# **380W MOVING HEAD LIGHT**

BEAM SPOT WASH(3IN1)
MJ-A380



# **User manual**

--PROFESSIONAL STAGE LIGHTING -----

Thank you for choosing our beam spot wash moving head light. For the sake of your safety, Please read and follow these instructions carefully and keep this manual in a safe place for future reference.

# Catalogue

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# **☆Important notice:**

- In this instruction for use contains about the installment and the use aspect important information of the beam moving head. When installing and using, you need to look this usage instruction strictly.
- Before open the beam moving head and if you want to do the repair work, please make sure the power source is at the separation condition.
- Every unit is tested completely and packed properly by the manufacturer. Please make sure the packing and the unit are in good condition before installation and use. Should there be any damage caused by transportation, consult your dealer and do not use the unit. Any damage caused by improper use will not be assumed by the manufacturer or dealer.

**Attention:** Unceasingly carries on the product improvement about our company the policy, in this instruction booklet carries the data will have the possibility to be able to change in the future, when no longer separate notice change matters concerned. Our company retains when the product improvement changes the related specification the authority.

## SAFE USAGE OF THE PRODUCT

When unpacking and before disposing of the carton, check there is no transportation damage before using the product. Should there be any damage caused by transportation, consult your dealer and do not use the apparatus.

The product is for indoor use only, IP20. Use only in dry locations. Keep this device away from rain and moisture, excessive heat, humidity and dust. Do not allow contact with water or any other liquids.

The product is not designed or intended to be mounted directly on to inflammable surfaces

The product is only intended for installation, operation and maintenance by professional person.

The product must be installed in a location with adequate ventilation, at least 50cm from adjacent wall surfaces. Be sure that no ventilation slots are blocked.

Do not product the beam onto inflammable surfaces, minimum distance is 12m.

Avoid direct exposure to the light from the lamp. The light is harmful to the eye.

Do not attempt to dismantle or modify the projector in any way.

Electrical connection must only be carried out by qualified personnel.

Before installation, ensure that the voltage and frequency of power supply match the power requirements of the projector.

It is essential that each projector is correctly earthed and that electrical installation conforms to all relevant standards.

Do not connect this device to any other types of dimmer apparatus.

Make sure that the power-cord is never crimped or damaged by sharp edges. Never let the power-cord come into contact with other cables. Only handle the power-cord by the plug. Never pull out the plug by tugging the power-cord.

Keep the light clean. Do not touch the light glasss with bare hands.

The product should always be installed with a secondary safety fixing. On the projector base brink, there is a hole for the safety cord provided. It should be attached as shown in "installing the projector" section.

The lamp used in this projector is a discharge lamp. After switching off don't attempt to restart the projector until lamp has cooled, this will require approx 15 minutes. Switching the lamp on and off at short intervals will reduce the life of both the lamp and the projector. But occasional breaks will prolong the life of the lamp and projector. Never run the projector without a lamp.

The light shall be changed if it has become damaged or thermally deformed or reached its life limit.

Shields and lens shall be changed if they have become visibly damaged to such an extent than their effectiveness is impaired, for example by cracks or deep scratches. Exterior surface temperatures of the luminaire after 5 minutes operation is 70°,

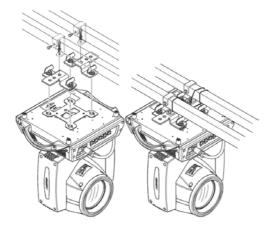
when steady state is achieved 140°.

There is no user serviceable parts inside the projector, do not open the housing and never operate the product with the covers removed.

If you have any questions, don't hesitate to consult your dealer or manufacturer.

★Always disconnect from the mains, when the device is not in use or before cleaning it or before attempting any maintenance work!

# **Install The Equipment:**



Use 2pcs clamp and 1safety cord(need to purchase). Use clamp fix with light hook which in the packing box with light, then use screw install to the bottom of lamp. Hang the fixture on the structure and fasten the screws attached to each clamp. Make sure the light is installed reliable, and confirm the light which you fixed is strong enough for hanging the light. Base on safety reason, please according to the above picture using safety wire cross the light to make it strong enough again.

