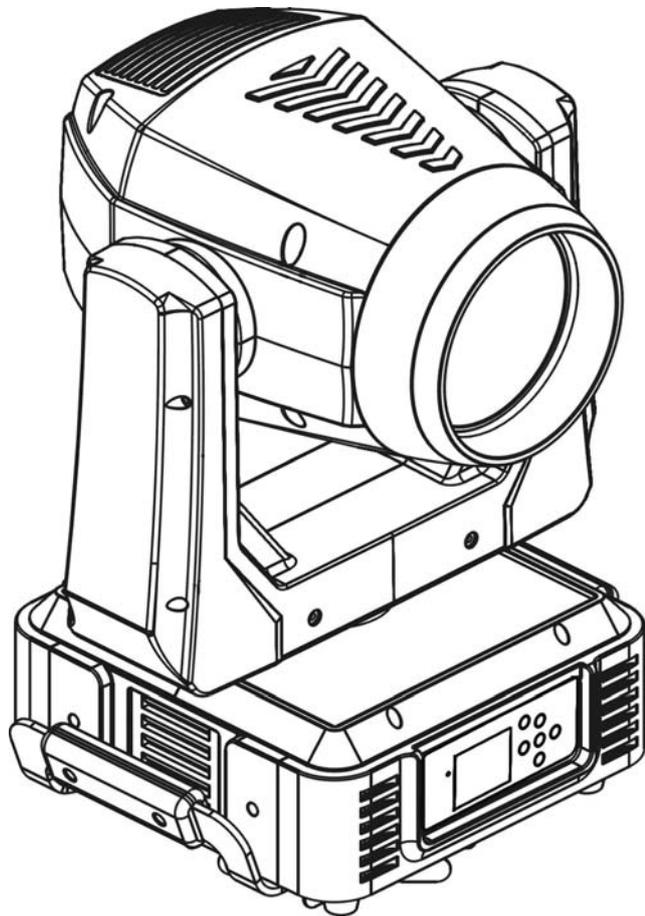




PROFESSIONAL MOVING HEAD USER MANUAL



ICON BEAM

KEEP THIS MANUAL FOR FUTURE NEEDS



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Thank you for your patronage. We are confident that our excellent products and service can satisfy you. For your own safety, please read this user manual carefully before installing the device.

In order to install, operate, and maintain the lighting safely and correctly. We suggest that the installation and operation should be done by the verified technician and follow the instruction strictly.

	CAUTION! Keep this device away from rain and moisture !
	CAUTION! Unplug mains lead before opening the housing.

Every person involved with the installation, operation and maintenance of this device has to:
-be qualified
-follow carefully the instructions of this manual

INTRODUCTION:

Thank you for having chosen this professional moving head.
You will see you have acquired a powerful and versatile device.

Unpack the device. Inside the box you should find:

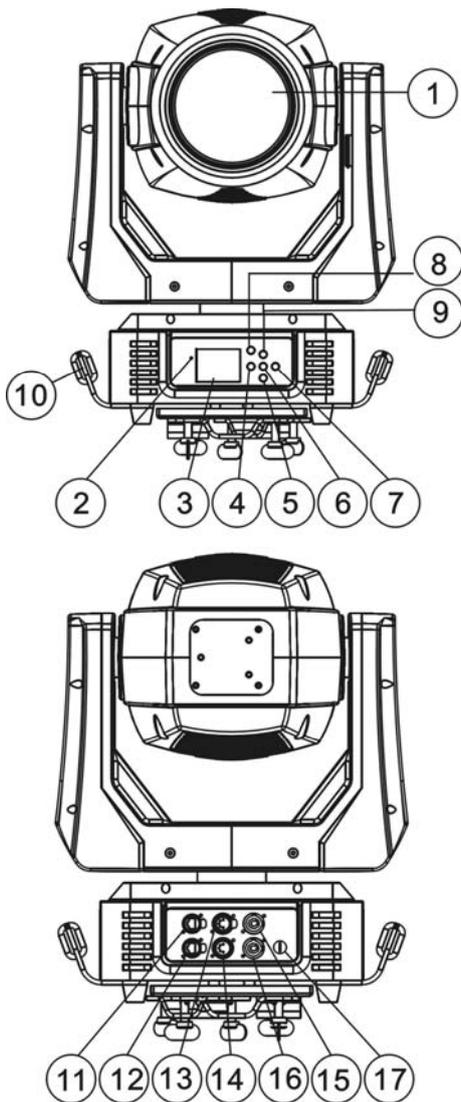
1. Four XLR connection cable
2. Two omega clamps
3. One safety rope
4. Manual

Please check carefully that there is no damage caused by transportation. Should there be any, consult your dealer and don't install this device.

1. Features

- Lamp: MSD Platinum 14 R
- 3 DMX Channels mode: 15/17/21 channels
- Stand alone operation with Master/Slave function, sound activated via built in microphone.
- Pan movement: pan 540° /630° offset, Tilt movement: tilt 270°
- Color wheel: 13colors plus white, with two direction rainbow effect,
- Rotation gobo: 8 interchangeable, rotating gobos plus open
- Static gobo: 12 static gobos plus open with different speed gobo shaking and gobo indexing
- Two Prism and prism rotating, with 16 prism macros
- Strobe effect : 0~13 flashes per second or random strobe
- Dimmer intensity from 0%~100%
- Control board with full color LCD graphic display and touch-keyboard
- Display: Can be changed 180° reverse to fit for different installation position.
- Rechargeable Back up Battery for Display
- Preset program: 7 built in programs can be called up via DMX controller
- Software-upload by optional accessory via DMX line

2. Overview



- 1) Lens
- 2) Microphone
- 3) Display
- 4) Left-button
- 5) Down-button
- 6) ENTER-button
- 7) Right-button
- 8) Mode/Esc-button
- 9) Up-button
- 10) Handle
- 11) RJ45 In
- 12) RJ45 Out
- 13) 5-Pin DMX In
- 14) 5-Pin DMX Out
- 15) Power In
- 16) Power Out
- 17) Fuse

3. SAFETY INSTRUCTIONS

3.1) Important safety warns

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

This device has left the factory in perfect condition. In order to maintain this condition and to ensure a safe operation, it is absolutely necessary for the user to follow the safety instructions and warning notes written in this user manual.

Important:



Damages caused by the disregard of this user manual are not subject to warranty. The dealer will not accept liability for any resulting defects or problems.

If the device has been exposed to temperature changes due to environmental changes, do not switch it on immediately. The arising condensation could damage the device. Leave the device switched off until it has reached room temperature.

This device falls under protection-class I. Therefore it is essential that the device be earthed.

The electric connection must carry out by qualified person.
Make sure that the available voltage is not higher than stated at the end of this manual.
Make sure the power cord is never crimped or damaged by sharp edges. If this would be the case, replacement of the cable must be done by an authorized dealer.

Always disconnect from the mains, when the device is not in use or before cleaning it. Only handle the power cord by the plug. Never pull out the plug by tugging the power cord.

During initial start-up some smoke or smell may arise. This is a normal process and does not necessarily mean that the device is defective, it should decrease gradually.

Please don't project the beam onto combustible substances.

If the external flexible cable or cord of this luminaire is damaged, it shall be exclusively replaced by the manufacturer or his service agent or a similar qualified person in order to avoid a hazard.

	CAUTION! Never touch the device during operation! The housing may heat up
	CAUTION! Never look directly into the light source, as sensitive persons may suffer an epileptic shock.

Please be aware that damages caused by manual modifications to the device are not subject to warranty. Keep away from children and non-professionals.

3.2) GENERAL GUIDELINES

This device is a lighting effect for professional use on stages, in discotheques, theatres, etc., the device was designed for indoor use only.

This fixture is only allowed to be operated with the max alternating current which stated in the technical specifications in the last page of this manual.

