

This product manual contains important information about the safe installation and use of this projector. Please read and follow these instructions carefully and keep this manual in a safe place for future reference.

# INDEX

SAFE USAGE OF THE PROJECTOR	3
INSTALLING THE PROJECTOR	4
POWER SUPPLY – MAINS	4
CONTROL CONNECTIONS	4
DMX TERMINATOR	5
SETUP OPTIONS-PROJECTOR CONFIGURATION	6
TO SET THE DMX START ADDRESS	6
OPERATION MENU	7
DMX PROTOCOL	12
LED INDICATION	13
MAINTENANCE	13
KEEPING THE PROJECTOR CLEAN	13
TROUBLESHOOTING	13
TECHNICAL DATA	14
ELECTRICAL DIAGRAM	16
COMPONENT ORDER CODES	17

Please note that as part of our ongoing commitment to continuous product development, specifications are subject to change without notice. Whilst every care is taken in the preparation of this manual we reserve the right to change specifications in the course of product improvement. The publishers cannot be held responsible for the accuracy of the information herein, or any consequence arising from them.

Every unit is tested completely and packed properly by the manufacturer. Please make sure the packing and / or the unit are in good condition before installation and use. Should there be any damage caused by transportation, consult your dealer and do not use the unit. Any damage caused by improper use will not be assumed by the manufacturer and / or dealer.

# ACCESSORIES

#### These items are packed together with the projector:

Name	Quantity	Unit	Remark
G clamps	2	Pcs	
Ω clamps	2	Pcs	Options
XLR cable	1	Pc	5-pin plug
Safety cord	1	Pc	
This manual	1	Pc	

# SAFE USAGE OF THE PROJECTOR

When unpacking and before disposing of the carton, check there is no transportation damage before using the projector. Should there be any damage caused by transportation, consult your dealer and do not use the apparatus.

The projector is for indoor use only, IP20. Use only in dry locations. Keep this device away from rain and moisture, excessive heat, humidity and dust. Do not allow contact with water or any other liquids.

The projector is not designed or intended to be mounted directly on to inflammable surfaces.

The projector is only intended for installation, operation and maintenance by qualified personnel.

The projector must be installed in a location with adequate ventilation, at least 50cm from adjacent wall rfaces Be sure that no ventilation slots are blocked.

Do not project the beam onto inflammable surfaces, minimum distance is 5m. 0 5m

Avoid direct exposure to the light from the lamp. The light is harmful to the eye.

Do not attempt to dismantle and/or modify the projector in any way.

Electrical connection must only be carried out by qualified personnel.

Before installation, ensure that the voltage and frequency of power sup lymt h the power requirements of the projector.

It is essential that each projector is correctly earthed and that electric I in tallation conforms to all relevant standards.

Do not connect this device to any other types of dimmer appar tus.

Make sure that the power-cord is never crimped or damaged by sharp edges. Never let the power-cord come into contact with other cables. Only handle the power-cord by the pl g. Never pull out the plug by tugging the power-cord.

Keep the optical system clean. Do not touch th LED lens with bare hands.

The projector should always be ins al d w h a secondary safety fixing. On the projector base brink, there is a hole for the safety cord provided. It should be ttached as shown in "installing the projector" section.

LED lens shall be changed if they are become visibly damaged to such an extent that their effectiveness is impaired, for example by cracks o de p scratches.

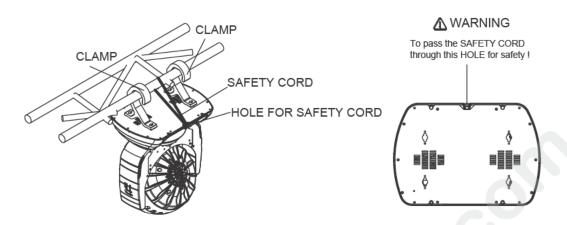
Exterior surface temperatures of the luminaire after 5 minutes operation is 40°C, when steady state is achieved 50°C.

There is no user serviceable parts inside the projector, do not open the housing and never operate the projector with the covers removed.

# Always disconnect from the mains, when the device is not in use or before cleaning it or before attempting any maintenance work !

If you have any questions, don't hesitate to consult your dealer or manufacturer.

# INSTALL THE PROJECTOR



Take 2 clamps and the safety cord out from the package and mount 2 clamps on the underside of xtu e with 4 retainers attached to each clamp. Hang the fixture on the structure and fasten the screws attached to each clamp. (See the <u>WARNING</u> on the bottom side of the fixture base as shown above) <u>To pass the SAFETY CORD through this HOLE</u> for safety! Always ensure that the projector is firmly anchored to avoid vibration and slipping whilst functioning. Always ensure that the structure that you are going to mount the projector on is secure an is strong enough to support a weight of XLED 590.