### Warning!

- 1. Unlock the PAN and TILT before the 1st application of the light for safety.
- Hook and clamp only use for hanging the light. Do not use clamp as a tool to move fixtures.
- 3. Base on safety reason, please use the safety cord which can afford the weight ten times of lamp through Insurance hole for auxiliary hanging.
- 4. Don't use the handle of the moving head light to fixed or lift!

# **Fitting The Lamp:**

.Loosen 8 fast-fit screws and remove the plastic cover, when fitting/replacing the lamp. .Do not touch the bulb of the new lamp with bare hand so as not to influence the beam output.

.Do not harm the sticking out point of the lamp during its installation.

.Fit new lamp and close the plastic cover by 8 fast-fit screws when finished lamp installation.

.Lamp work will reach a very high temperature, Vapor discharge lamp can not continue to supply this physical characteristics, therefore, the power completely cool for 20 minutes before on the operation. Failure to do so will lead to a high-pressure discharge and short circuit burned out the computer's control panel components.

Notes: Unplug the light from power before lamp installation or replacement and wait for it to cool.

### **Power Code Connection:**

Connect the power cord as follows:

L (live) =brown

E (earth) =yellow/green

N (neutral) =blue

Use the plug provided to connect the mains power to the projector paying attention to the voltage and frequency marked on the panel of the projector. It is recommended that each projector be supplied separately so that they may be individually switched on and off.

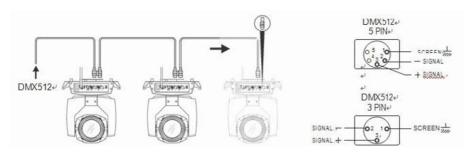
★It is essential that each projector is correctly earthed and the electrical installation conforms to all relevant standards.
★Please do NOT connect the power cable hand by hand over 2pcs.

## **DMX Connection:**

Connection between the controller and a projector and between one projector and another must be made with a 2 core-screened cable, with each core having at least a 0.5mm diameter. Connection to and from the projector is via cannon 3 pin (which are included with the projector) XLR plugs and sockets. The XLR's are connected as shown in the figure above.

Note: Care should be taken to ensure that none of the pins touch the metallic body of the plug or each other. The body of the plug is not connected in any way. The XLED 590 accepts digital control signals in protocol DMX512 (1990).

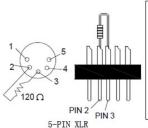
Connect the controller's output to the first fixture's input, and connect the first fixture's output to the second fixture's input and connect the rest fixtures in the same way. Eventually connect the last fixture's output to a DMX terminator as shown in the figure below.



### **DMX** Terminator:

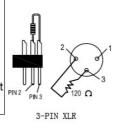
In the Controller mode, at the last fixture in the chain, the DMX output has to be connected with a DMX terminator. This prevents electrical noise from disturbing and corrupting the DMX control signals.

The DMX terminator is simply an XLR connector with a  $120\Omega$  (ohm) resistor connected across pins 2 and 3, which is then plugged into the output socket on the last projector in the chain. The connections are illustrated below.



# DMX TERMINATOR CONNECTION

Connect a  $120\,\Omega(\text{OHM})$  resistor across pins 2 and 3 in an XLR plug and insert it into the DMX out socket on the last unit in the chain.



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## **Function Set**



Light panel schematic diagram is shown in Picture. Above title display light name. Below is the status bar, show current light signal, lamp status, fault (When there is a fault message not viewed, display "ERR", no is display "NOR"). etc.

This light supports the DMX/RDM protocol. When the light is searched by the RDM host, the panel will display the three letters "RDM". ------

Display and operation are similar to "Android operating system", use your fingertips or blunt hard objects to click on the corresponding item to operate.

Note: Do not use sharp or sharp objects to click on the display to prevent damage.

# **Operation Menu**

# 1. Operate the light with an intuitive touch or an auxiliary input (touch-enabled product)

- The left area is the TFT display area and the touch area, click on the panel content with your finger or blunt hardware, then you can complete the parameter setting or view status.
- The right area is the auxiliary input, if you do not use the touch function that comes with the TFT, you can use the auxiliary input to select the item you want to set or view to complete the operation.

