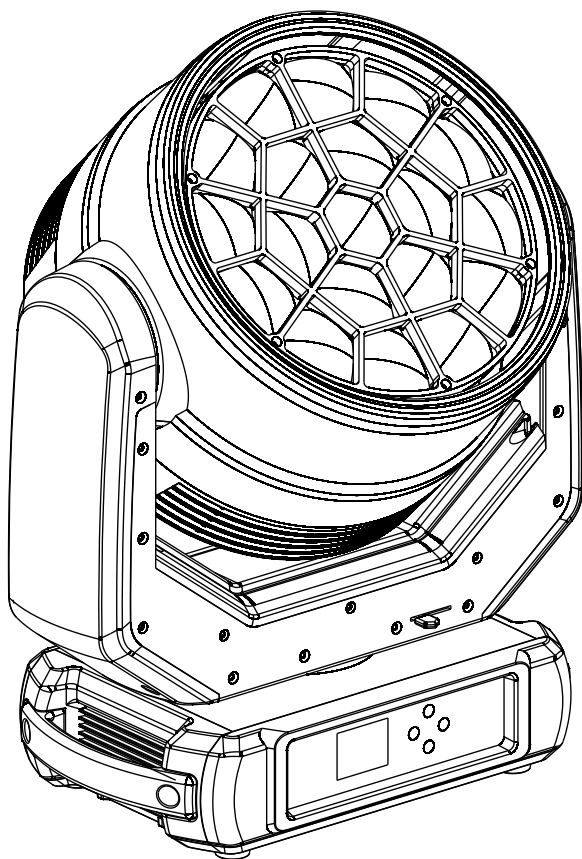


LX-1960 IP

USER MANUAL



CE

Version:1.2

JOLLY®

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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. Please refer to 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 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.Omega holder-2PCS |
| 5.Power cable-1PC | 5.Service card-1PC |

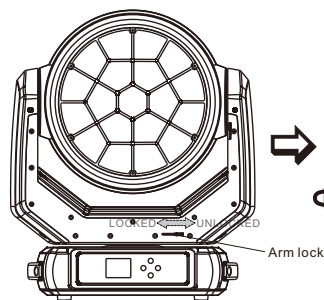
1.1 Package

Unpacking the fixture

- 1.Open the flight case cover
- 2.With one person on each side, lift the fixture out of the flight case.
- 3.Unlock pan and tilt before operating fixture

Packing the fixture

- 1.Disconnect the fixture from power and allow it to cool.
- 2.lock arms as figure.- Fig.1(PAN Mechanism Lock and Release (every 90°) - Fig.2)
- 3.Place the fix ture in the bottom of the flight case, and cover the case without forcing.



Level transportation lock

Fig.1

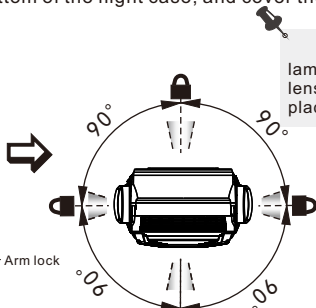
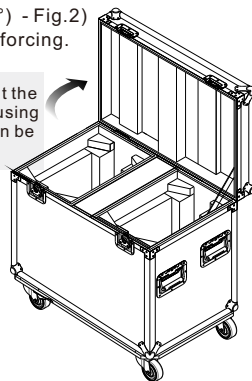


Fig.2

Note: to prevent the lamp damaged, focusing lens must return, can be placed in the box.



Aviation box

2.Safety instructions

Every person involvd with installation and maintenance of this device to:

- Be qualified
- 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 sure that the power-switch is set to off-position before you connect with the mains with particular caution!
- Make sure that the power-cord is never crimped or damaged by sharp edges. Check the device 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 0.8 metres from the lens of the projector.

t_a 40 °C

- **Maximum ambient temperature**
Do not operate the fixture if the ambient temperature (T_a) exceeds 40 °C (104 °F).

t_s 80 °C

- **Temperature of the external surface**
The maximum temperature that can be reached on the external surface of the fitting, in a thermally steady state, 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.



- **Mounting surfaces**
Must be mounted on a solid surface, allowing installation on a generally combustible surface.



- **Not suitable for household illumination**



- **Photobiological Safety**
CAUTION. Do not look directly at the light source. Do not look at the light beam with optical devices or any other tool that could cause light convergence.
The fixture must be positioned so that the minimum distance between the front lens and human eye is at least 3 metres to prevent personal photobiological risks.



- **Install**
The equipment must be installed away from flammable and explosive materials. The minimum distance between all surfaces of the luminaire and combustible materials is 0.5m.



- 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)
EN 55015:2013/A1:2015
EN 61000-3-2:2014
EN 61000-3-3:2013
EN 61547:2019
 - Restriction of the use of certain hazardous substances (RoHS)
2011/65/EU



➤ **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/or shorting to earth by using appropriately sized residual current devices.



➤ **Disposing**

This product is supplied in compliance with European Directive 2012/19/EU-Waste Electrical and Electronic Equipment (WEEE). To preserve the environment please dispose/recycle this product at the end of its life according to the local regulation.



➤ **Battery**

This product contains a rechargeable lead-acid or lithium iron tetraphosphate battery. To preserve the environment, please dispose the battery at the end of its life according to the regulation in force.



➤ **LED**

-Immediately replace the LED if damaged or deformed by heat.



➤ **Maintenance**

Before starting any maintenance work or cleaning the projector, cut off power from the mains supply. After switching off, do not remove any parts of the fitting for at least 10 minutes. After this time the likelihood of the lamp exploding is virtually small. If it is necessary to replace the lamp, wait for another 15 minutes to avoid getting burnt. The fitting is designed to hold in any splinters produced by a lamp exploding.



3. Operating determinations

- This device is a moving-head for creating decorative effects and was designed for indoor use only.
- If the device has been exposed to drastic temperature fluctuation (e.g. after transportation), do not switch it on immediately. The arising condensation water might damage your device. Leave the 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 lift the fixture by holding it at the projector head, 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 fastened.
- The lamp must never be ignited if the objective lens or any housing cover is open, as discharge lamps may explode and emit a high ultraviolet radiation, 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 reasons.
- 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 shock, 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 norms 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 years 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 may walk by or be seated.

Important! Overhead rigging requires extensive experience 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 bodily injury 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 systems 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!

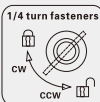
Before rigging make sure that the installation area can hold a minimum point load of 10 times the projector's weight.

The projector can be placed directly on the stage floor or rigged in any orientation on a truss 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.



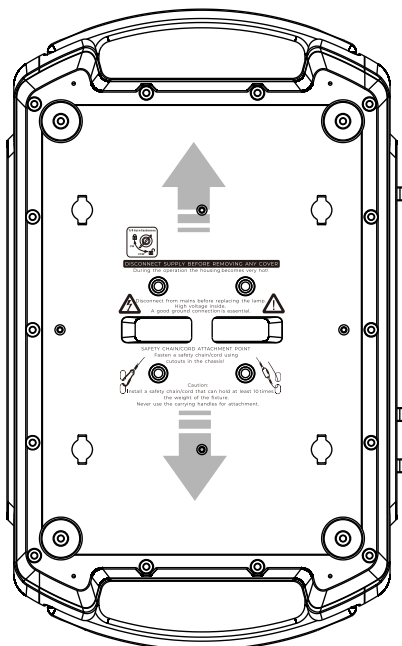
DISCONNECT SUPPLY BEFORE REMOVING ANY COVER

During the operation the housing becomes very hot!