Lighting effects are not designed for permanent operation. Consistent operation breaks may ensure that the device will serve you for a long time without defects.

Do not shake the device. Avoid brute force when installing or operating the device.

While choosing the installation-spot, please make sure that the device is not exposed to extreme heat, moisture or dust. Please don't project the beam onto combustible substances. The minimum distance between light-output from the projector and the illuminated surface must be more than 9 meter.

If you use the quick lock cam in hanging up the fixture, please make sure the quick lock fasteners turned in the quick lock holes correctly.

Operate the device only after having familiarized with its functions. Do not permit operation by persons not qualified for operating the device. Most damages are the result of unprofessional operation.

Please use the original packaging if the device is to be transported.

For safety reasons, please be aware that all modifications on the device are forbidden.

If this device will be operated in any way different to the one described in this manual, the

product may suffer damages and the guarantee becomes void. Furthermore, any other operation may lead to short-circuit, burns, electric shock, lamp explosion, crash, etc.

4. INSTALLATION INSTRUCTIONS

4.1) Installing or replacing the lamp

	CAUTION! Only install the lamp with the device unplugged from the mains.
	CAUTION! The lamp has to be replaced when it is damaged or deformed.
	CAUTION! Lamp MUST BE replaced at 1,500 Hours! Use only Genuine Original Philips™ Platinum lamps. Other brand lamps may cause damage and void warranty!

Because of the nature of the extreme heat associated with the Platinum 14R lamp and the tight nature of the internal optical system it is imperative that the lamp be replaced every 1500 hours. This is done to protect the internal optical system as well as prevent accidental lamp explosion, which could lead to hot glass particles falling from the fixture. Failure to change the lamp within 300 hours of operation will result in automatic shut down of the fixture's electronics.

At 1500 hours the display will begin to flash "Replace The Lamp" and the lamp will flicker for the first five minutes of operation. At this point the lamp has reached the maximum rated life and should be replaced immediately. After the lamp has flickered for about five minutes it should strike normally allowing the fixture to be used temporarily until a replacement lamp can be installed. The fixture will continue to operate for an additional 300 hours, however the "Replace the Lamp" warning will continue to flash in the display. Keep in mind that the flicker protection circuitry will only work for about 300 hours (lamp clock life of 1500-1800 hours). After 1800 hours the fixture will no longer respond to DMX commands and immediately enter a hibernation mode that will electronically discontinue all fixture functionality with the exception of a few menu commands. The fixture will continue to enter hibernation mode until the lamp is replaced and the lamp clock has been reset.

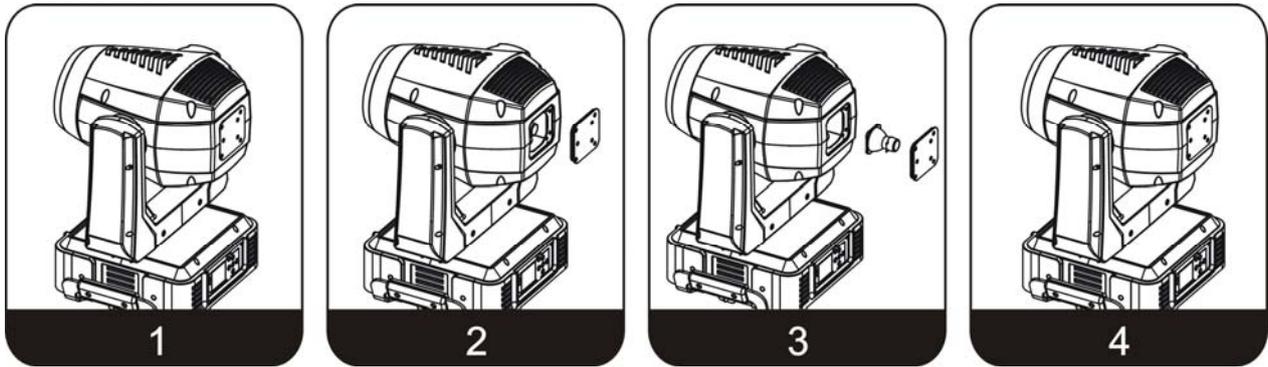
Before replacing the lamp let the lamp cool down, because during operation, the lamp can reach very high temperature.

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

Do not install lamps with a higher wattage. They generate higher temperatures than which the device was designed for.

For the installation, you need one: **MSD Platinum 14 R**

Procedures:



- 1) Please put the fixture on a smooth desk, release the screw A, B, C, D. Then open the plate for lamp-socket.
- 2) Before taking off the lamp, please release the two red wires which connect to the lamp. Then take off the plate of the lamp carefully, please press the lamp and cover for lamp-socket. Make sure remove the lamp from left to right until the lamp is took off. Attention, wrap the lamp with soft cloth which go with the lamp to avoid your finger touching the glass of lamp directly.
- 3) Replace lamp and make it stable. Please be noted that there's only one installation direction for the lamp. Make sure the replaced lamp has the same installation direction with the old one. Once again, make sure it's stable.
- 4) Cover the plate of lamp socket and tighten screw A, B, C, D
- 5) Please reset the lamp life-time. Otherwise it is likely to trigger the protecting firmware of system to make the replaced lamp close itself automatically.

Please remember the lamp is not a hot-restrike type, you must wait for approximately 10 minutes after having turned off the lamp before you can turn it back on again.



4.2) Mounting the device



The applicable temperature for the lighting is between -10°C to 45°C. Do not use the lighting under or above the temperature.

The installation of the effect has to be built and constructed in a way that it can hold 10 times the weight for 1 hour without any harming deformation.

The installation must always be secured with a secondary safety attachment, e.g. an appropriate safety rope.

Never stand directly below the device when mounting, removing or servicing the fixture.

The operator has to make sure the safety relating and machine technical installations are approved by an expert before taking the device into operation for the first time.

These installations have to be approved by a skilled person once a year.

Overhead mounting requires extensive experience, including amongst others calculating working load limits, installation material being used, and periodic safety inspection of all installation material and the device. If you lack these qualifications, do not attempt the installation yourself. Improper installation can result in bodily injury.



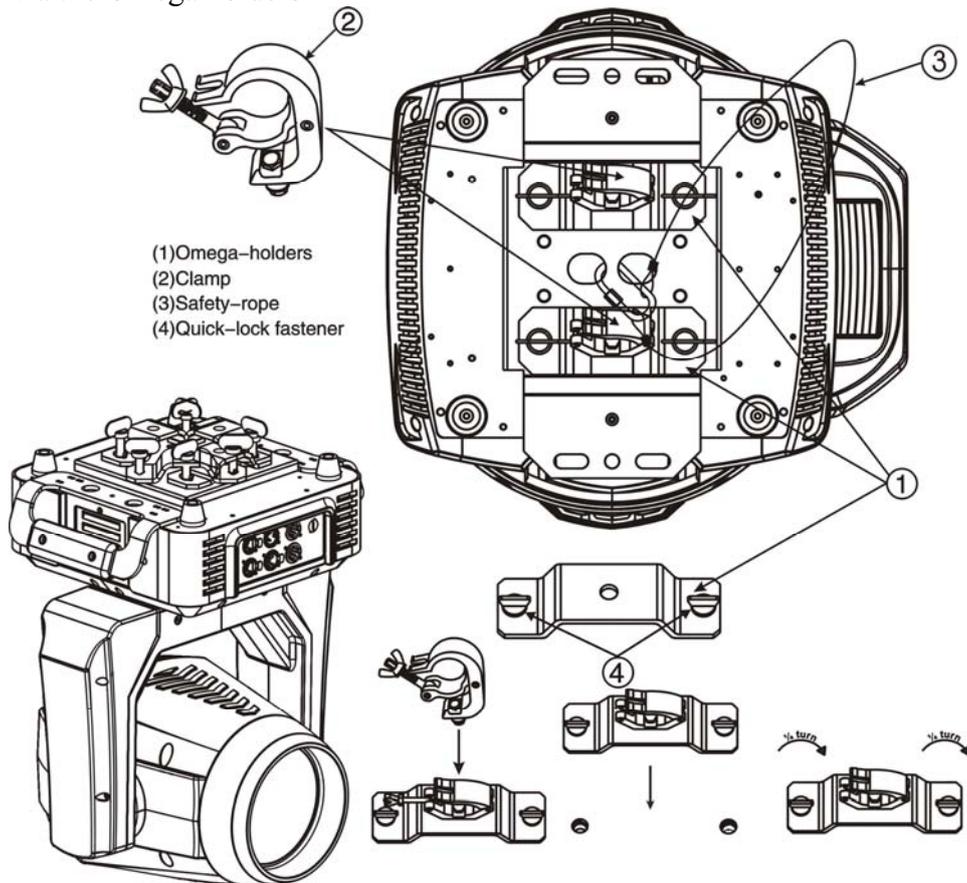
CAUTION!

