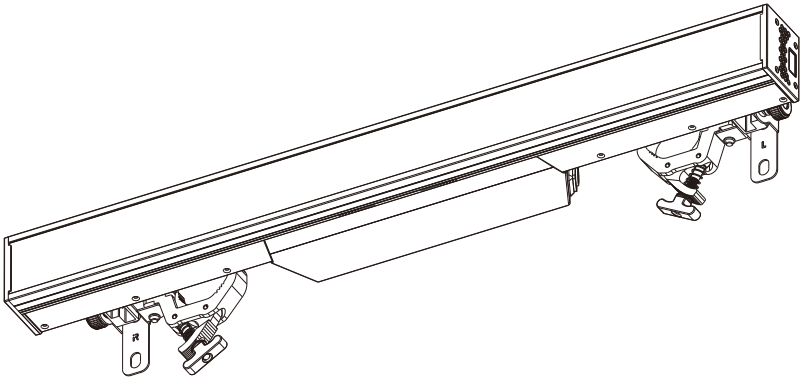
LT-500 PS III

USER MANUAL



CE

Version:1.1

JOLLY®

Table of content

Congratulations on choosing our products! Please carefully read this instruction manual in its entirety and keep it well for using reference. This manual contained about the installation and the relative using information of this products. Plese refere this manual's relative instruction when using this equipment.

1.Open–Package guidelines

This equipment is made of new style,high intensity plastic.It fully shows the modem times light charac teristic with teristic with beauty struture. And it is made accord to CE standard. Fully agree with the internation standard of DMX512 agreement.

When receive the product,please be careful to take and put,check if the product has damage or not because of transportation, and check the following parts:

1.Signal cable-1PC
2. Safty cable-1PC
3.User Manval-1PC
4. Power cable-1PC
5.Service card-1PC
5.Mounting clamp-2PC

1 . 1 Package

Unpacking the fixture

1.Open the flight case cover.

2.With one person on each side, lift the fixture out of the flight case.

Packing the fixture

1.Disconnect the fixture from power and allow it to cool.

2.Adjust the rotating support ,place it in the box.

2.Safety instructions

Every person involvd with installation and maintenance of this device to:
-Be qualilfied
-Follow the instructions of this manual.

CAUTION!
Be careful with your operations.
With a high voltage you can suffer
a dangerous electric shock when touching the wires!

This device has been shipped with our premises in absolutely perfect condition.In order to maintain this condition and toensure a safe operation,it is absolutely necessary for the user to follow the safety instructions and warning notes written in this manual.

Important:

➢ The manufacturer will not accept liability for any resulting damages caused by the nonobservance of this manual or any unauthorized modification to the device.

➢ Please consider that damages caused by manual modifications to the device are not subject to warranty.

➢Never let the power-cord come into contact with other cables! Handle the power cord and all connections with particular caution!

➢Make sure that the available voltage is not higher than stated on the rearpanel.

➢Always plug in the power plug least. Make suer that the power-switch is set to off-position before you con ections with themains with particular caution!

➢Make sure that the power-cord is never crimped or damaged by sharp edges.Check the decice and the power-cord from time to time.

➢ Always disconnect from the mains, when the device is not in use or before cleaning it.

➢Only handle the power-cord by the plug,Never pull out the plug by tugging the powercord.

➢This device falls under protection class I.Therefore it is essential to connect the yellow/green conductor to earth.

➢ The electric connection,repairs and servicing must be carried out by a qualified employee.

➢ Do not connect this device to a dimmer pack.

➢ Do not switch the fixture on and off in short intervals as this would reduce the lamp's life.

➢Do not touch the device's housing bare hands during its operation(housing becomes hot)!

➢For replacement use lamps and fuses of same type and rating only.

Eye damage!
Avoid looking directly into the light source(meant especially for epileptics)!

➢ Minimum distance of illuminated objects
The projector needs to be positioned so that the objects hit by the beam of light are at least 0.80 metres from the lens of the projector.

t_a 45°C

➢ Maximum ambient temperature
Do not operate the fixture if the ambient temperatuer(Ta) exceeds 45°C (113°F).

t_c 80°C

➢ Temperature of the external surface
The maximum temperature that can be reached on the external surface of the fitting,in a thermally steadystate, is 80°C (176°F).

