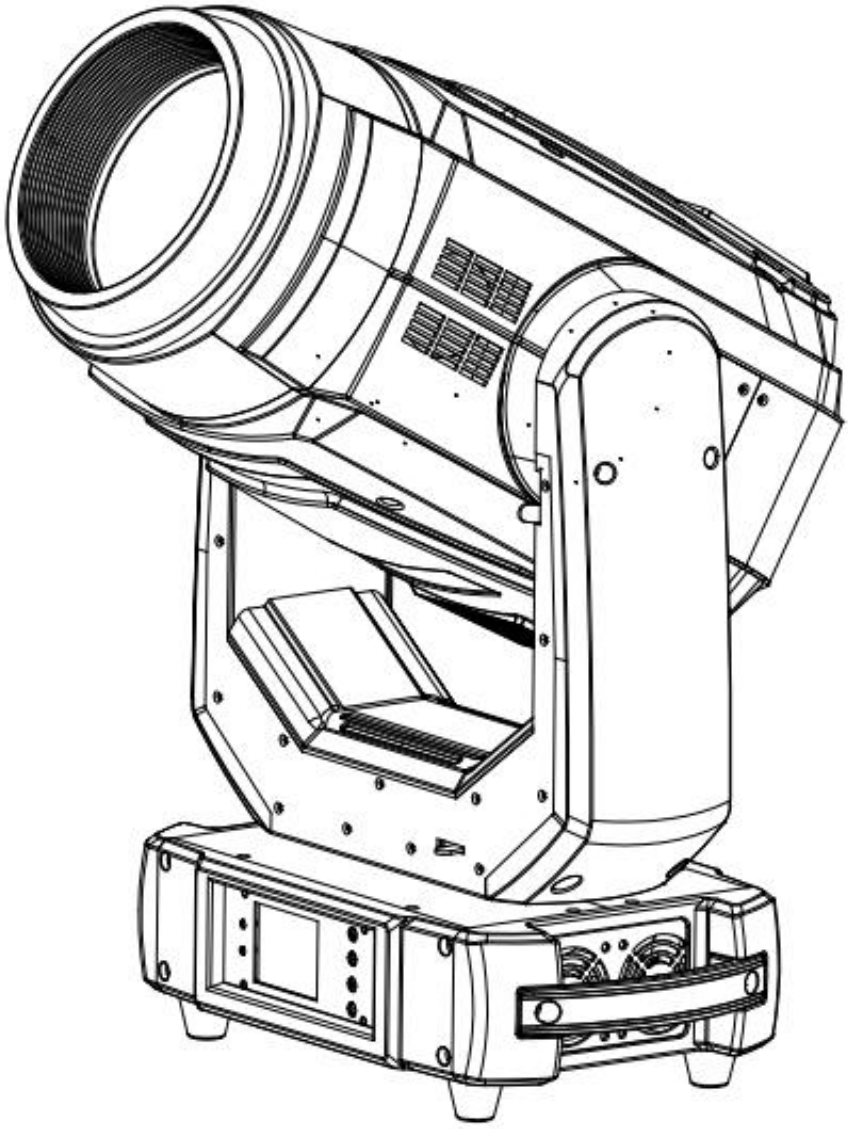
# MEGA Pointe 480W BSW Moving Head Light



## User Manual
## Please read the instruction carefully before use

# CONTENTS

# 1. Safety Instruction

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

**WARNING**

Please keep this User Guide for future consultation. If you sell the unit to another use r, be sure that they also receive this instruction manual.

Unpack and check carefully there is no transportation damage before using the unit.

Before operating, ensure that the voltage and frequency of power supply match the po wer requirements of the unit.

It's important to ground the yellow/green conductor to earth in order to avoid electric s hock. The unit is for indoor use only. Use only in a dry location.

The unit must be installed in a location with adequate ventilation, at least 50cm from a djacent surfaces. Be sure that no ventilation slots are blocked. Disconnect main pow er before replacement or servicing.

Make sure there are no flammable materials close to the unit while operating as it is fir e hazard.

Use safety cable when fixes this unit. DO NOT handle the unit by taking its head onl y, but always by taking its base.

Maximum ambient temperature is Ta: 40℃. DO NOT operate it where the temperatur e is higher than this.

Unit surface temperature may reach up to 85℃. DO NOT touch the housing bare - ha nd during itsoperation. Turn off the power and allow about 15 minutes for the unit to co ol down before replacing or serving.

In the event of serious operating problem, stop using the unit immediately. Never try t o repair the unit by yourself. Repairs carried out by unskilled people can lead to dama ge or malfunction.

Please contact the nearest authorized technical assistance center. Always use the same type spare parts.

DO NOT touch any wire during operation as high voltage might be causing electric shock.

Warning

To prevent or reduce the risk of electrical shock or fire, do not expose the unit to rain or moisture. DO NOT open the unit within five minutes after switching off.

The housing, the lenses, or the ultraviolet filter must be replaced if they are visibly damaged.

For AC 120V, 60Hz power supply, maximum fixtures that can be connected together from the same mains outlet is 4pcs;
For AC 230V, 50Hz power supply, maximum fixtures that can be connected together from the same mains outlet is 8pcs;

Caution

There are no user serviceable parts inside the unit. DO NOT open the housing or attempt any repairs yourself. In the unlikely event your unit may require service, please contact your nearest dealer.

Installation

The unit should be mounted via its screw holes on the bracket. Always ensure that the unit is firmly fixed to avoid vibration and slipping while operating. And make sure that the structure to which you are attaching the unit is secure and is able to support a weight of 10 times of the unit's weight. Also always use a safety cable that can hold 12 times of the weight of the unit when installing the fixture.

The equipment must be fixed by professionals. And it must be fixed at a place where is out of the touch of people and has no one pass by or under it.