The electric connection must only be carried out by a qualified electrician.

Before mounting make sure that the installation area can hold a minimum point load of 10 times the device's weight.

Connect the fixture to the mains with the power plug.

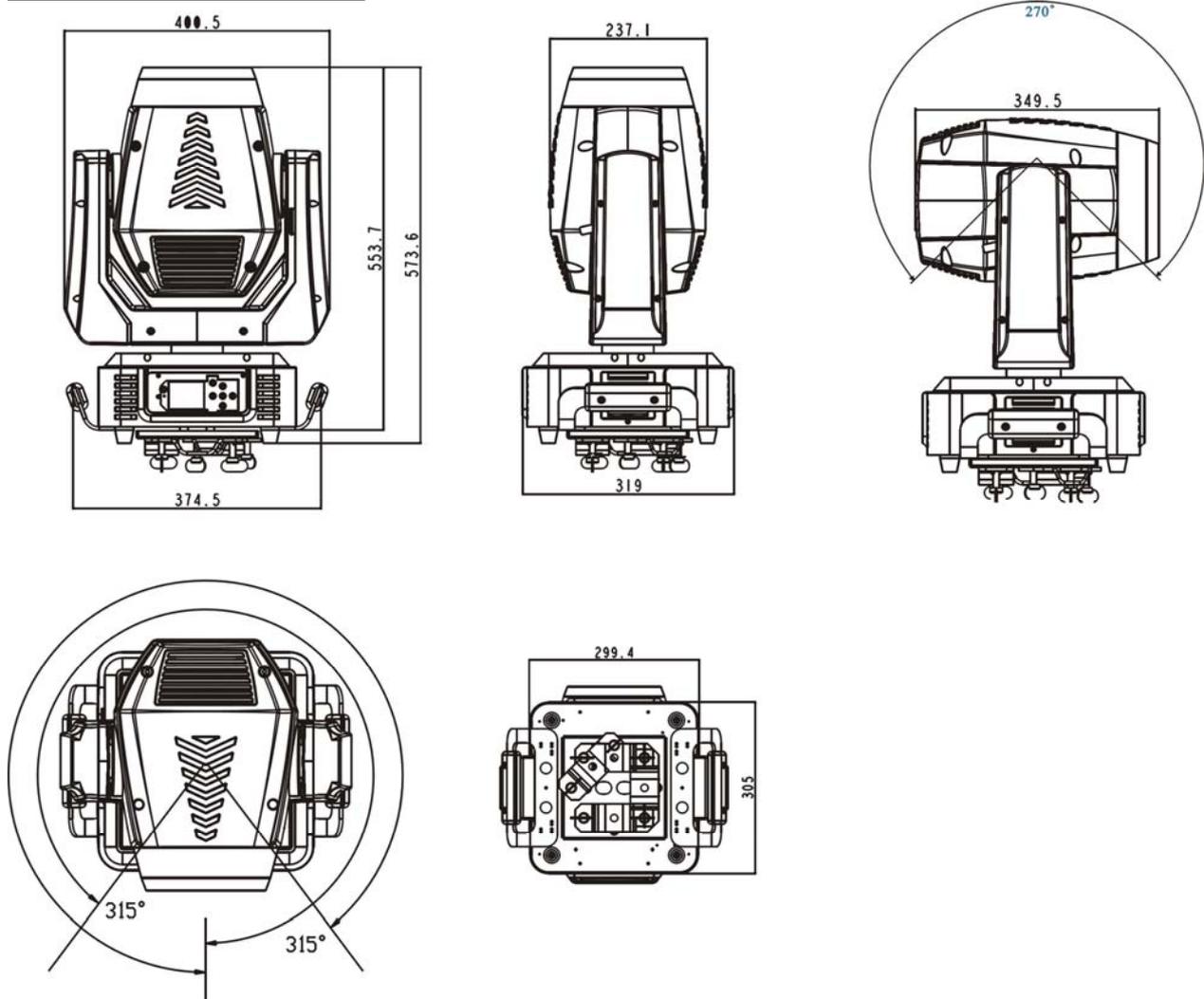
Installation via the Omega holders



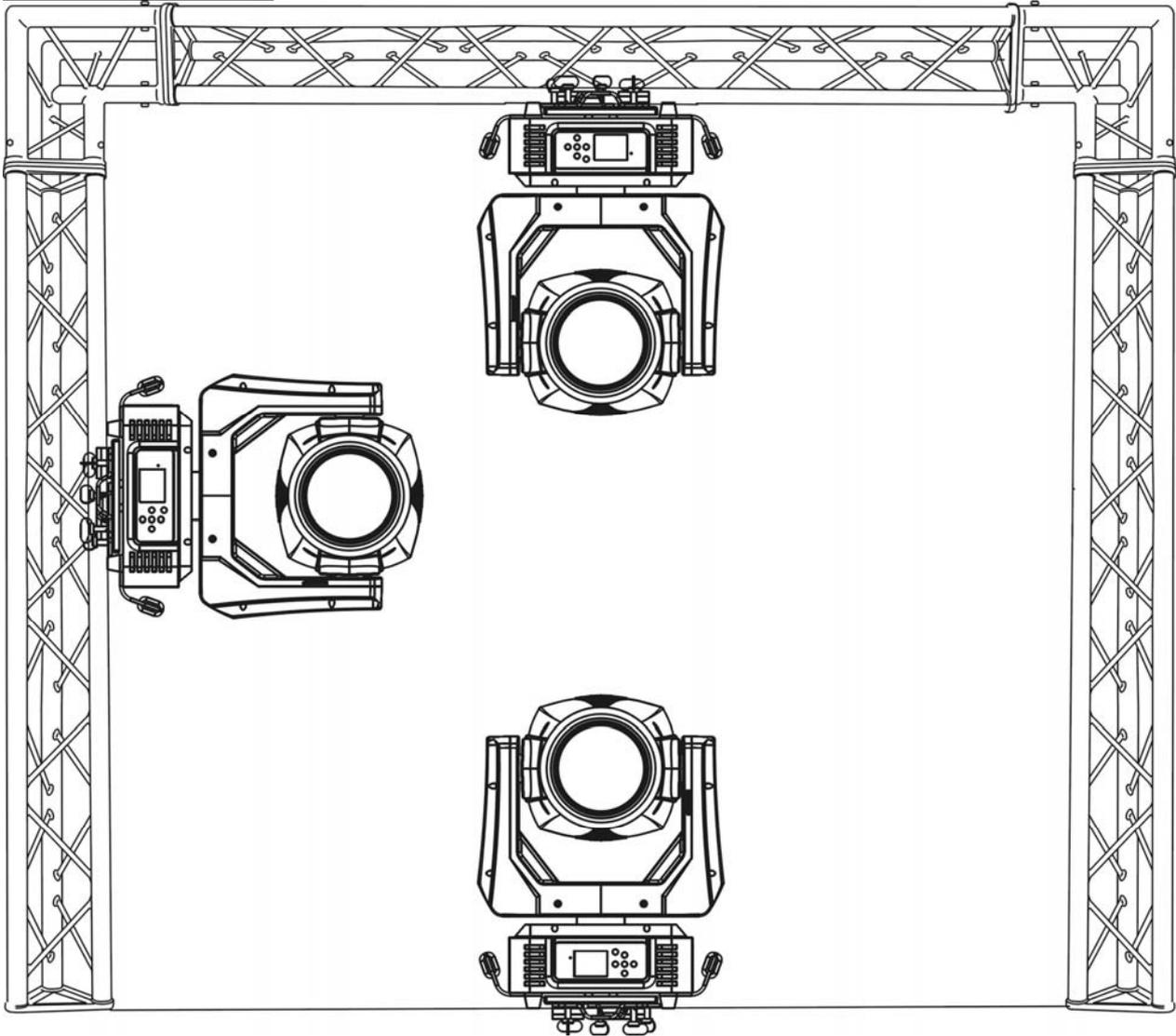
- Fixed the clamp on the bracket by tighten up the M12 screw on the bracket to the $\Phi 13$ hole in the middle of the bracket.
- Insert the quick-lock fasteners of the first Omega holder into the respective holes on the bottom of the device. Tighten the quick-lock fasteners fully clockwise.
- Install the second Omega holder.
- Pull the safety-rope through the holes on the bottom of the base and over the trussing system or a safe fixation spot. Insert the end in the carabine and tighten the safety screw.

