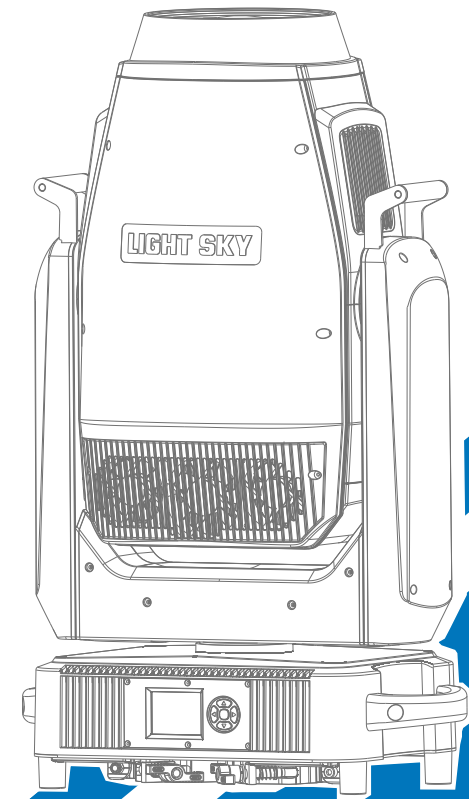


## **SUPER SCOPE MAX**



**LiGHT SKY**

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## **User Manual**

Please read the instruction carefully before use

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**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.

## 1.Safety Instructions

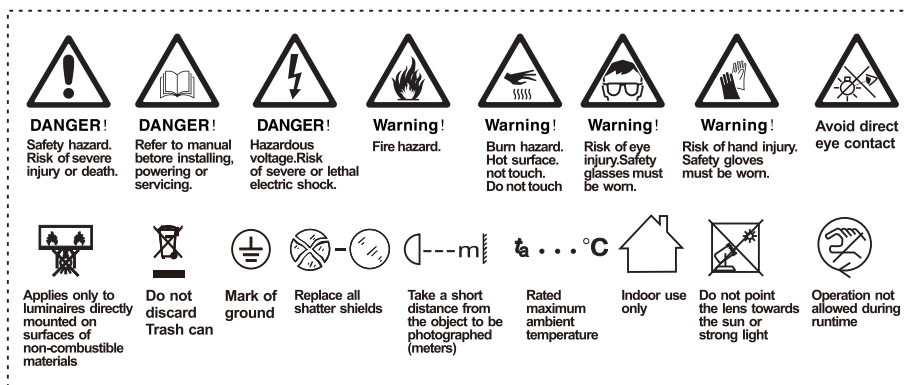


Please read the instruction carefully which includes important information about the installation, usage and maintenance.

### WARNING

Please keep this User Manual for future consultation. If you sell the unit to another user, be sure that they also receive this manual.

The following symbols are used to identify important safety information on the product and in this 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.**

- ▶ Unpack and check carefully to ensure that there is no transportation damage before using the unit.
- ▶ This product is for indoor use only. Use only in a dry location.
- ▶ Do install and operate by qualified operator.
- ▶ The light source in this luminaire should be replaced by the manufacturer or its service agent or a similarly qualified person, always cut off the power supply before replacing he light source.
- ▶ Do not allow children to operate the fixture.

- ▶ The unit must be installed in a location with adequate ventilation, at least 20cm from adjacent surfaces.
- ▶ Be sure that no ventilation slots is blocked, otherwise the unit will be overheated.
- ▶ Before operation, ensure that you are connecting this product to the proper voltage in accordance with the specifications in this manual or on the product's specification label.
- ▶ It's important to ground the yellow/green conductor to earth in order to avoid electric shock.
- ▶ Minimum ambient temperature Ta: -10°C. Maximum ambient temperature Ta: 40°C.  
Do not operate this product at a lower or higher temperature.
- ▶ Do not connect the device to any dimmer pack.
- ▶ When the lamp is running, do not place combustible objects next to it. The shortest distance between the device and inflammable and explosive objects or materials is 0.5m.
- ▶ Make sure the power cord is not crimped or damaged; replace it immediately if damaged.
- ▶ Unit's surface temperature may reach up to 80°C. Do not touch the housing bare-handed during its operation.
- ▶ Avoid any flammable liquids, water or metal from entering the unit. Once it happens, cut off the mains power immediately.
- ▶ Do not operate in a dirty or dusty environment. Do clean the fixture regularly.
- ▶ Do not touch any wire during operation as there might be a hazard of electric shock.
- ▶ Avoid entanglement of the power cord with other wires.
- ▶ The minimum distance to objects/surface must be more than 3 meters.
- ▶ In the event of serious operating problem, stop using the unit immediately.
- ▶ Never turn on and off the unit time after time.
- ▶ The housing, the lenses, or the ultraviolet filter must be replaced if they are visibly damaged.
- ▶ Do not open the housing as there are no user serviceable parts inside.
- ▶ Do not attempt to operate this unit if it becomes damaged. Do not attempt any repairs yourself. Repairs carried out by unskilled people can lead to damage or malfunction. Please contact the nearest authorized technical assistance center if needed.
- ▶ Disconnect this product from its power source before servicing.
- ▶ Do use the original packaging if the device is to be transported.
- ▶ Avoid direct eye exposure to the light source while the product is on.



- Do not operate this product if you see damage on the housing, shields, or cables.  
Have the damaged parts replaced by an authorized technician at once.

**Installation:**

The fixture should be fixed on the clamp. Always ensure that the unit is firmly fixed to avoid vibration and slipping off during operation. Ensure that the trussing or area of installation must be able to hold 10 times the weight without any deformation. Always install a safety cable that can hold at least 12 times the weight of the fixture when installing.

Do install and operate by qualified operator. It must be installed in a place where there is out of the reach of people.

## 2. Technical Specifications

### OPTICAL

- Light source: 1000W/1200W/1400W white LED module (optional)
  - Zoom angle : 6° -50 °
  - Optical lens: coated with high anti-reflection film, 186mm diameter
  - Color Temperature: 6500 K
  - CRI :  $RA \geq 70$  /  $RA \geq 90$  (cut into the high-display digital filter)
  - Total output :
    - 1000 w Light source : 43200 Lm;
    - 1200 w Light source : 50700 Lm;
    - 1400 w Light source : 57200 Lm
  - LED source life expectancy: 50000 hours
- (\*LED source life depends on several factors, including but not limited to: environmental conditions, control dimming, power supply and voltage, switching cycle, fixture mode, etc.)

### COLOR

- CMY infinite color blend
- CTO color temperature linear adjustment (3000K-6500K)
- 5 color pieces + white light, can achieve bidirectional color rainbow, double color step gradient (linear movement), color wheel bidirectional rotation, Random color mode.

### GOBO

- 2 rotating pattern plates, 12 glass pattern plates, dynamic stacking effect, can be inserted and replaced, can realize rotation, Flow, jitter effect;
  - Rotary plate 1: 6 kinds of glass pattern + white circle, pattern sheet outer diameter 31.9mm, pattern sheet inner diameter 24mm.
  - Rotary plate 2: 6 kinds of glass pattern + white circle, pattern sheet outer diameter 31.9mm, pattern sheet inner diameter 24mm.
- Dynamic effect disc
- Eight-way cutting: four gratings achieve fast and smooth cutting, and eight cutting directions and angles can be individually controlled. Each piece can achieve complete light closure, the whole cutting module can rotate  $\pm 45^\circ$ .

### EFFECT

- Four prism, bidirectional rotation
- Heavy atomization + light atomization, can be independently switched, can be superimposed
- Single channel high finger filter -CRI 90
- With electric aperture, 5-100% linear adjustment, with macro function and multiple effect changes
- Electronic dimming, 0-100% linear dimming, uniform spot
- Electron strobe speed is 1-25 times/S
- LED refresh frequency: 1000Hz ~ 25KHz

## **CONTROL**

- Control channel: 42CH, 56CH , See Channel table for details.
- Protocol: DMX512 protocol, RDM protocol, Art-Net (optional)
- Data connection: Three core or five core signal input/output
- RJ45 interface (optional)
- Display: LCD liquid crystal display (LCD)

## **SOFTWARE**

- Upgrade software via DMX signal or USB interface
- Mute fan, three working modes(High Output /Standard /Silent)
- Ntelligent temperature control to ensure LED life

## **X/Y ANGLE OF MOTION**

- X-axis: 540° 8bit/16bit precision scan
- Y-axis: 270° 8bit/16bit precision scan
- Reset function with automatic error correction
- Fixed lock: Y-axis lock

## **POWER**

- Input voltage: AC 100-240V 50/60Hz
- Maximum power:  
1000W Light source :1200W (110V: maximum current 12A; 220V: Maximum current 6A) PF0.996  
1200W Light source :1430W (110V: maximum current 14.3A; 220V: Maximum current 7.15A) PF0.987  
1400W Light source :1630W (110V: maximum current 16.3A; 220V: Maximum current 8.15A) PF0.987