### WARNING:

1. The projector MUST NOT be lifted or carried by the clamps.

2. For safety reasons, the safety cord should afford 10 times of the un 's weight.

# POWER SUPPLY-MAINS

Connect the power cord as follows:

L (live) =brown

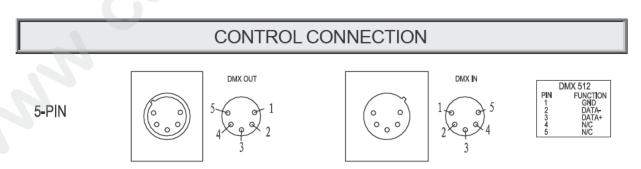
E (earth) =yellow/green

N (neutral) =blue

Use the plug provided to connect the mains power to the projector paying attention to the voltage and frequency marked on the panel of the projector. It is eco mended that each projector be supplied separately so that they may be individually switched on and off.

#### IMPORTANT

It is essential that each rojector is correctly earthed and the electrical installation conforms to all relevant standards.

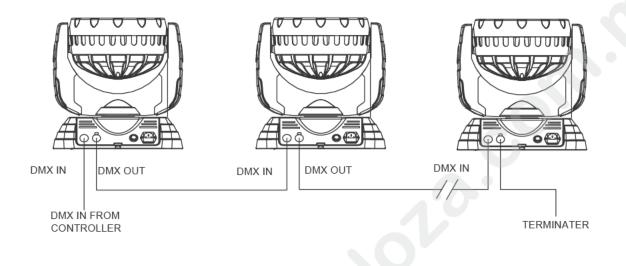


Connection between the controller and a projector and between one projector and another must be made with a 2 core-screened cable, with each core having at least a 0.5mm diameter. Connection to and from the projector is via

cannon 5 pin (which are included with the projector) XLR plugs and sockets. The XLR's are connected as shown in the figure above.

Note: Care should be taken to ensure that none of the pins touch the metallic body of the plug or each other. The body of the plug is not connected in any way. The XLED 590 accepts digital control signals in protocol DMX512 (1990).

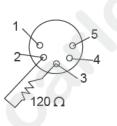
Connect the controller's output to the first fixture's input, and connect the first fixture's output to the second fixture's input and connect the rest fixtures in the same way. Eventually connect the last fixture's output to a DMX terminator as shown in the figure below.



# DMX TERMINATOR

In the Controller mode, at the last fixture in the chain, t e DMX output has to be connected with a DMX terminator. This prevents electrical noise from disturbing and corrupting th DMX control signals.

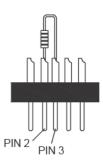
The DMX terminator is simply an XLR connect with a  $120\Omega$  (ohm) resistor connected across pins 2 and 3, which is then plugged into the output socket on the la t projector in the chain. The connections are illustrated below.



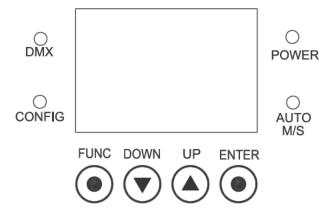
# DMX TERMINATOR

CONNECTION

Connect a  $120 \Omega$ (OHM) resistor across pins 2 and 3 in an XLR plug and insert it into the DMX out socket on the last unit in the chain.



### SETUP OPTIONS-PROJECTOR CONFIGURATION



Projector configuration can be set conveniently via push-button switch and LCD display. Turn the proje tor n and the LCD display will show the DMX address you set and saved last time and it can be reset and save agai as you please. Launch the projector and press button ENTER for more than 5 seconds to unlock the panel, th LCD will show the function menu of the projector, each main menu has its submenus and each submenu has a specific function. For details, please see the "OPERATION MENU" section.

Press button UP or DOWN if you want to browse through the various Setup Option Pres button ENTER to save your settings or enter the next menu. Press button UP or DOWN to shift.

Press button FUNC, it will return to the upper menu one by one. If you s ay f r minutes, it will show display status automatically.

### TO SET THE DMX START ADDRESS

Each XLED 590 must be given a DMX start address so that t e co rect projector responds to the correct control signals. This DMX start address is the channel number from which he projector starts to "listen" to the digital control information being sent out from the controller. The XLED 590 has DMX modes, which are standard mode, extended mode and short mode. For example, the standard mode has 13 channels, so set the No. 1 projector's address 001, No. 2 projector's address 014, No. 3 projector's add ess 027, No. 4 projector's address 040, and so on.

Launch the projector. Press button ENTER for more than 5 seconds to unlock the panel.