Disconnect from mains before replacing the lamp.

High voltage inside.

A good ground connection is essential.



SAFETY CHAIN/CORD ATTACHMENT POINT

Fasten a safety chain/cord using cutouts in the chassis!

Caution:

Install a safety chain/cord that can hold at least 10 times the weight of the fixture.

Never use the carrying handles for attachment.

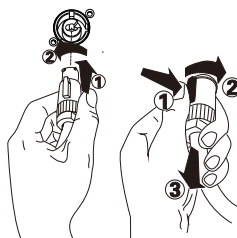


4.3 Power supply connection and cut off

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

Connection: according to procedures, the power plug and socket is inserted into the groove one one alignment, rotation.

Cut off: according to procedures, press the button on the rotating plug, pull out.



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.

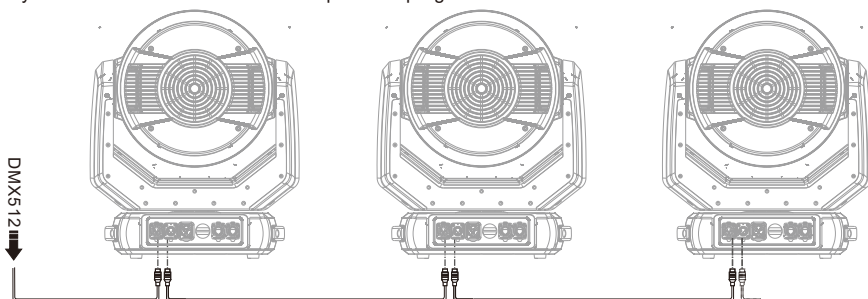


Warning: please verify the power of the power supply equipment prior to the connection! Earth wire must be grounded!

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 shielded cable and 3-pin XLR-plugs and connectors in order to connect.



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 input 3-pin XLR socket

DMX output 5-pin XLR socket DMX input 5-pin XLR socket



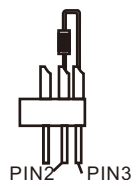
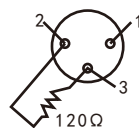
1: Ground
2: Signal (-)
3: Signal (+)



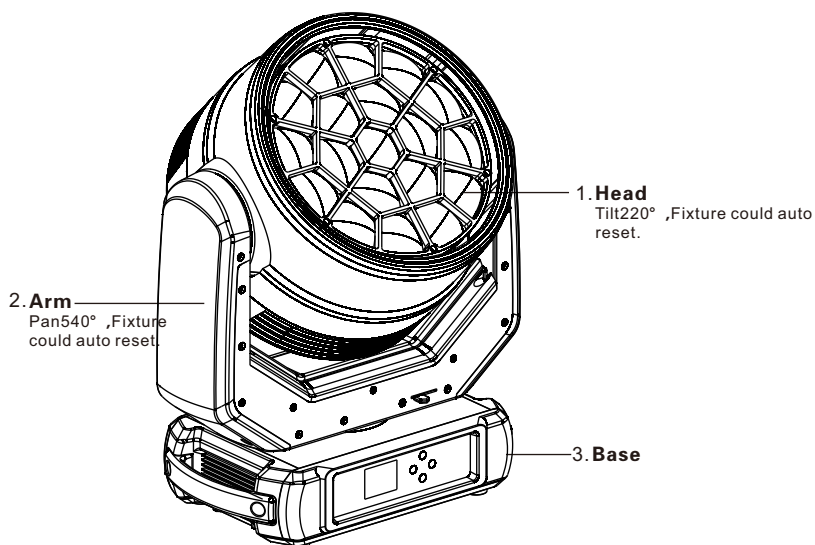
1: Ground
2: Signal (-)
3: Signal (+)
4: N. A.
5: N. A.

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 helps in preventing corruption of the signal by electrical noise. The DMX terminator is simply an XLR plug with a 120Ω resistor connected between pins 2 and pins 3, which is then plugged into the output XLR socket of the last fixture in the chain.

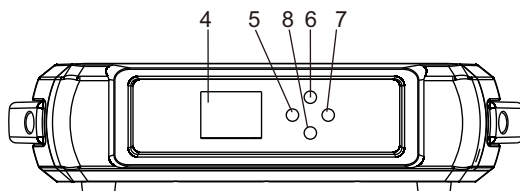


5. Description of the device



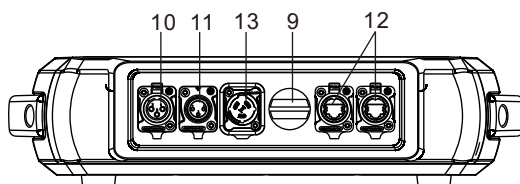
CONTROL PANEL

- 4. Display
- 5. MODE button
- 6. UP button
- 7. ENTER button
- 8. DOWN button

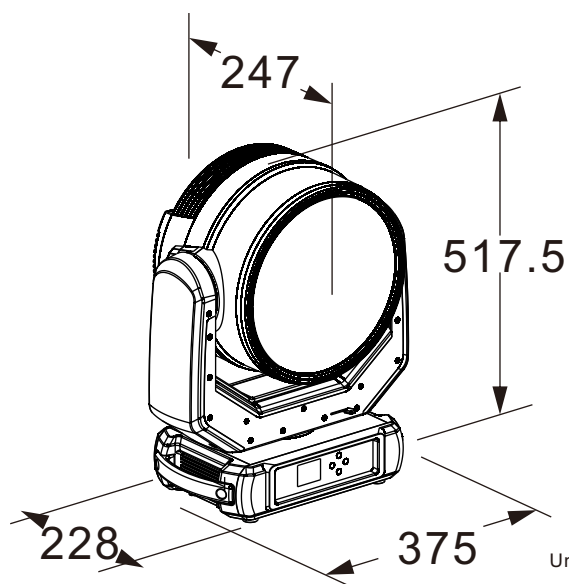
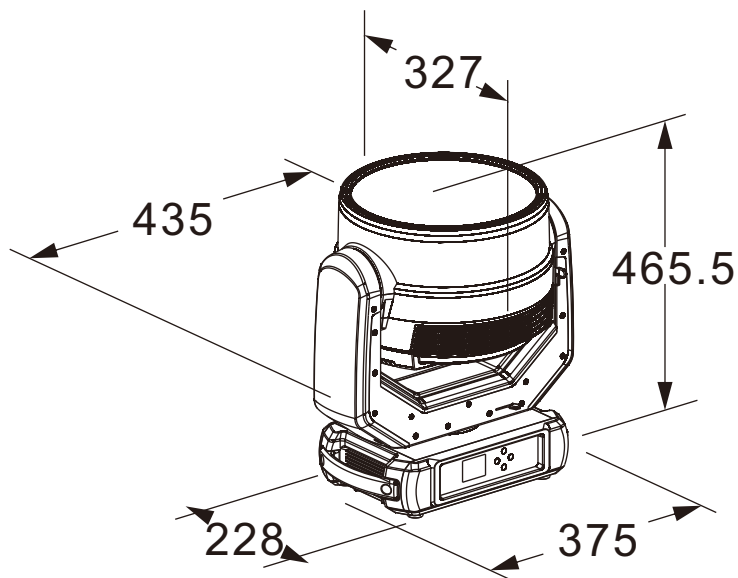


BACK PANEL

- 9. Battery
- 10. 3-pin XLR female
- 11. 3-pin XLR male
- 12. Network interface
- 13. Power-IN



6.Dimension



Unit : (mm)

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).