## **SIZE & WEIGHT**

- Lighting Size : 502mm×300mm×846mm
- Box Size : 945mm×590mm×380mm N.W.: 44.0kg , G.W.: 48.8kg
- Flycase Size (1 set): 700mmX550mmX865mm N.W.: 44.0kg , G.W.: 80.6kg

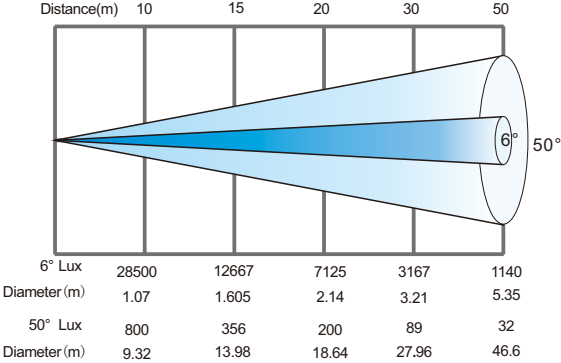
## **OTHERS**

- IP rate : IP20
- Working Ambient : -10°C~ 40 °C
- Maximum temperature of lamp body surface: 80 °C

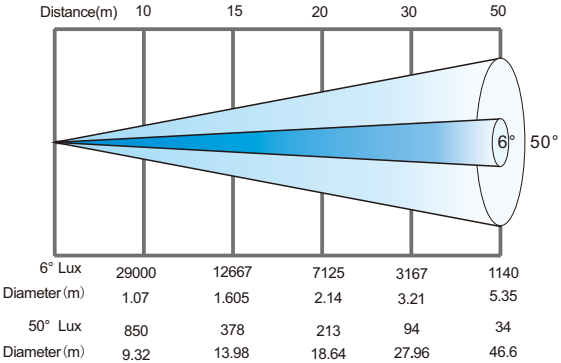
## **STANDARDS AND CERTIFICATION**

- The product implementation standard: GB/T 7000.1-2023 、 GB/T 7000.217-2023
- Approved certifications: CE、RoHs
- The product complies with the following EU directives:  
Low Voltage Directive 2014/35/EU . EMC Directive 2014/30/EU

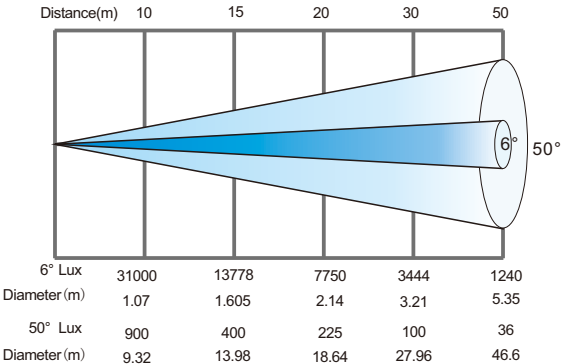
1000W HL illumination diagram



1200W HL illumination diagram

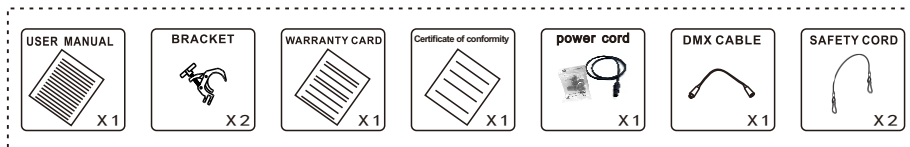


1400W HL illumination diagram

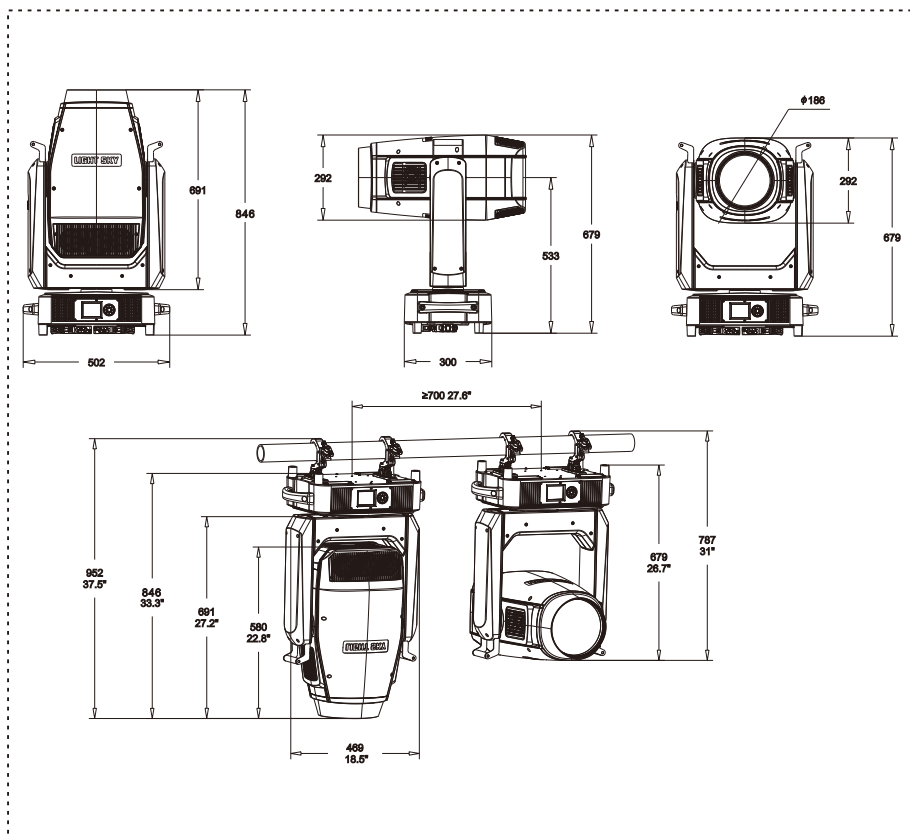


## 2.1.Attachment And Size

Attachment contents-Fig.1

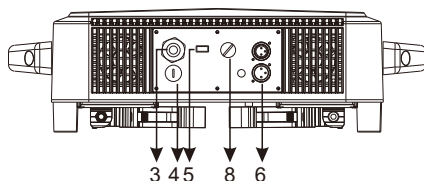
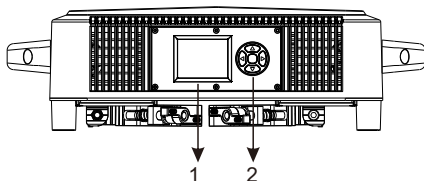


Size-Fig.2(Unit:mm)

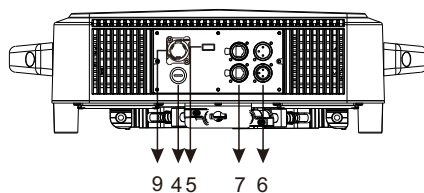
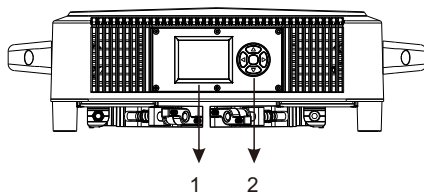


### 3.Control Panel

#### PG Version :



#### Neutrik Version :



1. Display: To show the various menus and the selected function

2. Button:

|   |                     |
|---|---------------------|
| ● | OK confirmation key |
| ▲ | UP                  |
| ▼ | DOWN                |
| ◀ | To the left         |
| ▶ | To the right        |

3. PG version power input: Connect to the power supply.

4. FUSE: 20A

5. Firmware upgrade: Used to upgrade the fixture's firmware.

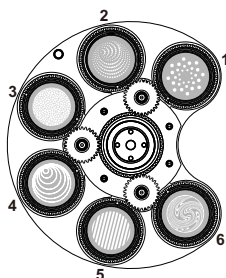
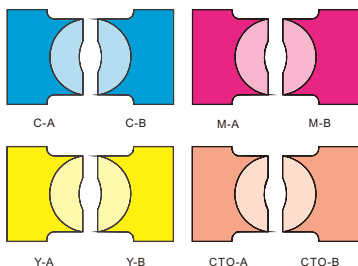
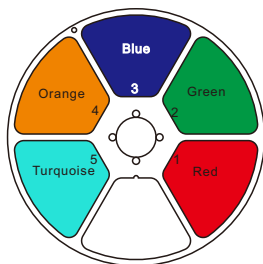
6.DMX input/output: Used for DMX512 connection, use 3/5 core XLR signal cable to connect console and lamps,And input/output DMX signal.

7.Art-net: The information of the lamp can be transmitted to the main controller . through the network cable, and the lamp can be controlled through RJ45 (optional).

