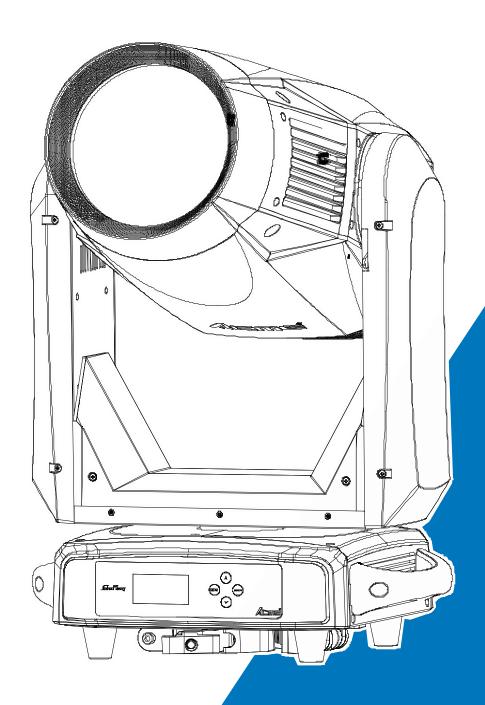


# Jolan Flane





**User Manual** 

Please read the instruction carefully before use

## **CONTENTS**

1. Safety Instructions	2
2. Technical Specifications	4
3. Control Panel	6
4. Color/Gobo	7
5. How To Set The Unit	7
5.1 Main Function	7
5.2 Home Position Adjustment	15
6. Control By Universal DMX Controller	20
6.1 DMX512 Connection	20
6.2 Address Setting	21
6.3 DMX512 Configuration	22
7. Error Information	33
8. Troubleshooting	36
9. Fixture Cleaning	37

## 1. Safety Instructions



Please read the instruction carefully which includes important information about the installation, usage and maintenance.

#### **WARNING**

Please keep this User Guide for future consultation. If you sell the unit to another user, be sure that they also receive this instruction manual.

#### Important:

Damages caused by the disregard of this user manual are not subject to warranty. The dealer will not accept liability for any resulting defects or problems.

- Unpack and check carefully that there is no transportation damage before using the unit.
- This product is for indoor use only. Use only in a dry location.
- DO install and operate by qualified operator.
- DO NOT allow children to operate the fixture.
- Use safety chain when fixing the unit. Handle the unit by carrying its base instead of head only.
- The unit must be installed in a location with adequate ventilation, at least 50cm from adjacent surfaces.
- Be sure that no ventilation slots are blocked, otherwise the unit will be overheated.
- Before operating, ensure that the voltage and frequency of power supply match the power requirements of the unit.
- It's important to ground the yellow/green conductor to earth in order to avoid electric shock.
- Minimum ambient temperature TA:  $0^{\circ}$ C. Maximum ambient temperature TA:  $40^{\circ}$ C.
- DO NOT connect the device to any dimmer pack.
- During initial start-up some smoke or smell may arise. This is a normal process and does not necessarily mean that the device is defective, and it will decrease gradually within 15 minutes.
- Make sure there are no flammable materials close to the unit while operating to avoid fire hazard.
- Examine the power wires carefully; replace them immediately if there is any damage.
- Unit's surface temperature may reach up to 75°C. DO NOT touch the housing bare-handed during its operation.
- Avoid any inflammable liquids, water or metal objects entering the unit. Once it happens, cut

off the mains power immediately.

- DO NOT operate in dirty or dusty environment, do clean fixtures regularly.
- DO NOT touch any wire during operation as there might be a hazard of electric shock.
- Avoid power wires together twist other cables.
- The minimum distance between light output and the illuminated surface must be more than 3 meters.
- In the event of serious operating problem, stop using the unit immediately.
- Never turn on and off the unit time after time.
- The housing, the lenses, or the ultraviolet filter must be replaced if they are visibly damaged.
- DO NOT open the unit as there are no user serviceable parts inside.
- Never try to repair the unit by yourself. Repairs carried out by unskilled people can lead to damage or malfunction. Please contact the nearest authorized technical assistance center if needed.
- Disconnect the mains power if the fixture is has not been used for a long time.
- DO use the original packing materials before transporting it again.
- DO NOT look directly at the light while the LED is on.
- DO NOT start on the unit without LED enclosure or when housing is damaged.