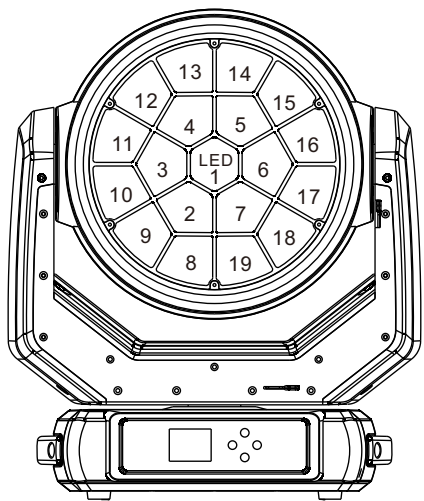
Press the MODE button to return to menu.

7.2 Menu Maps

DMX Setup	DMX Address	001*–XXX		
	Channel Mode	Mode 1* / 2 / 3 / 4 / 5 / 6 / 7 / 8 / 9 / 10		
	Dmx In	Wire In*		
		Ethernet In		
		EIN / XLROUT		
	NO DMX	Hold		
		Close		
		Static		
	Ethernet	Mode		Art – Net* / sACN
		Art–Net Universe		000* – 255
sACN Universe		001* – 512		
IP Address		002.xxx.xxx.xxx*		
		010.xxx.xxx.xxx		
Mask Address		Custom 255.255.255.000		
Information	Fixture Time	Resettable	xxxx H xx M	
		Total	xxxx H xx M	
	LED Time	Resettable	xxxx H xx M	
		Total	xxxx H xx M	
	Error List			
DMX Values				
Personality	Fan Mode	Auto* / High / Silence		
	Pan Invert	ON / OFF*		
	Tilt Invert	ON / OFF*		
	Feedback	ON* / OFF		
	Blackout Settings	Blackout Enable		ON / OFF*
		P / T Moving		ON / OFF*
		Zoom Moving		ON / OFF*
	Colour Mixing	RGBW / CMY		
	Dimmer Curve	Linear* / Square / Inv Sq / Scurve		
	Pixel Mirror	OFF* / ON		
	Pixel Index	00*–11		
	Disaplay	ON / OFF*		
	Auto Screen	ON / OFF*		
	RDM	ON* / OFF		
	Ethernet	ON / OFF* (Password:0921)		
	Language	English / 中文		

Manual	Save DMX	Yes	
	Mode	1-10	
	Channels	Pan	
Service	Reset	...	
		Reset Pan/Tilt	
		Reset Zoom	
		Reset Flower	
		Reset All	
	Calibration	Input Password:	...
	Factory Default	ON/OFF	

LED reference number for pixel mapping
TILT: channel 16 @ 200 bit



8.DMX protocol

Model-4

Model1	Model2	Model3	Model4	Fade Type	Function	Dmx Value
1	1	1	1	Pan	Pan movement by 540°	0-255
2	2	2	2	Pan Fine	Fine control of pan movement	0-255
3	3	3	3	Tilt	Tilt movement by 220°	0-255
4	4	4	4	Tilt Fine	Fine control of tilt movement	0-255
5	5	5	5	Pan/Tilt speed	Standard mode (0=default)	0
					Max. Speed Mode	1
					Pan/Tilt speed mode	
					Speed from max. to min.	2-255
					Pan/Tilt time mode	
					Time from 0.2 s to 25.5 sec.	2-255
					Unused Range	0-5
					To activate following functions, stop in DMX value for at least 3 s and shutter must be closed at least 3 sec. (Shutter, Strobe" channel 47/26/31/31 must be at range: 0-31 DMX). Corresponding menu items are temporarily overridden (unless otherwise stated)	
					Standby mode: On (fixture effects are deactivated, light output is closed)	6
					Standby mode: Off	7
6	6	6	6	Function	Pressure test: On (fixture does not respond to DMX during the test except value 9 (Pressure test: Off))	8
					Pressure test: Off	9
					DMX input: Wired DMX	10-14
					DMX input: Wireless DMX *	15-19
					Graphic display: ON	20-24
					Graphic display: OFF	25-29
					RGBW colour mixing mode	30-34
					CMY colour mixing mode	35-39
					Pan/Tilt speed mode	40-44
					Pan/Tilt time mode	45-49
					Blackout while pan/tilt moving	50-54
					Disabled blackout while pan/tilt moving	55-59
					Dimmer curve-square law	60-64
					Dimmer curve-linear	65-69
					Fans mode: Auto	70-74
					Fans mode: High	75-79
					White point 8000K On	80-84
					White point 8000K Off	85-89
					Reserved	90-129
					To activate following functions, stop in DMX value for at least 3 seconds (except function Pixel index and Pixel Mirror). Corresponding menu items are temporarily overridden	
					Fixture reset (except pan/tilt)	130-139
					Pan/Tilt reset	140-149
					Zoom reset	150-159
					Flower effect reset	160-169
					Tungsten effect simulation (750W) On **	170-171
					Tungsten effect simulation (1000W) On **	172-173
					Tungsten effect simulation (1200W) On **	174-175
					Tungsten effect simulation (2000W) On **	176-177
					Tungsten effect simulation (2500W) On **	178-179
					Tungsten effect simulation Off	180-181
					Reserved	182-184
					PWM output frequency of LEDs: Standard (600Hz)****	185
					PWM output frequency of LEDs: High (Constant LED current)	186
					**** You can adjust selected frequency in 6 steps Up or Down around selected frequency - see table below . Default value of PWM frequency set in the fixture is Standard.	
					LED Frequency (step -6)	187
					LED Frequency (step -5)	188
					LED Frequency (step -4)	189
					LED Frequency (step -3)	190
					LED Frequency (step -2)	191
					LED Frequency (step -1)	192
					Selected LED Frequency (Standard or High)	193
					LED Frequency (step +1)	194
					LED Frequency (step +2)	195

Mode1	Mode2	Mode3	Mode4	Fade Type	Function	Dmx Value
6	6	6	6	Function	LED Frequency (step +3)	196
					LED Frequency (step +4)	197
					LED Frequency (step +5)	198
					LED Frequency (step +6)	199
					Total fixture reset	200-209
					Pixel index	210-221
					Pixel mirror On	222-223
					Pixel mirror OFF	224-225
					Reserved	226-236
					Save Pixel index and mirror to fixture	237
					The following RoboSpot related commands are only applicable when the RoboSpot is connected:	
					RoboSpot enabled	238-243
					Disabled "Silent mode"	244
					Silent mode – fan noise control from min. to max.	245-255
7	7	7	7	Virtual colour wheel	No function	0
					Filter 4	1-2
					Filter 25	3-4
					Filter 19	5-6
					Filter 26	7-8
					Filter 58	9-10
					Filter 68	11-12
					Filter 36	13-14
					Filter 89	15-16
					Filter 88	17-18
					Filter 90	19-20
					Filter 49	21-22
					Filter 52	23-24
					Filter 102	25-26
					Filter 103	27-28
					Filter 140	29-30
					Filter 124	31-32
					Filter 106	33-34
					Filter 111	35-36
					Filter 115	37-38
					Filter 126	39-40
					Filter 117	41-42
					Filter 118	43-44
					Filter 122	45-46
					Filter 182	47-48
					Filter 121	49-50
					Filter 128	51-52
					Filter 131	53-54
					Filter 132	55-56
					Filter 134	57-58
					Filter 135	59-60
					Filter 136	61-62
					Filter 137	63-64
					Filter 138	65-66
					Filter 798	67-68
					Filter 141	69-70
					Filter 147	71-72
					Filter 148	73-74
					Filter 152	75-76
					Filter 154	77-78
					Filter 157	79-80
					Filter 143	81-82
					Filter 162	83-84
					Filter 164	85-86
					Filter 165	87-88
					Filter 169	89-90
					Filter 170	91-92
					Filter 172	93-94
					Filter 194	95-96
					Filter 180	97-98
					Filter 181	99-100
					Filter 197	101-102
					Filter 201	103-104
					Filter 202	105-106
					Filter 203	107-108
					Filter 204	109-110
					Filter 219	111-112