### 2. Parameter value input

When the selected parameter item needs to input a value, the window shown in picture will open as below:



- Set the value: You can pull the slider directly to quickly set the desired value, you can also click the "Up" or "Down" button on the right to set the desired value precisely or use the auxiliary input to set it.
- **Application value:** When setting the data with the "Up" or "Down" buttons, the value is sent to the fixture immediately, but the value is not saved.
- **Save the value:** at any time, click the "OK" button in the lower right corner,then save the current value to the internal storage. The next time you turn it on, the saved value is applied to the fixture.

#### 3. Set the Boolean parameter

- When the set parameter is Boolean (such as ON or OFF), then directly click on the corresponding item to switch the parameter value. This type of parameter will be saved to the internal storage after modification. Press the parameter option on the right, the corresponding option will be grayed out. When the hand is released, the corresponding parameters are changed and saved. If the parameter option is pressed, it is not the parameter you want to change. At this point, you can move your finger to other parts of the screen. The corresponding parameters will not change.
- The determination of important Boolean parameters will pass, Determine the window to set, as shown in picture below:



### 4. Subpage (parameters)



### 5. Function operation and parameter setting

Enter the settings interface, as shown in Figure 1-1:

 In the main interface, you can enter the corresponding parameter setting interface by selecting six buttons.  In the parameter setting interface, you can quickly switch to other setting interface by pressing the blue option on the left.

#### 1. Set the DMX address code

The DMX address, channel mode, etc. of the light can be set through the page shown in Figure 1-1. The menu settings of the light optimize the setting of the address, several settings for address codes are as follows:

- Select "last light" or next light", the fixture will be based on the current address code and channel data. Automatically calculate the address code of the next or previous station ,can be set quickly;
- Click on the address code value, Can enter the value editing window, Here
  you can set any valid address code. The light automatically obtains the
  current DMX channel of the light. Automatically filter unusable address
  codes (512 current channel number).
- The light supports the RDM protocol. The fixture address code can be set remotely via RDM. Provide two buttons:
- Channel mode: 20/24different channel modes can be cycled;
- Lamp reset: reset all motors.

#### 2. Set the light work mode

You can set the light control mode and lamp control by the page shown in Figure 1-2. The light supports 4 control modes (DMX mode, auto running mode, voice control mode and scene mode). For detailed parameter value setting, please refer to the previous section. The specific parameters are described in the following table:

#### Work mode

DMX Ctrl	Control r	mode, receive DMX signal, RDM signal		
Auto Run	The light	runs automatically according to the built-in program		
Sound Ctrl	When the luminaire detects a strong sound, the fixture automatically runs a scene in accordance with the built-in program. Otherwise keep the last scene.			
		he set scene mode, support up to 10 scenes of custom		
Scene Mode	1~10	Output the specified scene		
Scene Mode	Auto	Automatically loops the scene in the set scene time (non-zero), and the scene with time 0 automatically skips the ignore.		

	light aut	in non-DMX mode, select the mode of data output, The omatically detects the DMX status and automatically the output to prevent data conflicts.
M/Schoose	Master	The light runs as built-in, If the DMX has no signal, then output data (synchronized), otherwise no data is output
Slave		The light runs in built-in mode and no output data (not synchronized with other luminaires)
	Auto	If the DMX has no signal, the light operates as built-in. Otherwise, the light works according to the DMX signal.
	(bulb lig	ht source) pops up a confirmation dialog box, Select
"SURE" t		to confirm the current operation, turn the lamp on or off,
Light Switch	and the switch interval is limited to 30 seconds.	
	OFF	Current lamp output is off
ON		The current light output is already on

Scene mode for single or small fixtures, just output a fixed scene, or need to run a simple program,can not be

connected to the console, edit it in the scene page.

If the light source is light bulb, after turning off the light bulb, please wait 10 minutes before turning on the light bulb.