IP 65

➢ IP65 protection rating
Completely prevent external intrusion and dust entering. Avoid the damages to devices of water coming from the nozzle from different directions.

➢ Photobiological Safety
CAUTION.Possibly hazardous optical radiation emitted from this product. Do not stare at operating lamp. May be harmful to the eyes.

➢ Light collimation system
This product contains internal light collimation system. Avoid intense light from any angle.

CE

➢ The products to which this manual refers comply with the European Directives pursuant to:
- Safety of electrical equipment supplied at low voltage (LVD)
  EN 60598-1:2015
  EN 60598-2-17:1989+A2:1991
- Electromagnetic Compatibility (EMC)
  EN55015:2013/A1:2015
  EN 61000-3-2:2014
  EN 61000-3-3:2013
  EN61547:2019

Protection against electrical shock
Connection must be made to a power supply system fitted with efficient earthing (Class I appliance according to standard EN 60598-1).It is, moreover, recommended to protect the supply
➢ lines of the projectors from indirect contact and/orshorting to earth by using appropriately sized residual current devices.

3.Operating determinations

➢ This device is a moving-head for creating decorative effects and was designed for indoor use only.

➢ If the device ha been exposed to drastic temperature fluctuation(e.g.after transportation).donot weitch it on immediately.The arising condensation water might damage your device,Leavethe device switched off until it has reached room temperature.

➢ Never run the device without lamp!

➢ Do not shake the device,Avoid brute force when installing or operating the device.

➢ Never life the fixture by holding it at the projectorhead, as the mechanics may be damaged. Always hold the fixture at the transport handles.

➢ When choosing the installation-spot,please make sure that the device is not exposed to heat,moisture or dust.There should not be any cables lying around.You endanger your own and the safety of others!

- The minimum distance between light output and the illuminated surface must be more than 0.2 meters.
- Make sure that the area below the installation place is blocked when rigging,derigging or servicing the fixture.
- Always fix the fixture with an appropriate safety rope, Fix the safety rope at the correct holes only.
- Operate the fixture after having checked that the housing is firmly closed and all screws are tightly fastend.
- The lamp must never be ignited if the objective-lens or any housing-cover is open, as discharge lamps may explose and emit a hign ultraviolet radiat, which may cause burns.
- The maximum ambient temperature 40° C must never be exceeded.
- Operate the device only after having familiarized with its functions. Do not permit operation by persons not qualified for operating the device. Most damages are the result of unprofessional operation!
- Please use the original packaging if the device is to be transported.
- Please consider that unauthorized modifications on the device are forbidden due to safety reasonsl.
- If this device will be operated in any way different to the one described in this manual, the product may suffer damages and the guarantee becomes void.Furthermore, any other operation may lead to dangers like short-circuit,burns, electric shict,burns due to ultraviolet radiation,lamp explosion,crash etc.

4.Rigging the fixture

4.1 Mounting

Pay attention to the regulations of CE.

Installation by qualified staff to complete.

- For the various mounting positions of the FIXTURE(standing on the floor, sideways or hanging different accessories kits are available.
- Through this a safe and firm installation is assured.
- You'll find special connectors on the bottom side of the system which are put to use here.

4. 2 Installing the Clamps

Please consider the respective national norm s during the Installation!The installation must only be carried out by an authorized dealer!

The installation of the projector has to be built and constructed in a way that it can hold 10 times the weight for 1 hour without any harming deformation.

The installation must always be secured with a secondary safety attachment, e.g.an appropriate catch net.This secondary safety attachment must be constructed in a way that no part of the installation can fall if the main attachment fails.

When servicing the fixture staying in the area below the installation place,on bridges,under high working places and other endangered areas is forbidden.

The operator has to make sure that safety-relating and machine-technical installations are approved by an expert before taking into operation for the first time and after changes before taking into operation another time.

The operator has to make sure that safety-relating and machine-technical installations are approved by an expert after every four year in the course of an acceptance test.

The operator has to make sure that safety-relating and machine-technical installations are approved by a skilled person once a year.

The projector should be installed outside areas where persons m ay walk by or be seated.

Important!Overhead rigging requires extensive expering CE, including（but not limited to）calculating working load limits, installation material being used, and periodic safety inspection of all installation material and the projector. If you lack these qualifications, do not attempt the installation yourself, but instead use a professional structural rigger. Improper installation can result in bodilyinjury and or damage to property.