Notice: this step is quite important to ensure that the fixture will not drop out by the damage of the clamp.

Dimensional Drawings:



Layout Drawings:



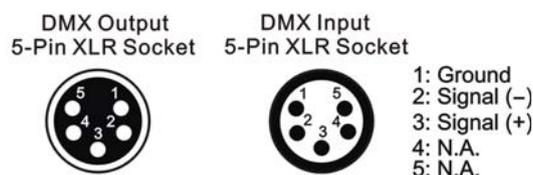
Mounting points

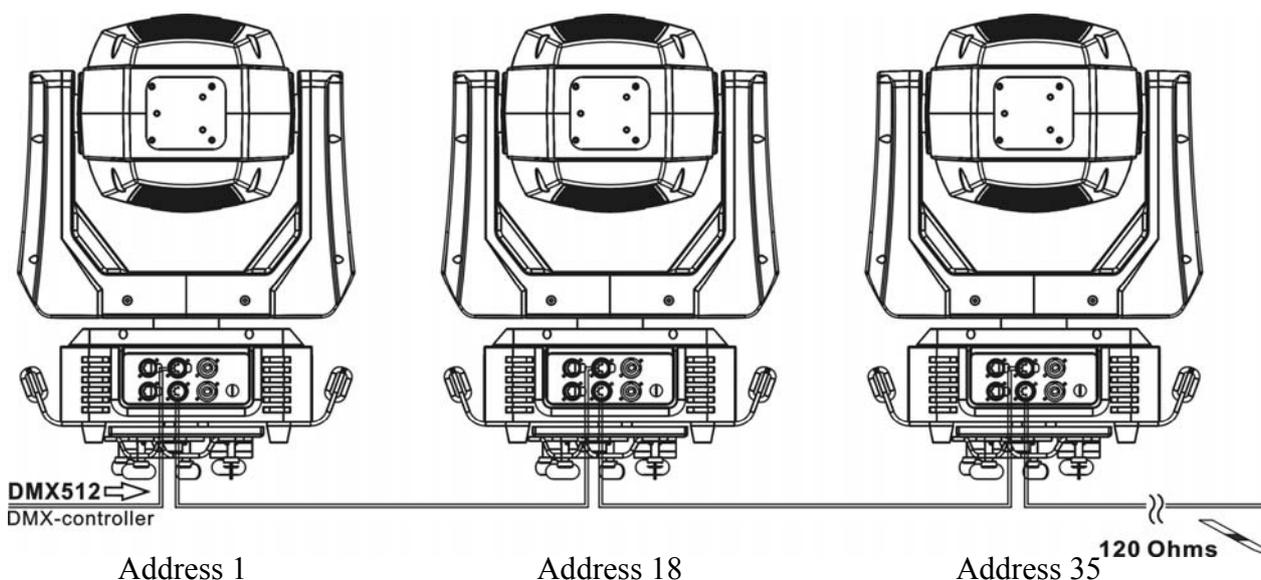
Be sure this fixture is kept at least 9' away from any flammable materials (decoration etc.). Always use and install the supplied safety cable as a safety measure to prevent accidental damage and/or injury in the event the clamp fails.

Overhead mounting requires extensive experience, including amongst others calculating working load limits, a fine knowledge of the installation material being used, and periodic safety inspection of all installation material and the fixture. If you lack these qualifications, do not attempt the installation yourself. Improper installation can result in bodily injury.

5. DMX-512 control connection

Connect the provided XLR cable to the female 5pin XLR output of your controller and the other side to the male 5pin XLR input of the moving head. You can chain multiple Moving head together through serial linking. The cable needed should be two core, screened cable with XLR input and output connectors. Please refer to the diagram below.

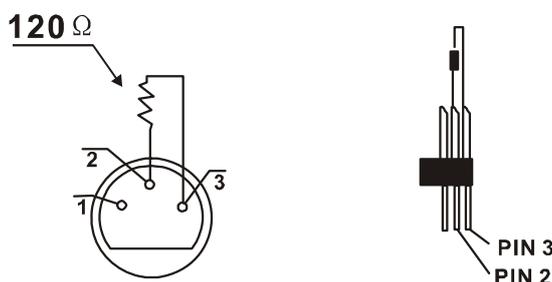




Max number of tandem: AC100-120V~: 3units / AC220-240V~: 6units

6. DMX-512 connection with DMX terminator

For installations where the DMX cable has to run a long distance or is in an electrically noisy environment, such as in a discotheque, it is recommended to use a DMX terminator. This helps in preventing corruption of the digital control signal by electrical noise. The DMX terminator is simply an XLR plug with a 120 Ω resistor connected between pins 2 and 3, which is then plugged into the output XLR socket of the last fixture in the chain. Please see illustrations below.



7. Projector DMX start address selection

All fixtures should be given a DMX starting address when using a DMX signal, so that the correct fixture responds to the correct control signals. This digital starting address is the channel number from which the fixture starts to “listen” to the digital control information sent out from the DMX controller. The allocation of this starting address is achieved by setting the correct number on the display located on the base of the device.

You can set the same starting address for all fixtures or a group of fixtures, or make different address for each fixture individually.

If you set the same address, all the units will start to “listen” to the same control signal from the same channel number. In other words, changing the settings of one channel will affect all the fixtures simultaneously.

If you set a different address, each unit will start to “listen” to the channel number you have set, based on the quantity of control channels of the unit. That means changing the settings of one channel will affect only the selected fixture.

In the case of the move head, which is a 17 channel fixture, you should set the starting address of the first unit to 1, the second unit to 18 (17 + 1), the third to 35 (18 + 17), and so on.

8. Control Board

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

The main menu is accessed by pressing the  -button until the display starts flashing.

Browse through the menu by pressing the  -button ,  -button ,  -button or  -button. Press the Enter-button in order to select the desired menu. You can change the

selection by pressing the the  -button ,  -button ,  -button or  -button.

Confirm every selection by pressing the  -button. You can leave every mode or access the

display menu via the internal battery by pressing the  -button for 5 minute; The functions provided are described in the following sections. it will exit from flash 10 seconds after the last keypress. Press this key under edit mode, . The functions provided are described in the following sections.