# 2. TECHNICAL PARAMETERS

Maximum power: 800W

Power supply: 100v-240v 50-60Hz

Light source model: PHILIPS-MSD Silver 480W LL

Color temperature: 7800k

Lamp life: 2000 hours

Beam angle: 2.2 ° - 50 °

Control mode: DMX512, master-slave operation, sound control

Channel mode: 34CH/ 39CH

Support RDM function, DMX software upgrade function

Optional network function support: artnet, klingnet, sacn, network protocol

Pan: 540 degree + fine （Magnetic encoder）

Tilt: 270 degree + fine （Magnetic encoder）

Color Wheel: 13colors + open, with rainbow effect

Virtual Colour wheel（Linear CMY）
66 preset colours

Static Gobo Wheel: 10 gobos + open, with rotation and running water effect

Rotation gobo wheel:9 gobos+openAnimation Wheel

Frost: With frost effect

Focus: motorized focus

Display: color LCD, Chinese and English display, reverse display

Prism: 2 prism wheel

Prism wheel 1: Rotating 6-facet linear prism with continuous rotation in both directions

Rotating 8-facet 12° circular prism with continuous rotation in both directions

Rotating cylindrical prism with continuous rotation in both directions

Prism wheel 2

Rotating 6-facet linear prism with continuous rotation in both directions