The projector has to be installed out of the reach of people.

If the projector shall be lowered from the ceiling or high joists, professional trussing system s have to be used. The projector must never be fixed swinging freely in the room .

Caution Projectors may cause severe injuries when crashing down! If you have doubts concerning the safety of a possible installation, do not install the projector!

Before rigging make sure that the installation area can hold a minim um point load of 10 times the projector s weight.

The projector can be placed directly on the stage floor or rigged in any orientation on atruss without altering its operation characteristics.

For overhead use,always install a safety-rope that can hold at least 10 times the weight of the fixture.You must only use safety-ropes with screw on carabines.Pull the safety-rope through the two apertures on the bottom of the base and over the trussing system etc.

Warning: it is necessary to make sure that the installation location is perfectly appropriate, and the installation location is safe and reliable.

4.3 Power supply connection and cut off

Connect the light source to the main power source with the plug of the power cord, or cut off the power supply:

4.4 Power Connection

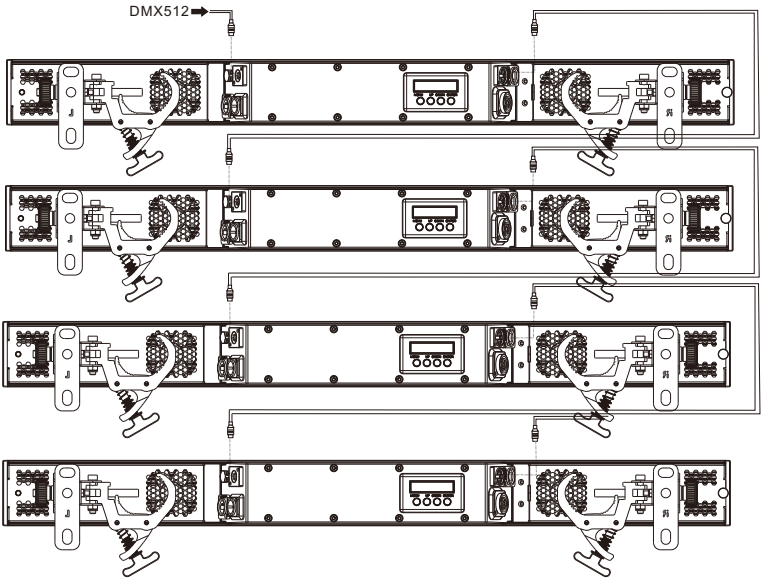
If you wish to change the power supply settings, see the chapter appendix Connect the fixture to the mains with the enclosed power cable and plug.

Warning: please verify the power of the power supply equipment prior to the connection! Earth wire must be grounded!

CABLE(EU)	CABLE(US)	Pin	INTERNATIONAL
Brown	Black	Live	**L**
Light blue	White	Neutral	**N**
Yellow/Green	Green	Earth	⏚

4.5 DMX–512 connection/connection between fixtures

Only use stereo shieded cable and 3-pin XLR-plugs and connectors in order to connect.



Max loop 2 fixture at 110V, Max loop 4 fixture at 240V.

Caution

At the last fixture,the DMX-cable has to be terminated with a terminatou. solder a 120 resistor between signal(-) and Signal (+) into a 3-pin XLR-plug and plug it in the DMX-output of the last fixture.

DMX output
3-pin XLR socket

DMX iutput
3-pin XLR socket

1 : Ground
2 : Signal (–)
3 : Signal (+)

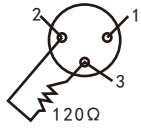
DMX output
5-pin XLR socket

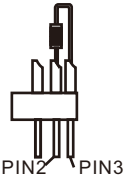
DMX iutput
5-pin XLR socket

1 : Ground
2 : Signal (–)
3 : Signal (+)
4 : N. A.
5 : N. A.