Address	A001~AXXX			
Config	Mode	Extended Mode		Deafult
		Standard Mode		
		Basic Mode		
	Select Signal	DMX Only		Deafult
		Art-Net On IP2		
		Art-Net On IP10		
	Set Universe	001~255		Deafult 001
	Movement Speed	Normal		
		Fast		Deafult
		Studio		
	Pan and Tilt	Tilt Reverse	On/Off	Default Off
		Pan Reverse	On/Off	Default Off
Feedback		On/Off	Default On	
Display Reverse	On/Off		Default Off	
Initial Status	Pan, Tilt,	Pan=XXX		
Reset Factory Defaults	On/Off		Default Off	
Lamp	Lamp Power	On/Off		Default Off
	Automatic On	On/Off		Default Off
	Lamp Hours	XXXX (Hours)		
	Password			
	Reset Lamp Hours	On/Off		Need Password 38
	Temperature	Head Temperature	XXX°C/°F	
Reset Function	All			
	Pan/Tilt			
	Others			
Comm	Read Dmx Value	Pan, Tilt,		
	DMX Info	DMX Update Rate		Unit:Pacakge per second(p/s)
	Comm Loss	No Fade on Loss		Default

		Fade out 30 seconds		
		Fade out 60 seconds		
Info	Software Version	V1.0..		
		ARTNET IP		
	ARTNET IP	XXX. XXX. XXX. XXX		
		XXX. XXX. XXX. XXX		
	Cross load Software	On/Off		
	Total Run Time	XXXX (Hours)		
	Last Run Time	XXXX (Hours)		
	Service Setting	Password	Password=XXX	Need Password 50
		RDM PID	XXXXXX	
	Fan Speed	Fan Speed		
LampFan		xxxx RPM		
HeadFan 1		xxxx RPM		
HeadFan 2		xxxx RPM		
Color Fan		xxxx RPM		
Test	All	Pan	XXX	
		Titl	XXX	
		...		
	Internal Functions	Strobe	XXX	
		ColorWheel	XXX	
	...			
	Movement	Pan	XXX	
		Titl	XXX	
	Individual Funtion	Pan	Pan	XXX
		Tilt	Titl	XXX
Manual Control	Pan, Tilt,			
Calibrate	Password			
	PAN	Need Password 50		
	TILT			
	Strobe			
	Color Wheel			
Auto Program	Auto Mode	Alone	Default	
		Master		
	Select Programs	Auto Pro Part 1 = Program 1 ~ 10		
		Auto Pro Part 2 = Program 1 ~ 10 Program 2		
		Auto Pro Part 3 = Program 1 ~ 10 Program 3		
	Edit Program	Program 1-10	Program Test	
			Step 01=SCxxx	
			Step 64=SCxxx	
Edit Scenes	Edit Scene 001-250	Pan, Tilt,		
		--Fade Time--		
		--Secne Time--		
		Input By Exterior		
Rec Controller	XX~XX			

8.1 Address

8.1.1 Address

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

1. Access the main menu.
2. Tap the <Up/Down>button until “Address” is displayed.
3. Press ENTER, the display will show “Address” .
4. Tap the <Up/Down>button, the display will show “A001~AXXX”
5. Press ENTER to confirm or press <MODE/ESC> to return to the main menu.

8.2 Config

8.2.1 Mode

With this function, you can define the device as slave.

1. Access the main menu.
2. Tap the <Up/Down>button until “Mode” is displayed.
3. Press ENTER, the display will show “Mode” .
4. The display show “Extended Mode” ,Press <Up/Down>, the display will show “Standard Mode ”, “Basic Mode”.
5. Press ENTER to confirm or press <MODE/ESC> to return to the main menu.

8.2.2 Select Signal

With this function, you can define the device as slave.

1. Access the main menu.
2. Tap the <Up/Down>button until “Select Signal” is displayed.
3. Press ENTER, the display will show “Select Signal” .
4. The display show “DMX Only” ,Press <Up/Down>, the display will show “Art-Net On IP2 ”, “Art-Net On IP10”.
5. Press ENTER to confirm or press <MODE/ESC> to return to the main menu

8.2.3 Set Universe.

1. Tap <MODE/ESC>button, access the main menu, Tap the <Up/Down>button until “Config” is displayed. Press ENTER, the display will show “Config” .
2. Press <Up/Down>, the display will show “Set Universe” .
3. Press< ENTER>, the display will show “Set Universe” .
4. The display show “000~255” .
5. Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

8.2.4 Movement Speed

With this function, you can define the device as slave.

1. Access the main menu.
2. Tap the <Up/Down>button until “Movement Speed” is displayed.
3. Press <ENTER>, the display will show “Movement Speed” .
4. The display show “Fast” ,Press <Up/Down>, the display will show “Normal ”, “Studio”..
5. Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

8.2.5 Pan and Tilt

Tilt Reverse

With this function you can reverse the Tilt-movement.

1. Tap <MODE/ESC>button, access the main menu, Tap the <Up/Down>button until “Config” is displayed. Press ENTER, the display will show “Config” . Tap the <Up/Down>button until the display will show “Pan and Tilt” . Press ENTER, the display will show “Pan and Tilt” .
2. Press <Up/Down>, the display will show “Tilt Reverse” .
3. Press< ENTER>, the display will show “Tilt Reverse” .
4. The display show “OFF” ,Press <Up/Down>, the display will show “ON” .
5. Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

Pan Reverse

With this function you can reverse the Pan-movement.

1. Tap <MODE/ESC>button, access the main menu, Tap the <Up/Down>button until “Config” is displayed. Press ENTER, the display will show “Config” . Tap the <Up/Down>button until the display will show “Pan and Tilt” . Press ENTER, the display will show “Pan and Tilt” .
2. Press <Up/Down>, the display will show “Pan Reverse” .
3. Press< ENTER>, the display will show “Pan Reverse” .
4. The display show “OFF” ,Press <Up/Down>, the display will show “ON” .
5. Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

Feedback

With this function, you can feedback switch of pan movement or tilt movement.

1. Tap <MODE/ESC>button, access the main menu, Tap the <Up/Down>button until “Config” is displayed. Press ENTER, the display will show “Config” . Tap the <Up/Down>button until the display will show “Pan and Tilt” . Press ENTER, the display will show “Pan and Tilt” .
2. Press <Up/Down>, the display will show “Feedback” .
3. Press< ENTER>, the display will show “Feedback” .
4. The display show “ON” ,Press <Up/Down>, the display will show “OFF” . Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

8.2.6 Display Reverse

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

1. Tap <MODE/ESC>button, access the main menu, Tap the <Up/Down>button until “Config” is displayed. Press ENTER, the display will show “Config” .
2. Press <Up/Down>, the display will show “Display Reverse” .
3. Press< ENTER>, the display will show “Display Reverse” .
4. The display show “OFF” ,Press <Up/Down>, the display will show “ON” .
5. Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

8.2.7 Initial Status

With this function, Display initial effect position.

1. Tap <MODE/ESC>button, access the main menu, Tap the <Up/Down>button until “Config” is displayed. Press ENTER, the display will show “Config” .
2. Press <Up/Down>, the display will show “Initial status” .
3. Press< ENTER>, the display will show “Initial status” .
4. The display show “Pan, Tilt, ……” .

5. Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

8.2.8 Reset Factory Defaults

1. Tap <MODE/ESC>button, access the main menu, Tap the <Up/Down>button until “Config” is displayed. Press ENTER, the display will show “Config” .
2. Press <Up/Down>, the display will show “Reset Factory Defaults” .
3. Press< ENTER>, the display will show “Reset Factory Defaults” .
4. The display show “OFF” ,Press <Up/Down>, the display will show “ON”.
5. Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

8.3 Lamp

8.3.1 Lamp Power

With this function you can switch the lamp on or off via the Control Board.

1. Tap <MODE/ESC>button, access the main menu, Tap the <Up/Down>button until “Lamp” is displayed. Press ENTER, the display will show “Lamp” . Tap the <Up/Down>button until the display will show “Lamp Power” . Press ENTER, the display will show “Lamp Power” .
2. Press <Up/Down>, the display will show “OFF” or “ON” .
3. Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

Remark: The menu Lamp On/Off is the software command only, the lamp can be striked successfully only when the menu Lamp is set to ON and the actual temperature is lower than the limited value.