#### Installation:

The fixture should be mounted via its Omega Quick Release Clamp bracket. Always ensure that the unit is firmly fixed to avoid vibration and slipping while operating and make sure that the structure to which you are attaching the unit is secure and is able to support a weight of 10 times of the fixtures weight. Always use a safety cable that can hold 12 times of the weight of the fixture when installing.

The equipment must be installed by professionals. It must be installed in a place where is out of the reach of people and no one can pass by or under it.

## 2. Technical Specifications

Power Voltage:
AC 100~240V, 50/60Hz
Power Consumption:
1370W
Light Source:
SUL1000X
Color temperature:
6500K
Beam Angle:
5°→ 50°
CRI:
Ra>70
Ra>90: Switch to high CRI mode with high CRI filter (Setting in 17channel of 34/25CH, 12channel of
29/20CH)
Prism:
4 facet prism rotating in both directions
Movement:
Pan: 540°
Tilt: 270°
Pan/Tilt Resolution: 16 bit
Fixation: Pan/Tilt lock
Color Wheel:
1 color wheel with 5 colors plus white
Gobo Wheel:
1 static gobo wheel with 8 gobos plus open
1 rotating gobo wheel with 6 gobos plus open, easy to replace
Control:
DMX Channel: 34/25/29/20 channels
Control Mode: DMX512, Art-Net, RDM
Firmware Upgrade: Update via DMX link

## **Construction:**

Display: LCD display

Battery backup for user setup without mains connection

Data In/Out: 3-pin and 5-pin XLR

Power In/Out: PowerCON in

Protection Rating: IP20

#### **Features:**

Linear CMY color mixing + Linear CTO color correction

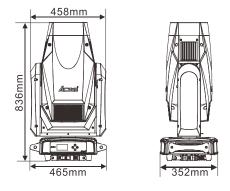
2 new material frost filters (mild & moderate), effectively improve the brightness under frost mode Motorized linear iris

4 fast and smooth framing shutters, each shutter blade position and angle can be controlled individually; Each shutter blade can block out light completely, the framing module can be rotated at  $\pm\,45^\circ$ 

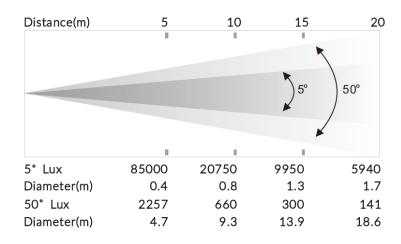
#### **Dimension/Weight:**

465x352x836mm, 46.3kgs

18.3"x13.9"x32.9"in, 102.1lbs

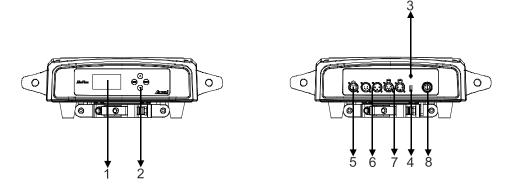


#### **Photometrics Diagram:**

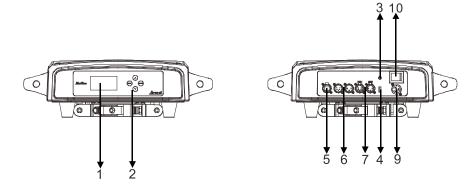


## 3. Control Panel

#### Wire Version:



#### Powercon Version:



1. Display: To show the various menus and the selected function

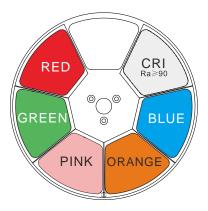
#### 2. Button:

MENU	To enter into move backward or leave the menu
UP	To go backward to move up in the menu
DOWN	To go forward to move down in the menu
ENTER	To perform the desired functions

