USER'S MANUAL

Model: BC-M230

230w Beam Moving Head Light (White)

Package Includes:

1 x beam moving head light

1 x clamp,handle

1 x safe cable

1 x power cable

1 x DMX cable

Please read this manual before use

CONTENTS

Chapter 1 Warnings and Operation Modes

1.1 Warnings:

Please check if there is any transportation damage before using. And if there is any damage, please stop using it, and contact the distributor or manufacturer as soon as possible. Please keep it away from Combustible materials, and unlock the X-, Y-axis before using. The fixture should be installed in places with good ventilation, keep it away from the wall at least 10cm above, and then check if the fans are in good conditions.

Please don't project the light beam on the combustible directly, and keep the fixture at least 12m away from the projection objects.

Please don't look directly into the light source lest any damage to your eyes. And please make sure the using power voltage is in accordance with the stated voltages before using.

Attention: Please power off before installing, repairing or cleaning the fixture.

1.2 Operation Modes

Touch	Turning Wheel	Function
"Up"button	Turn left	Select、Edit
"Down"button	Turn right	Select、Edit
"Confirm"button（"OK"）	Press the wheel	Start running Start editing、Stop editing
"Return"button	Press the wheel under Return manual	Return to previous page

For example, how to change DMX address?
- Please press "Setting" in the main interface to enter "setting" interface.
- There are 4 touch key-presses on the right side, namely, "Up" "Confirm" "Down" "Return" buttons.
- Please press "Up" or "Down" keys to enter "DMX address".
- Please press "Confirm" to edit.
- Please press "Up" or "Down" keys to change DMX address（the new DMX address would be saved automatically and start to run）
- Please press "Confirm" to exit editing.
- Please press "Return" to exit main manual.

Operation modes for turning wheel：
- Please press "Setting" button under the main interface, and turn the wheel.

- Please press the wheel to enter "setting" interface.
- Please turn the wheel to enter "DMX address" interface under "setting" interface.
- Please press the wheel to edit.
- Please turn the wheel to change the DMX address.
- Please press the wheel to exit editing after the modification.
- Please turn the wheel to enter "Return", and then press the wheel to return the main interface.

Chapter 2 Control Panel Instructions

2.1. Main Interface
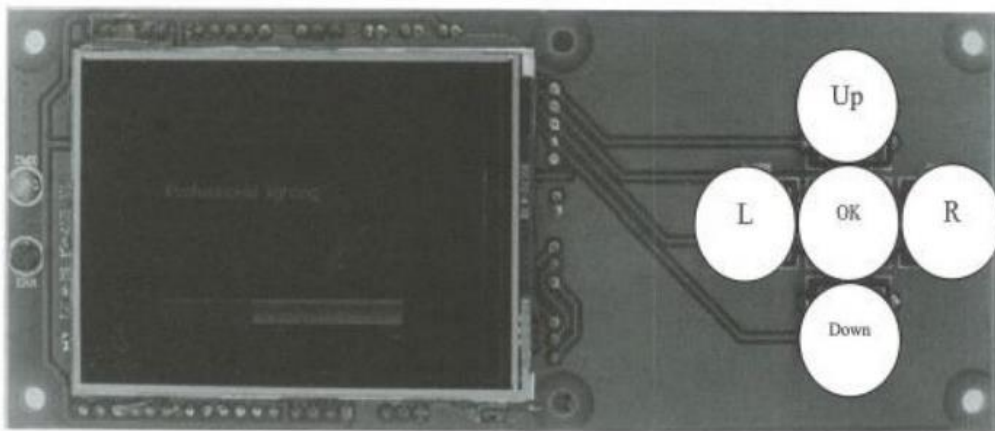
How to use the wheel to control the sub-interface? Please see as follows::

For "Up" button: Please turn left.

For "Down" button: Please turn right.

For "Confirm" button: Please press the wheel.

If for "YES", then press the wheel. And if for "No", then turn the wheel.