8.3.2 Automatic On

With this function you can select if the lamp will be switched on when switching the power on.

Select “ON” by turning the encoder if you wish to enable this function or “OFF” if you don’t.

1. Tap <MODE/ESC>button, access the main menu, Tap the <Up/Down>button until “Lamp” is displayed. Press ENTER, the display will show “Lamp” . Tap the <Up/Down>button until the display will show “Automatic On” . Press ENTER, the display will show “Automatic On” .
2. Press <Up/Down>, the display will show “OFF” or “ON” .
3. Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

8.3.3 Lamp Hours

With this function, you can display the running time of the lamp. The display shows “XXXX”, “XXXX” stands for the number of hours.

1. Tap <MODE/ESC>button, access the main menu, Tap the <Up/Down>button until “Lamp” is displayed. Press ENTER, the display will show “Lamp” .
2. Press <Up/Down>, the display will show “Lamp Hours” .
3. Press< ENTER>, the display will show “Lamp Hours” .
4. The display will show “XXXX” (Hours) ;
5. Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

8.3.4 Password

With this function, you can display the timer password. The time password is 038.

1. Tap <MODE/ESC>button, access the main menu, Tap the <Up/Down>button until “Lamp” is displayed. Press ENTER, the display will show “Lamp” .

2. Press <Up/Down>, the display will show “Password” .
3. Press< ENTER>, the display will show “Password” , the time password is 038.
4. Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

8.3.5 Reset Lamp Hours

With this function you can clear the running time of the lamp. Please clear the lamp time every time you replace the lamp.

1. Tap <MODE/ESC>button, access the main menu, Tap the <Up/Down>button until “Lamp” is displayed. Press ENTER, the display will show “Lamp” .
2. Press <Up/Down>, the display will show “Reset Lamp Time” .
3. At “Timer Password” menu input a correct password, press< ENTER>, the display will show “Reset Lamp Time” ,
4. The display will show “OFF” or “ON” .
5. Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

8.3.6 Temperature

Head Temperature

With this function you can display the temperature on the display board of the base (near CMY-filter) in Celsius.

1. Tap <MODE/ESC>button, access the main menu, Tap the <Up/Down>button until “Lamp” is displayed. Press ENTER, the display will show “Lamp” . Tap the <Up/Down>button until “Temperature” is displayed. Press ENTER, the display will show “Temperature” .
2. Press <Up/Down>, the display will show “Head Temperature” .
3. Press< ENTER>, the display will show “Head Temperature” .
4. The display show “XXX ° C/ ° F”.
5. Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

8.4 Reset Function

With this function you can reset the device via the Control Board. You can select the different reset functions by turning the encoder.

1. Tap <MODE/ESC>button, access the main menu, Tap the <Up/Down>button until “Reset Function” is displayed. Press ENTER, the display will show “Reset Function” .
2. The display show “Reset All” , Press <Up/Down>, the display will show “Reset Pan&Tilt”, “Reset Others”.
3. Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

8.5 Comm

8.5.1 Read Dmx Value

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

1. Access the main menu.
2. Tap the <Up/Down>button until “Read Dmx Value” is displayed.
3. Press ENTER, the display will show “Read Dmx Value” .
4. The display show “Pan,Tilt,.....”.
5. Press ENTER to confirm or press <MODE/ESC> to return to the main menu.

8.5.2 DMX Info

1. Access the main menu.

2. Tap the <Up/Down>button until “DMX Info” is displayed.
3. Press ENTER, the display will show “DMX Info” .
4. The display show “DMX Update Rate”.
5. Press ENTER to confirm or press <MODE/ESC> to return to the main menu.

8.5.3 Comm Loss

1. Access the main menu.
2. Tap the <Up/Down>button until “Comm Loss” is displayed.
3. Press ENTER, the display will show “Comm Loss” .
4. Press <Up/Down>, the display will show “No Fade on Loss”, “Fade out 30 seconds” or “Fade out 60 seconds”.
5. Press ENTER to confirm or press <MODE/ESC> to return to the main menu.

8.6 Info

8.6.1 Software Version

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

1. Tap <MODE/ESC>button, access the main menu, Tap the <Up/Down>button until “Information” is displayed. Press ENTER, the display will show “Information” .
2. Press <Up/Down>, the display will show “Software version” .
3. Press< ENTER>, the display will show “Software version” .
4. The display show “Ver x.x.....”.
5. Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

8.6.2 ARTNET IP

1. Tap <MODE/ESC>button, access the main menu, Tap the <Up/Down>button until “Info” is displayed. Press ENTER, the display will show “Info” .
2. Press <Up/Down>, the display will show “ARTNET IP” .
3. Press< ENTER>, the display will show “ARTNET IP” .
4. The display will show “ARTNET IP” or “XXX. XXX. XXX. XXX” .
5. Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

8.6.3 Cross load Software

1. Access the main menu.
2. Tap the <Up/Down>button until “Cross load Software” is displayed.
3. Press ENTER, the display will show “Cross load Software” .
4. Press <Up/Down>, the display will show “OFF”or “ON”.
5. Press ENTER to confirm or press <MODE/ESC> to return to the main menu.

8.6.4 Total Run Time

With this function, you can display the running time of the device. The display shows “XXXX”, “XXXX” stands for the number of hours.

1. Tap <MODE/ESC>button, access the main menu, Tap the <Up/Down>button until “Info” is displayed. Press ENTER, the display will show “Info” . Tap the <Up/Down>button until the display will show “Time Information” . Press ENTER, the display will show “Time Information” .
2. Press <Up/Down>, the display will show “Total run Time” .
3. Press< ENTER>, the display will show “Total run Time” .
4. The display will show “XXXX” (Hours) .

5. Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

8.6.5 Last Run Time

With this function, you can display last the running time of the lamp. The display shows “XXXX”, “XXXX” stands for the number of hours

1. Tap <MODE/ESC>button, access the main menu, Tap the <Up/Down>button until “Info” is displayed. Press ENTER, the display will show “Info” .
2. Press <Up/Down>, the display will show “Last Run Time” .
3. Press< ENTER>, the display will show “Last Run Time” .
4. The display will show “XXXX” (Hours) .
5. Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

8.6.6 Service Setting

Password——The Password for this function is “50”.

RDM PID—— With this function you can call up various submenus via RDM.

This device is RDM ready. RDM stands for "remote device management" and makes remote control of devices connected to the DMX-bus. ANSI E1.20-2006 by ESTA specifies the RDM standard as an extension of the DMX512 protocol.

Manual settings like adjusting the DMX starting address are no longer needed. This is especially useful when the device is installed in a remote area.

RDM ready and conventional DMX devices can be operated in one DMX line. The RDM protocol sends own packages in the DMX512 data feed and does not influence conventional devices.

If DMX splitters are used and RDM control is to be used, these splitters must support RDM.

The number and type of RDM parameters depend on the RDM controller being used.

8.6.7 Fan Speed

With this function, you can set the speed of the running fans. The selection have LampFan, HeadFan1, HeadFan2. and Color Fan.

8.7 Test

8.7.1 Self Test

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

1. Tap <MODE/ESC>button, access the main menu, Tap the <Up/Down>button until “Test” is displayed. Press ENTER, the display will show “Test” .
2. Press <Up/Down>, the display will show “Self Test” .
3. Press< ENTER>, the display will show “Self Test” .
4. The display show “All” , Press <Up/Down>, the display will show “Internal Functions” , “Movement” , “Individual Funtion” .
5. Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

8.7.2 Manual Control

With this function, you can adjust the lamp more easily. All effects will be canceled, the shutter opens and the dimmer intensity will be set to 100 %. With the individual functions, you can

focus the light on a flat surface (wall) and perform the fine lamp adjustment.