Rotating 32-facet circular prism with continuous rotation in both directions

Rotating 8-facet 18° circular prism with continuous rotation in both directions

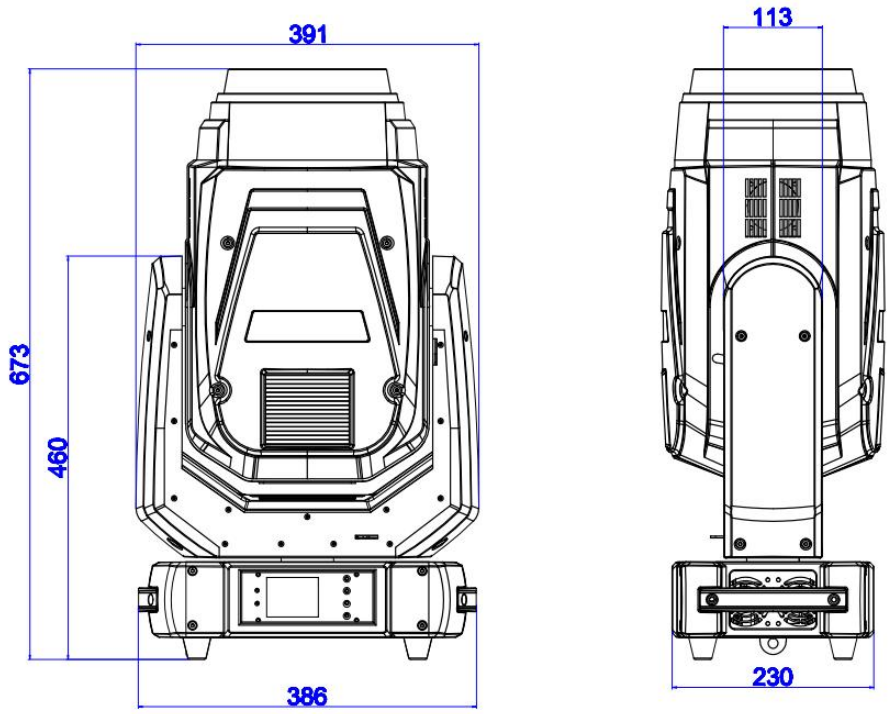
Frost: With frost effect

Focus: motorized focus

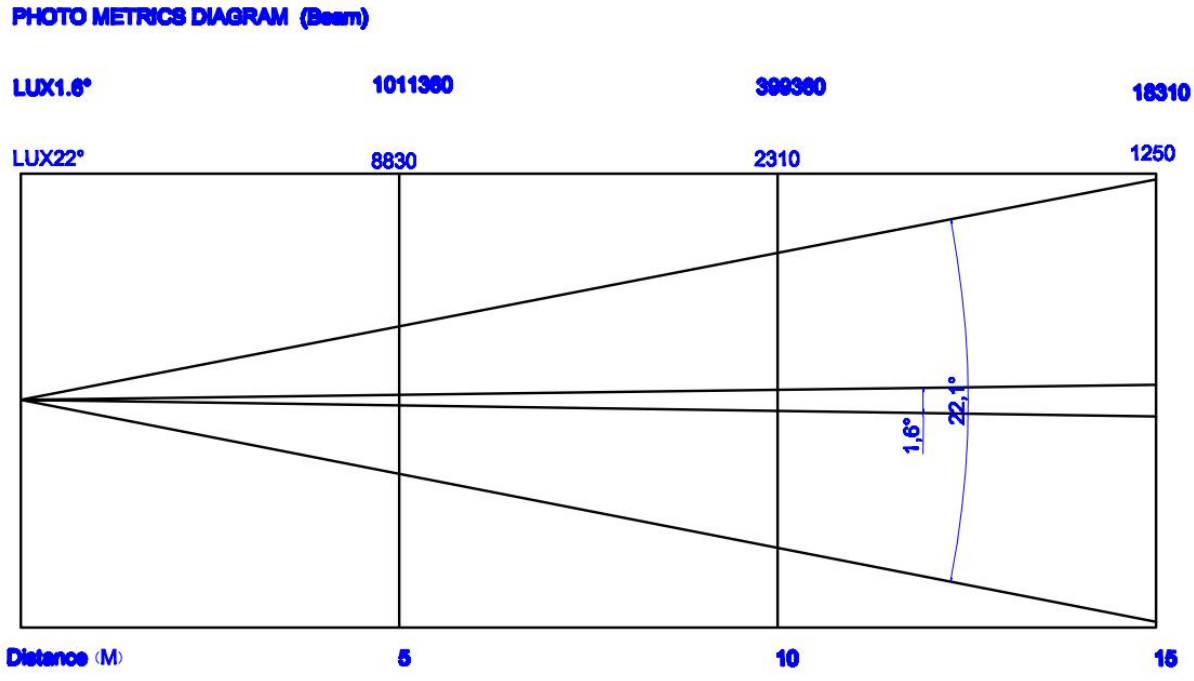
Display: Color LCD display

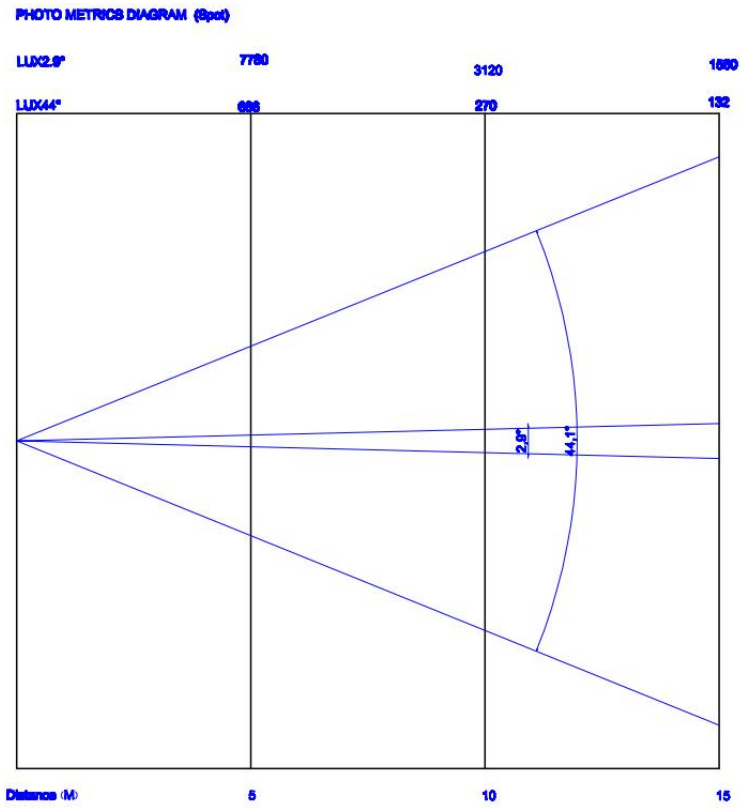
Package size:650*600*495MM

Net weight: 21.5kg



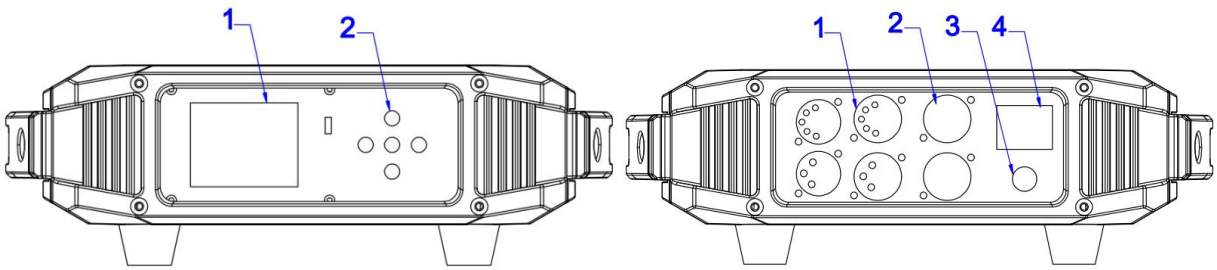

# 3. Optical Lumen Diagram






# 4. How To Set The Unit

# 4.1 Fixture Overview




**1. Display:**

**To show the various menus and the selected functions**

**2. Button:**

| | |
|---|---|
| MENU | To select the programming functions |
| ▼ DOWN | To go backward in the selected functions |
| ▲ UP | To go forward in the selected functions |
| ENTER | To confirm the selected functions |

1. DMX IN:

DMX512 link, use 3/5 - pin XLR cable to link the fixture and the DMX controller

DMX OUT:

DMX512 link, use 3/5 - pin XLR cable to link the next fixture

2. Power Cable:IN/OUT

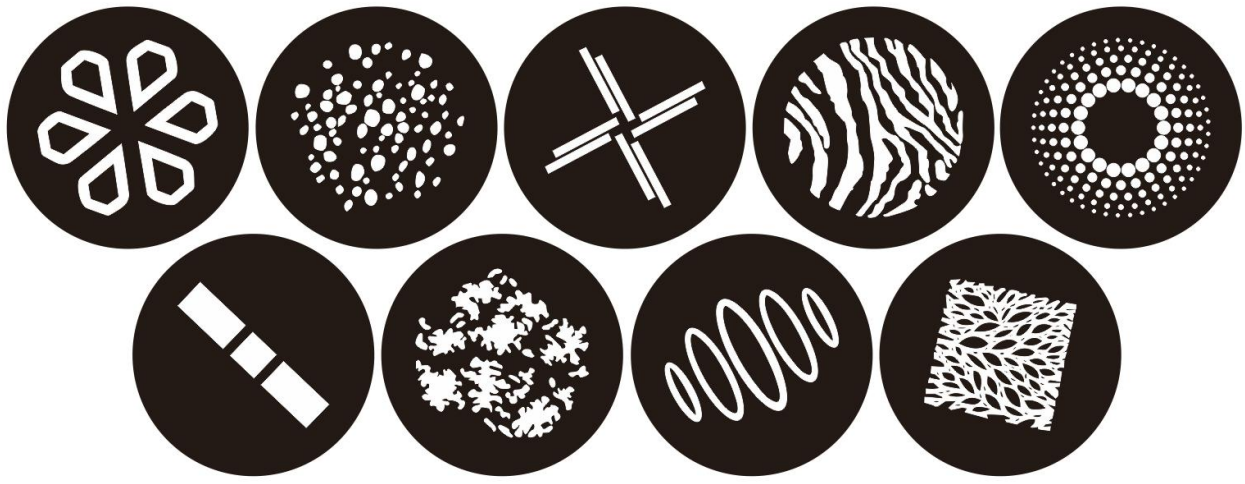
3. Fuse (T 6.3A):

Protects the unit from over - voltage or short circuit

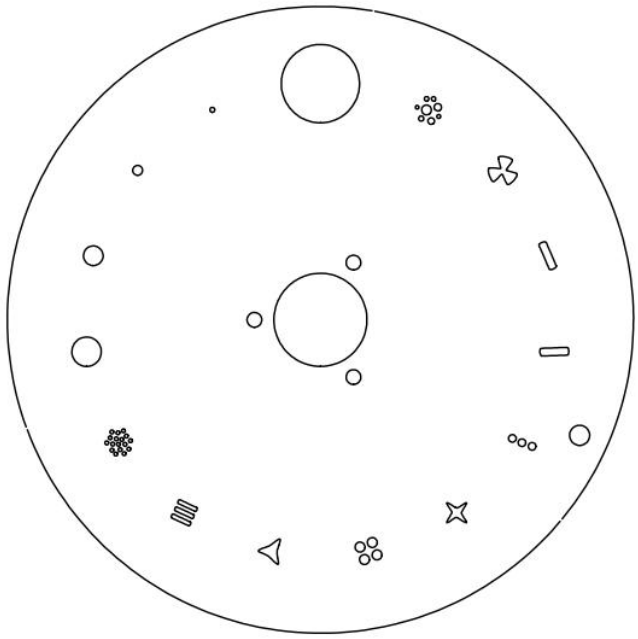
4. Power Switch: Turns On/Off the power.

