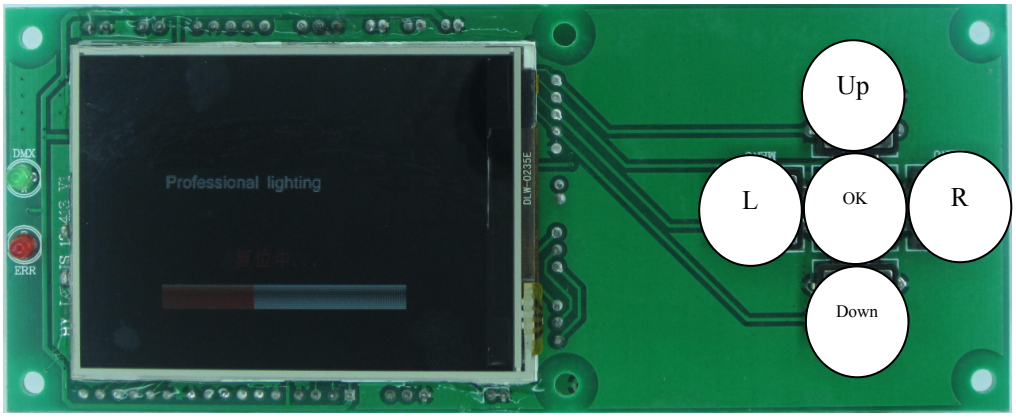
230W Beam Moving Head

User Manual

Please Read Over This Manual Before Operating The Light Fixture

Please read this user manual carefully, and check every instruction and operation requirements.
- Make sure the installation, operation, transportation, warehouse inventory and others are made by the qualified mount guard staffs;
- Observe whether there is damage of the products in transportation, please immediately contact with your suppliers, DON NOT use in electricity.

1. Button Instruction



The function of “L” (Left) and “R” (Right) is the same:
Back to last interface

“Up”、“Down” button
Choose、edit

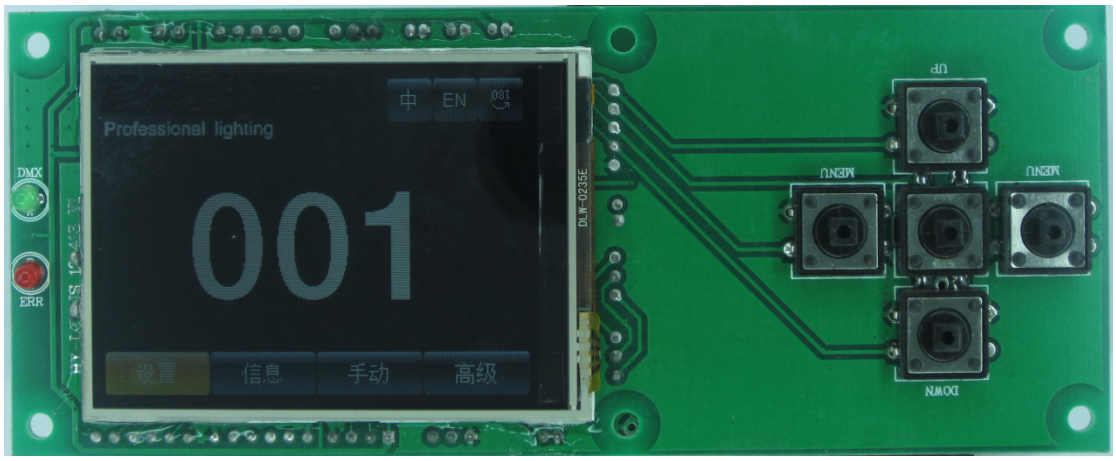
“OK” button :
Executive function、 start editing、 exit editing

Take the "modify DMX address code" as an example, show the use of button as below:
1. If the current interface is not the main one, press the "Left" button (one or multiple) can get back to the main interface
2. In the main interface, press the "Up" key or "Down" button to select the "Settings" button
3. Press the "OK" button, enter the "Settings" interface
4. In the "Settings" interface, press the "Up" button or "Down" button to select "DMX address"
5. Press the "OK" button to enter edit state
6. Press the "Up" button or "Down" button to modify the DMX address code
7. Press the "OK" button to exit editing state

If use the touch screen, the process is more convenient.
1. In the main window touch "Settings" button to enter the "Settings" interface
2. It is the same with 4 ~ 7 steps (can use the true buttons, also can use the touch button), no longer talk about them in details.