Mode1	Mode2	Mode3	Mode4	Fade Type	Function	Dmx Value
7	7	7	7	Virtual colour wheel	Filter 206	113–114
					Filter 247	115–116
					Filter 248	117–118
					Filter 281	119–120
					Filter 285	121–122
					Filter 352	123–124
					Filter 353	125–126
					Filter 507	127–128
					Filter 778	129–130
					Filter 793	131–132
					Raw DMX	133–235
					Rainbow effect (with fade time) from slow-> fast	236–245
					Rainbow effect (without fade time) from slow-> fast	246–255
*	8	8	8	Red/Cyan(8 bit)	Colour saturation control – coarse 0–100%	0–255
*	*	9	9	Red/Cyan(16 bit)	Colour saturation control – fine	0–255
*	9	10	10	Green/Magenta	Colour saturation control – coarse 0–100%	0–255
*	*	11	11	Green/Magenta	Colour saturation control – fine	0–255
*	10	12	12	Blue/Yellow	Colour saturation control – coarse 0–100%	0–255
*	*	13	13	Blue/Yellow	Colour saturation control – fine	0–255
*	11	14	14	White(8 bit)	If RGBW mode is selected:	
					Colour saturation control – coarse 0–100%	0–255
					If CMY mode is selected:	
					No function	0–255
					Colour saturation control – fine	0–255
					Red/Cyan(8 bit)–zone 1***	0–255
					Red/Cyan(16 bit)–zone 1***	0–255
					Green/Magenta(8 bit)–zone 1***	0–255
					Green/Magenta(16 bit)–zone 1***	0–255
					Blue/Yellow(8 bit)–zone 1***	0–255
					Blue/Yellow(16 bit)–zone 1***	0–255
					White(8 bit)–zone 1***	0–255
14	*	*	*	White(16 bit)–zone 1***	Colour saturation control – coarse 0–100%	0–255
					Colour saturation control – fine	0–255
					Red/Cyan(8 bit)–zone 2***	0–255
					Red/Cyan(16 bit)–zone 2***	0–255
					Green/Magenta(8 bit)–zone 2***	0–255
					Green/Magenta(16 bit)–zone 2***	0–255
					Blue/Yellow(8 bit)–zone 2***	0–255
					Blue/Yellow(16 bit)–zone 2***	0–255
					White(8 bit)–zone 2***	0–255
					Colour saturation control – coarse 0–100%	0–255
					Colour saturation control – fine	0–255
					Red/Cyan(8 bit)–zone 3***	0–255
					Red/Cyan(16 bit)–zone 3***	0–255
22	*	*	*	White(16 bit)–zone 2***	Green/Magenta(8 bit)–zone 3***	0–255
					Green/Magenta(16 bit)–zone 3***	0–255
					Blue/Yellow(8 bit)–zone 3***	0–255
					Blue/Yellow(16 bit)–zone 3***	0–255
					White(8 bit)–zone 3***	0–255
					Colour saturation control – coarse 0–100%	0–255
					Colour saturation control – fine	0–255
					Red/Cyan(8 bit)–zone 3***	0–255
					Red/Cyan(16 bit)–zone 3***	0–255
					Green/Magenta(8 bit)–zone 3***	0–255
					Green/Magenta(16 bit)–zone 3***	0–255
					Blue/Yellow(8 bit)–zone 3***	0–255
					Blue/Yellow(16 bit)–zone 3***	0–255
30	*	*	*	White(16 bit)–zone 3***		
					If RGBW mode is selected:	
					Colour saturation control – coarse 0–100%	0–255
					If CMY mode is selected:	
					No function	0–255
					Colour saturation control – fine	0–255
					White(8 bit)–zone 3***	0–255
					Colour saturation control – coarse 0–100%	0–255
					Colour saturation control – fine	0–255
					Red/Cyan(8 bit)–zone 3***	0–255
					Red/Cyan(16 bit)–zone 3***	0–255
					Green/Magenta(8 bit)–zone 3***	0–255
					Green/Magenta(16 bit)–zone 3***	0–255
32	12	16	16	CTC	Blue/Yellow(8 bit)–zone 3***	0–255
					Blue/Yellow(16 bit)–zone 3***	0–255
					If RGBW mode is selected:	
					Colour saturation control – coarse 0–100%	0–255
					If CMY mode is selected:	
					No function	0–255
					Colour saturation control – fine	0–255
					White(8 bit)–zone 3***	0–255
					Colour saturation control – coarse 0–100%	0–255
					Colour saturation control – fine	0–255
					Red/Cyan(8 bit)–zone 3***	0–255
					Red/Cyan(16 bit)–zone 3***	0–255
					Green/Magenta(8 bit)–zone 3***	0–255
					Green/Magenta(16 bit)–zone 3***	0–255
					Blue/Yellow(8 bit)–zone 3***	0–255
					Blue/Yellow(16 bit)–zone 3***	0–255
					If function "White Point 8000K" is ON Col. temperature correction from 8000K to 2700K –for whites only To get colour temperatures stated above, RGBW channels have to be set at the same value (e.g. 255DMX) or RGB=0 and White channel > 0 DMX(To activate Tunstgen effect at 2700K and 3200K , set DMX value at "Power/Special functions" channel)	
					8000K	0
					5600K	64
					4200K	128
					3200K	192
					2700K	255
					If function "White Point 8000K" is OFF	
					Colour temperature correction from cool col. to warm colours	0–255