8. Wireless network module (optional).

9. Socket version power input: Connect the power supply.

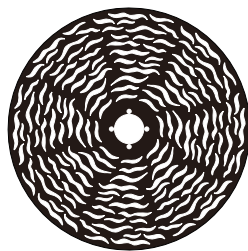
## 4.Effect Wheels



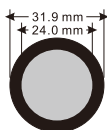
Rotating gobo wheel B



Rotating gobo wheel A



Effect disc



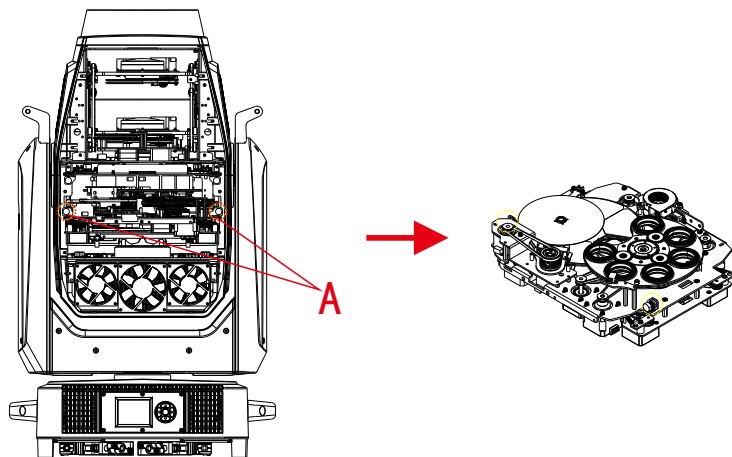
Rotation Gobo Size

| Serial Number | Drawing Number | Part Number | Serial Number | Drawing Number | Part Number |
|---------------|----------------|-------------|---------------|----------------|-------------|
| A1            | FG2073A        | C0700590002 | B1            | FG2061A        | C0700590008 |
| A2            | FG2068A        | C0700590003 | B2            | FG2103A        | C0700590009 |
| A3            | FG1630A        | C0700590004 | B3            | FG2104A        | C0700590010 |
| A4            | FG2101A        | C0700590005 | B4            | FG2064A        | C0700590011 |
| A5            | FG2071A        | C0700590006 | B5            | FG2062A        | C0700590012 |
| A6            | FG2102A        | C0700590007 | B6            | FG2105A        | C0700590013 |

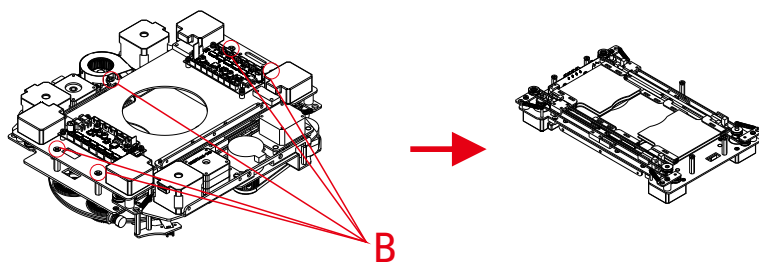
**DANGER!** Attention: When installing GOBO chips, it is necessary to strictly follow the order of the pictures and not change the original order and direction of the GOBO chips at will. Please disconnect the power supply when installing/replacing the rotating pattern piece!

## 4.1.Replacing Rotating Gobos

1. Use a screwdriver to unscrew the two screws at **A** to take out the pattern color module assembly;

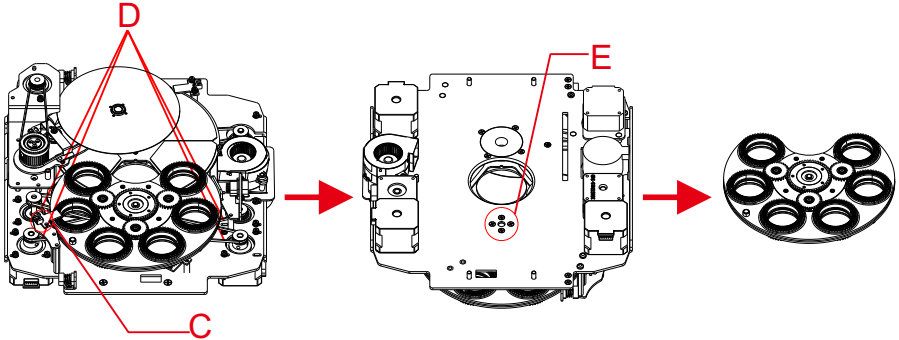


2. Reverse the assembly, and use a screwdriver to unscrew the five screws at **B** to separate the pattern color module from the CMY module;

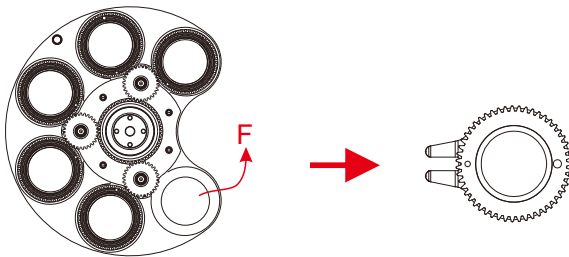




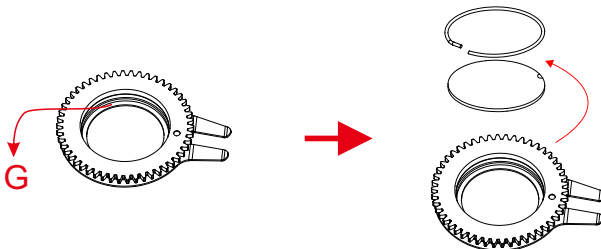
3. From the front of the pattern module, use a screwdriver to unscrew the screws of the two magnetic induction plates at **C**, and then remove the magnetic induction plates; then half loosen the motors in the four places at **D** Screws, remove the belt after moving the motor; turn the pattern module in reverse, and use a screwdriver to unscrew the four screws at **E** to take out the rotating patternDisc assembly



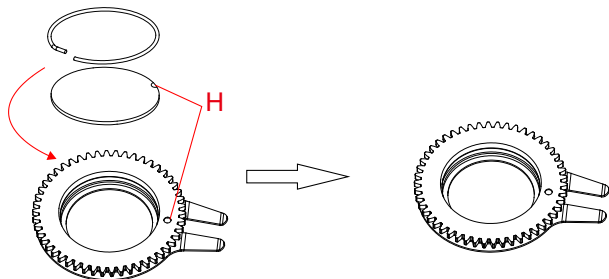
4. Gently lift the gobo holder from the edge of the rotating gobo wheel (reverse side) as **F** shows and slowly pull it out;



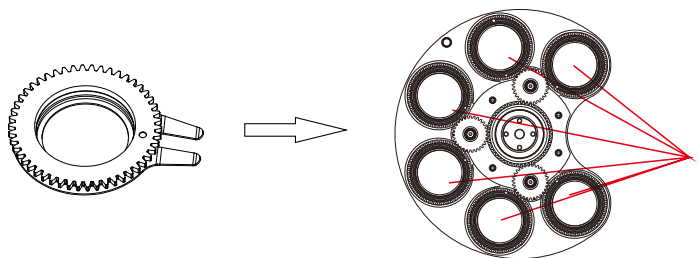
5. Remove the spring lock at **G** with an appropriate tool like tweezers (if the gobo is coated with glass glue, do remove it with some good glass cleaning fluid before removing the spring lock to avoid damage to the gobo).



6. Do not touch the surface of the gobo with bare fingers. The gobo has a small position point at its edge which has to aim at the position point on the gobo holder as **H** shows (glossy side towards the light source).



7. Insert the gobo driven wheel into the driving wheel assembly, as shown in **I**, the gobo driven wheel pit must be positioned towards the center of the driving wheel.



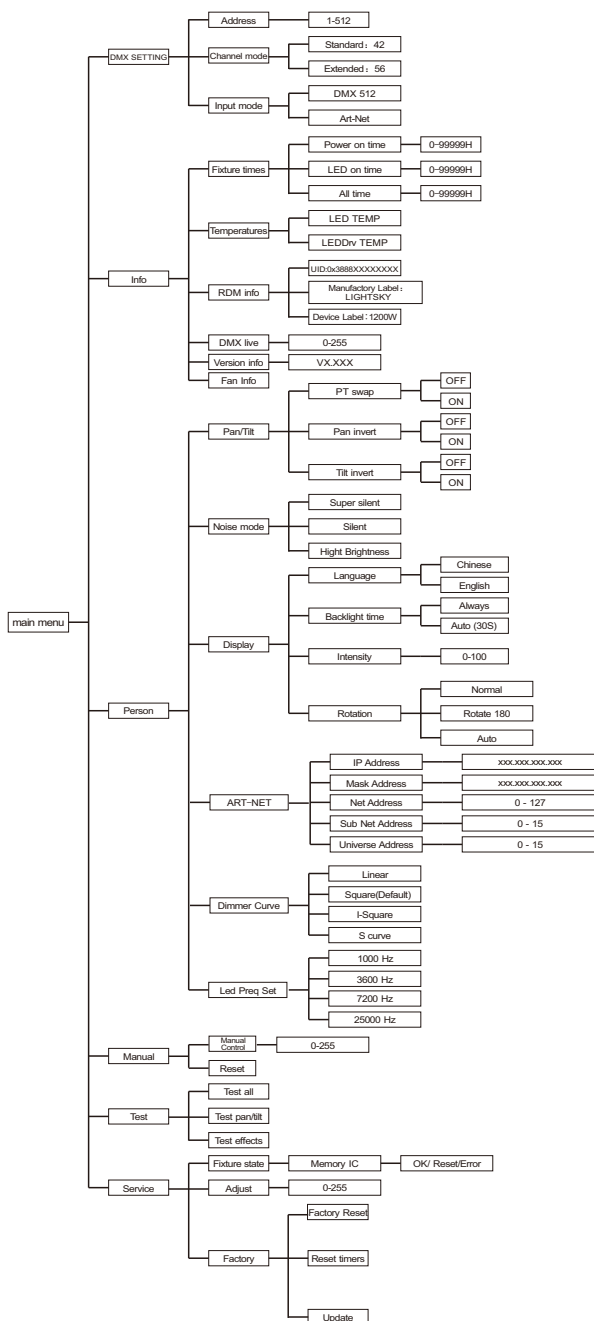
8. After installation, put the component back to the fixture.