#### 3. Panel display settings

The light support Chinese and English language, upside down display, etc., enter the corresponding parameter settings as shown in Figure 1-3. The specific menu contents are as follows:

Display mode

	Set the disp	layed language
Language	English	English display
	Chinese	Chinese display
Set the screen display content or mode after no operation for		
	seconds	
	OFF	Keep the last action page, bright screen
Screen	Mode 1	Off screen
Saver	Mode 2	Black screen, showing the address code of the
	Mode 2	current fixture in the lower left corner
	Mode 3	Display trademark information, address code and
	widde 3	operation mode

	Set the disp	lay orientation of the screen
	Forward	Don't reverse display
Screen Rot	Reverse	Reverse display
	Auto	Automatically detect the direction of the light hanging light, automatically switch the display direction
	Set the indic	cation mode of the DMX signal indicator
	Mode 1	Bright when there is a signal, and goes off when there
DMX		is no signal
Instruction	Mode 2	Goes Off when there is a signal, bright when there is
		no signal
	Mode 3	Flicker when there is a signal, and goes off when
	Mode 3	there is no signal
Touch	Select whet	her to disable the touch screen, when the screen touch
screen	is accidentally damaged, you can disable the touch function and set	
switch	the light fixto	ure with the auxiliary input.
Touch	When the	screen touch is not accurate, you can enter the
correction	correction p	age correction screen.

For touch-enabled light, if there is a bad touch, you can enter the calibration page to re-correct the touch accuracy of the touch screen. Under normal circumstances, please do not enter this page. If the touch is damaged, select Disable touch switch.

### 4. Scene editing mode

Enter the page shown in Figure 1-4. The light enters the scene editing mode. Under this page, the light does not receive the DMX controller data, and the edited data is immediately reflected on the luminaire.

The content of the page is not indented depends on the currently selected channel, and the displayed channel content and order are consistent with the light channel table. Through this page, 10 scenes can be edited, as shown in the following table:

#### Scene mode

Scene selection	Select the current operation scene		
	1~10	10 scene change	
Scene time		etention time of the current scene when it is	
	automatic	, in units of 0.1 seconds.	
	0	The current scene does not participate in automatic scene output	
	1-255	0.1 second to 25.5 seconds	

Pan	0-255	Set the data of each channel, and the display
	0-255	content and sequence correspond to the
	0-255	channel table of the light
Function	0-255	

If the reset channel in the scene edits the valid reset data, the light will reset, but after reset, thevalue of the corresponding reset channel will be automatically cleared to prevent multiple consecutive resets.

Check the page to get the current channel table order of the light. For detailed channel data, please refer to the detailed channel description.

#### 5. Set the working parameters of the light

Enter the page shown in Figure 1-5 to adjust the on-site parameters of the light to facilitate on-site installation of the light:

#### Advanced mode

	Set the Pan	rotation direction
Pan Invert	OFF	Not reversed
	ON	Reversed
	Set the Tilt rotation direction	
Tilt Invert	OFF	Not reversed
	ON	Reversed
	Set whether	the luminaire detects P/T out of step and corrects
P/T Rectify	OFF	Uncorrected position after out of step
r/i Keciny	ON	Automatically correct position after out of step and
		record out of step failure
Pan offset	Set the posi	tion of the X-axis zero point of the fixture
	4-150	4-150
Tilt offset	Set the position of the zero point of the yoke of the light	
Tilt offset	4-48	4-48
	Set the outp	out status of the light when there is no DMX signal
Data Hold	OFF	No signal, so the motor and light source return to the
	OFF	position and state when the reset is completed
	ON	No signal, keep the last frame of DMX data output

	Set the way	the lamp is turned on for the first time after powering up
Lamp when RstD	Power on	Turn on the lamp first when powering up, reset the light after 30 seconds
	RstDone	Reset the light after 3 seconds of power-on, turn on the lamp after resetting
	Manual	After the reset is complete, manually turn on the light
		lamp through the menu or console
Factory	A confirmation box pops up, and after selecting "SURE", the light	
settings	parameters	are returned to the factory settings.

When the power-on lamp opening mode is selected, after the lamp is powered on, it will wait for 30 seconds for the lamp to fully start. After the internal voltage is stable enough, the reset program will be started. If the field power capacity is stable, it is recommended to turn on the light lamp mode.