Mode1	Mode2	Mode3	Mode4	Fade Type	Function	Dmx Value
33	13	17	17	Colour Mix control	The channel defines relation between color channels IF Flower effect is active, its colour channels always have priority! Global = Global Colours (RGBW, Virtual Colour Wheel) Pixel = Pixel Colours (RGB individual pixels or Kling-Net)	
					Global colours (Global has priority)	0-9
					Maximum mode (highest values have priority)	10-19
					Minimum mode (lowest values have priority)	20-29
					Multiply mode (multiply Global and Pixel)	30-39
					Addition mode (Global + Pixel)	40-49
					Subtraction mode (Global - Pixel)	50-59
					Inverted Subtraction mode (Pixel - Global)	60-69
					Coloured background	70-79
					Raw DMX	80-127
					Global colours only (Global has priority)	128
					Crossfade (crossfade between Global and Pixel)	129-254
					Pixel colours (Pixel has priority)	255
34	14	18	18	Pixel Effects	No function	0-2
					Effect 1	3-4
					Effect 2	5-6
					Effect 3	7-8
					Effect 90	181-182
35	15	19	19	Pixel effects speed	Raw DMX	183-255
					Speed from from min. to max.	0-127
36	16	20	20	Pixel effects fade	Speed from max. to min.(opposite direction)	128-255
					Without fade time	0
37	17	21	21	Flower Effect	Fade time from min. to max.	1-255
					Open position-without Flower Effect	0
					Flower Effect forwards rotation from fast to slow	1-127
					Flower Effect -without rotation	128
					Backwards rotation from slow to fast	129-255
38	18	22	22	Flower Effect - Red (8 bit)	Colour saturation control - coarse 0-100%	0-255
39	19	23	23	Flower Effect - Green (8 bit)	Colour saturation control - coarse 0-100%	0-255
40	20	24	24	Flower effect - Blue (8 bit)	Colour saturation control - coarse 0-100%	0-255
41	21	25	25	Flower Effect - White (8 bit)	Colour saturation control - coarse 0-100%	0-255
42	22	26	26	Flower Effect - colour macros	Flower Effect channel has to be set > 0 DMX	
					Open position - without macros	0
					Flower Effect colour macro 1	1-2
					Flower Effect colour macro 2	3-4
					Flower Effect colour macro 3	5-6
43	23	27	27	Flower Effect - Shutter/ strobe	Flower Effect colour macro 60	119-120
					Raw DMX	121-255
					Shutter closed	0-31
					Shutter open	32-63
					Strobe-effect from slow to fast	64-95
44	24	28	28	Flower Effect - Dimmer intensity	Shutter open	96-127
					Opening pulse in sequences from slow to fast	128-143
					Closing pulse in sequences from fast to slow	144-159
					Shutter open	160-191
					Random strobe-effect from slow to fast	192-223
45	25	29	29	Zoom	Shutter open	224-255
46	*	30	30	Zoom fine	Dimmer intensity from 0% to 100%	0-255
47	26	31	31	Shutter/ strobe	Zoom from max. to min.beam angle	0-255
					Fine zooming	0-255
					Shutter closed	0-31
					Shutter open	32-63
					Strobe-effect from slow to fast	64-95
48	27	32	32	Dimmer intensity (8 bit)	Shutter open	96-127
					Opening pulse in sequences from slow to fast	128-143
					Closing pulse in sequences from fast to slow	144-159
					Shutter open	160-191
					Random strobe-effect from slow to fast	192-223
49	*	33	33	Dimmer intensity - fine (16 bit)	Shutter open	224-255
*	*	*	34	Red pixel 1	Dimmer intensity from 0% to 100%	0-255
*	*	*	35	Green pixel 1	Fine dimming	0-255
*	*	*	36	Blue pixel 1	Red LED saturation control 0-100%	0-255
					Green LED saturation control 0-100%	0-255
					Blue LED saturation control 0-100%	0-255

Mode1	Mode2	Mode3	Mode4	Fade Type	Function	Dmx Value
*	*	*	37	Red pixel 2	Red LED saturation control 0-100%	0-255
*	*	*	38	Green pixel 2	Green LED saturation control 0-100%	0-255
*	*	*	39	Blue pixel 2	Blue LED saturation control 0-100%	0-255
*	*	*	40	Red pixel 3	Red LED saturation control 0-100%	0-255
*	*	*	41	Green pixel 3	Green LED saturation control 0-100%	0-255
*	*	*	42	Blue pixel 3	Blue LED saturation control 0-100%	0-255
*	*	*	.	.	.	.
*	*	*	88	Red pixel 19	Red LED saturation control 0-100%	0-255
*	*	*	89	Green pixel 19	Green LED saturation control 0-100%	0-255
*	*	*	90	Blue pixel 19	Blue LED saturation control 0-100%	0-255
50	28	34	91	Zoom Rotation	Linear Rotaiton lens angle from 0 to 360°	0-127
					CW Rotation speed from fast to slow	128-190
					Stop Rotation	191-192
					CCW Rotation speed from slow to fast	193-255

Mode5-10

Mode5	Mode6	Mode7	Mode8	Mode9	Mode1	Fade Type	Function	Dmx Value
1	1	1	1	1	1	Pan	Pan movement by 540°	0-255
2	2	2	2	2	2	Pan Fine	Fine control of pan movement	0-255
3	3	3	3	3	3	Tilt	Tilt movement by 220°	0-255
4	4	4	4	4	4	Tilt Fine	Fine control of tilt movement	0-255
5	5	5	5	5	5	Pan/Tilt speed	Standard mode (0=default)	0
							Max. Speed Mode	1
							Pan/Tilt speed mode	
							Speed from max. to min.	2-255
							Pan/Tilt time mode	
							Time from 0.2 s to 25.5 sec.	2-255
							Unused Range	0-5
							To activate following functions, stop in DMX value for at least 3 s and shutter must be closed at least 3 sec. (Shutter, Strobe channel 53/27/31/31 must be at range: 0-31 DMX). Corresponding menu items are temporarily overridden (unless otherwise stated)	
							Standby mode: On (fixture effects are deactivated, light output is closed)	6
							Standby mode: Off	7
6	6	6	6	6	6	Function	Pressure test: On (fixture does not respond to DMX during the test except value 9 (Pressure test: Off))	8
							Pressure test: Off	9
							DMX input: Wired DMX	10-14
							DMX input: Wireless DMX *	15-19
							* function is active only 10 seconds after switching the fixture on	
							Graphic display: ON	20-24
							Graphic display: OFF	25-29
							RGBW colour mixing mode	30-34
							CMY colour mixing mode	35-39
							Pan/Tilt speed mode	40-44
							Pan/Tilt time mode	45-49
							Blackout while pan/tilt moving	50-54
							Disabled blackout while pan/tilt moving	55-59
							Dimmer curve-square law	60-64
							Dimmer curve-linear	65-69
							Fans mode: Auto	70-74
							Fans mode: High	75-79
							White point 8000K On	80-84
							White point 8000K Off	85-89
							Reserved	90-129
							To activate following functions, stop in DMX value for at least 3 seconds (except function Pixel index and Pixel Mirror). Corresponding menu items are temporarily overridden	
							Fixture reset (except pan/tilt)	130-139
							Pan/Tilt reset	140-149
							Zoom reset	150-159
							Flower effect reset	160-169
							Tungsten effect simulation (750W) On **	170-171
							Tungsten effect simulation (1000W) On **	172-173
							Tungsten effect simulation (1200W) On **	174-175
							Tungsten effect simulation (2000W) On **	176-177
							Tungsten effect simulation (2500W) On **	178-179
							Tungsten effect simulation Off	180-181
							Reserved	182-184
							PWM output frequency of LEDs: Standard (600Hz)****	185
							PWM output frequency of LEDs: High (Constant LED current)	186
							**** You can adjust selected frequency in 6 steps Up or Down around selected frequency - see table below . Default value of PWM frequency set in the fixture is Standard.	
							LED Frequency (step -6)	187
							LED Frequency (step -5)	188
							LED Frequency (step -4)	189
							LED Frequency (step -3)	190
							LED Frequency (step -2)	191
							LED Frequency (step -1)	192
							Selected LED Frequency (Standard or High)	193
							LED Frequency (step +1)	194
							LED Frequency (step +2)	195
							LED Frequency (step +3)	196
							LED Frequency (step +4)	197
							LED Frequency (step +5)	198
							LED Frequency (step +6)	199
							Total fixture reset	200-209
							Pixel index	210-221
							Pixel mirror On	222-223
							Pixel mirror OFF	224-225

