

# 200W LED BEAM MOVE HEAD LIGHT

## USER MANUAL

(TFT DISPLAY & TOUCH)



Please read over this manual before operation the light

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## Chapter 1 Installation and attention

### 1.1 Maintenance

- To reduce the risk of electrical shock or fire, do not expose this unit to rain or moisture.
- Intermittently using will extend this item's service life.
- Please clear the fan ,fan net , and optical lens in order to keep good work state.
- Do not use the alcohol or any other organic solvent to wipe the shell.

### 1.2 Statement

The product has perfect performance and integrity packing. All users should be strictly complying with the warning and operating instructions as stated. Or we aren't in charge of any result by misusing. Any damage resulting by misuse is not within the Company's warranty. Any fault or problem caused by neglecting the manual is also not in the charge of dealers.

**Note:** All information is subject to change without prior notice.

### 1.3 Safety Precaution

- In order to guarantee the product's life, please don't put it in the damp places or even the environment over 60degrees.
- Always mount this unit in safe and stable matter.
- Install or dismantle should operate by professional engineer.
- Using lamp, the change rate of power voltage should be within $\pm 10\%$ , If the voltage is too high, it will shorten the light's life; If it's not enough, will influence the effect.
- Please restart it 20 minutes later after turning off light , until full-cooling. Frequent switching will reduce the life span of lamps and bulbs; intermittent using will improve the life of bulbs and lamps.
- In order to make sure the product is used well, please read the Manual carefully.

### 1.4 Product Instruction

- lamp: Philips MSD Platinum 5R or YODN 5R (life:2200 hours Color temperature: 8000K)
- Channel mode:20 DMX512 Channel
- Pan scan: 540°(16bit) Electric correction
- Tilt scan: 270° (16bit) Electric correction
- Over heat protection
- Power Input: 100-240V, 50/60Hz
- Power : 290W
- IP level :IP20
- Net weight: 13.5KG

### 1.5 Cable connection (DMX)

Use a cable conforming to specifications EIA RS-485: 2-pole twisted, shielded, 120Ohm characteristic

impedance, 22-24AWG, low capacity. Do not use microphone cable or other cable with characteristics differing from those specified. The end connections must be made using XLR type 3 or 5-pin male/female connectors. A terminating plug must be inserted into the last projector with a resistance of 120Ω (minimum 1/4 W) between terminals 2 and 3.

**IMPORTANT:** The wires must not make contact with each other or with the metal casing of the connectors. The casing itself must be connected to the shield braid and to pin 1 of the connectors.

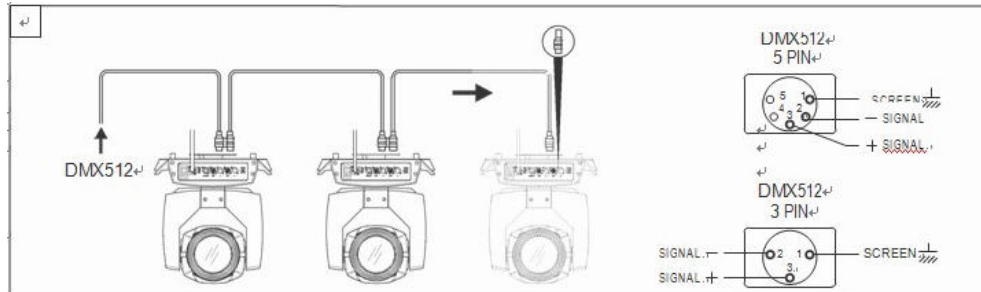


Figure 1 DMX Cable connection

## 1.6 Rigging (Optional)

This equipment can be positioned and fixed by clamp in every direction of the stage. Locking system makes it easy to fasten to the bracket.

Attention! Two clamps is needed to fix the equipment. Every clamp is locked by fastener of 1/4 kind. Fastener can only be locked clockwise.

Attention! Fasten a safety string to the additional hole of side aluminum piece. The secondary accessory can not hang on the delivery handle. Nip the equipment on bracket.