## 5. How To Set The Unit

### 5.1. Main Function

Turn on the machine, press the OK button to enter the menu mode, use the left and right buttons to find the menu, when the preset menu is shown on the display, Press the OK button to confirm, use the Up/Down buttons to select a submenu, and press the OK button to save the setting or return to the previous menu.

The main functions are shown below :



## ● DMX SETTING

Enter the MENU mode, select the setting function, press the OK button to confirm, use the up/down buttons to select: address code, Channel mode, input mode.

### **DMX Address**

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.

### **Channel Mode**

Select Select Channel Mode, press the OK button to confirm, use the Up/Down buttons to select the Channel Mode: Standard Mode (42 channels), Expansion mode (56 channels), press the OK button to save. Press the left/right button to return to the previous menu.

### **Input Mode**

Select the input mode, press the OK button to confirm, use the up/down buttons to select the input mode: DMX512, press the OK button to save. Press the left/right button to return to the previous menu.

## ● INFO

Enter the MENU mode, select the device information function, press the OK button to confirm, use the up/down buttons to select: device time, device temperature, RDM information, device channel, version information, fan information.

### **Fixture Times**

Select the device time, press the OK button to confirm, you can view the device: power-on time, lighting time, total time. Press the left/right button to go back to Previous menu.

### **Temperature**

Select the device temperature, press the OK button to confirm, you can view the device: LED temperature, driver board temperature. Press the left/right button to return to the previous menu.

### **RDM Info**

Select RDM information, press the OK button to confirm, you can view the device: UID. Press the left/right button to return to the previous menu.

## **DMX Live**

Select the fan information, press the OK button to confirm, use the up and down keys to view the equipment: tail inlet fan, tail outlet fan, cutting fan, Pattern fan, focusing fan, tail inlet fan 1, tail inlet fan 2, tail inlet fan 3, tail outlet fan 1, tail outlet fan 2, tail outlet fan 3, Fan operation information such as cutting fan, CMY fan, pattern fan, bottom box fan board, etc. Press the OK button to return to the previous menu.

## **Version Info**

Select the version information, press the OK button to confirm, use the up and down keys to view the equipment: display board, XY board, CMY module, pattern module, PCB version information of zoom module, cutting board 1, fan driver board, prism board, cutting board 2, bottom fan board, etc. Press the left/right button to go back to previous menu

## **Fan Info**

Select the fan information, press the OK button to confirm, use the up and down keys to view the equipment: tail inlet fan, tail outlet fan, cutting fan, Pattern fan, focusing fan, tail inlet fan 1, tail inlet fan 2, tail inlet fan 3, tail outlet fan 1, tail outlet fan 2, tail outlet fan 3, Fan operation information such as cutting fan, CMY fan, pattern fan, focusing fan board, etc. Press the OK button to return to the previous menu.

## **● PERSON**

Enter the MENU mode, select the Personalize function, press the OK button to confirm, use the up/down buttons to select: XY axis, noise mode, Display settings, Art-Net settings, dimming curve, Led frequency settings.

### **Pan/Tilt**

Select the XY axis, press the OK button to confirm, you can use the up and down keys to select: XY swap, X axis reverse, Y axis reverse, press OK to enter Next menu, select: On/Off, press OK to confirm and exit, then press left/right to return to the previous menu.

### **Noise Mode**

Select the noise mode, press the OK button to confirm, you can use the up and down keys to select: ultra-quiet mode, silent mode (default), highlight mode, Then press the left/right button to return to the previous menu.

## Display

Select the display settings, press the OK button to confirm, you can use the up and down keys to select: language selection, backlight time, backlight adjustment, screen rotation, Press OK to enter the next menu level. Select language selection, use the up and down keys to select: Chinese/English, press the OK key to confirm and exit; select Backlight time (the screen backlight time can be adjusted), use the up and down keys to select: always on/auto 30S, press the OK key to confirm and exit; select the backlight Adjustment (screen brightness can be adjusted): Press the left and right keys to select any value between 0 and 100, press the OK key to confirm and exit; select screen rotation, Use the up and down keys to select: normal/rotate 180°/auto, press the OK key to confirm and exit; then press the left/right button to return to the previous menu.

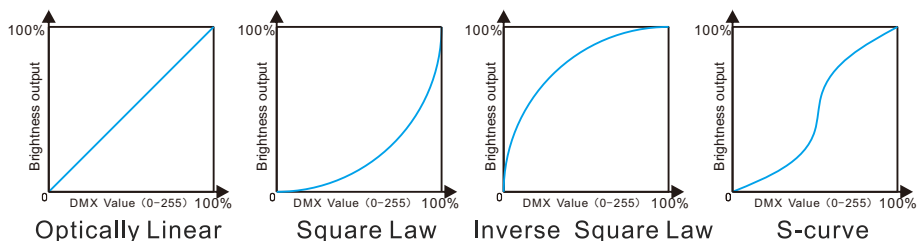
## Art-Net

Select the XY axis, press the OK button to confirm, you can use the up and down keys to select: IP address, Mask address, Net address, Sub Net address, Universe address, press the OK button to confirm and enter the next menu.

## Dimmer Curve

Select the dimming curve, press the OK button to confirm, you can use the up and down keys to select: square, inverse square, linear or S curve, select the desired After the mode, press the OK button to set and save. Then press the left/right button to return.

## Dimmer Modes



**Optically Linear:** The increase in light intensity appears to be linear as DMX value is increased.

**Square Law:** Light intensity control is finer at low levels and coarser at high levels.

**Inverse Square Law:** Light intensity control is coarser at low levels and finer at high levels.

**S-Curve:** Light intensity control is finer at low levels and high levels and coarser at medium levels.

## **Led Freq Set**

Select the Led frequency setting, press the OK button to confirm, you can use the up and down keys to select: 1000 Hz, 3600 Hz, 7200 Hz, 25000 Hz, press OK button to confirm, then press left/right button to return to the previous menu.

## **● MANUAL**

Enter the Manual mode, select the manual function, press the middle square button to confirm, use the up/down buttons to select: manual control, reset.

### **Manual Control**

Select manual control, press the OK button to confirm the entry, you can use the up and down keys to select each channel, press the left and right keys to adjust the value of the selected channel, Then press the OK button to return to the previous menu.

### **Reset**

Select reset, press the OK button to confirm, you can use the up and down keys to select: machine reset, XY reset, pattern reset, color reset, To reset the cutting system, the focusing system and the effect disc, press the OK key to confirm, and then press the left/right button to return to the previous menu.

## **● TEST**

Enter the MENU mode, select the test equipment function, press the middle square button to confirm, use the up/down buttons to select: all tests, XY test, head test.

### **Test All**

Select all tests, press OK button to confirm, all functions of the whole machine start automatic test, and then press the left/right button to return to the previous menu.

### **Test pan / tilt**

Select pan / tilt test, press the OK button to confirm, the XY axis function of the whole machine starts to automatically test, and then press the left/right button to return to the previous menu.

### **Test Effects**

Select the head test, press the OK button to confirm, each function of the lamp head of the whole machine will start the automatic test, and then press the left/right button to return to the previous menu.

## ● SERVICE

Enter the MENU mode, select the service option function, press the OK button to confirm, use the up/down buttons to select: lamp status, calibration, Factory setting.

### **Fixture State**

Select the lamp status, press the up and down keys to select, press the OK button to confirm, you can see: memory chip, angle sensor, level encoder, Vertical encoder, horizontal, vertical, cyan, magenta, yellow, down color temperature, color wheel, pattern 1, pattern 1 rotation, pattern 2, Pattern 2 rotation, cutting rotation, zoom, focus, prism, prism rotation and other functions of the running status and error records, and then press the left/right button to return to the previous menu.

### **Adjust**

Select calibration, press the up and down keys to select, press the OK button to confirm, you can fine-tune the position of the following functions from 0 to 255 (default 128): horizontal, Vertical, Cyan, Magenta, Yellow, Down Color Temperature, Color Wheel, Rotation Pattern 1, Pattern 1 Rotation, Rotation Pattern 2, Pattern 2 Rotation, Blade Up 1, Blade Up 2, Blade Down 1, Blade Down 2, Blade Left 1, Blade Left 2, Blade Right 1, Blade Right 2, Cutting Rotation, Prism, Effect Disc, Display Finger, Fog 1, Fog 2, Aperture, Zoom, Focus, Dimming, Focus Pattern 1, Focus Pattern 2, Focus Aperture, etc. and then press the left/right button to return to the previous menu.