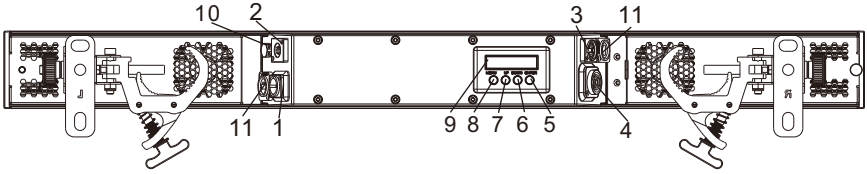
DMX Terminator Diagram

-For installations where the DMX cable has to run a long distance or is In an electrically noisy environment it is recommended to use a DMX terminator. This help in preventing corruption of the signal by electrical noise. The DMX terminato r is simply an XLR plug witha 120Ω resistor connected between pins 2 and pins3, which is then plugged into a the output XLR socket of the last ifxture in the chain.



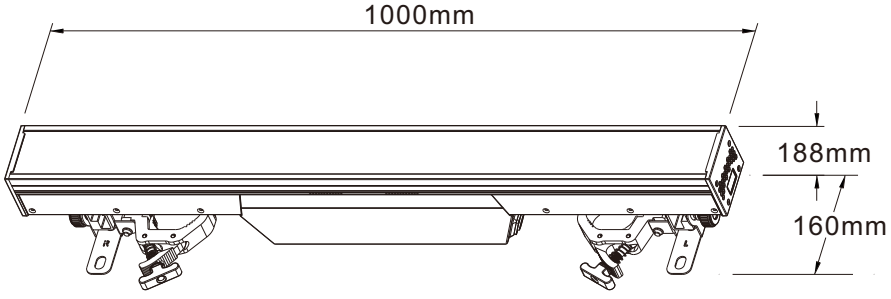


5.Description of the device



1.Power-In
2.3-pin XLR male
3.3-pin XLR female
4.Power-Out
5.ENTER button
6.DOWN button
7.UP button
8.MODE button
9.Display
10.Respirator
11.ETHERNET

6.Dimension



7.Display control

7.1 Navigation in the Menu

Using the buttons, and this can be simply and easily set the address code and function code.

If you view or modify the lighting feature set, then press ENTER button, the display will enter the menu interface. Both there is sub menu corresponding to the functional operation of the main menu. Each of the menus is representative of the specific features of the lamp. The specific contents shows as the table menu below.

Set or browse lighting function, press UP or DOWN button.

Press ENTER to save your changes or enter the submenu.Press the UP or DOWN can change the numerical (increase or decrease in value).

Press the MODE button to return to menu.

7.2 Menu Maps

Setup	Basic Engine	Mode	STD RGBW	Note: once turn on or off reduce 1 Smart Glass DMX–Channels auomatically.
			STD RGBW 16 bit	
			Shape RGBW	
			Shape RGBW 16 bit	
			Advanced	
		Source	DMX*	
			Art–Net	
			sACN	
		Universe	xxx	
		DMX Address	xxx	
	Pixels Engine	Mode	Disabled*	
			RGB 16	
			RGB 32	
		Source	DMX*	
			Art–Net	
			sACN	
		Universe	xxx	
		DMX Address	xxx	
	Strobe Engine	Mode	Disabled*	
			Enable	
		Source	DMX*	
			Art–Net	
			sACN	
		Universe	xxx	
		DMX Address	xxx	
	Art–Net	IP Address	Auto 2.x.x.x	
			Auto 10.x.x.x	
			DHCP	
			Custom IP	x.x.x.x
		Netmask	x.x.x.x	

Option	Dimmer Curve	Curve 1		
		Curve 2		
		Curve 3		
		Curve 4		
	Dimmer Speed	Fast* / Smooth		
	RGB Gamma	Gamma 1.0		
		Gamma 1.5		
		Gamma 2.2		
	RGB1 Reverse	ON / OFF*		
	RGB2 Reverse	ON / OFF*		
	Strobe Reverse	ON / OFF*		
	RGB Mode	16* / 32		
	Smart Glass	DMX*		
		OFF	Note: once turn ON or OFF reduce 1 Smart Glass DMX–Channels auomatically.	
		ON		
	Display	ON*/OFF 3Minutes		
Service	LED Calibration	Red	0–255 (0*)	
		Green	0–255 (0*)	
		Blue	0–255 (0*)	
		Strobe LED	0–255 (0*)	
	Factory Default	No / Yes		
Information	Fixture time	Resettable	xxx H xx M	
		Total	xxx H xx M	
		Clear Resettable	Clear/Cancel	
	Fixture Temp.	Actual	xxx C/F	
		Max	xxx C/F	
		Reset Max	Cancel / Confirm	
	DMX Monitor	DMX DATA		
	Firmware version	x.x.x.x		
	UID	xxxxxxxxxxxx		
	MAC Address	xxxxxxxxxxxx		