- Check if rigging clamp (not including the one inside) damaged or not? If stand ten times weight as the equipment. Make sure the architecture can stand ten times weight as all the equipments, clamps, wirings and other additional fixtures.
- Screws for clamping must be fixed firmly. Take one M12 screw (Grade 8.8 or higher) to clamp bracket, and then screw the nuts.
- Level the two hanging points at the bottom of clamp. Insert fastener to the bottom, lock the two levers by 1/4 rotating clockwise; then install another clamp.
- Install on safety string which stands at least ten times weight as equipment. Terminal of the accessory is designed for clamps.
- Make sure pan/tilt lock unlocked or not. Keep the distance more than 1M from equipment to flammable material or lighting source.

## Chapter 2 Panel operation

### 2.1 Brief

The light panel diagram show as Figure 2, Left area is TFT Displayer, support touch, and right area is KEY, both of touch and KEY can operate light and setting.

Display & operation just like ‘Android operation system’, touch the item will set or modify setting.

Note: Prevent damage the touch or TFT displayer, Can not use sharp objects chick displayer.



Figure 2 Panel diagram

### 2.2 Operation

#### 2.2.1 Operate light with touch or KEY

- The left area is TFT Displayer and touch, chick item or value with finger will to complete operation of set light setting(parameters) or view light state.
- The area on the right hand side is 4 KEY, As auxiliary input interface, if disable touch function,, the KEYr can been choose to set the parameter.

#### 2.2.2 Parameter value setting

When the selected item is value need to been modified, the dialog shown in Figure 3 will popup.

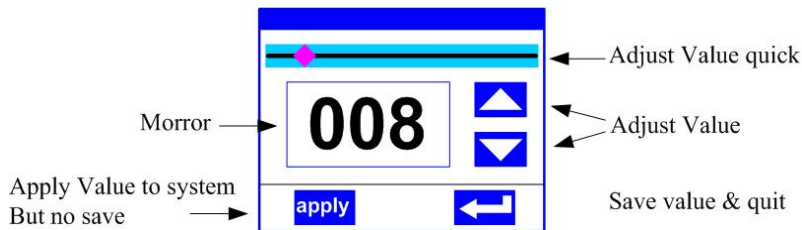


Figure 3 Dialog of value setting

- **Modify value:** Can quickly modify value via pull the slider to the desired position, or click the button of ‘up’ or ‘down’ whit finger on the right side to set the exact desired value, another way is roll encoder on the right hand side of panel.

- **Apply value:** When Value had been modified, Then press the bottom of ‘apply’ in the left corner to apply to the light, but hav’t saved;
- **Save Value:** Any time, click on the lower right corner of the "OK" button, the setting will be saved into internal memory.

### 2.2.3 Boolean parameter setting

- when the selected parameters is a Boolean value (such as ON or OFF), can directly modify setting by chick corresponding item, the setting will be saved right now.
- When the parameter is a key item, chick corresponding item, a dialog shown in Figure 4 will be popup ask for the confirm. Chick ‘sure’ to confirm.



Figure 4 Dialog of confirm

### 2.2.4 Sub Menu (Parameter)

Chick item of main menu, enter corresponding sub menu, shown in Figure 5, total 6 sub menu, includes class of parameter and status:

- ADDRESS: Set light DMX address.
- WORKMOD: Set light work mode, master or slave mode when in auto run mode.
- DISPLAY: Set display parameter, eg. select language.
- TEST: Used for test light, modify DMX channel data to test function, the corresponding function of reference channel function table.
- ADVANCE: Set light running parameter.
- STATUS: view light current status.