Press button ENTER to display DMX Add ess;

Press button UP and DOWN to et th address;

Press button ENTER to con rm. A the same time, the GREEN LED will flash one time. It means the setting has been enabled.

Press button FUNC, it will re urn to the upper menu one by one.

		OPERAT	TON MENU		
1st LEVEL	2nd LEVEL	3rd LEVEL	4th LEVEL	5th LEVEL	6th LEVEL
PR LIGHTING	PR LIGHTING				
DMX Address	DMX Address				
	XXX PR LIGHTING				
PR LIGHTING	Reset				
Reset					
	Are You Sure	PR LIGHTING			
		DMX Mode			
		Standard 16 PR LIGHTING			
	PR LIGHTING	DMX Mode			
	DMX Mode	Extended 16			
		PR LIGHTING			
PR LIGHTING		DMX Mode			
Config Settings		Short 8			
		PR LIGHTING			
		When DMX is Lost			
	<b>PR LIGHTING</b>	Normal Time Out			
	Loss of DMX	PR LIGHTING			
	LOSS OF DIVIX	When DMX is Lost			
		Hold Last Value			
		PR LIGHTING			
		Pan DMX Invert			
	PR LIGHTING	OFF			
	Pan DMX Invert	PR LIGHTING			
		Pan DMX Invert			
		ON			
		PR LIGHTING			
		Tilt DMX Invert			
	PR LIGHTING	OFF			
	Tilt DMX Invert	PR LIGHTING			
		Tilt DMX   vert			
		ON			
		PR LIGHTING			
		Pan Tilt Swap			
PR LIGHTING	PR LIGHTING	OFF			
Option Settings	Pan Tilt wap	PR LIGHTING			
, and the second s		Pan Tilt Swap			
		ON			
		PR LIGHTING			
		Dimmer Invert			
	PR L GHTING	OFF			
	Dimmer Invert	PR LIGHTING			
		Dimmer Invert			
		ON			
		PR LIGHTING			
		Defaults			
	PR LIGHTING	Off			
	Defaults	PR LIGHTING			
		Defaults			
		Restore Defaults			
-		PR LIGHTING			
		Display			
	PR LIGHTING	On Always			
	Display Mode	PR LIGHTING			
	Display Moue	Display			
		Off After Delay			
				1	1

PR LIGHTING Display Options	PR LIGHTING Display Invert	PR LIGHTING Display Invert Off PR LIGHTING Display Invert On				
	PR LIGHTING Display Dimming	PR LIGHTING Disp Dim Level X				
	PR LIGHTING Display Contrast	PR LIGHTING Display Contrast XX				
	PR LIGHTING LED Hours	PR LIGHTING LED Hours =				
	PR LIGHTING Power On Hours	PR LIGHTING Power On Hours =			.0`	
	PR LIGHTING	PR LIGHTING Driver Board	PR LIGHTING Driver Board = XX°C		9	
PR LIGHTING Information	Temperature	PR LIGHTING Head Sensor	PR LIGHTING Head Sensor = XX°C	10		
	PR LIGHTING Software Version	PR LIGHTING Display Board	PR LIGHTING Display Board = * * *			
	PR LIGHTING View DMX Values	PR LIGHTING DMX Channel XXX= XXX				
	PR LIGHTING Electronic SN	PR LIGHTING Electronic SN =				
		PR LIGHTIN Factory Se OFF				
	pr lighti g	R LIGHTING F ctory Setup	PR LIGHTING Calibration Menu Red	PR LIGHTING Cal bration Menu Red XX		
	Factory Setup	ON (Or press buttons UP DOWN and ENTER to enter	PR LIGHTING Calibration Menu Green	PR LIGHTING Cal bration Menu Green XX		
PR LIGHTING Test Modes	6	Calibration Menu)	Calibration Menu Blue	PR LIGHTING Cal bration Menu Blue XX		
		PR LIGHTING Self Test OFF				
5	PR LIGHTING Self Test	PR LIGHTING Self Test ON				