When the light cannot correct the position, first check if the "optocoupler correction" is turned off.

When the signal is removed, if the position of the light is not as intended, first check the "Data Hold" setting.

When setting the XY offset, after completing the setting, first control the XY with the maximum stroke to check that the X Y does not hit the positioning lever or the housing.

#### 6. Check the current status of the fixture

Enter the page shown in Figure 1-6 to view the information and real-time status of the light to know the status of the light. If the light needs to be sold, please provide the status information displayed on the page for judgment. The details are as follows:

#### Status information

	Display information status of all motors and signals in the light		
Motor	Hall Hotor	Not displayed, indicating that the motor has no Hall correction, 0 means the motor leaves the calibration position, and 1 means the motor is in the correction position.	
information	Status	Display motor reset completion status	
	Pan	Display real-time position values of Pan	
	Tilt	Display real-time position values of Tilt	
	Optocoupler	Display the level status of two signals of Pan and Tilt optocouplers, binary	

	Display the last 8	fault records of the light reset and operation. The fault	
	record is not saved after power off, and the power-on cycle is valid.		
	Fault data	Total number of faults detected after power-on	
	12:03	Power-on time when the fault occurred, in minutes	
	Hall failure	The motor does not detect a valid Hall signal when the motor is reset.	
Error	Hall short circuit	The Hall signal detected when the motor is reset is always valid.	
Logging	Optocoupler failure	No valid optocoupler signal detected for motor reset	
	Out of step	Corresponding motor out of step during operation	
	Bat	Corresponding to the positioning rod when the motor is reset	
	Lamp failure	lamp accidental defoaming	
	Sensor failure	Temperature sensor signal is abnormal	
	Fan failure	The main fan is not working properly.	
	Display key statu	is data of the current fixture for reference	
	Communication	0~100%, communication quality of the internal data link of the light	
	Error count	The number of error frames detected after power-on, cumulative	
Light	Light source	Display the temperature of the current light source,	
Status	temperature	"" means no detection	
	Display panel	Display the temperature of the current display panel or the ambient temperature in the vicinity	
	temperature Sensor temperature	Displays the ambient temperature of the current motherboard temperature or motherboard installation location	
	· ·	rmation and version of the current luminaire, an nee for after-sales maintenance	
Version	device	The name of the light, the same as the device information of the RDM	
information	model	The model of light ,the same as the model information of RDM	
	Display board	Display board firmware version and serial number	
	main board 1	Main board 1 firmware version and serial number	
		accumulated time of the light source on, in minutes,	
Light time		ally removes it, as the time reference for regular	
	maintenance of t		
Total time	clear	accumulated time of the lamp on, in minutes, not	

### **Maintenance**

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To prolong the life of the projector, some maintenance work has to be done to ensure the optical system in good condition. If the projector does not function, check the fuses on the power socket of the projector, they should only be replaced by fuses of the same specification. Should these be damaged, call a qualified technician before replacement. The projector has thermal protection device that will switch off the projector in case of overheating. Should either of these operate, check that the fans are not blocked, and if they are dirty, clean them before switching on the projector again. Check that the fans are operational, if not, call a qualified technician.

☆Any maintenance work should only be carried out by qualified technicians.

## **Keeping The Product Clean**

To ensure the reliability of the projector, it should be kept clean. It is recommended that the fans should be cleaned every 15 days. The lens and dichroic colour filters should also be regularly cleaned to maintain an optimum light output.

Do NOT use any type of solvent on dichroic colour filters.

Cleaning frequency depends on the environment in which the fixture operates: damp, smoke or particularly dirty surroundings can cause greater accumulation of dirt on the unit's optics. A soft cloth and typical glass cleaning products should be used for cleaning. It is recommended to clean the external optics at least once every 15 days and clean the internal optics at least once every 60 / 90 days.

 $\not \simeq$  Do not use any organic solvent, e.g. alcohol, to clean housing of the apparatus.