Mode5	Mode6	Mode7	Mode8	Mode9	Mode1	Fade Type	Function	Dmx Value
6	6	6	6	6	6	Function	Reserved	226-236
							Save Pixel index and mirror to fixture	237
							The following RoboSpot related commands are only applicable when the RoboSpot is connected:	
							Reserved	238-243
							Disabled "Silent mode"	244
7	7	7	7	7	7	Background - Virtual colour wheel	Silent mode - fan noise control from min. to max.	245-255
							No function	0
							Filter 4	1-2
							Filter 25	3-4
							Filter 19	5-6
							Filter 26	7-8
							Filter 58	9-10
							Filter 68	11-12
							Filter 36	13-14
							Filter 89	15-16
							Filter 88	17-18
							Filter 90	19-20
							Filter 49	21-22
							Filter 52	23-24
							Filter 102	25-26
							Filter 103	27-28
							Filter 140	29-30
							Filter 124	31-32
							Filter 106	33-34
							Filter 111	35-36
							Filter 115	37-38
							Filter 126	39-40
							Filter 117	41-42
							Filter 118	43-44
							Filter 122	45-46
							Filter 182	47-48
							Filter 121	49-50
							Filter 128	51-52
							Filter 131	53-54
							Filter 132	55-56
							Filter 134	57-58
							Filter 135	59-60
							Filter 136	61-62
							Filter 137	63-64
							Filter 138	65-66
							Filter 798	67-68
							Filter 141	69-70
							Filter 147	71-72
							Filter 148	73-74
							Filter 152	75-76
							Filter 154	77-78
							Filter 157	79-80
							Filter 143	81-82
							Filter 162	83-84
							Filter 164	85-86
							Filter 165	87-88
							Filter 169	89-90
							Filter 170	91-92
							Filter 172	93-94
							Filter 194	95-96
							Filter 180	97-98
							Filter 181	99-100
							Filter 197	101-102
							Filter 201	103-104
							Filter 202	105-106
							Filter 203	107-108
							Filter 204	109-110
							Filter 219	111-112
							Filter 206	113-114
							Filter 247	115-116
							Filter 248	117-118
							Filter 281	119-120
							Filter 285	121-122
							Filter 352	123-124
							Filter 353	125-126
							Filter 507	127-128
							Filter 778	129-130
							Filter 793	131-132
							Raw DMX	133-235
							Rainbow effect (with fade time) from slow-> fast	236-245
							Rainbow effect (without fade time) from slow-> fast	246-255
8	8	8	8	8	8	Background-Red/Cyan(8 bit)	Colour saturation control - coarse 0-100%	0-255

Mode5	Mode6	Mode7	Mode8	Mode9	Mode1	Fade Type	Function	Dmx Value
*	9	9	9	9	9	Background – Red/Cyan (16 bit)	Colour saturation control – fine	0–255
9	10	10	10	10	10	Background – Green/Magenta (8 bit)	Colour saturation control – coarse 0–100%	0–255
*	11	11	11	11	11	Background – Green/Magenta (16 bit)	Colour saturation control – fine	0–255
10	12	12	12	12	12	Background – Blue/Yellow (8 bit)	Colour saturation control – coarse 0–100%	0–255
*	13	13	13	13	13	Background – Blue/Yellow (16 bit)	Colour saturation control – fine	0–255
11	14	14	14	14	14	Background – White (8 bit)	If RGBW mode is selected: Colour saturation control – coarse 0–100%	0–255
							If CMY mode is selected: No function	0–255
							Colour saturation control – fine	0–255
*	15	15	15	15	15	Background – White (16 bit)	Colour saturation control – fine	0–255
12	16	16	16	16	16	Background – CTC	If function "White Point 8000K" is ON	
							8000K	0
							5600K	64
							4200K	128
							3200K	192
							2700K	255
13	17	17	17	17	17	Background – Shutter/strobe	If function "White Point 8000K" is OFF	
							Colour temperature correction from cool col. to warm colours	0–255
							Shutter closed	0–31
							Shutter open	32–63
							Strobe–effect from slow to fast	64–95
							Shutter open	96–127
							Opening pulse in sequences from slow to fast	128–143
							Closing pulse in sequences from fast to slow	144–159
							Shutter open	160–191
							Random strobe–effect from slow to fast	192–223
14	18	18	18	18	18	Background – Dimmer intensity (8 bit)	Dimmer intensity from 0% to 100%	0–255
*	19	19	19	19	19	Background – Dimmer intensity – fine (16 bit)	Fine dimming	0–255
15	20	20	20	20	20	Background – Active zone	All pixels	0–2
							Ring 1 (Middle pixel)	3–4
							Ring 2	5–6
							Ring 3	7–8
							Ring 1+ Ring 2	9–10
							Ring 1+ Ring 3	11–12
							Ring 2+ Ring 3	13–14
							Sector 1	15–16
							Sector 2	17–18
							Sector 3	19–20
							Sector 4	21–22
							Sector 5	23–24
							Sector 6	25–26
							Sector 1+4	27–28
							Sector 1+4+Ring 1	29–30
							Sector 2+5	31–32
							Sector 2+5+Ring 1	33–34
							Sector 3+6	35–36
							Sector 3+6+Ring 1	37–38
							Sector 1+3+5	39–40
							Sector 1+3+5+Ring 1	41–42
							Sector 2+4+6	43–44
							Sector 2+4+6+Ring 1	45–46
							Sector 1+2+3	47–48
							Sector 2+3+4	49–50
							Sector 3+4+5	51–52
							Sector 4+5+6	53–54
							Sector 5+6+1	55–56
							sector 6+1+2	57–58
							Raw DMX	59–255
16	21	21	21	21	21	Colour Mix control	The channel defines relation between color channels IF Flower effect is active, its colour channels always have priority! Global = Global Colours (Background RGBW, Background Virtual Colour Wheel, Background CTO)	
							Pixel = Pixel Colours (RGB individual pixels or Kling–Net)	
							Global colours (Global has priority)	0–9