	1					
	PR LIGHTING					
	Operation Mode =					
	DMX Operation					
		PR LIGHTING				
		Select Memory				
		User Memory 1				
		-				
		PR LIGHTING				
		Select Memory				
	PR LIGHTING	User Memory 2				
	Operation Mode =	PR LIGHTING				
	Master Mode	Select Memory				
		Preset Memory 1 PR LIGHTING				
		Select Memory				
		Preset Memory 2 PR LIGHTING				
		Select Memory				
<b>PR LIGHTING</b>						
Operation Mode		Preset Memory 3 PR LIGHTING				
		Select Memory				
		User Memory 1 PR LIGHTING				
		Select Memory				
		User Memory 2 PR LIGHTING				
	PR LIGHTING	PR LIGHTING				
	Operation Mode =	Select Memory				
	Slave Mode	Preset Memory 1				
	Slave Ivioue	PR LIGHTING				
		Select Memory				
		Preset Memory 2				
		-				
		PR LIGHTING				
		Select Memory				
	PR LIGHTING	Preset Memory 3				
	Operation Mode =					
	Static Scene					
	Static Scene					
				<b>PR LIGHTING</b>	<b>PR LIGHTING</b>	
				Dimmer	Dimmer	
				Diminer	XXX	
				PR LIGHTING	PR LIGHTING	
				Color Temp.	Color Temp.	
					XXX	
				PR LIGHTING	<b>PR LIGHTING</b>	
				RGB Macros	RGB Macros	
					XXX	
					PR LIGHTING	
2.				PR LIGHTING	Red	
				Red	XXX	
				PR LIGHTING	PR LIGHTING	
				Green	Green	
			1		XXX	
					PR LIGHTING	
				PR LIGHTING	PR LIGHTING Blue	
				PR LIGHTING Blue	PR LIGHTING Blue XXX	
				Blue	PR LIGHTING Blue XXX PR LIGHTING	
					PR LIGHTING Blue XXX	

				PR LIGHTING Pan Coarse	PR LIGHTING Pan Coarse XXX PR LIGHTING
		PR LIGHTING User Memory 1	PR LIGHTING Scene XX	PR LIGHTING Pan Fine	Pan Fine XXX
				PR LIGHTING Tilt Coarse	PR LIGHTING Tilt Coarse XXX
				PR LIGHTING Tilt Fine	PR LIGHTING Tilt Fine XXX
				PR LIGHTING M-Speed	PR LIG TING M Spee X X
				PR LIGHTING Delay	R LIGHTING Delay
				PRLGHTIG LkTotep	X.XX Seconds PR LIGHTING Link To Step XX
				PR LIGHTING Dimmer	PR LIGHTING Dimmer XXX
			0	PR LIGHTING Color Temp.	PR LIGHTING Color Temp. XXX
				PR LIGHTING RGB Macros	PR LIGHTING RGB Macros XXX
				PR LIGHTING Red	PR LIGHTING Red XXX
		6		PR LIGHTING Green	PR LIGHTING Green XXX
		0		PR LIGHTING Blue	PR LIGHTING Blue XXX
PR LIGHTING	PR LIGHTING			PR LIGHTING Strobe	PR LIGHTING Strobe XXX
User Memories	Edit U er Memory	PR LIGHTING User Memory 2	PR LIGHTING Scene XX	PR LIGHTING Pan Coarse	PR LIGHTING Pan Coarse XXX
				PR LIGHTING Pan Fine	PR LIGHTING Pan Fine XXX
				PR LIGHTING Tilt Coarse	PR LIGHTING Tilt Coarse XXX
				PR LIGHTING Tilt Fine	PR LIGHTING Tilt Fine XXX
				PR LIGHTING M-Speed	PR LIGHTING M-Speed XXX