# **Equipment and Appendix:**

$\stackrel{\wedge}{\simeq}$	Beam Spot Wash 380W Moving Head Light	1pcs
$\stackrel{\wedge}{\simeq}$	Power Cable	1pcs
$\stackrel{\wedge}{\simeq}$	XLR connector	1unit
$\stackrel{\wedge}{\boxtimes}$	Light Hook	2pcs
$\stackrel{\wedge}{\simeq}$	The Product of Instruction	1pcs

# **Trouble Shooting:**

Problem	Answer
The moving head light doesn't	Check the fuse the power socket
switch on.	Replace the lamp
Although shines, but the moving	Check the digital start address and also check
head lamp doesn't accept the	the connection situation of the communication
instruction of the controller.	control line
The moving head lamp only can	Inspect the power supply and voltage is whether
work intermittently.	normal.
	Make sure the fan is working well or fans and
	their filters not blocked
Defective projection	Make sure the lamp is within its life limit
	Remove dust or grease from the lenses.
The beam appears dim	heck the optics is clean or the lens in good
	condition(not cracked)
	Replace with a new lamp of the specified type
	and rating.

# **Channel List:**

(24CH)	(20CH)	DMX Value	Function
1	1	0-255	Pan(0-540°)
2	2	0-255	Pan Fine(0-2°)
3	3	0-255	Tilt(0-270°)
4	4	0-255	Tilt Fine(0-1°)
5	5	0-255	P/T Speed from fast to slow
6	6	0-255	0-100% dimmer

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		Shutter	
		0-3	Closed
		1-103	Pulse strobe from slow to fast
		104-107	Open
7	7	108-207	Gradual strobe from slow to fast
		208-212	Open
		213-251	Random strobe from slow to fast
		252-255	Open
		192-223	Random Slow - Fast
		Colour	
		0-5	White
		6-10	White+ Colour 1
		11-15	Colour 1 (Red)
		16-20	Colour 1+Colour 2
		21-26	Colour 2 (Dark green)
		27-31	Colour 2+Colour 3
		32-37	Colour 3 (brownish yellow)
		38-42	Colour 3+Colour 4
		43-47	Colour 4 (Dark blue)
		48-52	Colour 4+Colour 5
		53-58	Colour 5 (Pink)
		59-63	Colour 5+ Colour 6
8	8	64-68	Colour 6 (Orange)
		69-74	Colour 6+ Colour7
		75-79	Colour7 (Blue-green)
		80-84	Colour7+ Colour8
		85-89	Colour8 (Orange red)
		90-94	Colour8+ Colour9
		95-100	Colour9 (Cool colour)
		101-105	Colour9+ Colour10
		106-111	Colour10 (Purplish red)
		112-116	Colour10+ Colour11
		117-121	Colour11 (Fluorescence)
		122-127	Colour11+White
		128-191	Fast Rotation - Slow Rotation
		192-255	Slow Rotation - Fast Rotation

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		Fix Gobo	
		0-9	White
		10-14	Gobo 1
		15-19	Gobo 2
		20-24	Gobo 3
		25-29	Gobo 4
		30-34	Gobo 5
		35-39	Gobo 6
		40-44	Gobo 7
		45-49	Gobo 8
		50-54	Gobo 9
		55-59	Gobo 10
		60-64	Gobo 11
		65-69	Gobo 12
		70-74	Gobo 13
9	9	75-79	Gobo 1 Shake from slow to fast
		80-84	Gobo 2 Shake from slow to fast
		85-89	Gobo 3 Shake from slow to fast
		90-94	Gobo 4 Shake from slow to fast
		95-99	Gobo 5 Shake from slow to fast
		100-104	Gobo 6 Shake from slow to fast
		105-109	Gobo 7 Shake from slow to fast
		110-114	Gobo 8 Shake from slow to fast
		115-119	Gobo 9 Shake from slow to fast
		120-124	Gobo 10 Shake from slow to fast
		125-129	Gobo 11 Shake from slow to fast
		120-134	Gobo 12 Shake from slow to fast
		135-139	Gobo 13 Shake from slow to fast
		140-195	Fast Rotation - Slow Rotation
		196-199	Stop
		200-255	Slow Rotation - Fast Rotation
			Effect Gobo
10	10	0-14	White
10		15-29	Gobo 1
		30-44	Gobo 2