1. Tap <MODE/ESC>button, access the main menu, Tap the <Up/Down>button until “Test” is displayed. Press ENTER, the display will show “Test” .
2. Press <Up/Down>, the display will show “Manual control” .
3. Press< ENTER>, the display will show “Manual control” .
4. The display show “PAN,Tilt,...” .
5. Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

8.7.3 Calibration

With this function, you can calibrate and adjust the effect wheels to their correct positions. The password of calibrate values is 050.

1. Tap <MODE/ESC>button, access the main menu, Tap the <Up/Down>button until “Test” is displayed. Press ENTER, the display will show “Test” .
2. Press <Up/Down>, the display will show “Calibration” .
3. Press< ENTER>, the display will show “Calibration” .
4. The display show “Password” , Press <Up/Down>, the display will show “Pan” , “Lilt” , “Strobe” , “Color Wheel”
5. Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

8.8 Auto Program

8.8.1 Auto Mode

1. Access the main menu.
2. Tap the <Up/Down>button until “Auto Mode” is displayed.
3. Press ENTER, the display will show “Auto Mode” .
4. Tap the <Up/Down>button, the display will show “Master”, ” Alone”.
5. Press ENTER to confirm or press <MODE/ESC> to return to the main menu.

8.8.2 Select Programs

With this function, you can select the program for the Program Run.

8.8.3 Edit Program

With this function, you can edit the internal programs.

8.8.4 Edit Scenes

With this function, you can edit the scenes of the internal programs.

8.8.5 Rec. Controller

The moving head features an integrated DMX-recorder by which you can transmit the programmed scenes from your DMX-controller to the moving head. Adjust the desired scene numbers via the encoder (from – to). When you call up the scenes at your controller, they will automatically be transmitted to the moving head.

Excursion:

A Master unit can send up to 3 different data groups to the Slave units, i.e. a Master unit can start 3 different Slave units, which run 3 different programs. The Master unit sends the 3 program parts in a continuous loop.



The Slave unit receives data from the Master unit according to the group which the Slave unit was assigned to. If e.g. a Slave unit is set to “Slave 1” in the menu “Set to Slave”, the Master unit

sends “Auto Program Part 1” to the Slave unit. If set to “Slave 2”, the Slave unit receives “Auto Program Part 2”.

To start a Auto Program please proceed as follows:

1. Slave-Setting

- Select “Function Mode” by turning the encoder.
- Press the Enter button to confirm.
- Select “Set to slave” by turning the encoder.
- Press the Enter button to confirm.
- Turn the encoder to select “Slave 1”, “Slave 2” or “Slave 3”.
- Press the Enter button to confirm.
- Press the MODE/ESC button in order to return to the main menu.

2. Automatic Program Run

- Select “Function Mode” by turning the encoder.
- Press the Enter button to confirm.
- Select “Auto Program” by turning the encoder.
- Press the Enter button to confirm.
- Turn the encoder to select “Master” or “Alone”. The selection "Alone" means Stand Alone-mode and "Master" that the device is defined as master.
- Press the Enter button to confirm.
- Press the MODE/ESC button in order to return to the main menu.

3. Program selection for Auto Pro Part

- Select “Edit program” by turning the encoder.
- Press the Enter button to confirm.
- Select “Select programs” by turning the encoder.
- Press the Enter button to confirm.
- Turn the encoder to select “Auto Pro Part 1”, “Auto Pro Part 2” or “Auto Pro Part 3”, and thus select which Slave program is to be sent. Selection “Part 1” means, that the Slave unit runs the same program as the master units.
- Press the Enter button to confirm.
- Press the MODE/ESC button in order to return to the main menu.

4. Program selection for Edit Program

- Select “Edit program” by turning the encoder.
- Press the Enter button to confirm.
- Select “Edit program” by turning the encoder.
- Press the Enter button to confirm.
- Turn the encoder to select the desired program. With this function you can edit specific scenes into a specific program.
- Press the Enter button to confirm.
- Press the MODE/ESC button in order to return to the main menu.

5. Automatic Scene Recording

- Select “Edit program” by turning the encoder.
- Press the Enter button to confirm.
- Select “Edit scenes” by turning the encoder.
- Turn the encoder to select the desired scene numbers. You can program a maximum number of 250
- Press the Enter button to confirm.
- Press the MODE/ESC button in order to return to the main menu.

Example:

Program 2 includes scenes: 10, 11, 12, 13

Program 4 includes scenes: 8, 9, 10

Program 6 includes scenes: 12, 13, 14, 15

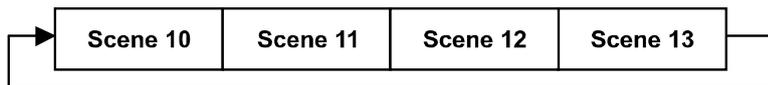
Auto Pro Part 1 is Program 2;

Auto Pro Part 2 is Program 3;

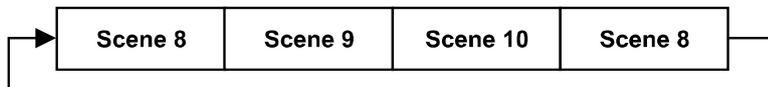
Auto Pro Part 3 is Program 6

The 3 Slave groups run the Auto Program in certain time segments, as shown in the following picture:

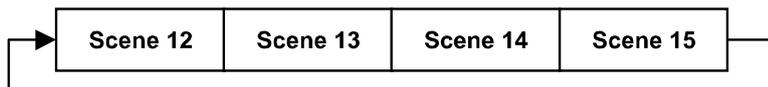
Part 1:



Part 2:



Part 3:



9. INSTRUCTIONS ON USE

DMX channel's functions and their values (21 DMX channels):					
Mode/Channel		Value	Function		
St	Ba	Ex			
1	1	1	0-255	<u>PAN Movement 8bit :</u>	
				Pan Movement By 540	
2		2	0-255	<u>Pan Fine 16bit</u>	
				Fine control of Pan movement	
3	2	3	0-255	<u>TILT Movement 8bit :</u>	
				Tilt Movement By 240	
4		4	0-255	<u>Tilt Fine 16bit</u>	
				Fine control of Tilt movement	
5	3	5		<u>Color Wheel and colour change to</u>	
				<u>any position:</u>	
				0-195	Colour change to any position
				13-15	Color 1
			27-29	Color 2	

			41-43	Color 3
			55-57	Color 4
			69-71	Color 5
			83-85	Color 6
			97-99	Color 7
			110-112	Color 8
			123-125	Color 9
			135-138	Color 10
			149-151	Color 11
			164-166	Color 12
			176-178	Color 13
			196-223	Forwards rainbow effect from fast to slow
			224-226	No rotation
			227-255	Backwards rainbow effect from slow to fast
6	4	6		<u>Color Wheel Fine :</u>
			0-255	Color Wheel colour change to any position Fine
7	5	7		<u>Rotating gobos, cont. rotation :</u>
			0-9	Beam open
			10-19	Rot. gobo 1
			20-29	Rot. gobo 2
			30-39	Rot. gobo 3
			40-49	Rot. gobo 4
			50-59	Rot. gobo 5
			60-69	Rot. gobo 6
			70-79	Rot. gobo 7
			80-89	Rot. gobo 8
			90-99	Rot. gobo 1 shake
			100-109	Rot. gobo 2 shake
			110-119	Rot. gobo 3 shake
			120-129	Rot. gobo 4 shake
			130-139	Rot. gobo 5 shake
			140-149	Rot. gobo 6 shake
			150-159	Rot. gobo 7 shake
			160-169	Rot. gobo 8 shake
			170-209	Gobo wheel rotation forwards from fast to slow
			210-215	No rotation
			216-255	Gobo wheel rotation f backwards from slow to fast
8	6	8		<u>Rotating gobo index, rotating gobo rotation:</u>
			0-127	Gobo indexing