PR LIGHTING         PR LIGHTING         Link To Step         Link To Step           PR LIGHTING         PR LIGHTING         Dimmer         XX           PR LIGHTING         PR LIGHTING         Color Temp.         XX           PR LIGHTING         Color Temp.         XX         XX           PR LIGHTING         RGB Macros         XXX         XX           PR LIGHTING         Red         XX         XX           PR LIGHTING         PR LIGHTING         Red         XX           PR LIGHTING         PR LIGHTING         Green         XX           PR LIGHTING         PR LIGHTING         PR LIGHTING         YX           PR LIGHTING         PR LIGHTING         PR LIGHTING         XX           PR LIGHTING         PR LIGHTING         PR LIGHTING         YX           PR LIGHTING         PR LIGHTING         PR LIGHTING         YX           PR LIGHTING         PR LIGHTING         PR LIGHTING         YX           PR LIGHTING         PR LIGHTING         PR LIGHTING				PR LIGHTING Delay	PR LIGHTING Delay X.XX Seconds
PR.LIGHTING         PR.LIGHTING         PR.LIGHTING         PR.LIGHTING           PR.LIGHTING         PR.LIGHTING         PR.LIGHTING         Color Temp.           PR.LIGHTING         PR.LIGHTING         PR.LIGHTING         Color Temp.           PR.LIGHTING         PR.LIGHTING         PR.LIGHTING         State           PR.LIGHTING         PR.LIGHTING         PR.LIGHTING         PR.LIGHTING           State Scene         PR.LIGHTING         PR.LIGHTING         PR.LIGHTING           PR.LIGHTING         PR.LIGHTING         PR.LIGHTING         PR.LIGHTING           Int User Memory         PR.LIGHTING         PR.LIGHTING         PR.LIGHTING           PR.LIGHTING         PR.LIGHTING         PR.LIGHTING         PR.LIGHTING					
PR LIGHTING Init User Memory     PR LIGHTING Rest User PR LIGHTING     PR LIGHTING Red XXX     PR LIGHTING Red XXX       PR LIGHTING Red XXX     PR LIGHTING Red XXX     PR LIGHTING Red XXX       PR LIGHTING Red XXX     PR LIGHTING Red XXX       PR LIGHTING Red XXX     PR LIGHTING Red XXX       PR LIGHTING Blue     PR LIGHTING YXX       PR LIGHTING Blue     PR LIGHTING YXX       PR LIGHTING Blue     PR LIGHTING YXX       PR LIGHTING Blue     PR LIGHTING YXX       PR LIGHTING PR LIGHTING TIL Coarse     PR LIGHTING YXX       PR LIGHTING PA LIGHTING TIL Coarse     PR LIGHTING YXX       PR LIGHTING TIL Coarse     PR LIGHTING YXX       PR LIGHTING TIL Coarse     PR LIGHTING TIL Coarse       PR LIGHTING TIL Fine XXX     PR LIGHTING TIL Coarse       PR LIGHTING TIL Fine XXX     PR LIGHTING TIL Coarse       PR LIGHTING TIL Fine XXX     PR LIGHTING Memory 1       PR LIGHTING Reset User Memory 1     PR LIGHTING PR LIGHTING Reset User PR LIGHT				Dimmer XXX	
PR LIGHTING     PR LIGHTING     RoB Macros XXX       PR LIGHTING     Red XXX       PR LIGHTING     PR LIGHTING       PR LIGHTING     PR LIGHTING <tr< td=""><td></td><td></td><td></td><td>Color Temp. XXX</td><td></td></tr<>				Color Temp. XXX	
PR LIGHTING     PR LIGHTING     Red       PR LIGHTING     PR LIGHTING     Green       Static Scene     PR LIGHTING     PR LIGHTING       PR LIGHTING     PR LIGHTING     PR LIGHTING       Static Scene     PR LIGHTING     PR LIGHTING       PR LIGHTING     PR LIGHTING     Till Coarse       XXX     XXX     XXX       PR LIGHTING     PR LIGHTING     Till Coarse       XXX     XXX     XXX       PR LIGHTING     PR LIGHTING     Till Coarse       XXX     XXX     XXX     XXX       PR LIGHTING     PR LIGHTING     Memory LIGHTING       Init User Memory     PR LIGHTING     PR LIGHTING       PR LIGHTING     PR LIGHTING     PR LIGHTING       Reset User     Memory 1     PR LIGHTING       PR LIGHTING     PR LIGHTING     Reset User 2       Memory 1     PR LIGHTING     PR LIGHTING       PR LIGHTING <t< td=""><td></td><td></td><td></td><td>RGB Macros XXX</td><td></td></t<>				RGB Macros XXX	