		45-59	Gobo 3
		60-74	Gobo 4
		75-89	Gobo 4  Gobo 1 Shake from slow to fast
			Gobo 2 Shake from slow to fast
		90-104	
		104-114	Gobo 3 Shake from slow to fast
		115-127	Gobo 4 Shake from slow to fast
		128-255	Gobo running from slow to fast
		Rot Gobo	
		0-9	Small White
		10-19	Gobo 1
		20-29	Gobo 2
		30-39	Gobo 3
		40-49	Gobo 4
		50-59	Gobo 5
		60-69	Gobo 6
11	11	70-79	Gobo 7
''		80-89	Gobo 1 Shake from slow to fast
		90-99	Gobo 2 Shake from slow to fast
		100-109	Gobo 3 Shake from slow to fast
		110-119	Gobo 4 Shake from slow to fast
		120-129	Gobo 5 Shake from slow to fast
		130-139	Gobo 6 Shake from slow to fast
		140-149	Gobo 7 Shake from slow to fast
		150-199	Fast Rotation - Slow Rotation
		200-255	Slow Rotation - Fast Rotation
			Gobo Rot
	12	0-127	Rotation (0-360°)
12		128-187	Fast Rotation - Slow Rotation
		188-195	Stop
		196-255	Slow Rotation - Fast Rotation
			Prism-1
13	13	0-127	Empty
		128-255	Prism-1(Round 24)

14		Prism-1 Rot		
		0-127	Rotation (0-360°)	
	14	128-187	Fast Rotation - Slow Rotation	
		188-195	Stop	
		196-255	Slow Rotation - Fast Rotation	
		Prism-2		
15	15	0-127	Empty	
		128-255	Prism-2(Linear 6)	
		Prism-2 Rot		
		0-127	Rotation (0-360°)	
16	16	128-187	Fast Rotation - Slow Rotation	
		188-195	Stop	
		196-255	Slow Rotation - Fast Rotation	
47	47		Zoom	
17	17	0-255	Linear Zoom	
4.0	4.0		Focus	
18	18	0-255	Linear Focus	
		Auto Zoom		
		0-31	No function	
19	19	32-127	Auto Zoom at 5m	
		128-191	Auto Zoom at 7.5m	
		192-255	Auto Zoom at 10m	
		Control		
		100-105	Lamp OFF after 3 second	
		200-205	Lamp ON after 3 second	
20	20	210-215	Pan/Tilt reset	
		220-235	Effect motor reset	
		240-255	All motor reset	
		Dimmer fine		
21	*	0-255	Dimmer fine	
			Gobo fine	
22	*	0-255	Gobo fine	
			Zoom Fine	
23	*	0-255	Zoom Fine	
		Focus Fine		
24	*	0-255	Focus Fine	
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### **Technical Parameters:**

**Voltage:** AC100~240V/50-60Hz

Power consumption:580W@ (220V)

Lamp: YODN MSD 380 R18 lamp

Color temperature: 7800K

Color: 11 Color + White, Color half step function

**Gobo1:** 13 Fixed gobo + White, Gobo shake function **Gobo2:** 7 Rotating gobo + White, Gobo shake function

Gobo3: 4 Effect gobo + White, Gobo shake function

Prism:1Pcs rotation 24-face prism, Bilateral rotation, Prism superposition

function

1Pcs rotation 6-facet linear prism, Bilateral rotation, Prism superposition

function

**Dimmer:** 0-100% linear adjustment, Strobe(0.5-9 times/ second)

Focus: Electric focus from near to far

**ZOOM:** Linear ZOOM function

**Zoom angle:** 2.5°-5° beam model; 5°-60° spot model

Channel: 20/24CHs

Control mode: DMX512, Automatic and Master/slave mode, Sound

Pan: X axis 540° automatically accurate positioning

Tilt: Y axis 270° automatically accurate positioning

Control Panel: Touch LCD display panel with 4

buttons,2.2-inch color LCD display with

English and Chinese menu, can be rotation 180 °

Protection grade: IP20 Gross Weight: 25.5 kg

Package Size: 550 x 480x 630mm