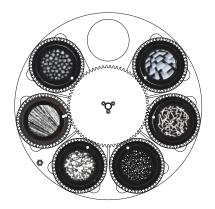
#### 3. BATTERY DISPLAY

- 4. Firmware Upgrade(USB Slot): Used to upgrade the unit firmware
- **5. ETHERNET:** Transfers fixture's information to a main controller
- 6. DMX IN: For DMX512 operation, use 3/5-pin XLR plug cable to link the units together
- 7. DMX OUT: For DMX512 operation, use 3/5-pin XLR plug cable to link the units together
- 8. POWER (Wire Version): To connect to the mains supply
- 9. POWER (Powercon Version): To connect to the mains supply
- 10. POWER SWITCH (Powercon Version): Turns on/ off the power

## 4. Color/Gobo







COLOR WHEEL

STATIC GOBO WHEEL

ROTATING GOBO WHEEL

#### DANGER!

Install the color wheel/gobo wheel with the device switched off only.

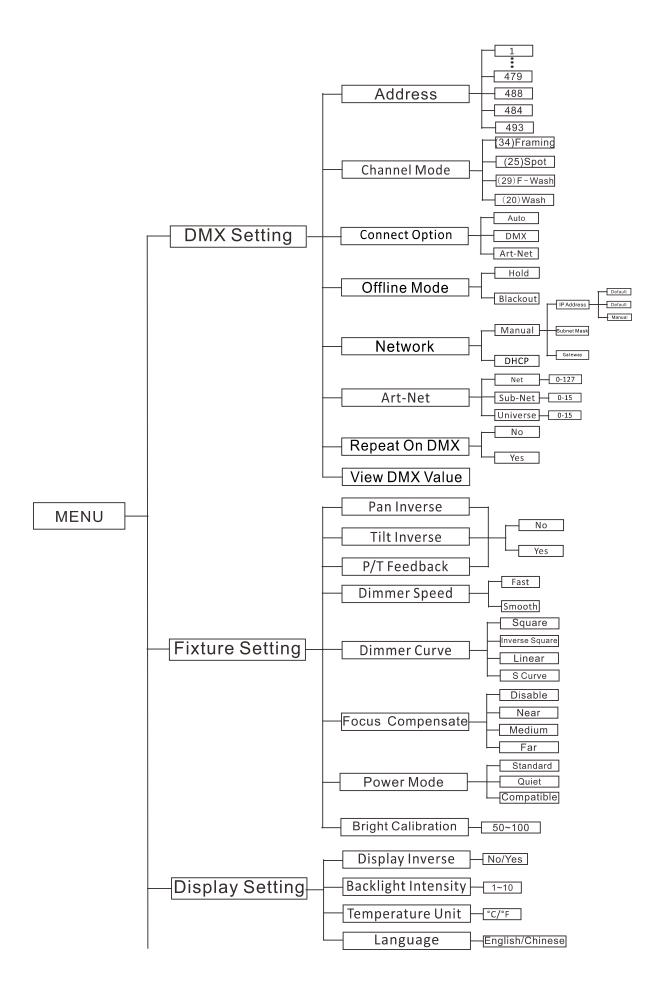
Unplug from mains before changing the color wheel/gobo wheel!

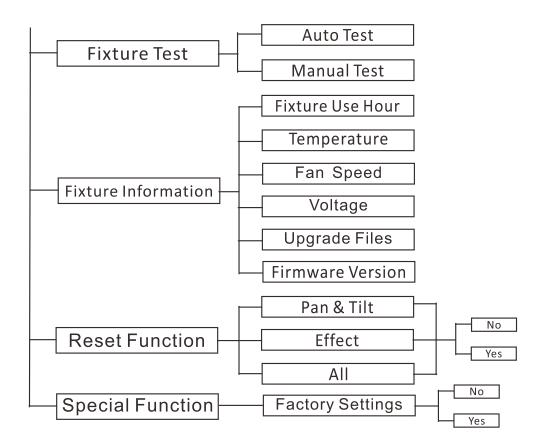
CAUTION: Never unscrew the screws of the rotating gobo as the ball bearing will otherwise be opened!