8.DMX protocol

STD RGBW	STD RGBW 16 bit	Shape RGBW	Shape RGBW 16 bit	Advanced	RGB 16	RGB 32	Strobe	Fade Type	Function	Dmx Value
1	1	1	1	1	*	*	*	Layer 1 Red	0→100%	0–255
*	2	*	2	*	*	*	*	Layer 1 Red fine	0→100%	0–255
2	3	2	3	2	*	*	*	Layer 1 Green	0→100%	0–255
*	4	*	4	*	*	*	*	Layer 1 Green fine	0→100%	0–255
3	5	3	5	3	*	*	*	Layer 1 Blue	0→100%	0–255
*	6	*	6	*	*	*	*	Layer 1 Blue fine	0→100%	0–255
4	7	4	7	4	*	*	*	Layer 1 White	0→100%	0–255
*	8	*	8	*	*	*	*	Layer 1 White fine	0→100%	0–255
5	9	5	9	5	*	*	*	Layer 1 CTO	Unused range	0–9
									CTO 8000K →2700K	10– 255
*	*	*	*	6	*	*	*	Layer 1 Master Shutter	Light OFF	0–3
									Strobe frequency from slow (1 Hz) to fast (25Hz)	4–103
									Light ON	104–107
									Strobe Pulse freq.from slow (0.5 Hz) to fast (25Hz)	108–207
									Light ON	208–212
									Random Slow Strobe effect	213–225
									Random Medium Strobe effect	226–238
									Random Fast Strobe effect	239–251
									Light ON	252–255
*	*	*	*	7	*	*	*	Layer 1 Master Dimmer	Dimmer 0–100%	0–255
6	10	6	10	8	*	*	*	Master Shutter	Light OFF	0–3
									Strobe linear from slow (1Hz) to fast (25Hz)	4–103
									Light ON	104–107
									Pulse linear. from slow (0.5 Hz) to fast (25 Hz)	108–207
									Light ON	208–212
									Random Slow Strobe effect	213–225
									Random Medium Strobe effect	226–238
									Random Fast Strobe effect	239–251
									Light ON	252–255
7	11	7	11	9	*	*	*	Master Dimmer	Dimmer 0–100%	0–255
8	12	8	12	10	*	*	*	Master Dimmer fine	Dimmer fine 0–100%	0–255
9	13	9	13	11	*	*	*	Function	Unused range	0–37
									Dimmer curve 1 (Default)	38–42
									Dimmer curve 2	43–47
									Dimmer curve 3	48–52
									Dimmer curve 4	53–55
									Unused range	56–57
									Raw colour gamma 1	58–62
									Raw colour gamma 1.5	63–67
									Raw colour gamma 2.2 (Default)	68–72
									Unused range	73–78
									RGB1 Reverse OFF (Default)	79–80
									RGB1 Reverse ON	81–82
									RGB2 Reverse OFF (Default)	83–84
									RGB2 Reverse ON	85–86
									Strobe Reverse OFF (Default)	87–88
									Strobe Reverse ON	89–90
									Unused range	91–243
									Display OFF (Default)	244–248
									Display ON	249–253
									Default function recall	254–255
*	*	10	14	12	*	*	*	Layer 2 Shape selection	Normal	0–5
									Static	6–130
									Dynamic	131–255
*	*	11	15	13	*	*	*	Layer 2 Shape Effect	Effect 1	0–7
									Effect 2	8–15
									Effect 3	16–23
									…	24–248
									Effect 33	249–255
*	*	12	16	14	*	*	*	Layer 2 Indexing speed	Indexing – Static mode	0–255
									Speed from Fast to Slow, forward – Dynamic mode	0–124
									Stop	125–130
									Speed from slow to Fast, backward – Dynamic mode	131–255
*	*	13	17	15	*	*	*	Layer 2 Shape Fade	OFF	0–5
									Fade change from fast to slow	6–130
									Wake change from fast to slow	131–255
*	*	14	18	16	*	*	*	Layer 2 Shape strobe	Light OFF	0–3
									Strobe linear from slow (1Hz) to fast (25Hz)	4–103
									Light ON	104–107
									Pulse linear. from slow (0.5 Hz) to fast (25 Hz)	108–207
									Light ON	208–212
									Random Slow Strobe effect	213–225
									Random Medium Strobe effect	226–238
									Random Fast Strobe effect	239–251
									Light ON	252–255

