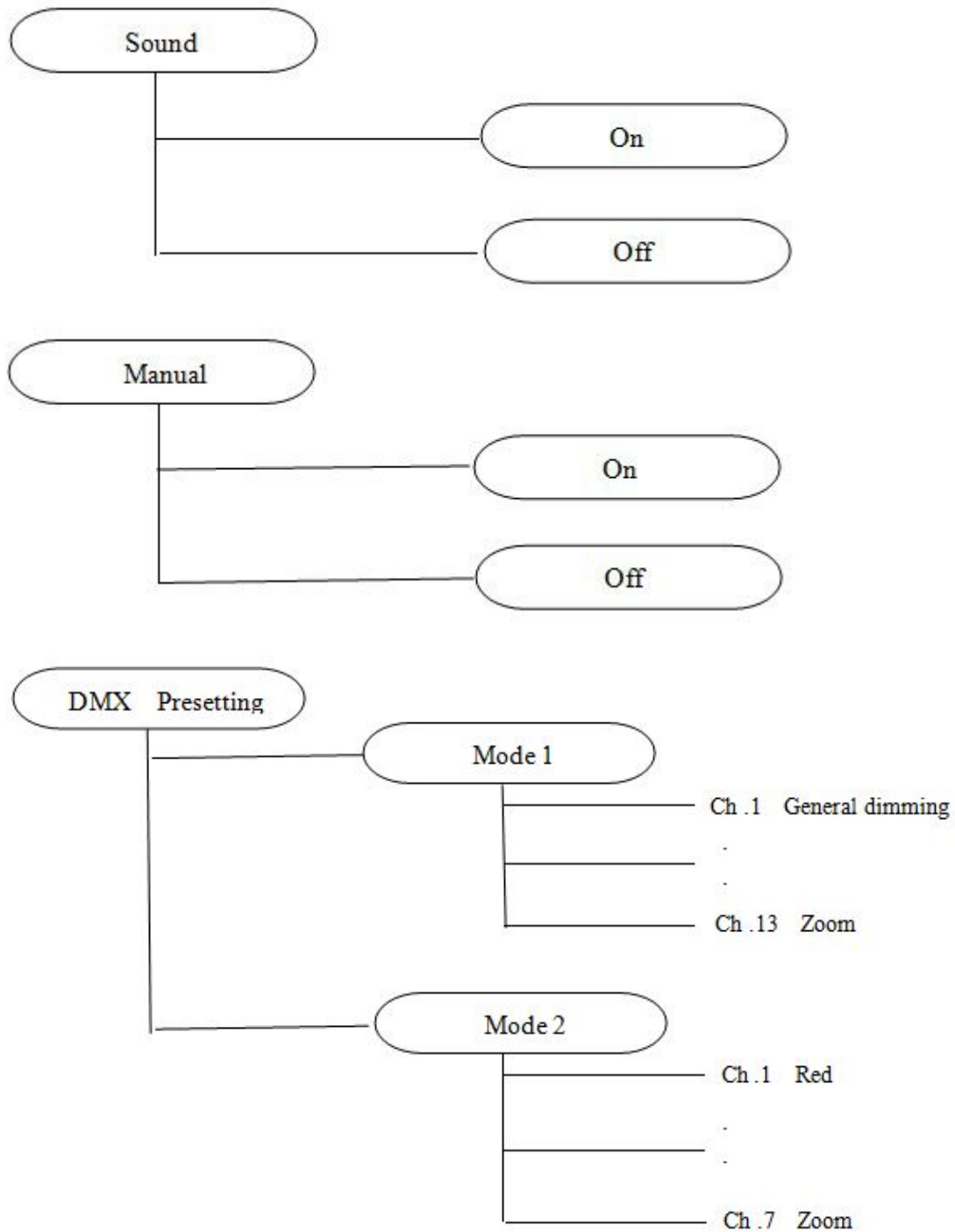
- (13) 3-PIN DMX input socket
- (14) Power switch
- (15) Fuse
- (16) Power supply



Control menu map







Operation

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 moving head, which is 13 channels fixture when you select the standard channel mode, you should set the starting address of the first unit to 1, the second unit to 17(16+1), the third unit to 33(16+17), and so on.