2.2. Setting of Interface

Options		Instructions
Running Mode	DMX	Slave machines：accept DMX signals from controller or Master machine.
	Auto	Master-Slave：running automatically, and send DMX signals to slave machines. Attention：If need to check the light effects, please power on the lamp first to enter self-propelled state.
DMX Address	1-512	Press "Confirm" button to edit. First is for "**hundred's digit",** and press "Up" and "Down" to change the address codes. Press "Confirm" button the second time to edit "**ten's digit",** and press again the "Confirm"

		button to edit "**unit's digit".** Please press it again to exit editing.
Channels	16	17-20 CH Invalid
	20	17-20CH to control speed（please refer to Channel chart）
X Reverse	off	
	on	
Y Reverse	off	
	on	
XY Exchange	off	
	on	Exchanging XY channels（Pan/Tilt fine included）
XY Encorder	on	Use Encorder (optocoupler) to judge out of sync or not, and self-correct the position.
	off	Don't use Encorder (optocoupler) to rectify the position
No DMX signal	stay	Stay the same
	reset	Stop running
Screen Save mode	on	Screen light off automatically after 30secs
	off	Screen stay on
Starting up	off	Reset directly when power on，lamp stay off（need to operate the manu or console to light up the lamp)
	on	Lamp on when power on，and reset after the lamp is fully lighted up.
Recover default setting		Press "Confirm" button to see the confirm dialog, and press "Confirm" button again to recover default setting.

2.3.Information Interface

Options	Illustrate
Software version	The current software version
Total time	Total time (accurate to the minute)
The use of time	Since the boot (accurate to the minute)
DMX Channel	Click here to go to the sub-interface, numerical and percentage display channel for viewing.
System error records	If the red ERR indicator light, illustrate lamps run error, Details Click here go to the sub-interface view. After you finish, press "OK" key to delete error records. Note: sometimes it is not Hall or optocoupler installation problems, but the motor line reversed.

2.4. Manual Control Interface

This interface is used to control the current lighting, neither belong to slave state (does not receive DMX signal), nor belong to the host state (do not send DMX signal)

Options		Illustrate
Reset		Press the OK button after see a confirmation dialog box, click "OK" key to enter the reset interface, all motor reset again.
Color Wheel	0-255	Press "Confirm" button to edit. First is for "hundred's digit", and press "Up" and "Down" to change the address codes. Press "Confirm" button

∘ ∘ ∘ ∘ ∘ ∘	0-255	the second time to edit "ten's digit", and press again the "Confirm" button
Gobo Wheel Speed	0-255	to edit "unit's digit". Please press it again to exit editing.
Bulb Control	Turn on	
	Turn off	

2.5. Advanced Interface

The code is "up down up down"，and   code for the wheel is " left right left right".
Manu Operation modes：Press "Up" to see the first "*"，and press "Down" key to see the second "*"，and press "Up" to see the third "*"，and press "Down" key to see the fourth "*"，and last press "Confirm" key to enter password confirmation.
Turning wheel Operation modes：Turn one bit left to see first "*", and Turn one bit right to see the second "*"， and turn one bit left to see the third "*", and Turn one bit right to see the fourth "*"， and last press the wheel to enter password confirmation.
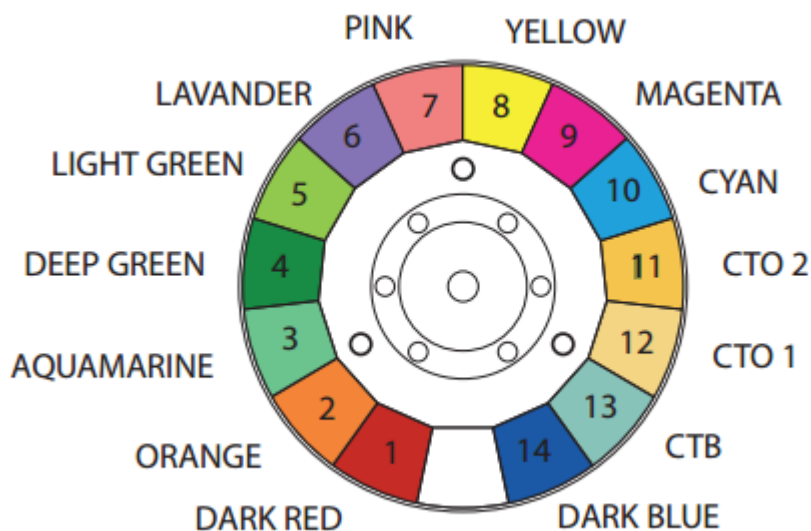
Chapter 3   Channel Description