STD RGBW	STD RGBW 16 bit	Shape RGBW	Shape RGBW 16 bit	Advanced	RGB 16	RGB 32	Strobe	Fade Type	Function	Dmx Value
*	*	15	19	17	*	*	*	Layer 2 Shape Dimmer	Shape Dimmer 0–100%	0–255
*	*	16	20	18	*	*	*	Layer 2 Shape Transition	Crossfade between macro shape	0–255
*	*	17	21	19	*	*	*	Layer 2 Background Red	Background Red Linear 0 – 100%	104–107
*	*	*	22	*	*	*	*	Layer 2 Background Red Fine	Background Red Fine	108–207
*	*	18	23	20	*	*	*	Layer 2 Background Green	Background Green Linear 0 – 100%	208–212
*	*	*	24	*	*	*	*	Layer 2 Background Green Fine	Background Green Fine	213–225
*	*	19	25	21	*	*	*	Layer 2 Background Blue	Background Blue Linear 0 – 100%	226–238
*	*	*	26	*	*	*	*	Layer 2 Background Blue Fine	Background Blue Fine	239–251
*	*	20	27	22	*	*	*	Layer 2 Background White	Background White Linear 0 – 100%	252–255
*	*	*	28	*	*	*	*	Layer 2 Background White Fine	Background White Fine	0 – 255
*	*	21	29	23	*	*	*	Layer 2 Background CTO	OFF	0–9
									Col. temperature correction from 8000K to 2700K	10–255
*	*	22	30	*	*	*	*	Layer 2 Background strobe	Light OFF	0–3
									Strobe linear from slow (1Hz) to fast (25Hz)	4–103
									Light ON	104–107
									Pulse linear. from slow (0.5 Hz) to fast (25 Hz)	108–207
									Light ON	208–212
									Random Slow Strobe effect	213–225
									Random Medium Strobe effect	226–238
									Random Fast Strobe effect	239–251
									Light ON	252–255
*	*	23	31	*	*	*	*	Layer 2 Background Dimmer	Background Dimmer 0–100%	0–255
*	*	*	*	24	*	*	*	Layer 3 Strobe	Light OFF	0–3
									Layer 3 Strobe linear from slow (1Hz) to fast (25Hz)	4–103
									Light ON	104–107
									Layer 2 Strobe Pulse linear from slow (0.5 Hz) to fast (25 Hz)	108–207
									Light ON (Layer 3 Slave)	208–212
									Random Slow Strobe effect	213–225
									Random Medium Strobe effect	226–238
									Random Fast Strobe effect	239–251
									Light ON (Layer 3 Master)	252–255
*	*	*	*	25	*	*	*	Layer 3 Dimmer	Background Dimmer 0–100%	0–255
*	*	24	32	26	*	*	*	Layer 4 Strobe Engine Strobe	Light OFF	0–5
									Ramp UP	6–42
									Ramp Down	43–85
									Ramp Up → Ramp Down	86–128
									Random	129–171
									Lightning	172–214
									Spikes (Flash over low light)	215–255
*	*	25	33	27	*	*	*	Layer 4 Strobe Engin Dimmer	Strobe Engin Dimmer 0→100%	0–255
*	*	26	34	28	*	*	*	Layer 4 Strobe Engin Duration	Strobe Engin Duration 0→100%	0 – 255
*	*	27	35	29	*	*	*	Layer 4 Strobe Engine Rate	Light OFF	0–5
									Strobe from slow (1 Hz) to fast (25Hz)	6–255
*	*	28	36	30	*	*	*	Layer 4 Strobe Effect Selection	Normal	0–5
									Static	6–130
									Dynamic	131–255
*	*	29	37	31	*	*	*	Layer 4 Strobe Engine Effect	Effect 1	0–7
									Effect 2	8–15
									Effect 3	16–23
									…	…
									Effect 31	233–240
									Effect 32	241–248
									Effect 33	249–255
*	*	30	38	32	*	*	*	Layer 4 Strobe Indexing / Speed	Indexing – Static mode	0 – 255
									Speed from Fast to Slow, forward – Dynamic mode	0–124
									Stop	125–130
									Speed from slow to Fast, backward – Dynamic mode	131–255
*	*	31	39	33	*	*	*	Layer 4 Strobe Fade	Unused range	0–5
									Fade speed from fast to slow	6–130
									Wake speed from fast to slow	131–255
10	14	32	40	34	*	*	*	Smart Glass (Note:Menu once turn ON or OFF reduce 1 Smart Glass DMX-Channels auomatically.)	Smart Glass 0–100%	0–255
*	*	*	*	*	1	1	*	Pixels Red 1	0–100%	0–255
*	*	*	*	*	2	2	*	Pixels Green 1	0–100%	0–255
*	*	*	*	*	3	3	*	Pixels Blue 1	0–100%	0–255
*	*	*	*	*	*	*	1	Strobe White 1	0–100%	0–255
*	*	*	*	*	4	4	*	Pixels Red 2	0–100%	0–255
*	*	*	*	*	5	5	*	Pixels Green 2	0–100%	0–255
*	*	*	*	*	6	6	*	Pixels Blue 2	0–100%	0–255
*	*	*	*	*	*	*	2	Strobe White 2	0–100%	0–255
*	*	*	*	*	7	7	*	Pixels Red 3	0–100%	0–255
*	*	*	*	*	8	8	*	Pixels Green 3	0–100%	0–255
*	*	*	*	*	9	9	*	Pixels Blue 3	0–100%	0–255
*	*	*	*	*	*	*	3	Strobe White 3	0–100%	0–255
.	.	.	.	.	.	.	.	.	.	.
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.	.	.	.	.	.	.	.	.	.	.