## 5. How To Set The Unit

## 5.1 Main Function

Turn on the unit, press the **MENU** button into menu mode, and press the **UP/DOWN** button until the required function is shown on the monitor. Select the function by the **ENTER** button. Use the **UP/DOWN** button to choose the submenu, press the **ENTER** button to store and automatically return to the last menu. Press the **MENU** button or let the unit idle 30 seconds to exit menu mode. The main functions are shown below:





#### **DMX Setting**

To select **DMX Setting,** press the **ENTER** button to confirm, use the **UP/DOWN** button to select **Address, Channel Mode, Connect Option, Offline Mode, Network, Art-Net, Repeat On DMX or View DMX Value.** 

#### **Address**

To select **Address**, press the **ENTER** button to confirm. Use the **UP/DOWN** button to adjust the address from **001** to **479/488/484/493**, press the **ENTER** button to store. Press the **MENU** button back to the last menu or let the unit idle 30 seconds to exit menu mode.

#### **Channel Mode**

To select **Channel Mode**, press the **ENTER** button to confirm. Use the **UP/DOWN** button to select **(34)Framing**, **(25)Spot**, **(29)F-Wash** or **(20)Wash**, press the **ENTER** button to store. Press the **MENU** button back to the last menu or let the unit idle 30 seconds to exit menu mode.

#### **Connect Option**

To select **Connect Option**, press the **ENTER** button to confirm. Use the **UP/DOWN** button to select **Auto**, **DMX** or **Art-Net**, press the **ENTER** button to store. Press the **MENU** button back to the last menu or let the unit idle 30 seconds to exit menu mode.

#### Offline Mode

To select **Offline Mode**, press the **ENTER** button to confirm. Use the **UP/DOWN** button to select **Hold** or **Blackout**, press the **ENTER** button to store. Press the **MENU** button back to the last menu or let the unit idle 30 seconds to exit menu mode.

#### Network

To select **Network**, press the **ENTER** button to confirm. Use the **UP/DOWN** button to select **Manual** or **DHCP**, press the **ENTER** button to store. To select **Manual**, press the **ENTER** button to confirm. Use the **UP/DOWN** button to select **IP Address, Subnet Mask** or **Gateway**, press the **ENTER** button to store. Press the **MENU** button back to the last menu or let the unit idle 30 seconds to exit menu mode.

#### **Art-Net**

To select **Art-Net**, press the **ENTER** button to confirm. Use the **UP/DOWN** button to select **Net**, **Sub-Net** or **Universe**, press the **ENTER** button to store. Press the **MENU** button back to the last menu or let the unit idle 30 seconds to exit menu mode.

#### Repeat On DMX

To select **Repeat On DMX**, press the **ENTER** button to confirm. Use the **UP/DOWN** button to select **No** or **Yes**, press the **ENTER** button to store. Press the **MENU** button back to the last menu or let the unit idle 30 seconds to exit menu mode.

#### **View DMX Value**

To select **View DMX Value**, press the **ENTER** button to confirm. Use the **UP/DOWN** button to view the DMX channel value. Press the **MENU** button back to the last menu or let the unit idle 30 seconds to exit menu mode.

#### **Fixture Setting**

To select **Fixture Setting**, press the **ENTER** button to confirm, use the **UP/DOWN** button to select **Pan Inverse**, **Tile Inverse**, **P/T Feedback**, **Dimmer Speed**, **Dimmer Curve**, **Focus Compensate**, **Power Mode** or **Bright Calibration**.

#### Pan Inverse

To select **Pan Inverse**, press the **ENTER** button to confirm. Use the **UP/DOWN** button to select **No** (normal) or **Yes** (pan inverse), press the **ENTER** button to store. Press the **MENU** button back to the last menu or let the unit idle 30 seconds to exit menu mode.

#### Tilt Inverse

To select **Tilt Inverse**, press the **ENTER** button to confirm. Use the **UP/DOWN** button to select **No** (normal) or **Yes** (tilt inverse), press the **ENTER** button to store. Press the **MENU** button back to the last menu or let the unit idle 30 seconds to exit menu mode.