2. Interface Instruction

2.1. Main Interface



The 3 top right buttons are used for language switching and screen rotation.
The corresponding interface instruction of the 4 bottom buttons is as below.

2.2. Setting Interface

Option	Instruction	
Operation Mode	DMX	Slave state：Receive the DMX signal from controller or the host one
	Auto	Master state：Auto run, and send DMX signal to slave one Notice：If the lamp is off before, it can't light the lamp by itself. If you need the observe the lamp effect, please light the lamp firs, then enter the auto state.
DMX address	1~512	Press the "OK" button to enter edit state. And it chosen the hundred position, press the "Up" and "Down" button to change address code. Press "OK" button once again to select ten position editing. Click "OK" button twice again to select the unit editing. Click again exit editing state.
CH mode	16	CH17~20 no function
	20	CH17~20 control the speed（See the channel table）
X inversion	Off	
	On	
Y inversion	Off	
	On	
XY exchange	Off	
	On	Exchange XY channels(Included fine adjustment)

XY coder	On	Use the coder(optocoupler) to judge whether out of step, and correct position automatically
	Off	Don’t use the coder(optocoupler) to correct position
NO DMX signal	Retain	According to the original state to continue running
	Reset	Motors return, stop running
Screen protection	On	No operation for 30 seconds, the backlight will be off
	Off	The backlight will be on all the time
Lamp on	Off	After power on reset directly, bulb doesn’t light up(need to use the menu or controller to manual light bulb)
	On	After power on, bubble light automatically, and to wait on the bulb light successfully, then reset.
Default Settings		Click "OK" button, see the confirmation dialog box, click "OK" button again to recover default Settings

2.3. Information Interface

Option	Instruction
Software version	Current software version
Total usage time	Total usage time is accurate to minutes
Usage time of this time	Usage time of this time is accurate to minutes
DMX channel value	Enter into the son interface from this, shows the numerical and percentage channel value for check
System error record	If the red ERR light shine, it means the light has operation error, the details can be view in son interface. After the check, can click "OK" button, the error record will empty Note: Sometimes it's not really the installation problem of hall or optocoupler, but the motor line are reversed.

2.4. Manual Control Interface

The interface is used to control the current light, not only does not belongs to the slave state (don’t receive DMX signal), but also does not belong to the master state (don’t send DMX signal).

Option	Instruction	
Reset		Press the “OK” button, see the confirmation dialog box, click" OK "button again, enter reset interface, all motor reset
Color wheel	0~255	Press the "OK" button to enter edit state. And it chosen the hundred position, press the "Up" and "Down" button to change address code. Press "OK" button once again to select ten position editing. Click "OK" button twice again
……	0~255	
Gobo speed	0~255	

		to select the unit editing. Click again exit editing state.
Lamp control	On	
	Off	

2.5. Advanced Interface

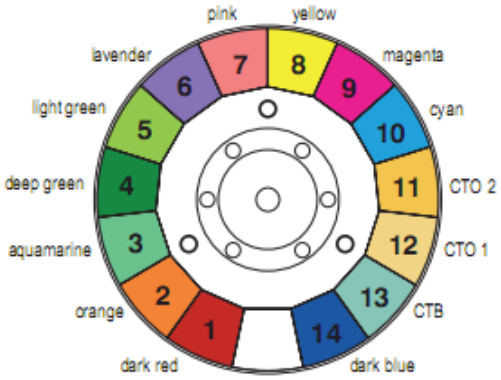
The password is "up and down up and down". Operation process is: press the "Up" key (appear first "*"), click again "Down" key (appear the second "*"), then press the "Up" key (appear third "*"), click again "Down" key (appear fourth "*"), and press the "ok" button to verify password.

Option	Instruction
Touch screen calibration	Into the calibration interface, according to cross cursor indication to touch the corresponding position, if four position to receive the correct data, then complete calibration and keep calibration data. If calibration fail, this process will continue cycle down, can by press the "OK" button at any time to stop calibration
Reset calibration	Enter the son interface, can adjust the X, Y motor reset position, to make up for the hardware installation error. Be different from the address code and channel value, reset calibration does not support unit, ten, hundred separate editing, also does not support long press, and must be calibrated step by step as 1 for unit. Note: please do not do reset calibration when the motor is running! If the motors are running, please reset calibrate after the motors stop When necessary, please perform a reset operation before reset calibration.