STD RGBW	STD RGBW 16 bit	Shape RGBW	Shape RGBW 16 bit	Advanced	RGB 16	RGB 32	Strobe	Fade Type	Function	Dmx Value
*	*	*	*	*	46	46	*	Pixels Red 16	0–100%	0–255
*	*	*	*	*	47	47	*	Pixels Green 16	0–100%	0–255
*	*	*	*	*	48	48	*	Pixels Blue 16	0–100%	0–255
*	*	*	*	*	*	*	16	Strobe White 16	0–100%	0–255
*	*	*	*	*	*	49	*	Pixels Red 17	0–100%	0–255
*	*	*	*	*	*	50	*	Pixels Green 17	0–100%	0–255
*	*	*	*	*	*	51	*	Pixels Blue 17	0–100%	0–255
*	*	*	*	*	*	*	*	Strobe White 17	0–100%	0–255
.	.	.	.	.	.	.	.	.	.	.
*	*	*	*	*	*	94	*	Pixels Red 32	0–100%	0–255
*	*	*	*	*	*	95	*	Pixels Green 32	0–100%	0–255
*	*	*	*	*	*	96	*	Pixels Blue 32	0–100%	0–255
*	*	*	*	*	*	*	*	Strobe White 32	0–100%	0–255

9.Maintance and cleaning

DANGER:Disconnect from the mains before starting any maintenance work.

It is absolutely essential that the fixture is kept clean and that dust,dirt and smoke fluid residues must not buildup on or within the fixture. Otherwise, the fixtures light-output will be significantly reduced. Regular cleaning will not only ensure the maximum light-output, but will also allow the fixture to function reliably through out its life. A soft lint-free cloth moistened with any good glass cleaning fluid is recommended, under no circum stances should alcohol or solvents be used!

The front objective lens will require weekly cleaning as smoke-fluid tends to building up residues,reducing the light-output very quickly.The cooling-fans should be cleaned monthly.

The gobos may be cleaned with a soft brush,The interior of the fixture should be cleaned at least annually usinga vacuum-cleaner or an air-jet.

There are no serviceable parts inside the device except for the lamp and the fuse.

Replacing the fuse: If the lamp burns out,the fine-wire fuse of the device might fuse,too.Only replace the fuse by a fuse of same type and rating.Before replacing the fuse,unplug mains lead.

Maintenance and maintenance of the operation, please contact the manufacturer or distributor.