PR LIGHTING     Green     XXX       PR LIGHTING     PR LIGHTING     PR LIGHTING       Static Scene     PR LIGHTING     PR CHITING       PR LIGHTING     PR LIGHTING     PR CHITING       PR LIGHTING     PR LIGHTING     PR LIGHTING       PR LIGHTING     PR LIGHTING     PR LIGHTING <td></td> <td></td> <td></td> <td>Red XXX</td> <td></td>				Red XXX	
PR LIGHTING Init User Memory PR LIGHTING PR LIGHTING P				Green XXX	
Static Scene     PR LIGHTING Strobe     PR LIGHTING Strobe     PR LIGHTING Pan Coarse XXX       PR LIGHTIN Pan Coarse     PR LIGHTING Pan Coarse     PR LIGHTING Pan Coarse       R LIGHTING Pa Fine     PR LIGHTING Till Coarse     PR LIGHTING Till Coarse       PR LIGHTING Pa Fine     PR LIGHTING Till Coarse     PR LIGHTING Till Coarse       PR LIGHTING Till Fine     PR LIGHTING Till Coarse     PR LIGHTING Till Fine       PR LIGHTING Till Fine     PR LIGHTING Till Fine     PR LIGHTING Till Fine       PR LIGHTING M-Speed     PR LIGHTING M-Speed     PR LIGHTING M-Speed       PR LIGHTING Nemory 1     PR LIGHTING PR LIGHTING Reset User Memory 2     PR LIGHTING PR LIGHTING Reset User 2       PR LIGHTING PR LIGHTING Reset User 2     PR LIGHTING Memory 2     PR LIGHTING PR LIGHTING				e XXX	
PR LIGHTING     Pan Coarse     XXX       Pan Coarse     XXX       RLIGHTING     PR LIGHTING       Pa Fine     XXX       PR LIGHTING     PR LIGHTING       Tilt Coarse     XXX       PR LIGHTING     PR LIGHTING       Tilt Coarse     XXX       PR LIGHTING     PR LIGHTING       Tilt Fine     XXX       PR LIGHTING     PR LIGHTING       Tilt Fine     XXX       PR LIGHTING     PR LIGHTING       MSpeed     XXX       PR LIGHTING     Reset User 1       Unlock 234     UP. DOWN and ENTER)       PR LIGHTING     PR LIGHTING				Strobe XXX	
PR LIGHTING Init User Memory     PR LIGHTING PR LIGH				Pan Coarse	
PR LIGHTING     Tilt Coarse     XXX       PR LIGHTING     PR LIGHTING     Tilt Fine       VXX     PR LIGHTING     PR LIGHTING       PR LIGHTING     PR LIGHTING     M-Speed       VXX     PR LIGHTING     M-Speed       PR LIGHTING     PR LIGHTING     M-Speed       PR LIGHTING     PR LIGHTING     M-Speed       PR LIGHTING     PR LIGHTING     N-Speed       PR LIGHTING     PR LIGHTING     Reset User 1       Unlock 2 34     Unlock 2 34     Unlock 2 34       PR LIGHTING     PR LIGHTING     Reset User 2       Unlock 2 34     PR LIGHTING     PR LIGHTING       PR LIGHTING     PR LIGHTING     Reset User 2       Unlock 2 34     PR LIGHTING     PR LIGHTING       PR LIGHTING     PR LIGHTING     Reset User 2       Unlock 2 34     PR LIGHTING     PR LIGHTING				Pan Fine	
PR LIGHTING Init User Memory     PR LIGHTING PR LIGHTING Reset User Memory 1     PR LIGHTING PR LIGHTING Reset User 1 Unlock 234 (Press buttons UP、DOWN and ENTER)     PR LIGHTING M-Speed XXX       PR LIGHTING M-Speed XXX     PR LIGHTING M-Speed XXX				Tilt Coarse	
PR LIGHTING M-Speed     M-Speed XXX       PR LIGHTING Reset User     PR LIGHTING Reset User 1 Unlock 234 (Press buttons UP、 DOWN and ENTER)       PR LIGHTING Nemory 1     PR LIGHTING Reset User Memory 2       PR LIGHTING Reset User Memory 2     PR LIGHTING UP, DOWN and ENTER)       PR LIGHTING Reset User Memory 2     PR LIGHTING Reset User 2 Unlock 234       PR LIGHTING PR LIGHTING     PR LIGHTING Reset User 2 Unlock 234				Tilt Fine	
PR LIGHTING       PR LIGHTING       Reset User         PR LIGHTING       Reset User       (Press buttons)         Init User Memory       PR LIGHTING       PR LIGHTING         Reset User       PR LIGHTING       PR LIGHTING         Nemory 1       PR LIGHTING       PR LIGHTING         PR LIGHTING       PR LIGHTING       PR LIGHTING         PR LIGHTING       PR LIGHTING       Reset User 2         Memory 2       Unlock 234       PR LIGHTING		5		M-Speed	
PR LIGHTING     PR LIGHTING       Init User Memory     PR LIGHTING       Reset User     Reset User 2       Memory 2     Unlock 2 3 4       PR LIGHTING     PR LIGHTING	C	Reset User	Reset User 1 Unlock 234 (Press buttons UP、DOWN and		
		Reset User	PR LIGHTING Reset User 2		
Static Scene Unlock 234		Reset	Reset Static Scn		