# 4.2 Gobo Wheel

# Rotating Gobo Wheel



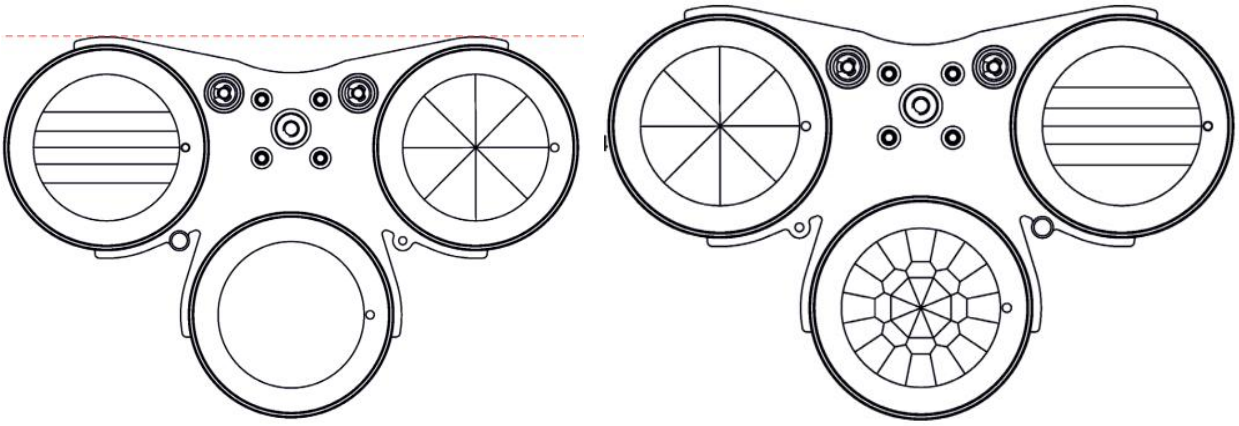
# FixedGoboWheel



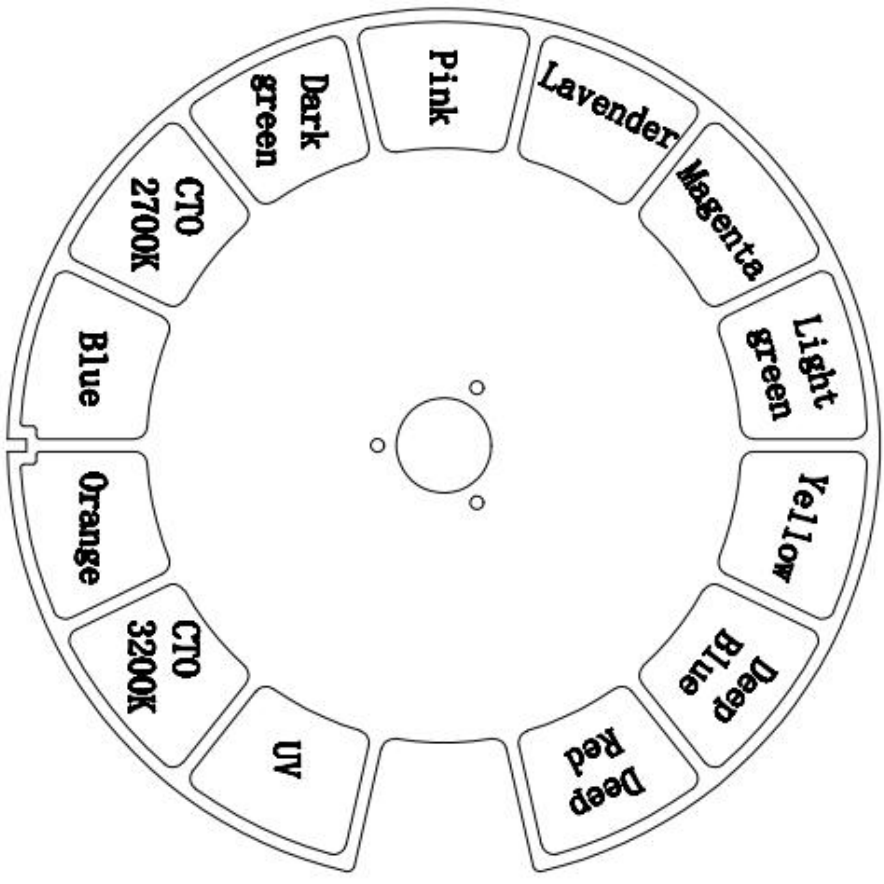
# Animation Wheel

# Prism Wheel 1

# Prism Wheel 2

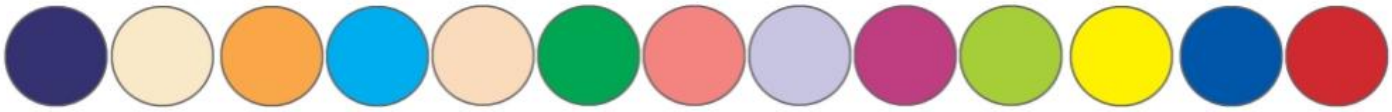


# Colour wheel




# Virtual Colour wheel

Colour wheel



CMY

**DANGER!**

Install the gobos with the device switched off only.

Unplug from mains before changing gobos!

# 4.3 Main Function

To select any of the given functions, press the MENU button until the required functio n is showing on the display. Select the function by pressing the ENTER button and th e display will blink. Use the DOWN/UP buttons to change the mode. Once the require d mode has been selected, press the ENTER button to setup, to go back to the functio ns without any change press the MENU button again. Press and hold the MENU butto n for about one second or wait for one minute to exit the menu mode.