#### P/T Feedback

To select **P/T Feedback**, press the **ENTER** button to confirm. Use the **UP/DOWN** button to select **No** (Pan or tilt's position will not feedback while out of step) or **Yes** (Feedback while pan/tilt out of step), press the **ENTER** button to store. Press the **MENU** button back to the last menu or let the unit idle 30 seconds to exit menu mode.

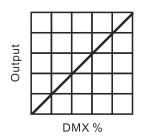
#### **Dimmer Speed**

To select **Dimmer Speed**, press the **ENTER** button to confirm. Use the **DOWN/UP** button to select **Fast** or **Smooth**, press the **ENTER** button to store. Press the **MENU** button back to the last menu or let the unit idle 30 seconds to exit menu mode.

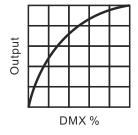
#### **Dimmer Curve**

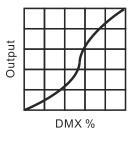
To select **Dimmer Curve**, press the **ENTER** button to confirm. Use the **DOWN/UP** button to select **Square**, **Inverse Square**, **Linear** or **S Curve**, press the **ENTER** button to store. Press the **MENU** button back to the last menu or let the unit idle 30 seconds to exit menu mode.

## **Dimmer Modes**



DMX %





Optically Linear

Square Law

Inverse Square Law

S-curve

Optically Linear: The increase in light intensity appears to be linear as DMX value is increased.

Square Law: Light intensity control is finer at low levels and coarser at high levels.

**Inverse Square Law:** Light intensity control is coarser at low levels and finger at high levels.

S-Curve: Light intensity control is finger at low levels and high levels and coarser at medium levels.

#### **Focus Compensate**

To select **Focus Compensate**, press the **ENTER** button to confirm. Use the **UP/DOWN** button to select **Disable**, **Near**, **Medium** or **Far**, press the **ENTER** button to store. Press the **MENU** button back to the last menu or let the unit idle 30 seconds to exit menu mode.

#### **Power Mode**

To select **Power Mode**, press the **ENTER** button to confirm. Use the **UP/DOWN** button to select **Standard**, **Quiet** or **Compatible**, press the **ENTER** button to store. Press the **MENU** button back to the last menu or let the unit idle 30 seconds to exit menu mode.

#### **Bright Calibration**

Select **Bright Calibration**, press the **ENTER** button to confirm, present mode will blink on the display, use the **UP/DOWN** button to adjust the value from **50** to **100**, press the **ENTER** button to store. Press the **MENU** button back to the last menu or let the unit idle 30 seconds to exit menu mode.

## **Display Setting**

Enter menu mode, select **Display Setting**, press the **ENTER** button to confirm, use the **UP/DOWN** button to select **Display Inverse**, **Backlight Intensity**, **Temperature Unit** or **Language**.

#### **Display Inverse**

Select **Display Inverse**, press the **ENTER** button to confirm, present mode will blink on the display, use the **UP/DOWN** button to select **No** (normal display) or **Yes** (inverse display), press the **ENTER** button to store. Press the **MENU** button back to the last menu or let the unit idle 30 seconds to exit menu mode.

#### **Backlight Intensity**

Select **Backlight Intensity**, press the **ENTER** button to confirm, present mode will blink on the display, use the **UP/DOWN** button to adjust the value from **1** to **10**, press the **ENTER** button to store. Press the **MENU** button back to the last menu or let the unit idle 30 seconds to exit menu mode.

#### **Temperature Unit**

#### Language

Select **Language**, press the **ENTER** button to confirm, present mode will blink on the display, use the **UP/DOWN** button to select **English** or **Chinese**. Press the **MENU** button back to the last menu or let the unit idle 30 seconds to exit menu mode.

#### Fixture Test

Enter menu mode, select **Fixture Test**, press the **ENTER** button to confirm, use the **UP/DOWN** button to select **Auto Test** or **Manual Test** 

#### **Auto Test**

Select **Auto Test**, press the **ENTER** button to confirm, the unit will run built-in programs to automatically test pan, tilt, color, gobo, gobo rotation, prism, prism rotation, frost, iris, focus, zoom, etc. Press the **MENU** button back to the last menu or exit menu mode after auto test.