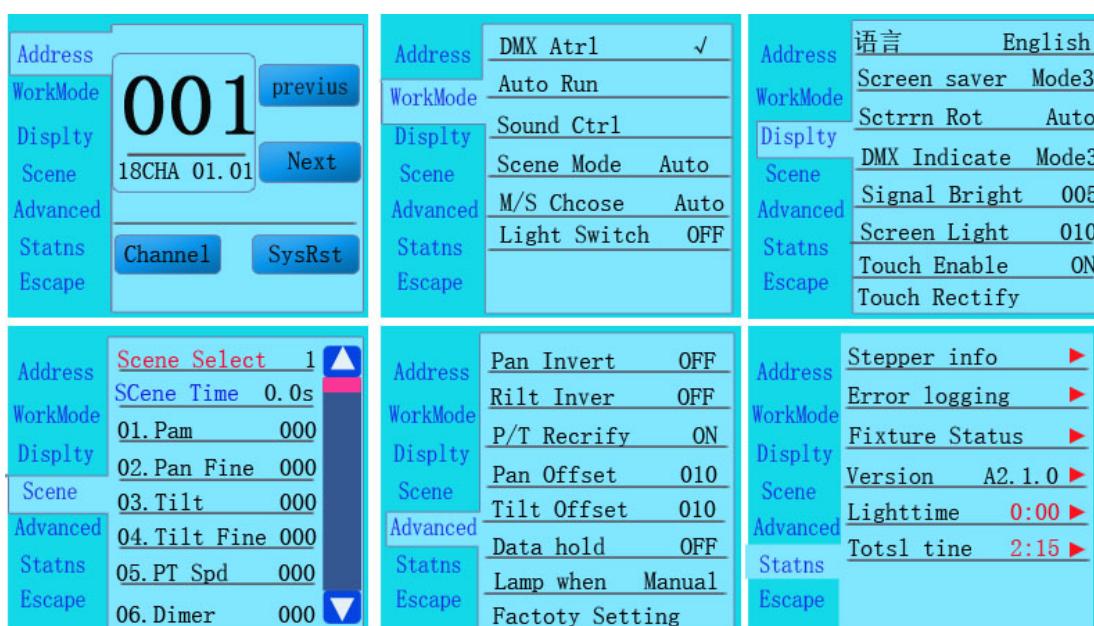


Figure 5 Parameter menu

## 2.3 Operation and parameter instruction

Via following operation, enter sub menu(parameter menu) shown in Figure 5

- In main menu, click 1/6 function button into corresponding parameter menu.
- In sub menu(page), click main item on the left side of display, can shift to corresponding sub menu(page) quickly.

### 2.3.1 ADDR--> Address: Set DMX Address

Click and select the "ADDR", can enter the page of DMX address setting, range from 1 to 512, the address code shouldn't is not greater than (512- channels quantity), otherwise the light will not be controlled. Following is the operation:

Enter the page of DMX address, as shown in Figure 6, click the blank area in right side of display will pop-up diglog as in Fig. 4, modify value, then click 'ENTER' to confirm and save DMX address code.

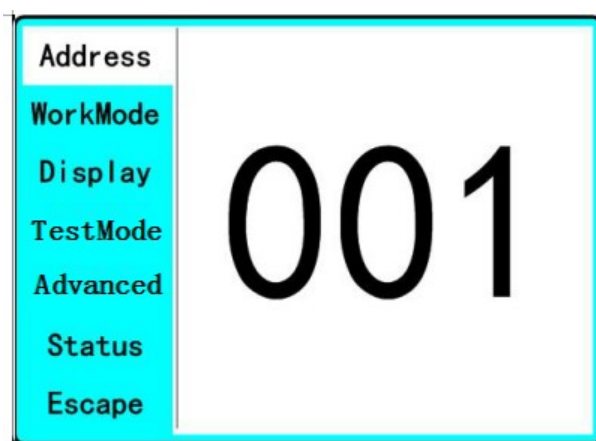


Figure 6 page of DMX Address

### 2.3.2 MODE--> WorkMode: Set Light work mode

Enter the page of 'WorkMode' as shown in Figure 7 and modify setting. Can set light work mode, control lamp and DMX channel mode.

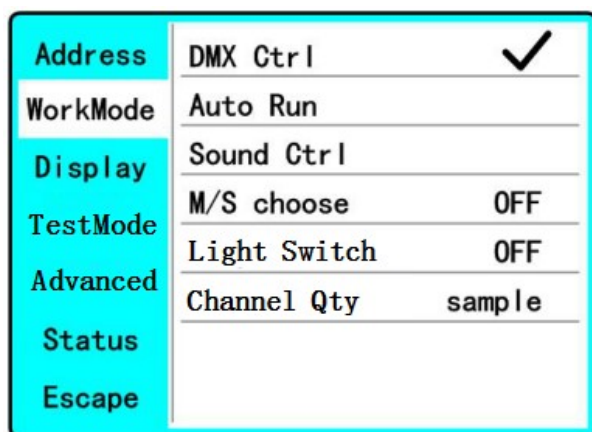


Figure 7 page of work mode

- ◆ **DMX Ctrl:** Choose to set DMX Mode,
- ◆ **Auto Run:** Choose to set Auto Mode,
- ◆ **Sound Ctrl:** Choose to set Sound Mode,
- ◆ **M/S Choose:** Available just in 'AUTO RUN' or 'SOUND Ctrl' mode.