## The main functions are shown overleaf:

| MAIN | SECOND | THIRD |
|---|---|---|
| Dmx Address | Address | 001 -512 |
| | Dmx Mode | 34/39CH |
| | SysRst | |
| Work Mode | Dmx Ctrl | |

| | | |
|---|---|---|
| | Auto Run | |
| | Sound Ctrl | |
| | Scene Mode | Auto /1-10 |
| | M/S Choose | Auto /1-10 |
| | Light Switch | ON/OFF |
| Display | Language | English/中文 |
| | Screen saver | Mode1-4/off |
| | Screen Rot | Auto/Forward |
| | DMX Indicate | Mode1-3 |
| | Singnal Bright | 1-10 |
| | Screen Light | 1-10 |
| | Touch Enable | ON/off |
| | Touch Rectify | |
| Scene | Scene Select | 1-10 |
| | Scene times | 0-255 |
| | Control mode | ON/OFF |
| | 01.Pan | 0-255 |
| | 02.Pan Fine | 0-255 |
| | 03.Tilt | 0-255 |
| | 04.Reset | 0 - 255 |
| | 05.Cyan | 0 - 255 |
| | 06.Magenta | 0 - 255 |
| | 07.Yellow | 0 - 255 |
| | 08.Colour | 0 - 255 |
| | 09.Colour F | 0 - 255 |
| | 10.Eft Speed | 0 - 255 |
| | 11.CMY times | 0 - 255 |
| | 12.Colour3 | 0 - 255 |
| | 13.ZFFP times | 0 - 255 |
| | 14.Eft Irt | 0 - 255 |
| | 15.Eft gobo | 0- 255 |

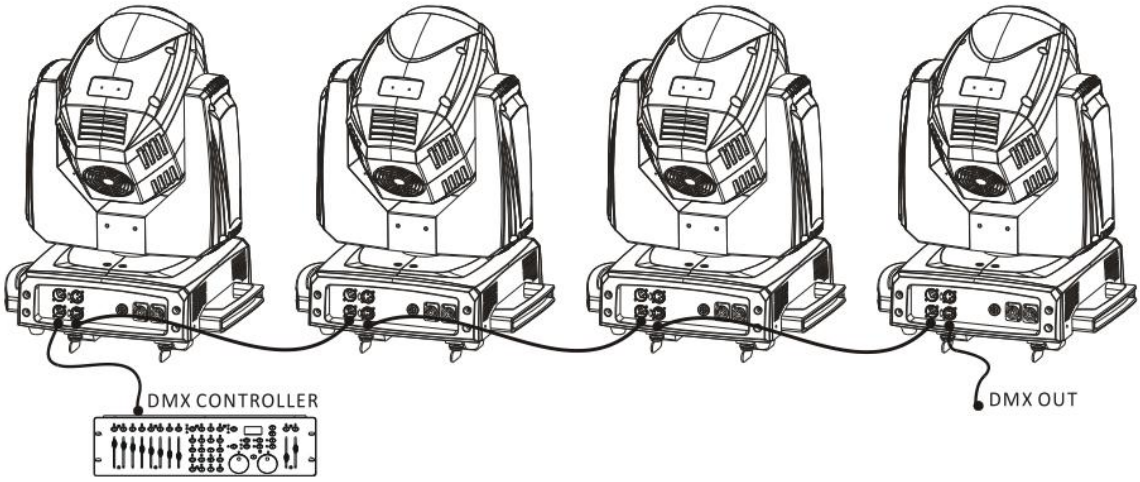
| | | |
|---|---|---|
| | 16.MODE | 0 - 255 |
| | 17.GOBO | 0 - 255 |
| | 18.ROt gobo | 0 - 255 |
| | 19.Gobe RF | 0 - 255 |
| | 20.Prism1 | 0 - 255 |
| | 21.Prism 1R | 0 - 255 |
| | 22.Prism2 | 0 - 255 |
| | 23.Prism 2R | 0 - 255 |
| | 24.Pattern | 0 - 255 |
| | 25.Pattern R | 0 - 255 |
| | 26.Beam Shpae | 0 - 255 |
| | 27.Beam Shpae | 0 - 255 |
| | 28.Frost | 0 - 255 |
| | 29.Zoom | 0 - 255 |
| | 30.Zoom F | 0 - 255 |
| | 31.Focus | 0 - 255 |
| | 32.Focus F | 0 - 255 |
| | 33.Hot-spot | 0 - 255 |
| | 34.Strobe | 0 - 255 |
| | 35.Dimmer | 0 - 255 |
| | 36.Dimmer Spd | 0 - 255 |
| Advanced | Pan Invert | Close/Open |
| | Tilt Invert | Close/Open |
| | P/T Rectrify | Close/Open |
| | Pan offset | 1-150 |
| | Tilt offset | 1-150 |
| | Data hold | On/off |
| | Scene time | 1-255 |
| | Lamp when | Manual time |
| Status | Stepper onfo | 01.Pan |
| | | 03.Tilt |

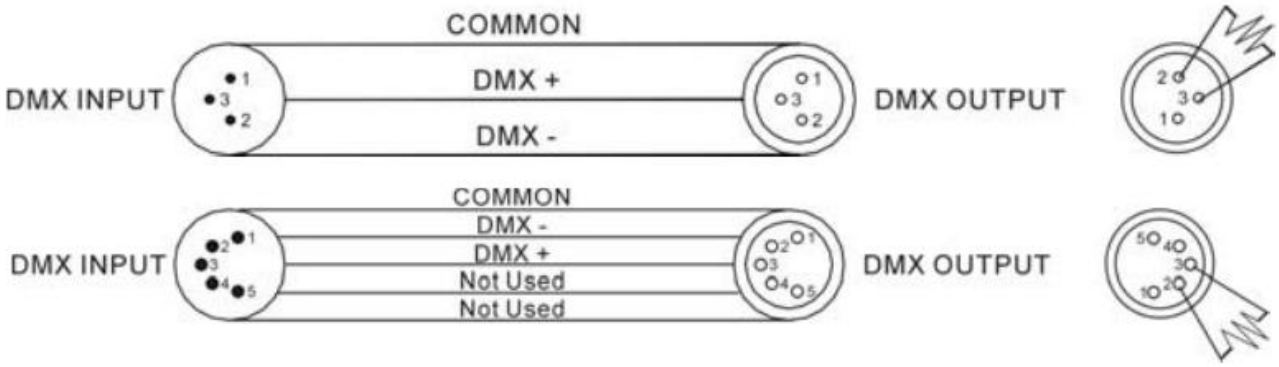
| | | |
|---|---|---|
| | | GOBO1 |
| | | GOBO2 |
| | | GOBO3 |
| | | CMY1 |
| | | CMY2 |
| | | CMY3 |
| | | COLOR1 |
| | | COLOR2 |
| | | PRISM1 |
| | | PRISM2 |
| | | PRISM ROT1 |
| | | PRISM ROT2 |
| | | FOCUS1 |
| | | ZOOM1 |
| | | FROST |
| | | MILD |
| | | DIMMER |
| | | MT2 |
| | Error logging | |
| | Fixture Status | Communication prec 100% |
| | | Error CNT |
| | | LIGHT Temperature |
| | | Panel Temperature |
| | | Sensor1 Temperature |
| | | Sensor2 Temperature |
| | Version | H3.12 |
| | Light time | 000000 |
| | Total time | 000000 |
| | Serial Number | |
| Escape | | |

5. 1

D M

# X 512 Connection




1. At last unit, the DMX cable has to be terminated with a terminator. Solder a 120 oh m 1/4W resistor between pin 2(DMX - ) and pin 3(DMX+) into a 3 - pin XLR - plug an d plug it in the DMX - output of the last unit.