# DMX PROTOCOL

Short mode	Standard mode	Extended mode	FUNCTION	DMX	DESCRIPTION	
1	1	1	Dimmer	000-255	Dimming from dark to light	
		2	Dimmer 16 Bit	000-255	Dimmer in 16 Bit precision	
	2	3	Colour Temperature	000-255	Colour temperature adjustment	
				000-016	The projector functions and contr d by RGB channels	
				017-024	White (Colour Temperature 100 0K)	
				025-032	White (Colour Temperat re 7200K)	
				033-040	White (Colour Temperature 5600K)	
				041-048	White (Colour Temperature 3200K)	
				049-056	Cyan	
				057-064	Yellow	
	3	4	Macro Channel	065-072	Magenta	
				073-080	Rd	
				081-088	G een	
				089 096	Blue	
				97-104	Aqua	
				105-112	Amber	
				113-120	Orange	
				121-128	Pink	
				129-255	RGB Color Cycle	
2	4	5	RED	000-255	Red, dimming from dark to light	
		6	RED 16Bit	000-255	Red in 16 Bit precision	
3	5	7	GREEN	000-255	Green, dimming from dark to light	
		8	GREEN 16Bit	000-255	Green in 16 Bit precision	
4	6	9	BLUE	000-255	Blue, dimming from dark to light	
		1	BLUE 16Bit	000-255	Blue in 16 Bit precision	
5	7	11	Strobe	000-009	No strobe	
5			SUUDE	010-255	Strobe speed from slow to fast	
6	8	12	Pan	000-255	Pan rotation from 0° to 540°	
	9	13	Pan Fine (16Bit)	000-255	Pan rotation in 16 precision	
7	10	14	Tilt	000-255	Tilt rotation from 0° to 270°	
	11	15	Tilt Fine (16Bit)	000-255	Tilt rotation in 16 precision	
	12	16	Pan & Tilt Speed	000-255	Pan &Tilt speed from fast to slow	
				000-047	Reserved	
8	13	17	Control	048-080	Reset	
				081-255	Reserved	

# LED INDICATION

	On	DMX signal OK	
Green	Off	No DMX signal	
	Flash	DMX signal error	
Yellow	On	Setting the panel	
Blue	On	Power	
Red/Green	Red	Slave mode or Running self test mode	
Red/Green	Green	Master mode	

# MAINTENANCE

To prolong the life of the projector, some maintenance work has to be done to ensure the LED opt al system in good condition. If the projector does not function, check the fuses on the power socket of the proje tor, they should only be replaced by fuses of the same specification. Should these be damaged, call a qualified techn cian effore replacement. The projector has thermal protection device that will switch off the projector in case of overheating. Should either of these operate, check that the fans are not blocked, and if they are dirty, clean them before s itching on the projector again. Check that the fans are operational, if not, call a qualified technician.

### Any maintenance work should only be carried out by qualified technician .

# KEEPING THE PROJECTOR CLEAN

To ensure the reliability of the projector, it should be kept cle n It ecommended that the fans should be cleaned every 15 days. LED lens should also be regularly cleaned o maintain an optimum light output.

Cleaning frequency depends on the environment in which the fixture operates: damp, smoke or particularly dirty surroundings can cause greater accumulation of dirt o he nit's optics. A soft cloth and typical glass cleaning products should be used for cleaning. It is recommended to cl an the external optics at least once every 20 days.

### Do not use any organic solvent, e.g. alcoh to clean housing of the apparatus.

# TROUBLESHOOTING

PROBLEM	ACTION
The projector doesn't switch on	<ul> <li>Check the fuse on the power socket.</li> </ul>
The lamp comes on but the projector doesn't r spond to the controller	<ul> <li>Make sure that the projector is correctly configurated.</li> <li>Replace or repair the DMX cable.</li> </ul>
The beam appears dim	<ul> <li>Check that the optics is clean.</li> </ul>

# **TECHNICAL DATA**

VOLTAGES: 100V/120V/200V/220V /230V/240V AC, 50/60Hz

### POWER CONSUMPTION:

480W@220V

### LED:

Туре	OSRAM Diamond Dragon
Power consumption	5W
Amount	90 (30R+30G+30B)
Manufacturers Rated LED Life	50000 Hours

### COLOURS:

RGB colour mixing

### COLOUR TEMPERATURE CORRECTION:

Linearly colour temperature correction

### DIMMER:

0-100% linearly adjustable

### STROBE:

1~25 F.P.S

### HEAD MOVEMENT:

Pan 540°, Tilt 270° with auto position correction

### BEAM ANGLE:

Projector beam angle2°Options10°, 35°Note: Projector specifiations are subject to change according to different projector beam angles.

### CONTROL:

DMX512, 5 pin interfaces RDM c ntrol protocol 8 channels in short mode, 13 channels in standard mode, and 17 channels in extended mode Ma ter/Slave mode Static scene mode Static acene mode Stand-alone mode Self-test mode

### **OTHER FUNCTIONS:**

Adjustable Pan & Tilt speed

Automatic fan speed adjustment Auto thermal cut-off Display Dimming and Contrast adjustment LEDs and fixture usage time display DMX 512 channels display Menu display inversion