			128-189	Forwards gobo rotation from fast to slow
			190-193	No rotation
			194-255	Backwards gobo rotation from slow to fast
		9		<u>Rotating gobo indexing Fine</u>
			0-255	Fine indexing
				<u>Fixed Gobos :</u>
			0-21	Open/hole
			22-28	Gobo 1
			29-35	Gobo 2
			36-42	Gobo 3
			43-49	Gobo 4
			50-56	Gobo 5
			57-63	Gobo 6
			64-70	Gobo 7
			71-77	Gobo 8
			78-84	Gobo 9
			85-91	Gobo 10
			92-98	Gobo 11
			99-105	Gobo 12
			106-112	Gobo 1 shake slow to fast
			113-119	Gobo 2 shake slow to fast
			120-126	Gobo 3 shake slow to fast
			127-133	Gobo 4 shake slow to fast
			134-140	Gobo 5 shake slow to fast
			141-147	Gobo 6 shake slow to fast
			148-154	Gobo 7 shake slow to fast
			155-161	Gobo 8 shake slow to fast
			162-168	Gobo 9 shake slow to fast
			169-175	Gobo 10 shake slow to fast
			176-182	Gobo 11 shake slow to fast
			183-189	Gobo 12 shake slow to fast
			190-221	Gobo wheel rotation forwards from fast to slow
			222-223	No rotation
			224-255	Gobo wheel rotation f backwards from slow to fast
				<u>Five and linear Prism facet rotating</u>
				<u>prism :</u>
			0-63	Open
			64-127	Rot. 5_Prism
			128-255	Rot. 8_Prism
9	7	10		
10	8	11		
11	9	12		

			0-127	Prism indexing
			128-189	Forwards prism rotation from fast to slow
			190-193	No rotation
			194-255	Backwards prism rotation from slow to fast
		13		<u>Five and linear Prism rotating indexing Fine:</u>
			0-255	Fine indexing
12	10	14		<u>Focus :</u>
			0-255	Continuous adjustment from near to far
		15		<u>Focus Fine:</u>
			0-255	Continuous adjustment Fine
				<u>Shutter, strobe:</u>
			0-31	Shutter closed
			32-63	No function (shutter open)
			64-95	Strobe effect slow to fast
13	11	16	96-127	No function (shutter open)
			128-159	Pulse-effect in sequences
			160-191	No function (shutter open)
			192-223	Random strobe effect slow to fast
			224-255	No function (shutter open)
				<u>Dimmer intensity:</u>
14	12	17	0-255	Intensity 0 to 100%
				<u>Fine Dimmer intensity:</u>
		18	0-255	Dimmer intensity fine
				<u>Frost:</u>
15	13	19	0-127	Disable frost
			128-255	Enable frost
				<u>Speed Pan/Tilt movement:</u>
			0-225	max to min speed
16	14	20	226-235	blackout by movement
			236-245	blackout by all wheel changing
			246-255	no function
				<u>Lamp on/off,motor reset:</u>
			0-39	no function
			40-59	Lamp on
			60-79	Lamp switch off
17	15	21	80-139	All motor reset
			140-199	Pan/TITL reset
			200-255	other motor reset

10. ERROR MESSAGE

When you turn on the fixture, it will make a reset at first. The display may show “Err channel is XX” while there are problems with one or more channels. “XX” stands for channel 1, 2, 3, 4, 5, 6 who has the testing sensor for positioning. For example, when the display shows “Err channel is Color wheel”, it means there is some error in channel 13. If there are some errors on channel 1, channel 5, channel 6 at the same time, you may see the error message “Err channel is Color wheel”, “Err channel is Pan movement”, “Err channel is Tilt movement”, flash repeated for 2 times, and then the fixture will generate a second reset. If the fixture remain error message after performing reset more than 2 times, only the channels which have errors can not work properly, others can work as usual. Please contact with dealer or manufacturer for service, self repair is not allowed.

PAN Er

(PAN-yoke movement error) This message will appear after the reset of the fixture if the yoke’s magnetic-indexing circuit malfunction (sensor failed or magnet missing) or the stepping-motor is defective (or its driving IC on the main PCB). The PAN- movement is not located in the default position after the reset.

TILT Er

(TILT-head movement error) This message will appear after the reset of the fixture if the head’s magnetic-indexing circuit malfunctions (sensor failed or magnet missing) or the stepping-motor is defective (or its driving IC on the main PCB). The TILT- movement is not located in the default position after the reset.

Color Wheel Er

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

Rot Gobo Er

(Rot Gobo 1-head movement error) This message will appear after the reset of the fixture if the head’s magnetic-indexing circuit malfunctions (sensor failed or magnet missing) or the stepping-motor is defective (or its driving IC on the main PCB). The Rot Gobo - movement is not located in the default position after the reset.

FixGobo Er

(FixGobo -head movement error) This message will appear after the reset of the fixture if the head’s magnetic-indexing circuit malfunctions (sensor failed or magnet missing) or the stepping-motor is defective (or its driving IC on the main PCB). The FixGobo - movement is not located in the default position after the reset.

Prism1 Er

(Prism1 -head movement error) This message will appear after the reset of the fixture if the head’s magnetic-indexing circuit malfunctions (sensor failed or magnet missing) or the stepping-motor is defective (or its driving IC on the main PCB). The Prism1 - movement is not located in the default position after the reset.

Prism2 Er

(Prism2 -head movement error) This message will appear after the reset of the fixture if the head’s magnetic-indexing circuit malfunctions (sensor failed or magnet missing) or the stepping-motor is defective (or its driving IC on the main PCB). The Prism2 - movement is not

located in the default position after the reset.

Frost Er

(Frost -head movement error) This message will appear after the reset of the fixture if the head’s magnetic-indexing circuit malfunctions (sensor failed or magnet missing) or the stepping-motor is defective (or its driving IC on the main PCB). The Frost - movement is not located in the default position after the reset.

Focus Er

(Focus -head movement error) This message will appear after the reset of the fixture if the head’s magnetic-indexing circuit malfunctions (sensor failed or magnet missing) or the stepping-motor is defective (or its driving IC on the main PCB). The Focus - movement is not located in the default position after the reset.

11. CLEANING AND MAINTENANCE

The following points have to be considered during the inspection:

- 1) All screws for installing the devices or parts of the device have to be tightly connected and must not be corroded.
- 2) There must not be any deformations on the housing, color lenses, fixations and installation spots (ceiling, suspension, trussing).
- 3) Mechanically moved parts must not show any traces of wearing and must not rotate with unbalances.
- 4) The electric power supply cables must not show any damage, material fatigue or sediments. Further instructions depending on the installation spot and usage have to be adhered by a skilled installer and any safety problems have to be removed.

	CAUTION! Disconnect from mains before starting maintenance operation.
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In order to make the lights in good condition and extend the life time, we suggest a regular cleaning to the lights.

- 1) Clean the inside and outside lens each week to avoid the weakness of the lights due to accumulation of dust.
- 2) Clean the fan each week.
- 3) To make sure the smooth gobo rotation, we suggest adding proper lube to the wheel each three month, avoiding the excessive lube splashes during the gobo rotating.
- 4) A detailed electric check by approved electrical engineer each three month, make sure that the circuit contacts are in good condition, prevent the poor contact of circuit from overheating.

We recommend a frequent cleaning of the device. Please use a moist, lint- free cloth. Never use alcohol or solvents.

There are no serviceable parts inside the device except for the lamp. Please refer to the instructions under “Installation instructions”.

Should you need any spare parts, please order genuine parts from your local dealer.

12. TECHNICAL SPECIFICATIONS

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

Power consumption: 420W

Lamp: MSD Platinum 14R

Lamp power: 280W

Packing dimensions: 80X60X(65+15) cm

Net weight: 21.5 KGS

Gross weight: 94.5 KGS

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