2. Connect the unit together in a `daisy chain` by XLR plug from the output of the unit t o the input of the next unit. The cable can not branched or split to a `Y` cable. DMX 51 2 is a very high - speed signal. Inadequate or damaged cables, soldered joints or corr oded 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 circu it, when power is disconnected to the unit.

4. Each lighting unit needs to have an address set to receive the data sent by the cont roller. The address number is between 0 - 511 (usually 0 & 1 are equal to 1).

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 pin 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 (+)

Pin 4/5: Not used.

# 5.2 DMX Address Setting

By using a universal DMX controller to control the units, you will need to set DMX address from 1 to 512 so that the units can receive DMX signal.

Press the MENU button up to when the DMX Address is showing on the display. Pressing the ENTER button and the display will blink. Use the UP/DOWN buttons to change the DMX address.

Once the address has been selected, press the ENTER button to setup, to go back to the functions without any change press the MENU button again. Press and hold the MENU button about one second or wait for about one minute to exit the menu mode.

## Please refer to the following diagram to address your DMX512 channel for the first 4 units：

| Channel Mode | Unit 1 Address | Unit 2 Address | Unit 3 Address | Unit 4 Address |
|---|---|---|---|---|
| 34CH | 1 | 35 | 69 | 103 |
| 39CH | 1 | 40 | 79 | 118 |

# 6.DMX Mode

# 34/39CH Mode

| 34CH | 39CH | DMX value | Function |
|---|---|---|---|
| 1CH | 1CH | 000—255 | X-540° |
| 2CH | 2CH | 000—255 | X Fine |
| 3 CH | 3 CH | 000—255 | Y-270° |
| 4 CH | 4 CH | 000—255 | Y Fine |
| 5 CH | 5 CH | 000—255 | XY speed |
| 6CH | 6CH | 0 - 129 | |
| | | 130 - 139 | Lamp On |
| | | 140 - 149 | Pan/Tilt reset |
| | | 150 - 199 | Effect wheel reset |
| | | 200 - 209 | Total reset |
| | | 210 - 229 | Reserved |
| | | 230 - 239 | Lamp Off |
| | | 240 - 255 | Reserved |
| 7 | 7 | | Cyan |
| | | 0 - 255 | Cyan from min. saturation --> full cyan (0=default) |
| 8 | 8 | | Magenta |
| | | 0 - 255 | Magenta from min. saturation --> full magenta (0=default) |
| 9 | 9 | | Yellow |
| | | 0 - 255 | Yellow from min. saturation --> full yellow (0=default) |
| 10 | 10 | 0-129 | Open/white (0=default) |
| | | 130-134 | Deep Red |

| | | | |
|---|---|---|---|
| | | 135-138 | Deep Blue |
| | | 139-143 | Yellow |
| | | 144-147 | Light green |
| | | 148-152 | Magenta |
| | | 153-157 | Lavender |
| | | 158-161 | Pink |
| | | 162-166 | Dark green |
| | | 167-171 | CTO 2700K |
| | | 172-176 | Blue |
| | | 177-180 | Orange |
| | | 181-185 | CTO 3200K |
| | | 186-189 | UV (Kongo blue) |
| | | 190 - 215 | Forwards rainbow effect from fast to slow |
| | | 216 - 217 | No rotation |
| | | 218 - 243 | Backwards rainbow effect from slow to fast |
| | | 244 - 249 | Random colour selection by audio control |
| | | | (Set microphone sensitivity in menu „Personality”) |
| | | 250 - 255 | Auto random colour selection from fast to slow |
| 11 | * | | Colour wheel - fine positioning |
| | | 0 - 255 | Fine positioning (0=default) |
| 12 | 11 | 0-132 | CMY Macro |
| | | 133-255 | No rotation |
| 13 | 12 | | Effect Speed |
| | | | Speed of Cyan and Magenta and Yellow movement |
| | | 0-255 | Speed of CMY movement from max. to min. (0=default) |
| 14 | 13 | | CMY & Colour wheel time |
| | | 0 | Function is off (0=default) |
| | | 1 - 255 | Time of CMY and col. wheel movement (0.1sec-->25.5sec.) |
| 15 | 14 | | Zoom & Focus & Frost & Prism time |
| | | 0 | Function is off (0=default) |

| | | | |
|---|---|---|---|
| | | 1 - 255 | Time of zoom/ focus movement (0.1 sec-->25.5 sec.) |
| | | 1-100 | Time of frost movement (0.1 sec -->10 sec) |
| | | 1-50 | Time of prism movement (0.1 sec-->5 sec.) |
| 16 | 15 | | Effect wheel positioning |
| | | 0-19 | No function (0=default) |
| | | 20-127 | Proportional indexing |
| | | 128-170 | Ramping from open to full position ( max--->min. speed) |
| | | 171-213 | Ramping from open to half position ( max. --->min. speed) |
| | | 214-255 | Ramp. from half position to full position ( max. --->min. speed) |
| 17 | 16 | | Effect wheel rotation |
| | | 0 | No rotation |
| | | 1 - 127 | Forwards rotation from fast to slow |
| | | 128 | No rotation (128=default) |
| | | 129 -255 | Backwards rotation from slow to fast |
| 18 | 17 | | Effect wheel animations |
| | | 0-3 | No rotation |
| | | 4-43 | Macro |
| | | 44-255 | No rotation |
| 19 | 18 | | Static gobo wheel |
| | | 0-3 | Open/Hole (0=default) |
| | | | Positioning |
| | | 4-9 | Gobo 1 |
| | | 10-15 | Gobo 2 |
| | | 16-21 | Gobo 3 |
| | | 22-27 | Gobo 4 |
| | | 28-33 | Gobo 5 |
| | | 34-39 | Gobo 6 |
| | | 40-45 | Gobo 7 |
| | | 46-51 | Gobo 8 |
| | | 52-57 | Gobo 9 |
| | | 58-63 | Gobo 10 |
| | | 64-69 | Beam reducer 1 |
| | | 70-75 | Beam reducer 2 |
| | | 76-81 | Beam reducer 3 |