#### **Manual Test**

Select **Manual Test**, press the **ENTER** button to confirm, the present channel will show on the display, use the **UP/DOWN** button to select channel, press the **ENTER** button to confirm, then use the **UP** and **DOWN** button to adjust the value, press the **ENTER** button to store, the fixture will run as the channel value indicates. Press the **MENU** button back to the last menu or exit menu mode idling 30 seconds.

(All channels value will become 0 after exiting Manual Test menu)

## **Fixture Information**

Enter menu mode, select **Fixture Information**, press the **ENTER** button to confirm, use the **UP/DOWN** button to select **Fixture Use Hour**, **Temperature**, **Fan Speed**, **Voltage**, **Upgrade Files** or **Firmware Version**.

#### **Fixture Use Hour**

Select **Fixture Use Hour**, press the **ENTER** button to confirm, fixture use time will show on the display, press the **MENU** button to exit.

#### **Temperature**

Select **Temperature**, press the **ENTER** button to confirm, fixture temperature will show on the display, press the **MENU** button to exit.

#### **Fan Speed**

Select **Fan Speed**, press the **ENTER** button to confirm, fan speed will show on the display, press the **MENU** button to exit.

#### Voltage

Select **Voltage**, press the **ENTER** button to confirm, fixture's voltage will show on the display, press the **MENU** button to exit.

#### **Upgrade Files**

Select **Upgrade Files**, press the **ENTER** button to confirm, upgrade files will show on the display, press the **MENU** button to exit.

#### **Firmware Version**

Select **Firmware Version**, press the **ENTER** button to confirm, firmware version will show on the display, press the **MENU** button back to exit.

#### **Reset Function**

Enter menu mode, select **Reset Function**, press the **ENTER** button to confirm, use the **UP/DOWN** button to select **Pan & Tilt**, **Effect** or **All**.

#### Pan & Tilt

Select **Pan & Tilt**, press the **ENTER** button to confirm, use the **UP/DOWN** button to select **No**(normal) or **Yes** (the unit will run built-in program to reset pan and tilt to their home positions), press the **ENTER** button to store. Press the **MENU** button to exit.

#### **Effect**

Select **Effect,** press the **ENTER** button to confirm, use the **UP/DOWN** button to select **No**(normal) or **Yes** (the unit will run built-in program to reset effect to their home positions), press the **ENTER** button to store. Press the **MENU** button to exit.

#### ΑII

Select **All**, press the **ENTER** button to confirm, use the **UP/DOWN** button to select **No**(normal) or **Yes** (the unit will run built-in program to reset all motors to their home positions), press **ENTER** button to store. Press the **MENU** button to exit.

#### **Special Function**

#### **Factory Settings**

Select **Factory Settings**, press the **ENTER** button to confirm, use the **UP/DOWN** button to select **No** (normal) or **Yes** (the fixture will reset to factory settings), press **ENTER** button to store. Press the **MENU** button to exit.

#### **RDM FUNCTIONS**

Select the MANUFACTURER menu to display the manufacturer of the fixture.

Select the SOFTWARE VERSION menu and the program version number of the fixture will be displayed.

Select the DMX START ADDRESS menu to change the DMX 512 address (001-512).

Select the DEVICE MODEL DESCRIPTION menu to display the model of the fixture.

Select the DEVICE LABEL menu to change the model of the fixture.

Select the DMX PERSONALITY menu to set the channel mode of the fixture (34/25/29/20 channel).

Select the DMX PERSONALITY DESCRIPTION menu to display the current channel mode of the fixture.

Select the DEVICE HOURS menu to display the running time of the fixture.