3.1 Channel Table

CHANNEL	CHANNEL MODE	
	16	20
1	COLOUR WHEEL	COLOUR WHEEL
2	STOP/STROBE	STOP/STROBE
3	DIMMER	DIMMER
4	STATIC GOBO CHANGE	STATIC GOBO CHANGE
5	PRISM ROTATION	PRISM ROTATION
6	PRISM ROTATION	PRISM ROTATION
7	EFFECTS MOVEMENT(UNUSED)	EFFECTS MOVEMENT(UNUSED)
8	FROST	FROST
9	FOCUS	FOCUS
10	PAN	PAN
11	PAN FINE	PAN FINE
12	TILT	TILT
13	TILT FINE	TILT FINE
14	FUNCTION(UNUSED)	FUNCTTON(UNUSED)
15	RESET	RESET
16	LAMP CONTROL	LAMP CONTROL
17		PAN-TILT TIME

18		COLOUR TIME
19		DIMMER-PRISM-FROST TIME
20		GOBO TIME

3.2   Channel Detail

3.2.1   COLOR WHEEL-channel 1

BIT	EFFECT	备注
255	FAST ROTATION	
......	……	
150	SLOW ROTATION	
145	BLUE+WHITE	In order to facilitate memory, color value is always a multiple of five. Color ratio can be adjusted, for example: when the value is five, so it should be 50% white, dark red 50%, if the value is 4, so it should be 60% white, dark red 40%: If the value is six, so it should white 40% dark, red 60%.
140	BLUE	
135	CTB8000+BLUE	
130	CTB8000	
125	CTO190+CTB8000	
120	CTO190	
115	CTO260+CTO190	
110	CTO260	
105	CYAN+CTO260	
100	CYAN	
95	MAGENTA+CYAN	
90	MAGENTA	

85	YELLOW+MAGENTA
80	YELLOW
75	PINK+YELLOW
70	PINK
65	LAVENDER+PINK
60	LAVENDER
55	LIGHT GREEN+LAVENDER
50	LIGHT GREEN
45	GREEN+LIGHT GREEN
40	GREEN
35	AQUAMARINE+GREEN
30	AQUAMARINE
25	ORANGE +AQUAMARINE
20	ORANGE
15	RED+ORANGE
10	RED
5	WEITE+RED
0	WHITE

3.2.3 DIMMER-channel 3

BIT	EFFECT	Remarks
255	100%	
……	……	
0	0%	

3.2.4 STATIC GOBO CHANGE-channel 4

BIT	EFFECT	Remarks
255	GOBOI 17 SHAKE,FAST SPEED	Every five values is correspond to a
……	……	pattern.

251	GOBO 17 SHAKE,SLOW SPEED	
250	GOBO 16 SHAKE,FAST SPEED	
……	……	
246	GOBO 16 SHAKE,SLOW SPEED	
……	……	
180	GOBO 2 SHAKE,FAST SPEED	
……	……	
176	GOBO 2 SHAKE,SLOW SPEED	
175	GOBO 1 SHAKE,FAST SPEED	
……	……	
171	GOBO 1SHAKE,SLOW SPEED	
170	FAST ROTATION	
……	……	
135	SLOW ROTATION	
130-134	STOP	
129	SLOW ROTATION	
……	……	
90	FAST ROTATION	
85	GOBO 17	Value is always five multiple
80	GOBO 16	
75	GOBO 15	
70	GOBO 14	
65	GOBO 13	
60	GOBO 12	
55	GOBO 11	
50	GOBO 10	
45	GOBO 9	
40	GOBO 8	
35	GOBO 7	
30	GOBO 6	
25	GOBO 5	
20	GOBO 4	
15	GOBO 3	
10	GOBO 2	
5	GOBO 1	
0	WHITE	

4.1 Problem solve method

Problem	Solve method
No supply power	Check the voltage of the power supply
Energized produce light, moving head light does not accept control instructions.	Check digit address code install, the control signal line connection
Projected images has light	Check the electronic focus channel value whether suitable for

halo	projection distance
The beam head very dim	Lamp may to arrived life, you should replace a new bulb, and check the optical components whether is clean

Note: qualified professionals could repair the lighting

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