### **Factory**

Select the factory settings, press the up and down keys to select, press the OK button to confirm, you can choose: factory reset, clear time, software upgrade, power Adjustment, power selection and other functions, note that this function is factory set



## 5.2. Home Position Adjustment

Press the OK button to enter the menu mode, press the up and down buttons to select, press the OK button to confirm, you can fine-tune the position of the following functions from 0 to 255 (default 128), then press the left/right button to return to the previous menu.

|        |              |         |
|--------|--------------|---------|
| Adjust | Pan          | 0 – 255 |
|        | Tilt         | 0 – 255 |
|        | Cyan         | 0 – 255 |
|        | Magenta      | 0 – 255 |
|        | Yellow       | 0 – 255 |
|        | CTO          | 0 – 255 |
|        | Colour wheel | 0 – 255 |
|        | Gobo1        | 0 – 255 |
|        | Gobo1.rot    | 0 – 255 |
|        | Gobo2        | 0 – 255 |
|        | Gobo2.rot    | 0 – 255 |
|        | Blade UP1    | 0 – 255 |
|        | Blade UP2    | 0 – 255 |
|        | Blade DW1    | 0 – 255 |
|        | Blade DW2    | 0 – 255 |
|        | Blade LF1    | 0 – 255 |
|        | Blade LF2    | 0 – 255 |
|        | Blade RF1    | 0 – 255 |
|        | Blade RF2    | 0 – 255 |
|        | Framingrotat | 0 – 255 |
|        | Prism        | 0 – 255 |
|        | Effect       | 0 – 255 |
|        | CRI          | 0 – 255 |
|        | Frost 1      | 0 – 255 |
|        | Frost 2      | 0 – 255 |
|        | Iris         | 0 – 255 |
|        | Zoom         | 0 – 255 |
|        | Focus        | 0 – 255 |
|        | Dimmer       | 0 – 255 |
|        | FosForGobo1  | 0 – 255 |
|        | FosForGobo2  | 0 – 255 |
|        | FosForIris   | 0 – 255 |

## **Pan**

Enter the initial setting menu, use the up and down keys to select the **Pan** channel, use the left and right keys to adjust the DMX value, the adjustment range is 0-255, and the default initial position is 128. Perform calibration, press the OK button to save and exit.

## **Tilt**

Enter the initial setting menu, use the up and down keys to select the **Tilt** channel, use the left and right keys to adjust the DMX value, the adjustment range is 0-255, and the default initial position is 128. Perform calibration, press the OK button to save and exit.

## **Cyan**

Enter the initial setting menu, use the up and down keys to select the **Cyan** channel, use the left and right keys to adjust the DMX value, the adjustment range is 0-255, and the default initial position is 128. Perform calibration, press the OK button to save and exit.

## **Magenta**

Enter the initial setting menu, use the up and down keys to select the **Magenta** channel, use the left and right keys to adjust the DMX value, the adjustment range is 0-255, and the default initial position is 128. Perform calibration, press the OK button to save and exit.

## **Yellow**

Enter the initial setting menu, use the up and down keys to select the **yellow** channel, use the left and right keys to adjust the DMX value, the adjustment range is 0-255, and the default initial position is 128. Perform calibration, press the OK button to save and exit.

## **CTO**

Enter the initial setting menu, use the up and down keys to select the **CTO** channel, use the left and right keys to adjust the DMX value, the adjustment range is 0-255, the default initial position is 128, calibrate, press the OK button to save and exit.

## **Color Wheel**

Enter the initial setting menu, use the up and down keys to select the **Color Wheel** channel, use the left and right keys to adjust the DMX value, the adjustment range is 0-255, and the default initial position is 128. Perform calibration, press the OK button to save and exit.

### **Gobo1**

Enter the initial setting menu, use the up and down keys to select the **Gobo1** channel, use the left and right keys to adjust the DMX value, the adjustment range is 0-255, the default initial position is 128, calibrate, press the OK button to save and exit.

### **Gobo1.rot**

Enter the initial setting menu, use the up and down keys to select the **Gobo1.rot** channel, use the left and right keys to adjust the DMX value, the adjustment range is 0-255, the default initial position is 128, calibrate, press the OK button to save and exit.

### **Gobo2**

Enter the initial setting menu, use the up and down keys to select the **Gobo2** channel, use the left and right keys to adjust the DMX value, the adjustment range is 0-255, the default initial position is 128, calibrate, press the OK button to save and exit.

### **Gobo2.rot**

Enter the initial setting menu, use the up and down keys to select the **Gobo2.rot** channel, use the left and right keys to adjust the DMX value, the adjustment range is 0-255, the default initial position is 128, calibrate, press the OK button to save and exit.

### **Blade UP1**

Enter the initial setting menu, use the up and down keys to select channel **Blade UP1**, use the left and right keys to adjust the DMX value, the adjustment range is 0-255, and the default initial position is 128. To calibrate, press the OK button to save and exit.

### **Blade UP2**

Enter the initial setting menu, use the up and down keys to select the channels **Blade UP2**, use the left and right keys to adjust the DMX value, the adjustment range is 0-255, the default initial position is 128, calibrate, press the OK button to save and exit.

### **Blade DW1**

Enter the initial setting menu, use the up and down keys to select the lower channel **Blade DW1**, use the left and right keys to adjust the DMX value, the adjustment range is 0-255, the default initial position is 128, perform calibration, press the OK button to save and exit.

### **Blade DW2**

Enter the initial setting menu, use the up and down keys to select the lower channels **Blade DW2**, use the left and right keys to adjust the DMX value, the adjustment range is 0-255, the default initial position is 128, perform calibration, press the OK button to save and exit.

### **Blade LF1**

Enter the initial setting menu, use the up and down keys to select the left channel **Blade LF1**, use the left and right keys to adjust the DMX value, the adjustment range is 0-255, and the default initial position is 128. Perform calibration, press the OK button to save and exit.

### **Blade LF 2**

Enter the initial setting menu, use the up and down keys to select the left channels **Blade LF 2**, and use the left and right keys to adjust the DMX value, the adjustment range is 0-255, the default initial position is 128, calibrate, press the OK button to save and exit.

### **Blade RF1**

Enter the initial setting menu, use the up and down keys to select the right channel **Blade RF1**, use the left and right keys to adjust the DMX value, the adjustment range is 0-255, the default initial position is 128, calibrate, press the OK button to save and exit.

### **Blade RF2**

Enter the initial setting menu, use the up and down keys to select the right channel **Blade RF2**, use the left and right keys to adjust the DMX value, the adjustment range is 0-255, and the default initial position is 128. Perform calibration, press the OK button to save and exit.

### **Framing Rotat**

Enter the initial setting menu, use the up and down keys to select the **Framing Rotat** channel, use the left and right keys to adjust the DMX value, the adjustment range is 0-255, the default initial position is 128, perform calibration, press the OK button to save and exit.

### **Prism**

Enter the initial setting menu, use the up and down keys to select the **Prism** channel, use the left and right keys to adjust the DMX value, the adjustment range is 0-255, and the default initial position is 128. Perform calibration, press the OK button to save and exit.

## **Effect**

Enter the initial setting menu, use the up and down keys to select the **Effect** channel, use the left and right keys to adjust the DMX value, the adjustment range is 0-255, and the default initial position is 128. Perform calibration, press the OK button to save and exit.

## **CRI**

Enter the initial setting menu, use the up and down keys to select the **CRI** channel, use the left and right keys to adjust the DMX value, the adjustment range is 0-255, the default initial position is 128, calibrate, press the OK button to save and exit.

## **Frost 1**

Enter the initial setting menu, use the up and down keys to select the **Frost 1** channel, use the left and right keys to adjust the DMX value, the adjustment range is 0-255, the default initial position is 128, calibrate, press the OK button to save and exit.

## **Frost 2**

Enter the initial setting menu, use the up and down keys to select the **Frost 2** channels, use the left and right keys to adjust the DMX value, the adjustment range is 0-255, the default initial position is 128, calibrate, press the OK button to save and exit.

## **Iris**

Enter the initial setting menu, use the up and down keys to select the **Iris** channel, use the left and right keys to adjust the DMX value, the adjustment range is 0-255, the default initial position is 128, calibrate, press the OK button to save and exit.

## **Zoom**

Enter the initial setting menu, use the up and down keys to select the **Zoom** channel, use the left and right keys to adjust the DMX value, the adjustment range is 0-255, the default initial position is 128, calibrate, press the OK button to save and exit.

## **Focusing**

Enter the initial setting menu, use the up and down keys to select the **Focusing** channel, use the left and right keys to adjust the DMX value, the adjustment range is 0-255, the default initial position is 128, calibrate, press the OK button to save and exit.

## **Dimmer**

Enter the initial setting menu, use the up and down keys to select the **Dimmer** channel, use the left and right keys to adjust the DMX value, the adjustment range is 0-255, and the default initial position is 128. Perform calibration, press the OK button to save and exit.