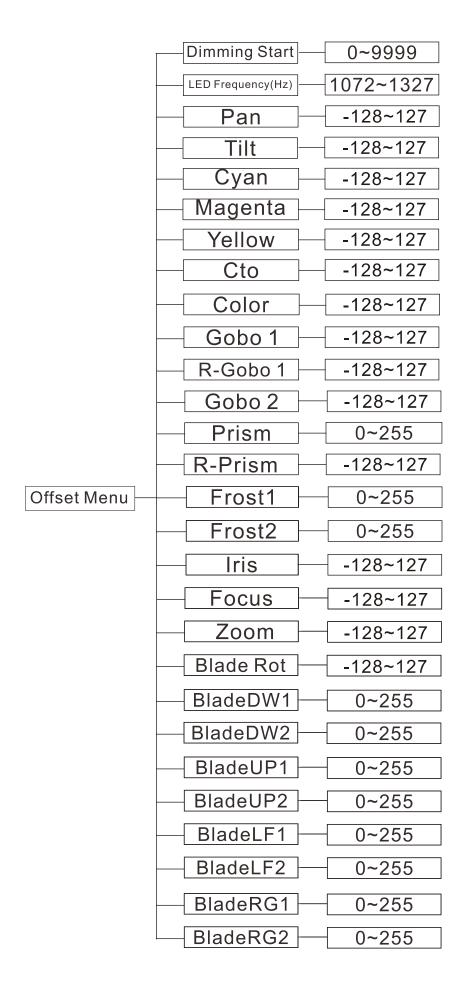
Select the PAN INVERT menu and the fixture will run the pan invert mode.

Select the TILT INVERT menu and the fixture will run the tilt invert mode.

Select the RESET DEVICE menu, the WARM RESET/COLD RESET option will be displayed. When WARM RESET is selected, the fixture will start a warm reset, and exit when COLD RESET is selected.

## 5.2 Home Position Adjustment

Press the **MENU** button into menu mode, then press the **ENTER** button for about 3 seconds into offset mode to adjust the home position. Select the function by the **ENTER** button. Use the **UP/DOWN** button to choose the submenu, press the **ENTER** button to store and automatically return to the last menu. Press MENU button to exit.



#### **Dimming Start**

Enter offset mode, Select **Dimming Start**, press the **ENTER** button to confirm, the present position will blink on the display, use the **UP/DOWN** button to offset the value from 0 to 9999, press the **ENTER** button to store. Press the **MENU** button to exit.

#### LED Frequency(Hz)

Enter offset mode, Select **LED Frequency(Hz)**, press the **ENTER** button to confirm, the present position will blink on the display, use the **UP/DOWN** button to offset the value from 1072 to 1327, press the **ENTER** button to store. Press the **MENU** button to exit.

#### Pan

Enter offset mode, Select **Pan**, press the **ENTER** button to confirm, the present position will blink on the display, use the **UP/DOWN** button to offset the value from -128 to 127, press the **ENTER** button to store. Press the **MENU** button to exit.

#### Tilt

Enter offset mode, Select **Tilt**, press the **ENTER** button to confirm, the present position will blink on the display, use the **UP/DOWN** button to offset the value from -128 to 127, press the **ENTER** button to store. Press the **MENU** button to exit.

#### Cyan

Enter offset mode, Select **Cyan**, press the **ENTER** button to confirm, the present position will blink on the display, use the **UP/DOWN** button to offset the value from -128 to 127, press the **ENTER** button to store. Press the **MENU** button to exit.

#### Magenta

Enter offset mode, Select Magenta, press the ENTER button to confirm, the present position will blink on the display, use the UP/DOWN button to offset the value from -128 to 127, press the ENTER button to store. Press the MENU button to exit.

#### Yellow

Enter offset mode, Select **Yellow**, press the **ENTER** button to confirm, the present position will blink on the display, use the **UP/DOWN** button to offset the value from -128 to 127, press the **ENTER** button to store. Press the **MENU** button to exit.

#### Cto

Enter offset mode, Select **Cto**, press the **ENTER** button to confirm, the present position will blink on the display, use the **UP/DOWN** button to offset the value from -128 to 127, press the **ENTER** button to store. Press the **MENU** button to exit.

#### Color

Enter offset mode, Select **Color**, press the **ENTER** button to confirm, the present position will blink on the display, use the **UP/DOWN** button to offset the value from -128 to 127, press the **ENTER** button to store. Press the **MENU** button to exit.

#### Gobo1

Enter offset mode, Select **Gobo1**, press the **ENTER** button to confirm, the present position will blink on the display, use the **UP/DOWN** button to offset the value from -128 to 127, press the **ENTER** button to store. Press the **MENU** button to exit.