Mode5	Mode6	Mode7	Mode8	Mode9	Mode1	Fade Type	Function	Dmx Value
16	21	21	21	21	21	Colour Mix control	Maximum mode (highest values have priority)	10–19
							Minimum mode (lowest values have priority)	20–29
							Multiply mode (multiply Global and Pixel)	30–39
							Addition mode (Global + Pixel) (45=default)	40–49
							Subtraction mode (Global – Pixel)	50–59
							Inverted Subtraction mode (Pixel – Global)	60–69
							Coloured background	70–79
							Raw DMX	80–127
							Global colours only (Global has priority)	128
							Crossfade (crossfade between Global and Pixel)	129–254
							Pixel colours (Pixel has priority)	255
17	22	22	22	22	22	Flower Effect	Open position – without Flower Effect	0
							Flower Effect forwards rotation from fast to slow	1–127
							Flower Effect – without rotation	128
							Backwards rotation from slow to fast	129–255
18	23	23	23	23	23	Flower Effect – Red/Cyan(8 bit)	Colour saturation control – coarse 0–100%	0–255
19	24	24	24	24	24	Flower Effect – Green/Magenta(8 bit)	Colour saturation control – coarse 0–100%	0–255
20	25	25	25	25	25	Flower Effect – Blue/Yellow(8 bit)	Colour saturation control – coarse 0–100%	0–255
21	26	26	26	26	26	Flower Effect – White(8 bit)	Colour saturation control – coarse 0–100%	0–255
22	27	27	27	27	27	Flower Effect – colour macros	Flower Effect channel has to be set > 0 DMX	0
							Open position – without macros	0
							Flower effect colour macros have priority to RGBW colours/Virtual colour wheel, Flower effect colours, channels Flower effect–Shutter/strobe and Flower effect–dimmer has to be open	
							Flower Effect colour macro 1	1–2
							Flower Effect colour macro 2	3–4
							Flower Effect colour macro 3	5–6
							Flower Effect colour macro 60	119–120
23	28	28	28	28	28	Flower Effect – Shutter/strobe	Raw DMX	121–255
							Shutter closed	0–31
							Shutter open	32–63
							Strobe – effect from slow to fast	64–95
							Shutter open	96–127
							Opening pulse in sequences from slow to fast	128–143
							Closing pulse in sequences from fast to slow	144–159
24	29	29	29	29	29	Flower Effect – Dimmer intensity (8 bit)	Shutter open	160–191
							Random strobe – effect from slow to fast	192–223
							Shutter open	224–255
							Dimmer intensity from 0% to 100%	0–255
25	30	30	30	30	30	Zoom	Zoom from max. to min. beam angle	0–255
*	31	31	31	31	31	Zoom – fine	Fine zooming	0–255
*	32	*	*	32	32	Pattern selection	No pattern	0–2
							Pattern 1	3–4
							Pattern 2	5–6
							Pattern 3	7–8
							Pattern 4	9–10
							Pattern 5	11–12
							Pattern 6	13–14
							Pattern 7	15–16
							Pattern 8	17–18
							Pattern 9	19–20
							Pattern 10	21–22
							Pattern 11	23–24
							Pattern 12	25–26
							Pattern 13	27–28
*	33	*	*	33	33	Pattern – Repeat (Size)	Pattern 14	29–30
							RAW DMX	31–255
							Variant 1	0–2
							Variant 2	3–4
							Variant 3	5–6
							Variant 4	7–8
							Variant 5	9–10
							Variant 6	11–12
							Variant 7	13–14
							Variant 8	15–16
							Variant 9	17–18
*	34	*	*	34	34	Pattern – Rotation	Variant 10	19–20
							Variant 11	21–22
							Raw DMX	23–255
*	34	*	*	34	34	Pattern – Rotation	No rotation	0
							Pattern indexing	1–127

Mode5	Mode6	Mode7	Mode8	Mode9	Mode1	Fade Type	Function	Dmx Value
*	34	*	*	34	34	Pattern – Rotation	Forwards rotation from fast to slow	128–190
							Pause – without rotation	191–192
							Backwards rotation from slow to fast	193–255
*	35	*	*	35	35	Pattern – Fade	Snap	0
							Fade from min. to max.	1–255
							No fade	0
*	36	*	*	36	36	Pattern – Transition	100ms	1
							4 sec	255
*	37	*	*	37	37	Pattern – Crossfade	Background	0
							Crossfade between Background and Pattern 0–100%	1–255
*	38	*	*	38	38	Pattern – Red(8 bit)	Colour saturation control – coarse 0–100%	0–255
*	39	*	*	39	39	Pattern – Green(8 bit)	Colour saturation control – coarse 0–100%	0–255
*	40	*	*	40	40	Pattern – Blue(8 bit)	Colour saturation control – coarse 0–100%	0–255
*	41	*	*	41	41	Pattern – White(8 bit)	Colour saturation control – coarse 0–100%	0–255
							No macro	0
							Macros 1–15 allow control of colour change speed from max. to min.	
							Macro 1	3–8
							Macro 2	9–14
							Macro 3	15–20
							Macro 4	21–26
							Macro 5	27–32
							Macro 6	33–38
							Macro 7	39–44
							Macro 8	45–50
							Macro 9	51–56
							Macro 10	57–62
							Macro 11	63–68
							Macro 12	69–74
							Macro 13	75–80
							Macro 14	81–86
							Macro 15	87–92
							Macro 16	93–98
							Macro 17	99–104
							Macro 18	105–110
							Raw DMX	111–255
							Shutter closed	0–31
							Shutter open	32–63
							Strobe–effect from slow to fast	64–95
							Shutter open	96–127
							Opening pulse in sequences from slow to fast	128–143
							Closing pulse in sequences from fast to slow	144–159
							Shutter open	160–191
							Random strobe–effect from slow to fast	192–223
							Shutter open	224–255
*	44	*	*	44	44	Pattern – Dimmer intensity (8 bit)	Dimmer intensity from 0% to 100%	0–255
							Shutter closed	0–31
							Shutter open	32–63
							Strobe–effect from slow to fast	64–95
							Shutter open	96–127
							Opening pulse in sequences from slow to fast	128–143
							Closing pulse in sequences from fast to slow	144–159
							Shutter open	160–191
							Random strobe–effect from slow to fast	192–223
							Shutter open	224–255
26	45	32	32	45	45	Master Shutter/ strobe	Dimmer intensity from 0% to 100%	0–255
							Shutter closed	0–31
							Shutter open	32–63
							Strobe–effect from slow to fast	64–95
							Shutter open	96–127
							Opening pulse in sequences from slow to fast	128–143
							Closing pulse in sequences from fast to slow	144–159
							Shutter open	160–191
							Random strobe–effect from slow to fast	192–223
							Shutter open	224–255
27	46	33	33	46	46	Master Dimmer intensity (8 bit)	Dimmer intensity from 0% to 100%	0–255
*	47	34	34	47	47	Master Dimmer intensity – fine (16 bit)	Fine dimming	0–255
*	*	35	35	48	48	Red pixel 1	Red LED saturation control 0–100%	0–255
*	*	36	36	49	49	Green pixel 1	Green LED saturation control 0–100%	0–255
*	*	37	37	50	50	Blue pixel 1	Blue LED saturation control 0–100%	0–255
*	*	*	38	*	51	White pixel 1	White LED saturation control 0–100%	0–255
*	*	38	39	51	52	Red pixel 2	Red LED saturation control 0–100%	0–255
*	*	39	40	52	53	Green pixel 2	Green LED saturation control 0–100%	0–255
*	*	40	41	53	54	Blue pixel 2	Blue LED saturation control 0–100%	0–255
*	*	*	42	*	55	White pixel 2	White LED saturation control 0–100%	0–255
*	*	41	43	54	56	Red pixel 3	Red LED saturation control 0–100%	0–255
*	*	42	44	55	57	Green pixel 3	Green LED saturation control 0–100%	0–255
*	*	43	45	56	58	Blue pixel 3	Blue LED saturation control 0–100%	0–255
*	*	*	46	*	59	White pixel 3	White LED saturation control 0–100%	0–255
*	*	89	107	102	120	Red pixel 19	Red LED saturation control 0–100%	0–255
*	*	90	108	103	121	Green pixel 19	Green LED saturation control 0–100%	0–255
*	*	91	109	104	122	Blue pixel 19	Blue LED saturation control 0–100%	0–255
*	*	*	110	*	123	White pixel 19	White LED saturation control 0–100%	0–255