| | | | |
|---|---|---|---|
| | | 82-87 | Beam reducer 4 |
| | | | Shaking gobos from slow to fast |
| | | 88-95 | Gobo 1 |
| | | 96-103 | Gobo 2 |
| | | 104-111 | Gobo 3 |
| | | 112-119 | Gobo 4 |
| | | 120-127 | Gobo 5 |
| | | 128-135 | Gobo 6 |
| | | 136-143 | Gobo 7 |
| | | 144-151 | Gobo 8 |
| | | 152-159 | Gobo 9 |
| | | 160-167 | Gobo 10 |
| | | 168-175 | Beam reducer 1 |
| | | 176-183 | Beam reducer 2 |
| | | 184-191 | Beam reducer 3 |
| | | 192-199 | Beam reducer 4 |
| | | 200-201 | Open/hole |
| | | 202 - 222 | Forwards gobo wheel rotation from fast to slow |
| | | 223 - 243 | Backwards gobo wheel rotation from slow to fast |
| | | 244 - 249 | Random gobo selection by audio control |
| | | | (Set microphone sensitivity in menu „Personality”) |
| | | 250 - 255 | Auto random gobo selection from fast to slow |
| 20 | 19 | | Rotating gobo wheel |
| | | | Index - set indexing on channel 21/20 |
| | | 0 | Open/Hole (0=default) |
| | | 1-4 | Hole (flat field) |
| | | 5-7 | Gobo 1 |
| | | 8-10 | Gobo 2 |
| | | 11-13 | Gobo 3 |
| | | 14-16 | Gobo 4 |
| | | 17-19 | Gobo 5 |
| | | 20-22 | Gobo 6 |
| | | 23-25 | Gobo 7 |
| | | 26-28 | Gobo 8 |

| | | | |
|---|---|---|---|
| | | 29-31 | Gobo 9 |
| | | | Rotation - set rotation on channel 21/20 |
| | | 32-34 | Gobo 1 |
| | | 35-37 | Gobo 2 |
| | | 38-40 | Gobo 3 |
| | | 41-43 | Gobo 4 |
| | | 44-46 | Gobo 5 |
| | | 47-49 | Gobo 6 |
| | | 50-52 | Gobo 7 |
| | | 53-55 | Gobo 8 |
| | | 56-59 | Gobo 9 |
| | | | Shaking gobo from slow to fast |
| | | | Index - set indexing on channel 21/20 |
| | | 60-67 | Gobo 1 |
| | | 68-75 | Gobo 2 |
| | | 76-83 | Gobo 3 |
| | | 84-91 | Gobo 4 |
| | | 92-99 | Gobo 5 |
| | | 100-107 | Gobo 6 |
| | | 108-115 | Gobo 7 |
| | | 116-123 | Gobo 8 |
| | | 124-129 | Gobo 9 |
| | | | Shaking gobo from slow to fast |
| | | | Rotation - set rotation on channel 21/20 |
| | | 130-137 | Gobo 1 |
| | | 138-145 | Gobo 2 |
| | | 146-153 | Gobo 3 |
| | | 154-161 | Gobo 4 |
| | | 162-169 | Gobo 5 |
| | | 170-177 | Gobo 6 |
| | | 178-185 | Gobo 7 |
| | | 186-193 | Gobo 8 |
| | | 194-199 | Gobo 9 |
| | | 200 - 201 | Open/hole |

| | | | |
|---|---|---|---|
| | | 202 - 222 | Forwards gobo wheel rotation from fast to slow |
| | | 223 - 243 | Backwards gobo wheel rotation from slow to fast |
| | | 244 - 249 | Random gobo selection by audio control |
| | | | (Set microphone sensitivity in menu „Personality") |
| | | 250 - 255 | Auto random gobo selection from fast to slow |
| 21 | 20 | | Rot. gobo indexing and rotation |
| | | | Gobo indexing - set position on channel 20/19 |
| | | 0 - 255 | Gobo indexing |
| | | | Gobo rotation - set position on channel 20/19 |
| | | 0 | No rotation |
| | | 1 - 127 | Forwards gobo rotation from fast to slow |
| | | 128 | No rotation (128=default) |
| | | 129 - 255 | Backwards gobo rotation from slow to fast |
| 22 | * | | Rot. gobo indexing/rotation - fine |
| | | 0-255 | Fine indexing/rotation (0=default) |
| 23 | 21 | | Prism wheel 1 |
| | | | This wheel is blocked If Rotating gobo wheel >0 DMX |
| | | 0 - 3 | Open position/hole (0=default) |
| | | | Index - set indexing on channel 24/22 |
| | | 4-7 | Prism 1 - 6-facet linear |
| | | 8-11 | Prism 2 - cylindrical |
| | | 12-15 | Prism 3 - 8-facet 12° circular |
| | | | Rotation - set rotation on channel 24/22 |
| | | 16-19 | Prism 1 - 6-facet linear |
| | | 20-23 | Prism 2 - cylindrical |
| | | 24-27 | Prism 3 - 8-facet 12° circular |
| | | 28-255 | Raw DMX |
| 24 | 22 | | Prism wheel 1 indexing/rotation |
| | | | Prism indexing - set position on channel 23/21 |
| | | 0 - 255 | Prism 1 indexing |
| | | | Prism 1 rotation - set position on channel 23/21 |
| | | 0 | No rotation |
| | | 1 - 127 | Forwards prism rotation from fast to slow |
| | | 128 | No rotation (128=default) |