ON--> Master. (Data will be send to other slave lamp immediatly.)  
 OFF--> Slaver.(NOT send data to other lamp via DMX Cable).(Default)

◆ **Light Switch:**

ON--> Turn on the light,  
 OFF--> Turn off the light.

◆ **Channel Qty:** Light support 2 DMX Channel mode: sample or extend.

Simple --> 16CH.(Default)  
 Expand--> 20CH(or null).

**2.3.3 DISP-->DISPLAY: Set display**

Light support 2 language, rotation display, Enter page as shown in Figure8 to set parameter following:

<b>Address</b>	语言	English
<b>WorkMode</b>	Screen saver	Mode3
<b>Display</b>	Screen rotation	OFF
<b>TestMode</b>	Touch Enable	ON
<b>Advanced</b>	Touch Rectify	
<b>Status</b>		
<b>Escape</b>		

Figure8 page of display

◆ **Language:** English / 中文.

◆ **Screen Saver:** when panel is idle(these is no operation in 10 second), displayer will enter saver status.

OFF--> No screen saver.

Mode1--> Power-saving mode, turn off the display.

Mode2--> Displays the current address.

Mode3--> Displays the icon and the current working mode.(Default)

◆ **Screen Rotion: To turning display.**

ON--> Normal display.(Default)

OFF--> 180° turning display.

◆ **Touch enable:** Disable or enable touch function,.

ON--> Enable touch function.(Default)

OFF--> Dosable touch function.

◆ **Touch adjust:** Adjust touch function. Normally, not enter this item.

**2.3.4 TEST--> TestMode**

Enter the page as shown in Figure 9, Light will into test mode, in this mode, the light does not receive the data for DMX controller.:



Address	PAN	000
WorkMode	TILT	000
Display	FOCUS	000
TestMode	COLOR	000
	GOBO	000
Advanced	PRISM	000
Status	FROST	000
Escape	STROBE	000

Figure 9 page of Test

- ◆ PAN: range for 0 to 255;
- ◆ TILT: range for 0 to 255;
- ◆ FOCUS: range for 0 to 255;
- ◆ COLOR: range for 0 to 255;
- ◆ GOBO: range for 0 to 255;
- ◆ PRISM: range for 0 to 255;
- ◆ FROST: range for 0 to 255;;
- ◆ STROBE: range for 0 to 255;

### 2.3.5 ADVA-->Advanced: Set light run parameter

Enter the page as shown in Figure 9, set the parameter of light:

Address	PAN Inset	OFF
WorkMode	TILT Inset	OFF
Display	P/T Rectify	ON
TestMode	PAN Offset	010
	TILT Offset	010
Advanced	Lamp when	Power ON
Status	Data hold	OFF
Escape	Factory Setting	

Figure 10 page of run parameter

- ◆ **Pan Invert:** Reverse PAN move  
 OFF--> Pan Normal move.(Default)  
 ON--> Reverse PAN move.
- ◆ **Tilt Invert:** Reverse TILT move  
 OFF--> Tilt Normal move.(Default)  
 ON--> Reverse Tilt move.
- ◆ **P/T Rectify:** Disable or enable position rectify function.  
 OFF--> Disable P/T rectify  
 ON--> Enable P/T rectify-(Default)
- ◆ **Pan Offset:** Set PAN original position. **Default: 10**
- ◆ **Tilt Offset:** Set TILT original position. **Default: 10**
- ◆ **Lamp when:**

- PowerON--> Turn on the lamp when power on.(Default)
- RstDone--> Turn on the lamp after reset.
- Manual--> Manually turn on the lamp.
- ◆ **Data hold:**
  - OFF--> When no DMX signal,return to middle position.(Default)
  - ON--> When no DMX signal,stop in the final position.
- ◆ **Factory Setting:** Restore all parameter to factory setting.