## **FosFor Gobo1**

Enter the initial setting menu, use the up and down keys to select **FosFor Gobo1** channel, use the left and right keys to adjust the DMX value, the adjustment range is 0-255, the default initial position is 128, calibrate, press the OK button to save and exit.

## **FosFor Gobo2**

Enter the initial setting menu, use the up and down keys to select **FosFor Gobo2** channel, use the left and right keys to adjust the DMX value, the adjustment range is 0-255, the default initial position is 128, calibrate, press the OK button to save and exit.

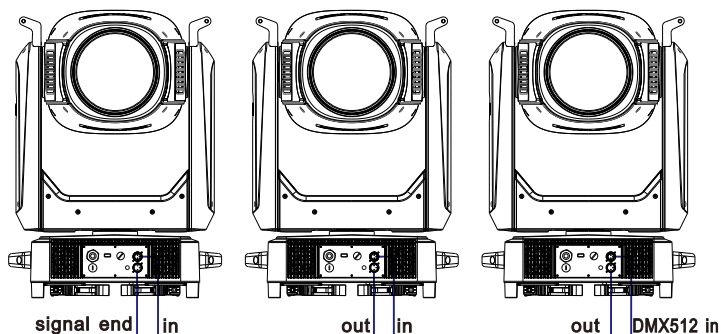
## **FosForIris**

Enter the initial setting menu, use the up and down keys to select **FosForIris** channel, use the left and right keys to adjust the DMX value, the adjustment range is 0-255, the default initial position is 128, calibrate, press the OK button to save and exit.

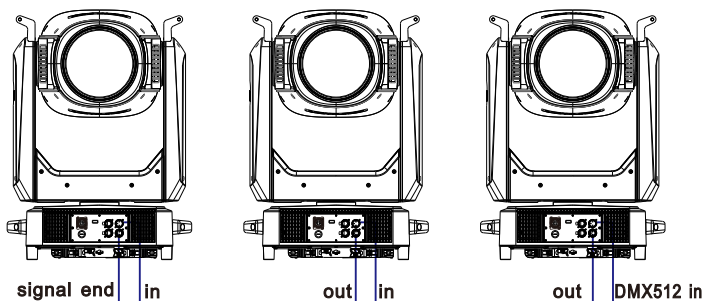
## 6.Control By Universal DMX Controller

### 6.1.DMX 512 Connection

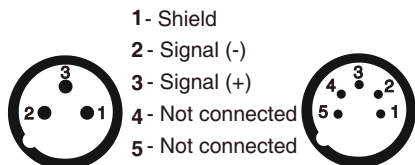
#### PG Version



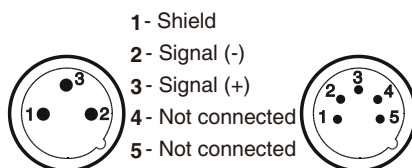
#### Socket Version



#### DMX - output



#### DMX-input



1. At last unit, the DMX cable has to be terminated with a terminator. Solder a 1200hm 1/4W resistor between pin 2(DMX-) and pin 3(DMX+) into a 3-pin XLR-plug and plug it in the DMX-output of the last unit.

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 to 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<br>Address | Unit 2<br>Address | Unit 3<br>Address | Unit 4<br>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   | <b>Pan</b><br>Pan movement/positioning             |                                                                                                                                                                                                                                                                                                                                                  |
| 2       | 0 – 255   | <b>Pan fine</b><br>Fine Pan positioning            |                                                                                                                                                                                                                                                                                                                                                  |
| 3       | 0 – 255   | <b>TILT</b><br>Tilt movement/positioning           |                                                                                                                                                                                                                                                                                                                                                  |
| 4       | 0 – 255   | <b>TILT fine</b><br>Fine Tilt movement/positioning |                                                                                                                                                                                                                                                                                                                                                  |
| 5       | 0 – 10    | <b>Functions</b><br>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   | <b>Cyan</b><br>White→full cyan                     |                                                                                                                                                                                                                                                                                                                                                  |
| 7       | 0 – 255   | <b>Magenta</b><br>White → full magenta             |                                                                                                                                                                                                                                                                                                                                                  |
| 8       | 0 – 255   | <b>Yellow</b><br>White→ full yellow                |                                                                                                                                                                                                                                                                                                                                                  |
| 9       | 0 – 255   | <b>CT0</b><br>Color Temperature from Deep to Light |                                                                                                                                                                                                                                                                                                                                                  |
| 10      | 0 – 89    | <b>Colour wheel</b><br>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     | <b>Gobo1</b><br>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   | <b>Gobo1 Rotation</b><br>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     | <b>Gobo2</b><br>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   | <b>Gobo2 Rotation</b><br>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   | <b>Blade UP1</b><br>Blade Out→In          |      |
| 16      | 0 - 255   | <b>Blade UP2</b><br>Blade Out→In          |      |
| 17      | 0 - 255   | <b>Blade DW1</b><br>Blade Out→In          |      |
| 18      | 0 - 255   | <b>Blade DW2</b><br>Blade Out→In          |      |
| 19      | 0 - 255   | <b>Blade LF1</b><br>Blade Out→In          |      |
| 20      | 0 - 255   | <b>Blade LF2</b><br>Blade Out→In          |      |
| 21      | 0 - 255   | <b>Blade RF1</b><br>Blade Out→In          |      |
| 22      | 0 - 255   | <b>Blade RF2</b><br>Blade Out→In          |      |
| 23      | 0 - 255   | <b>Framing Rotation</b><br>0° - 120°      |      |

| Channel | DMX       | Function                               | Note |
|---------|-----------|----------------------------------------|------|
| 24      | 0 - 10    | <b>Framing Macro</b><br>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                   |      |
|         | 181 - 190 | Semicircle (Down)                      |      |
|         | 191 - 200 | The lower left quadrant                |      |
|         | 201 - 255 | Left Semicircle                        |      |
| 25      |           | <b>Framing Macro Zoom</b>              |      |
|         | 0 - 255   | Framing Macro Zoom                     |      |
| 26      |           | <b>Prism</b>                           |      |
|         | 0 - 10    | Prism Out                              |      |
|         | 11 - 255  | Prism In                               |      |
| 27      | 0         | <b>Prism Rotation</b><br>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     | <b>Effect</b><br>Effect Out            |      |
|         | 10 - 255  | Effect In                              |      |
|         |           |                                        |      |
| 29      |           | <b>Effect Rotation</b>                 |      |
|         | 0 - 2     | No Function                            |      |
|         | 3 - 130   | Forwards rotation from fast to slow    |      |
|         | 131 - 255 | Backwards rotation from fast to slow   |      |
| 30      | 0 - 9     | <b>CRI</b><br>CRI Out                  |      |
|         | 10 - 255  | CRI In                                 |      |
|         |           |                                        |      |
| 31      | 0 - 127   | <b>Frost1</b><br>Frost From Min To Max |      |
|         | 128 - 159 | No Function                            |      |
|         | 160 - 191 | No Function                            |      |
|         | 192 - 255 | No Function                            |      |
|         |           |                                        |      |
| 32      | 0 - 127   | <b>Frost2</b><br>Frost From Min To Max |      |
|         | 128 - 159 | No Function                            |      |
|         | 160 - 191 | No Function                            |      |
|         | 192 - 255 | No Function                            |      |
|         |           |                                        |      |
| 33      | 0 - 127   | <b>Iris</b><br>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                                                                                        | <b>Zoom</b><br>WIDE BEAM→NARROW BEAM                                                                                                                                                   |      |
| 35      | 0 - 255                                                                                        | <b>Focus</b><br>Infinity→near                                                                                                                                                          |      |
| 36      | 0 - 255                                                                                        | <b>Focus Fine</b><br>Fine Focus positioning                                                                                                                                            |      |
| 37      | 0 - 9<br>10 - 19<br>20 - 29<br>30 - 39<br>40 - 49<br>50 - 59<br>60 - 69<br>70 - 79<br>80 - 255 | <b>Autofocus Distance</b><br>NO function<br>7M<br>10M<br>15M<br>20M<br>25M<br>30M<br>40M<br>50M                                                                                        |      |
| 38      | 0 - 255                                                                                        | <b>Autofocus Adjustment</b><br>Auto Focus Fine                                                                                                                                         |      |
| 39      | 0 - 9<br>10 - 49<br>50 - 89<br>90 - 119<br>120 - 179<br>180 - 255                              | <b>Strobe</b><br>No Function<br>From fast to slow, fast off and slow on<br>From fast to slow, fast on and slow off<br>No Function<br>Random strobe, slow → fast<br>Strobe, slow → fast |      |
| 40      | 0 - 255                                                                                        | <b>Dimmer</b><br>Dimmer from Dark To Bright                                                                                                                                            |      |
| 41      | 0 - 255                                                                                        | <b>Dimmer Fine</b><br>Dimmer Fine                                                                                                                                                      |      |
| 42      | 0 - 15<br>16 - 255                                                                             | <b>Gobo Macro</b><br>No Function<br>Gobo Macro Function                                                                                                                                |      |