10.Electric equipment specification

10.1 Electrical paramters

SOURCE:RGB 672 LED-5050,W 112LED-3535
Max POWER:700W
VOLTAGE:AC100-240V 50/60HZ
Color temperature：8000K(W)

10.2 Weight and dimensions

Dimensions：1000X160X188mm
NET WEIGHT:10Kg

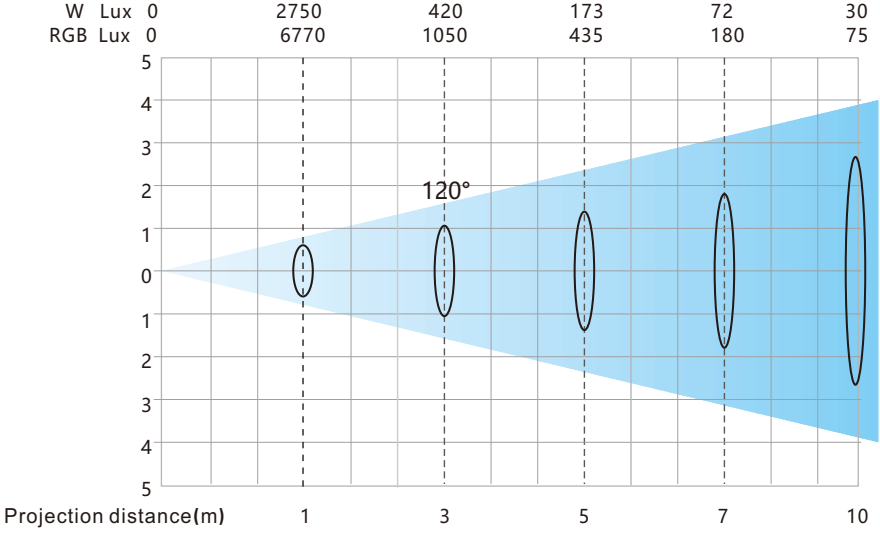
10.3 Channel Characteristics

1.Channel:9/10CH(Mode1),13/14CH(Mode2),31/32CH(Mode3),39/40CH(Mode4),33/34CH(Mode5).
3.Shutter: electronic shutter, random strobe.
4.LED individual control, preseting automatical temperature control system.

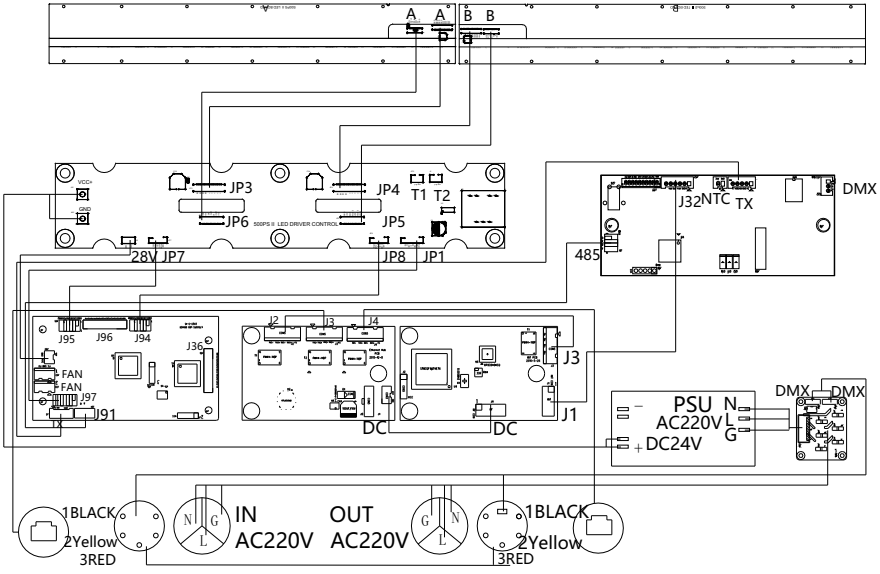
10.4 Menu Function

1.OLED display.
2.Display the time using of lighting feature and lamp as well as the times of turning on for lamp.
3.After the DMX signal is disconnected, the display will be bright and dark.
4.Software upgrade function.

10.5 light table



11.Electronic drawing



Note: The above contents for reference only and is subject to change without prior notice, please take specification you have on hand and our company reserves the final right of interpretation.

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