| | | | |
|---|---|---|---|
| | | 129-255 | Backwards prism rotation from slow to fast |
| 25 | 23 | | Prism wheel 2 |
| | | 0 - 3 | Open position/hole (0=default) |
| | | | Index - set indexing on channel 26/24 |
| | | 4-7 | Prism 1 - 6-facet linear |
| | | 8-11 | Prism 2 - 32-facet circular |
| | | 12-15 | Prism 3 - 8-facet 18° circular |
| | | | Rotation - set rotation on channel 26/24 |
| | | 16-19 | Prism 1 - 6-facet linear |
| | | 20-23 | Prism 2 - 32-facet circular |
| | | 24-27 | Prism 3 - 8-facet 18° circular |
| | | 28-255 | Raw DMX |
| 26 | 24 | | Prism wheel 2 indexing/rotation |
| | | | Prism indexing - set position on channel 25/23 |
| | | 0 - 255 | Prism 1 indexing |
| | | | Prism 1 rotation - set position on channel 25/23 |
| | | 0 | No rotation |
| | | 1 - 127 | Forwards prism rotation from fast to slow |
| | | 128 | No rotation (128=default) |
| | | 129-255 | Backwards prism rotation from slow to fast |
| 27 | 25 | | Pattern |
| | | 0-3 | No rotation |
| | | 4-67 | Macro |
| | | 68-255 | No rotation |
| 28 | 26 | | Pattern rotation and indexing |
| | | | The channels are blocked: Prism Wheel 1/2, Prism Wheel 1/2 rot. |
| | | | Pattern indexing - set position on channel 27/25 |
| | | 0 - 255 | Pattern indexing |
| | | | Pattern rotation - set position on channel 27/25 |
| | | 0 | No rotation |
| | | 1 - 127 | Forwards pattern rotation from fast to slow |
| | | 128 | No rotation (128=default) |
| | | 129-255 | Backwards pattern rotation from slow to fast |
| 29 | 27 | | Beam shaper selection |

| | | | |
|---|---|---|---|
| | | 0-3 | No rotation |
| | | 4-35 | Macro |
| | | 36-255 | No rotation |
| 30 | 28 | | Beam shaper rotation and indexing |
| | | | Beam shaper indexing - set position on channel 29/27 |
| | | 0 - 255 | Shaper indexing |
| | | | Beam shaper rotation - set position on channel 29/27 |
| | | 0 | No rotation |
| | | 1 - 127 | Forwards shaper rotation from fast to slow |
| | | 128 | No rotation (128=default) |
| | | 129-255 | Backwards shaper rotation from slow to fast |
| 31 | 29 | | Frost |
| | | 0 | Open (0=default) |
| | | | Light Frost |
| | | | Max. time of Light frost movement 0 -->100% (100% -->0) is 10 sec. |
| | | 1-50 | Light Frost from 0% to 100% |
| | | 51-53 | 100% Light Frost |
| | | 54-63 | Pulse closing from slow to fast |
| | | 64-73 | Pulse opening from fast to slow |
| | | 74-83 | Ramping from fast to slow |
| | | 84-86 | Open |
| | | | Medium Frost |
| | | | Max. time of Medium frost movement 0 -->100% (100% -->0) is 10 sec. |
| | | 87-136 | Medium Frost from 0% to 100% |
| | | 137-139 | 100% Medium Frost |
| | | 140-149 | Pulse closing from slow to fast |
| | | 150-159 | Pulse opening from fast to slow |
| | | 160-169 | Ramping from fast to slow |
| | | 170-172 | Open |
| | | | Combined Frost |
| | | | Note: Combined Frost and Prism weeel 1 cannot be inserted into light beam at the same time . The Prism wheel 1 has priority to Combined Frost . |
| | | | Max. time of Medium frost movement 0 -->100% (100% -->0) is 10 sec. |

| | | | |
|---|---|---|---|
| | | 173-222 | Medium Frost from 0% to 100% (Light Frost inserted) |
| | | 223-225 | 100% Medium Frost (Light Frost inserted) |
| | | 226-235 | Pulse closing from slow to fast |
| | | 236-245 | Pulse opening from fast to slow |
| | | 246-255 | Ramping from fast to slow |
| 32 | 30 | | Zoom |
| | | 0 - 255 | Zoom from max. to min.beam angle (128=default) |
| 33 | * | | Zoom - fine |
| | | 0-255 | Fine zooming (0=default) |
| 34 | 31 | | Focus |
| | | 0 - 255 | Continuous adjustment from far to near (128=default) |
| 35 | * | | Focus Fine |
| | | 0- 255 | Fine focusing (0=default) |
| 36 | 32 | | Hot-Spot control |
| | | 0 | Automatic Hot-Spot control (0=default) |
| | | 1-255 | Hot-Spot control (from min. to max. intensity of image centre) |
| 37 | 33 | | Shutter/ strobe |
| | | 0 - 31 | Shutter closed |
| | | 32 - 63 | Shutter open (32=default) |
| | | 64 - 95 | Strobe-effect from slow to fast |
| | | 96 - 127 | Shutter open |
| | | 128 - 143 | Opening pulse in sequences from slow to fast |
| | | 144 - 159 | Closing pulse in sequences from fast to slow |
| | | 160 - 191 | Shutter open |
| | | 192 - 223 | Random strobe-effect from slow to fast |
| | | 224 - 255 | Shutter open, Full lamp power |
| 38 | 34 | | Dimmer intensity |
| | | 0 - 255 | Dimmer intensity from 0% to 100% (0=default) |
| 39 | * | | Dimmer intensity - fine |
| | | 0 - 255 | Fine dimming (0=default) |

# 7. Troubleshooting

Following are a few common problems that may occur during operation. Here are s

ome suggestions for easy troubleshooting:

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

1. Check the connection of power and main fuse.

2. Measure the mains voltage on the main connector.

3. Check the power on LED.

B. Not responding to DMX controller

1. DMX LED should be on. If not, check DMX connectors, cables to see if link properly.

2. If the DMX LED is on and no response to the channel, check the address settings a nd

DMX polarity.

3.If you have intermittent DMX signal problems, check the pins on connectors or on P CB of theunit or the previous one.

4. Try to use another DMX controller.

5. Check if the DMX cables run near or run alongside to high voltage cables that ma y cause

damage or interference to DMX interface circuit.

C. Some units don’t respond to the easy controller

1. You may have a break in the DMX cabling. Check the LED for the response of th e master/

slave mode signal.

2. Wrong DMX address in the unit. Set the proper address.

D. No response to the sound

1. Make sure the unit does not receive DMX signal.

2. Check microphone to see if it is good by tapping the microphone

E. One of the channels is not working well

1. The stepper motor might be damaged or the cable connected to the PCB is broken.

2. The motor’s drive IC on the PCB might be out of condition

6. Fixture Cleaning

The cleaning of external optical lenses and/or mirrors must be carried out periodically t o optimizelight output. Cleaning frequency depends on the environment in which the fi

xture operates: damp,

smoky or particularly dirty surrounding can cause greater accumulation of dirt on the u nit’s optics.

Clean with soft cloth using normal glass cleaning fluid.

Always dry the parts carefully.

Clean the external optics at least every 30 days.