## 56 Channels (Mode2)

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

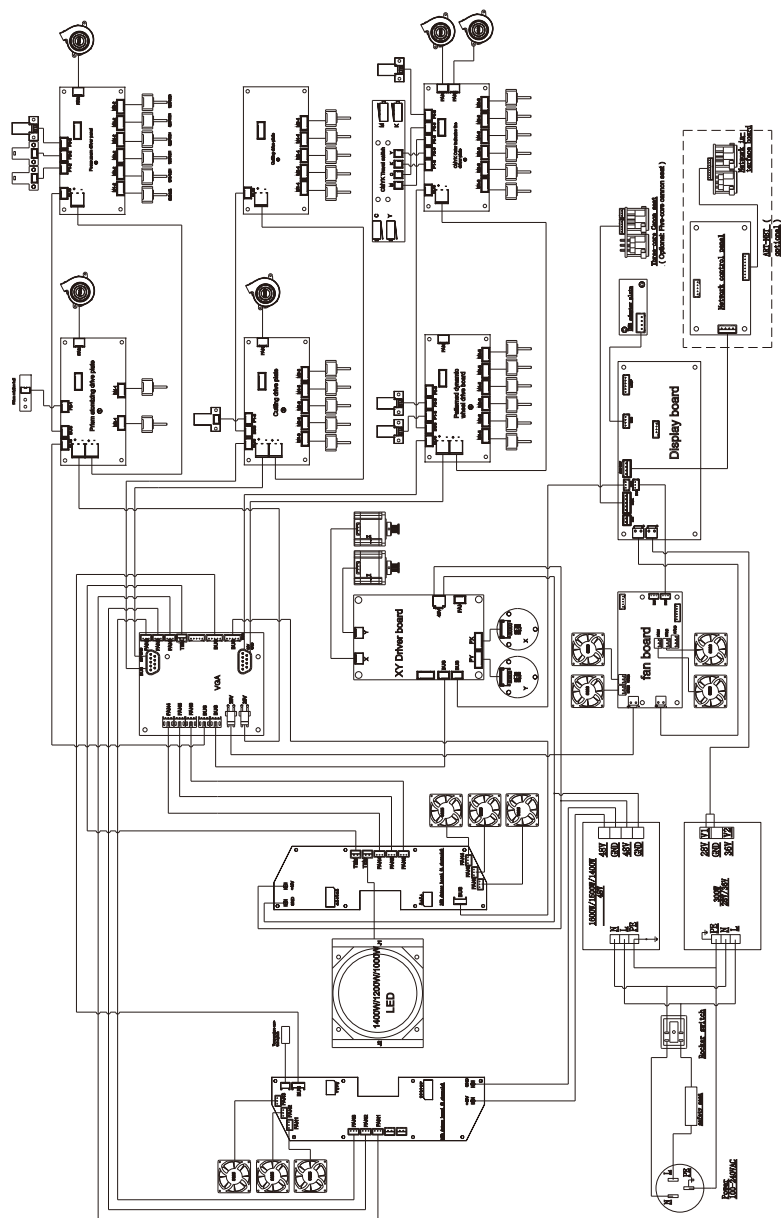
| Channel | DMX       | Function                                        | Note |
|---------|-----------|-------------------------------------------------|------|
| 16      | 20 - 29   | GOB02                                           |      |
|         | 30 - 39   | GOB03                                           |      |
|         | 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   | <b>Gobo1 Rotation</b><br>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     | <b>Gobo2</b><br>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   | <b>Gobo2 Rotation</b><br>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   | <b>Blade UP1</b><br>Blade Out→In                |      |
| 21      | 0 - 255   | <b>Blade UP1 Fine</b><br>Fine Blade positioning |      |
| 22      | 0 - 255   | <b>Blade UP2</b><br>Blade Out→In                |      |
| 23      | 0 - 255   | <b>Blade UP2 Fine</b><br>Fine Blade positioning |      |
| 24      | 0 - 255   | <b>Blade DW1</b><br>Blade Out→In                |      |
| 25      | 0 - 255   | <b>Blade DW1 Fine</b><br>Fine Blade positioning |      |
| 26      | 0 - 255   | <b>Blade DW2</b><br>Blade Out→In                |      |
| 27      | 0 - 255   | <b>Blade DW2 Fine</b><br>Fine Blade positioning |      |

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

| Channel | DMX       | Function                                       | Note |
|---------|-----------|------------------------------------------------|------|
| 43      | 0 - 9     | CRI                                            |      |
|         | 10 - 255  | CRI Out<br>CRI In                              |      |
|         |           |                                                |      |
| 44      | 0 - 127   | <b>Frost1</b><br>Frost From Min To Max         |      |
|         | 128 - 159 | No Function                                    |      |
|         | 160 - 191 | <b>No Function</b>                             |      |
|         | 192 - 255 | No Function                                    |      |
| 45      | 0 - 127   | <b>Frost2</b><br>Frost From Min To Max         |      |
|         | 128 - 159 | No Function                                    |      |
|         | 160 - 191 | No Function                                    |      |
|         | 192 - 255 | No Function                                    |      |
|         |           |                                                |      |
| 46      | 0 - 127   | <b>Iris</b><br>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<br>WIDE BEAM→NARROW BEAM                  |      |
|         |           |                                                |      |
| 48      | 0 - 255   | <b>ZoomFine</b><br>Fine Zoom positioning       |      |
|         |           |                                                |      |
| 49      | 0 - 255   | <b>Focus</b><br>Infinity→near                  |      |
|         |           |                                                |      |
| 50      | 0 - 255   | <b>Focus Fine</b><br>Fine Focus positioning    |      |
|         |           |                                                |      |
| 51      | 0 - 9     | <b>Autofocus Distance</b><br>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   | <b>Autofocus Adjustment</b><br>Auto Focus Fine |      |
|         |           |                                                |      |
| 53      | 0 - 9     | <b>Strobe</b><br>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   | <b>Dimmer</b><br>Dimmer from Dark To Bright    |      |
|         |           |                                                |      |
| 55      | 0 - 255   | <b>Dimmer Fine</b><br>Dimmer Fine              |      |
|         |           |                                                |      |
| 56      | 0 - 15    | <b>Gobo Macro</b><br>No Function               |      |
|         | 16 - 255  | Gobo Macro Function                            |      |



## 7. Electrical Connection Diagram



## 8. Error Information

Error messages will be displayed under the **Fixture state** status menu when the fixture fails and they will not disappear until the fixture is repaired.

### 1. Memory IC:

Check whether the **Memory IC** is damaged.

Check whether the related circuit of the **Memory IC** is damaged.

### 2. Angle sensor:

Check the **Angle sensor** chip for damage.

Check whether the related circuit of the **Angle sensor** chip is damaged.

### 3. Pan Encoder:

Check whether the connection wire connecting the **X-axis** magnetic induction board is in poor contact or disconnected.

Check whether the related circuit of the **X-axis** motor driver board is damaged.

Check the **X-axis** magnetic plate for looseness, falling off or damage.

### 4. Tilt Encoder:

Check whether the connecting wire connecting the **Y-axis** magnetic induction board is in poor contact or disconnected.

Check whether the related circuit of the **Y-axis** motor driver board is damaged.

Check whether the **Y-axis** magnetic induction plate is loose, dropped or damaged.

### 5. Pan:

Check whether there are other objects in the **X-axis** running range interfering with its running and reset.

Check whether the connection wire connecting the **X-axis** magnetic induction board is in poor contact or disconnected.

Check the **X-axis** magnetic plate for looseness, falling off or damage.

Check whether the related circuit of the **X-axis** motor driver board is damaged.

Check if the **X-axis** motor is damaged.

## 6. Tilt:

Check whether there are other objects in the **Y-axis** running range interfering with its running and reset.

Check whether the connecting wire connecting the **Y-axis** magnetic induction board is in poor contact or is disconnected.

Check the **Y-axis** magnetic induction plate for looseness, falling off or damage.

Check whether the related circuit of the **Y-axis** motor driver board is damaged.

Check if the **Y-axis** motor is damaged.

## 7. Cyan:

Check whether there are other objects in the operation range of the **C** color film interfering with its operation and reset.

Check whether the connection line connecting the **C** color chip and the magnetic induction board is in poor contact or disconnected.

Check the **C** color chip magnets for looseness, falling off, or damage.

Check whether the **C** color chip magnetic plate is loose, fallen off or damaged.

Check whether the related circuit of the **C** color chip motor driver board is damaged.

Check whether the **C** color chip motor is damaged.

## 8. Magenta:

Check whether there are other objects in the operating range of the **M** color film interfering with its operation and reset.

Check whether the connection line connecting the **M** color chip magnetic induction board is in poor contact or disconnected.

Check if the **M** color chip magnet is loose, dropped or damaged.

Check whether the **M** color chip magnetic plate is loose, falling off or damaged.

Check whether the related circuit of the **M** color chip motor driver board is damaged.

Check if the **M** color chip motor is damaged.

## **9. Yellow:**

Check whether there are other objects in the operation range of the **Y** color film interfering with its operation and reset.

Check whether the connecting wire connecting the **Y**-color chip magnetic induction board is in poor contact or disconnected.