### HOUSING:

Composite plastic+ die-casting aluminum, IP20

### WORK ENVIRONMENT TEMPERATURE:

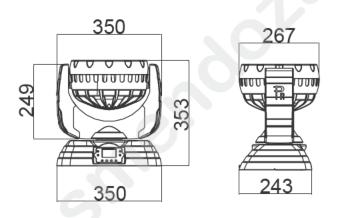
-20°C~40°C

#### WEIGHT:

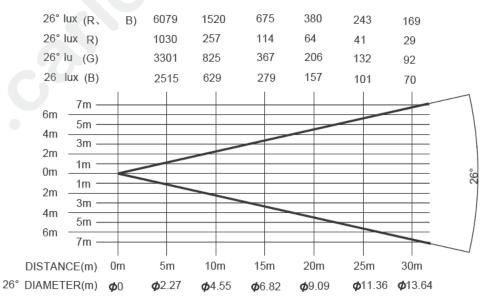
11kg

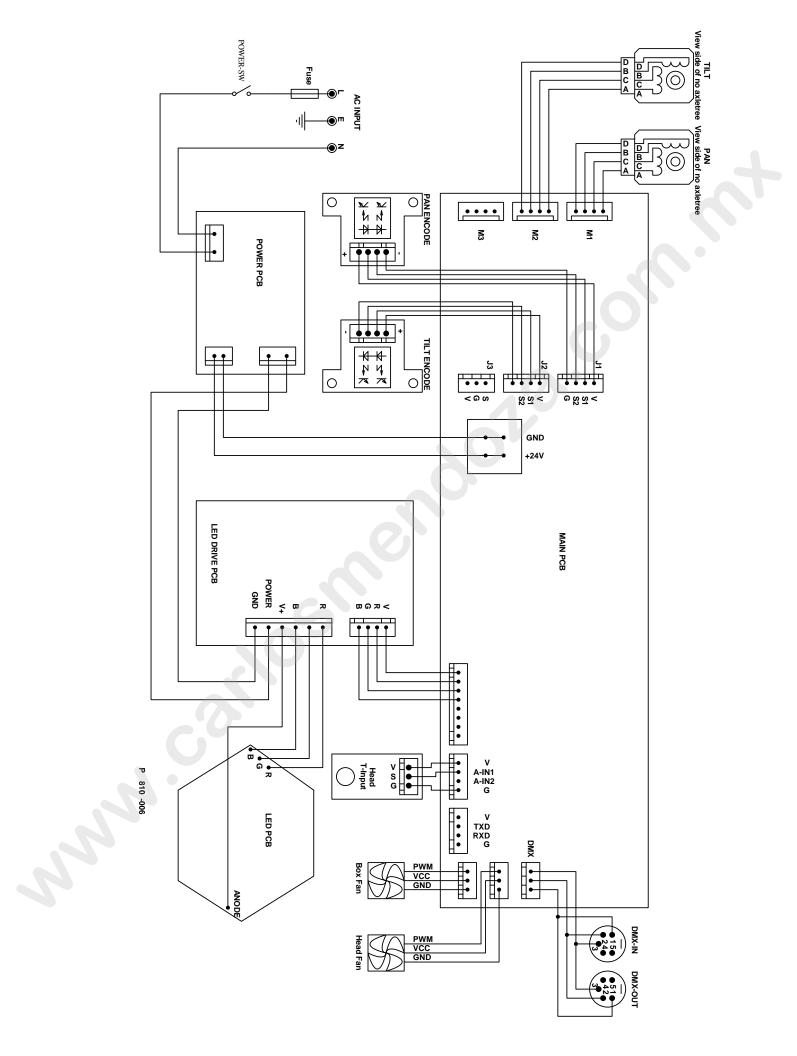
### SIZES:

See it below



### LIGHT OUTPUT:





# COMPONENT ORDER CODES

Г	NAME	PART NO.	QUANTITY	REMARK
F	PAN ROTATION MOTOR		1	
	TILT ROTATION MOTOR	030040052	1	23HS0015L
	FAN IN BASE	030060060	1	DC24V, 0.14A
	FAN IN LAMP HEAD	030060061	1	DC24V, 0.22A
	LENS	070070006	90	
-	LED	150020201	30	Red
	LED	150020202	30	Green
	LED	150020204	30	Dark blue
	POWER STWITCH	190010104	1	AC250V,10A
	POWER SUPPLY	192010130	1	DC24V/2A
	LED CONTROL PCB	230020400	1	
-	LED DRIVE PCB	230020402	1	
	FUSE	270041006	1	5X20,10A
Γ	PAN DRIVE BELT	290151256	1	HTD330-3M
	TILT DRIVE BELT	290151223	1	HTD426-3M-8
		17/18		

# PR LIGHTING LTD.

PR New Hi-tech Science Park, 1582 Xingye Avenue Nancun Panyu, Guangzhou, 511442 China TEL: +86-20-3995 2888 FAX: +86-20-3995 2330

> P/N: 320050005 Last Revision: 20090324