**2.3.6 STAT-->Status: View status**

Enter the page as shown in Figure 11:

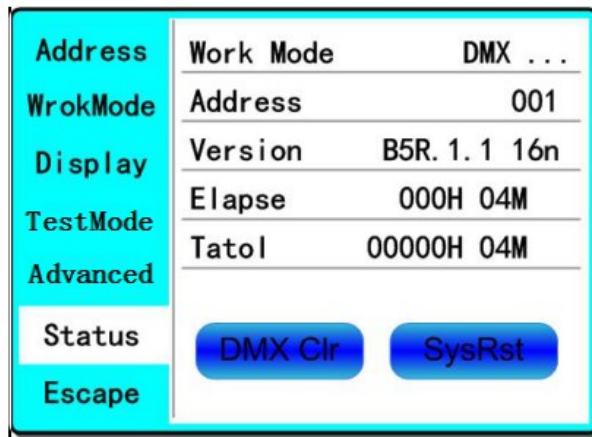


Figure 11 page of status

- ◆ **Work Mode:** Show the current working mode.
- ◆ **Address:** Show the current address.
- ◆ **Version:** Show the version of the lamp.
- ◆ **Elapse:** Working hours after turn on.
- ◆ **Tatol:** Cumulative hours of operation

When <Data hold> set <ON>,click to clear DMX data, and make the lamp return to themiddle position.

Click to reset.

## Chapter 3 Channel description

### 3.1 Channel table

Table 1 Channel brief

<b>CH1</b>	<b>PAN</b>	0-255	0-540°
<b>CH2</b>	<b>TILT</b>	0-255	0-270°
<b>CH3</b>	<b>PAN 16bit</b>	0-255	Pan fine
<b>CH4</b>	<b>TILT 16bit</b>	0-255	Tilt fine
<b>CH5</b>	<b>XY Speed</b>	0-255	Fast to slow
<b>CH6</b>	<b>Strobe</b>	0-3	No effect
		4-127	Pulse strobe slow to fast
		128-191	Gradual change strobe slow to fast
		192-251	Random strobe slow to fast
		252-255	Open
<b>CH7</b>	<b>Dimmer</b>	0-255	0-100%
<b>CH8</b>	<b>Color</b>	0-7	White
		8-15	White+COLOR1
		16-23	COLOR1
		24-31	COLOR1+COLOR2
		32-39	COLOR2
		40-47	COLOR2+COLOR3
		48-55	COLOR3
		56-63	COLOR3+COLOR4
		64-71	COLOR4
		72-79	COLOR4+COLOR5
		80-87	COLOR5
		88-95	COLOR5+COLOR6
		96-103	COLOR6
		104-111	COLOR6+COLOR7
		112-119	COLOR7
		120-127	COLOR7+white
		128-190	Rotate forward (fast to slow)
191-192	Stop		
193-255	Rotate reverse (slow to fast)		
<b>CH9</b>	<b>Gobo</b>	0-9	White
		10-19	GOB01
		20-29	GOB02
		30-39	GOB03
		40-49	GOB04

		50-59	GOB05
		60-69	GOB06
		70-79	GOB07
		80-84	GOB01 shake
		85-89	GOB02 shake
		90-94	GOB03 shake
		95-99	GOB04 shake
		100-104	GOB05 shake
		105-109	GOB06 shake
		110-127	GOB07 shake
		128-190	Rotate forward (fast to slow)
		191-192	Stop
		193-255	Rotate reverse (slow to fast)
<b>CH10</b>	<b>Gobo Revolve</b>	0-9	White
		10-19	GOB01
		20-29	GOB02
		30-39	GOB03
		40-49	GOB04
		50-59	GOB05
		60-69	GOB06
		70-79	GOB07
		80-84	Shake slow to fast GOB01
		85-89	Shake slow to fast GOB02
		90-94	Shake slow to fast GOB03
		95-99	Shake slow to fast GOB04
		100-104	Shake slow to fast GOB05
		105-109	Shake slow to fast GOB06
		110-127	Shake slow to fast GOB07
		128-190	Rotate forward (fast to slow)
		191-192	stop
		193-255	Rotate reverse (slow to fast)
<b>CH11</b>	<b>Gobo Rotating</b>	0-127	0-400 degrees
		128-190	Rotate forward (fast to slow)
		191-192	Stop
		193-255	Rotate reverse (slow to fast)
<b>CH12</b>	<b>prism</b>	0-127	No effect
		128-255	3 facet prism
<b>CH13</b>	<b>Prism1 Rotating</b>	0-127	0-400 degrees
		128-187	Rotate forward (fast to slow)
		188-195	Stop
		196-255	Rotate reverse (slow to fast)
<b>CH14</b>	<b>Iris</b>	0-255	Small to big

<b>CH15</b>	<b>ZOOM</b>	0-255	ZOOM
<b>CH16</b>	<b>Reset</b>	0-255	RESET