Mode5	Mode6	Mode7	Mode8	Mode9	Mode1	Fade Type	Function	Dmx Value
28	48	92	111	105	124	Zoom Rotation	Linear Rotaiton lens angle from 0 to 360°	0–127
							CW Rotation speed from fast to slow	128–190
							Stop Rotation	191–192
							CCW Rotation speed from slow to fast	193–255

9. Maintenance 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 build up 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 circumstances 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 using a 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 parameters

SOURCE: 60W 19LED RGBW

Max POWER: 1000W

VOLTAGE: AC100-240V 50/60HZ

Color temperature: 6500K

10.2 Weight and dimensions

Dimensions : 435X327X517.5mm

NET WEIGHT: 25Kg

10.3 Channel Characteristics

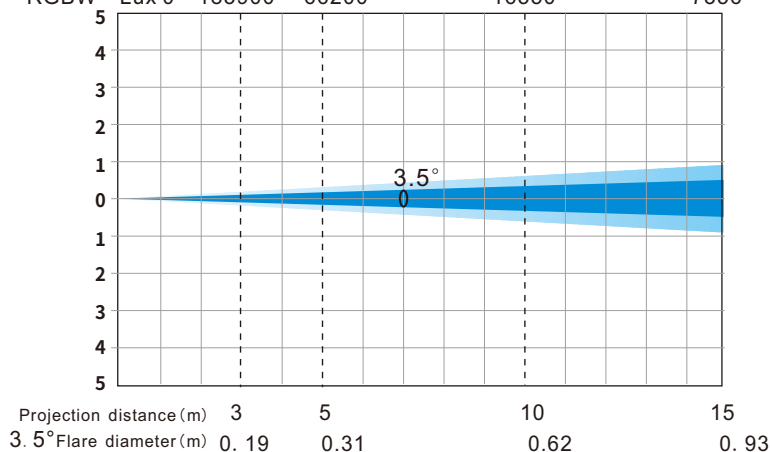
1. Channel: 50/28/34/91/28/48/92/111/105/124 DMX-512.
2. Scan: Pan540° , Tilt220° , Fixture could auto reset.
3. Zoom: linear amplifier.
4. Shutter: electronic shutter, random strobe.
5. Dimmer: linear dimmer.

10.4 Menu Function

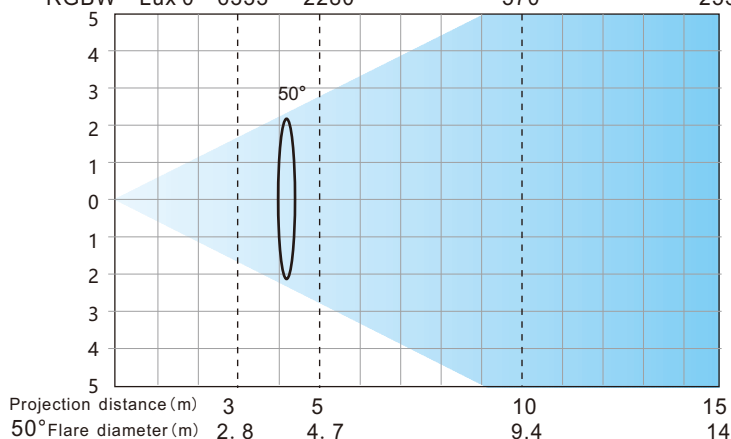
1. Color screen, Chinese English menu.
2. Each DMX Value displayable.
3. Time of automatic turning off is able to set on the display, when operating pan/tilt, strobe are turn off and able to set freely.
4. Display the time using of lighting feature and lamp as well as the times of turning on for lamp.
5. With function of turn on lamp when powered.
6. Software upgrade function.
7. After the DMX signal is disconnected, the display will be bright and dark.

10.5 light table

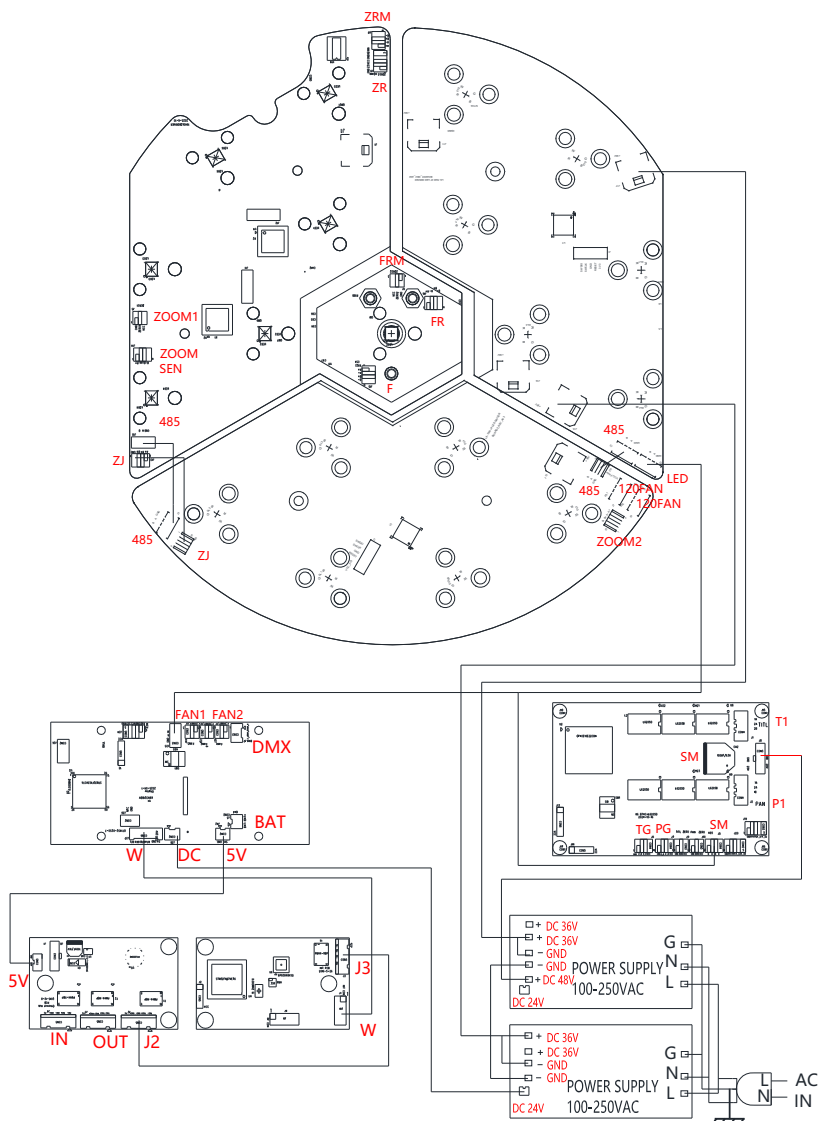
R	Lux 0	34720	12500	3125	1390
G	Lux 0	62780	22600	5650	2512
B	Lux 0	10850	3890	9730	432
W	Lux 0	99440	35800	8950	3978
RGBW	Lux 0	183900	66200	16550	7356



R	Lux 0	1228	442	110	49
G	Lux 0	2192	789	197	88
B	Lux 0	378	136	34	15
W	Lux 0	2800	1250	252	112
RGBW	Lux 0	6333	2280	570	253



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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