Check the **Y**-chip magnets for looseness, falling off, or damage.

Check whether the **Y** color chip magnetic induction board is loose, fallen off or damaged.

Check whether the related circuit of the **Y** color chip motor driver board is damaged.

Check if the **Y** chip motor is damaged.

## **10. CTO:**

Check whether there are other objects in the operation range of the **CTO** color film interfering with its operation and reset.

Check whether the connecting wire connecting the **CTO** color chip magnetic induction board is in poor contact or disconnected.

Check the **CTO** chip magnets for looseness, falling off, or damage.

Check the **CTO** color chip magnetic plate for looseness, falling off or damage.

Check whether the related circuit of the **CTO** color chip motor driver board is damaged.

Check the **CTO** chip motor for damage.

## **11. Color wheel:**

Check whether there are other objects in the operation range of the **color wheel** interfering with its operation and reset.

Check whether the connection line connecting the **color wheel** and the magnetic induction board is in poor contact or disconnected.

Check the **color wheel** magnets for looseness, falling off, or damage.

Check the **color wheel** magnetic plate for looseness, falling off or damage.

Check whether the related circuit of the **color wheel** motor driver board is damaged.

Check the **color wheel** motor for damage.

## 12. Gobo1:

Check whether there are other objects in the revolution and operation range of **Gobo1** interfering with its operation and reset.

Check whether the connection line of the connection **Gobo1** male wheel magnetic induction board is in poor contact or disconnected.

Check if the revolving magnet of **Gobo1** is loose, fallen off or damaged.

Check the **Gobo1** revolution magnetic induction plate for looseness, falling off or damage.

Check if the circuit related to the **Gobo1** revolution motor driver board is damaged.

Check if the **Gobo1** revolution motor is damaged.

## 13. Gobo1 Rot.:

Check whether there are other objects in the revolution and operation range of **Gobo1 Rot.** interfering with its operation and reset.

Check whether the connection line of the connection **Gobo1 Rot.** male wheel magnetic induction board is in poor contact or disconnected.

Check if the revolving magnet of **Gobo1 Rot.** is loose, fallen off or damaged.

Check the **Gobo1 Rot.** revolution magnetic induction plate for looseness, falling off or damage.

Check if the circuit related to the **Gobo1 Rot.** revolution motor driver board is damaged.

Check if the **Gobo1 Rot.** revolution motor is damaged.

## 14. Gobo2:

Check whether there are other objects in the revolution and operation range of **Gobo2** interfering with its operation and reset.

Check whether the connection line of the connection **Gobo2** male wheel magnetic induction board is in poor contact or disconnected.

Check if the revolving magnet of **Gobo2** is loose, fallen off or damaged.

Check the **Gobo2** revolution magnetic induction plate for looseness, falling off or damage.

Check if the circuit related to the **Gobo2** revolution motor driver board is damaged.

Check if the **Gobo2** revolution motor is damaged.

### 15. Gobo2 Rot.:

Check whether there are other objects in the revolution and operation range of **Gobo2 Rot.** interfering with its operation and reset.

Check whether the connection line of the connection **Gobo2 Rot.** male wheel magnetic induction board is in poor contact or disconnected.

Check if the revolving magnet of **Gobo2 Rot.** is loose, fallen off or damaged.

Check the **Gobo2 Rot.** revolution magnetic induction plate for looseness, falling off or damage.

Check if the circuit related to the **Gobo2 Rot.** revolution motor driver board is damaged.

Check if the **Gobo2 Rot.** revolution motor is damaged.

### 16. Fram Rot.:

Check whether there are other objects in the revolution and operation range of **Fram Rot.** interfering with its operation and reset.

Check whether the connection line of the connection **Fram Rot.** male wheel magnetic induction board is in poor contact or disconnected.

Check if the revolving magnet of **Fram Rot.** is loose, fallen off or damaged.

Check the **Fram Rot.** revolution magnetic induction plate for looseness, falling off or damage.

Check if the circuit related to the **Fram Rot.** revolution motor driver board is damaged.

Check if the **Fram Rot.** revolution motor is damaged.

### 17. Zoom:

Check whether there are other objects in the revolution and operation range of **Zoom** interfering with its operation and reset.

Check whether the connection line of the connection **Zoom** male wheel magnetic induction board is in poor contact or disconnected.

Check if the revolving magnet of **Zoom** is loose, fallen off or damaged.

Check the **Zoom** revolution magnetic induction plate for looseness, falling off or damage.

Check if the circuit related to the **Zoom** revolution motor driver board is damaged.

Check if the **Zoom** revolution motor is damaged.

## 18. Focus:

Check whether there are other objects in the revolution and operation range of **Focus** interfering with its operation and reset.

Check whether the connection line of the connection **Focus** male wheel magnetic induction board is in poor contact or disconnected.

Check if the revolving magnet of **Focus** is loose, fallen off or damaged.

Check the **Focus** revolution magnetic induction plate for looseness, falling off or damage.

Check if the circuit related to the **Focus** revolution motor driver board is damaged.

Check if the **Focus** revolution motor is damaged.

## 19. Prism:

Check whether there are other objects in the revolution and operation range of **Prism** interfering with its operation and reset.

Check whether the connection line of the connection **Prism** male wheel magnetic induction board is in poor contact or disconnected.

Check if the revolving magnet of **Prism** is loose, fallen off or damaged.

Check the **Prism** revolution magnetic induction plate for looseness, falling off or damage.

Check if the circuit related to the **Prism** revolution motor driver board is damaged.

Check if the **Prism** revolution motor is damaged.

## 20. Prism Rot.:

Check whether there are other objects in the revolution and operation range of **Prism Rot.** interfering with its operation and reset.

Check whether the connection line of the connection **Prism Rot.** male wheel magnetic induction board is in poor contact or disconnected.

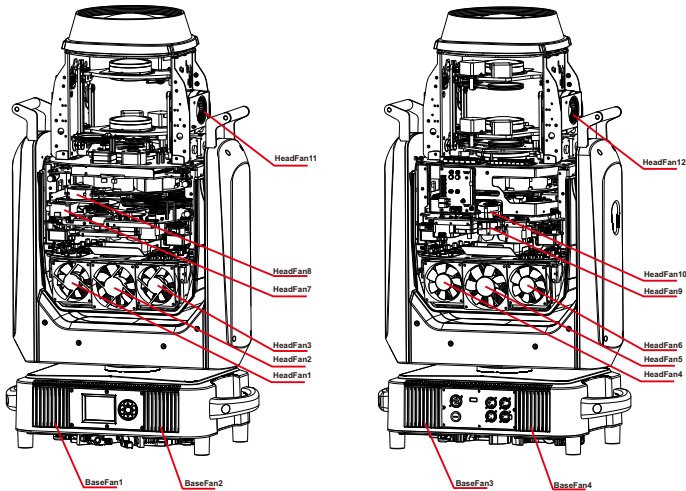
Check if the revolving magnet of **Prism Rot.** is loose, fallen off or damaged.

Check the **Prism Rot.** revolution magnetic induction plate for looseness, falling off or damage.

Check if the circuit related to the **Prism Rot.** revolution motor driver board is damaged.

Check if the **Prism Rot.** revolution motor is damaged.

The position of each fan of the fixture:



## 9. Troubleshooting

Following are a few common problems that may occur during operation. Here are some suggestions for troubleshooting:

### A. The unit does not work, no light and the fan does not work

- Check the connected power.
- Measure the voltage.
- Check the power indicator to see whether it can be lit up or not.

### B. Not responding to the DMX controller

- Check whether the DMX connectors and the DMX cables are connected correctly.
- Check whether the DMX address is correctly set.
- If the intermittent DMX signal problem occurs, check whether the XLR socket and the signal cable are well connected.
- Try it with another DMX controller.
- Check whether the DMX cables run near or alongside to the high-voltage cables, which may damage or interfere with the signal circuit.

### C. One of the channels is not working well

- The stepper motor might be damaged or the cable connected to the PCB might be broken.
- The motor's drive IC on the PCB might be out of condition.



## **10. Fixture Cleaning**

It is absolutely essential that the fixture is kept clean to ensure the maximum light-output and allow the fixture to function reliably throughout its life. The fixture must be cleaned regularly to avoid dust, dirt and smoke-fluid residues building up on or within the fixture. The cleaning frequency depends on the application environment. Clean the fixture immediately if the dust enters it to avoid damage to the optical lens due to excessive dust.

- \* A soft lint-free cloth moistened with any good glass cleaning fluid is recommended, under no circumstances should solvents be used.
- \* Always dry the parts carefully.
- \* Clean the external optical lens at least every 20 days and the internal optical lens every 30 days.

**CAUTION ! ! !**

**Disconnect from mains before starting maintenance operation.**

## **11. Duty exonerative and copyright protection**

- \* The manufacturer shall not bear any responsibility for any damage caused by failure to operate in accordance with this instruction.
- \* All the information in this manual shall be interpreted by the manufacturer.
- \* All the information in this manual shall not be copied without permission.
- \* The data contained in this statement are subject to change in the future without prior notice.