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.

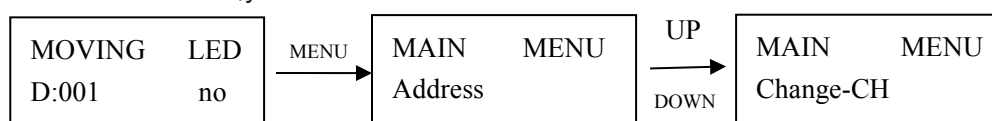
The main menu is accessed by pressing the **Mode**-button until the display starts flashing. Browse through the menu by pressing the **Up**-button or **Down**-button. Press the **Enter**-button in order to select the desired menu. You can change the selection by pressing the Up-button or Down-button. Confirm every selection by pressing the **Enter**-button. You can leave every mode by pressing the **Mode**-button. The functions provided are described in the following sections.

DMX Protocol

| Mode/Channel | | Function | Value | Type of control |
|--------------|------|--------------------|---------------------------|-------------------------------------------|
| 1/7 | 2/13 | | | |
| | CH1 | General dimming | 0-255 | proportional |
| | CH2 | Strobe | 0-255 | proportional |
| CH1 | CH3 | Red | 0-255 | proportional |
| CH2 | CH4 | Green | 0-255 | proportional |
| CH3 | CH5 | Blue | 0-255 | proportional |
| CH4 | CH6 | White | 0-255 | proportional |
| | CH7 | CT | 0-8 9-255 | OFF 3200K-6500K |
| CH5 | CH8 | X-movement | 0-255 | 0-540° |
| CH6 | CH9 | Y-movement | 0-255 | 0-270° |
| | CH10 | X/Y-movement speed | 0-255 | Inversely proportional |
| | CH11 | CMY color mixing | 0-255 | proportional |
| | CH12 | CMY | 0-95 96-127 128-255 | OFF Reset(stop 5S) built-in program |
| CH7 | CH13 | Zoom | 0-255 | proportional |

Choose Channel mode

Turn on the fixture, you will see the follow:



Then, press "ENTER" to enter the modes of choosing DMX channels.

Mode 1:

| Channel | Function |
|---------|------------|
| CH1 | Red |
| CH2 | Green |
| CH3 | Blue |
| CH4 | White |
| CH5 | X-movement |
| CH6 | Y-movement |
| CH7 | Zoom |

Mode 2:

| Channel | Functions |
|---------|-----------------|
| CH1 | General dimming |
| CH2 | Strobe |
| CH3 | Red |
| CH4 | Green |
| CH5 | Blue |
| CH6 | White |
| CH7 | CT |
| CH8 | X-movement |

| | |
|------|--------------------|
| CH9 | Y-movement |
| CH10 | X/Y-movement speed |
| CH11 | CMY |
| CH12 | CMY |
| CH13 | Zoom |

Set DMX address

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

Synchronization & master /slave mode

Take some items and connect them by DMX cables, disconnect the items from DMX controller, the items will work synchronously, one as master, the others as slave.

Auto Program

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

Error message

When you turn on the fixture, it will make a reset first. The display may show XXer while there are problems with one or more channels. XX stands for channel1, 2, 3, etc who has the testing sensor for positioning. For example, when the display shows Red Er, it means there is some error in channel 1. If there are some errors on channel 1, channel 2, channel 5 at the same time, you may see the error message Red Color Er, Green Er, Pan Er flash repeated for 5 times, and then the fixture will generate a reset signal, all the stepper reset. If the fixture remains 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.

Technical specifications

Power supply: 100V~240V AC, 50Hz / 60Hz

Power consumption: max. 360W

Net weight: 9.8KGS

Gross weight: 11.5KGS

Packing dimensions: 48x34.5x44cm

Remark: All information is subject to change without prior notice.