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 INSERTION	PRISM INSERTION
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)	FUNCTION (UNUSED)
15	RESET	RESET
16	LAMP CONTROL	LAMP CONTROL
17		PAN-TILT TIME
18		COLOUR TIME
19		DIMMER-PRISM-FROST TIME
20		GOBO TIME

➢ **COLOUR WHEEL - channel 1**



BIT	EFFECT	Remark
255	FAST ROTATION	
……	……	
150	SLOW ROTATION	
145	BLUE + WHITE	In order to facilitate the memory, color value is always a multiple of 5. Color ratio can be adjusted, such as: when numerical is 5, white 50% red 50%, if the value is 4, white60% red 40%; If the value is 6, white 40% red 60%
140	BLUE	
135	CTB 8000 + BLUE	
130	CTB 8000	
125	CTO 190 + CTB 8000	
120	CTO 190	
115	CTO 260 + CTO 190	
110	CTO 260	
105	CYAN + CTO 260	
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	WHITE + RED	
0	WHITE	

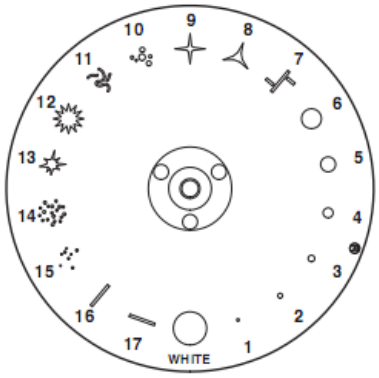
STOP/STOBE - channel 2

BIT	EFFECT	Remark
252-255	OPEN	Controlled by dimmer channel
239-251	RANDOM FAST STROBE	
226-238	RANDOM MEDIUM STROBE	
213-225	RANDOM SLOW STROBE	
208-212	OPEN	Controlled by dimmer channel
207	FAST PULSATION	
……	……	
108	SLOW PULSATION	
104-107	OPEN	Controlled by dimmer channel
103	FAST STROBE	
……	……	
4	SLOW STROBE	
0-3	CLOSED	

- **DIMMER - channel 3**

BIT	EFFECT	Remark
255	100%	
……	……	
0	0%	

- **STATIC GOBO CHANGE - channel 4**



BIT	EFFECT	Remark
255	GOBO 17 SHAKE, FAST SPEED	Every 5 values is

……	……	corresponding to a gobo
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 1 SHAKE, SLOW SPEED	
170	FAST ROTATION	
……	……	
135	SLOW ROTATION	
130-134	STOP	
129	SLOW ROTATION	
……	……	
90	FAST ROTATION	
85	GOBO 17	The value is always multiple of 5
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	

- **PRISM INSERTION - channel 5**

BIT	EFFECT	Remark
128-255	PRISM INSERTED	
0-127	PRISM EXCLUDED	

- **PRISM ROTATION - channel 6**

BIT	EFFECT	Remark
255	FAST ROTATION	
……	……	
193	SLOW ROTATION	
191-192	STOP	
190	SLOW ROTATION	
……	……	
128	FAST ROTATION	
0-127	POSITION	

- **EFFECTS MOVEMENT - channel 7 (NOUSED)**

- **FROST - channel 8**

BIT	EFFECT	Remark
128-255	FROST INSERTED	
0-127	FROST EXCLUDED	

- **FOCUS - channel 9**

BIT	EFFECT	Remark
255	Focus 100%	
……	……	
0	Focus 0%	

- **PAN - channel 10**
  （Omit）

- **PAN FINE - channel 11**
  （Omit）

- **TILT - channel 12**
  （Omit）

- **TILT FINE - channel 13**
  （Omit）

FUNCTION - channel 14 (NOUSED)

- **RESET - channel 15**

BIT	EFFECT	Remark
128-255	COMPLETE RESET	Stay 5 seconds in corresponding area, then begin to reset.
77-127	PAN/TILT RESET	
26-76	EFFECTS RESET	
0-25	UNUSED RANGE	

- **LAMP CONTROL- channel 16**

BIT	EFFECT	Remark
101-255	LAMP ON	Stay 5 seconds in corresponding area, then begin to switch the lamp.
10-100	LAMP OFF	
0-9	UNUSED RANGE	

- **TIMING CHANNELS**

	Timing Channel	Channel function	Remark
17	Pan-Tilt time	Pan-Tilt-(Pan fine-Tilt fine)	255 SLOW SPEED …… …… 0 FAST SPEED
18	Colour time	Colour wheel	
19	Beam time	Dimmer-Prism -Frost	
20	Gobo time	Static Gobo	