#### RGobo1

Enter offset mode, Select **RGobo1**, press the **ENTER** button to confirm, the present position will blink on the display, use the **UP/DOWN** button to offset the value from -128 to 127, press the **ENTER** button to store. Press the **MENU** button to exit.

#### Gobo2

Enter offset mode, Select **Gobo2**, press the **ENTER** button to confirm, the present position will blink on the display, use the **UP/DOWN** button to offset the value from -128 to 127, press the **ENTER** button to store. Press the **MENU** button to exit.

#### **Prism**

Enter offset mode, Select **Prism**, press the **ENTER** button to confirm, the present position will blink on the display, use the **UP/DOWN** button to offset the value from 0 to 255, press the **ENTER** button to store. Press the **MENU** button to exit.

#### **RPrism**

Enter offset mode, Select **RPrism**, press the **ENTER** button to confirm, the present position will blink on the display, use the **UP/DOWN** button to offset the value from -128 to 127, press the **ENTER** button to store. Press the **MENU** button to exit.

#### Frost1

Enter offset mode, Select **Frost1**, press the **ENTER** button to confirm, the present position will blink on the display, use the **UP/DOWN** button to offset the value from 0 to 255, press the **ENTER** button to store. Press the **MENU** button to exit.

#### Frost2

Enter offset mode, Select **Frost2**, press the **ENTER** button to confirm, the present position will blink on the display, use the **UP/DOWN** button to offset the value from 0 to 255, press the **ENTER** button to store. Press the **MENU** button to exit.

#### Iris

Enter offset mode, Select **Iris**, press the **ENTER** button to confirm, the present position will blink on the display, use the **UP/DOWN** button to offset the value from -128 to 127, press the **ENTER** button to store. Press the **MENU** button to exit.

#### **Focus**

Enter offset mode, Select **Focus**, press the **ENTER** button to confirm, the present position will blink on the display, use the **UP/DOWN** button to offset the value from -128 to 127, press the **ENTER** button to store. Press the **MENU** button to exit.

#### Zoom

Enter offset mode, Select **Zoom**, press the **ENTER** button to confirm, the present position will blink on the display, use the **UP/DOWN** button to offset the value from -128 to 127, press the **ENTER** button to store. Press the **MENU** button to exit.

#### **Blade Rot**

Enter offset mode, Select **Blade Rot**, press the **ENTER** button to confirm, the present position will blink on the display, use the **UP/DOWN** button to offset the value from -128 to 127, press the **ENTER** button to store. Press the **MENU** button to exit.

#### BladeDW1

Enter offset mode, Select **BladeDW1**, press the **ENTER** button to confirm, the present position will blink on the display, use the **UP/DOWN** button to offset the value from 000 to 255, press the **ENTER** button to store. Press the **MENU** button to exit.

#### BladeDW2

Enter offset mode, Select **BladeDW2**, press the **ENTER** button to confirm, the present position will blink on the display, use the **UP/DOWN** button to offset the value from 000 to 255, press the **ENTER** button to store. Press the **MENU** button to exit.

#### BladeUP1

Enter offset mode, Select **BladeUP1**, press the **ENTER** button to confirm, the present position will blink on the display, use the **UP/DOWN** button to offset the value from 000 to 255, press the **ENTER** button to store. Press the **MENU** button to exit.

#### BladeUP2

Enter offset mode, Select **BladeUP2**, press the **ENTER** button to confirm, the present position will blink on the display, use the **UP/DOWN** button to offset the value from 000 to 255, press the **ENTER** button to store. Press the **MENU** button to exit.

#### BladeLF1

Enter offset mode, Select **BladeLF1**, press the **ENTER** button to confirm, the present position will blink on the display, use the **UP/DOWN** button to offset the value from 000 to 255, press the **ENTER** button to store. Press the **MENU** button to exit.

#### BladeLF2

Enter offset mode, Select **BladeLF2**, press the **ENTER** button to confirm, the present position will blink on the display, use the **UP/DOWN** button to offset the value from 000 to 255, press the **ENTER** button to store. Press the **MENU** button to exit.

#### BladeRG1

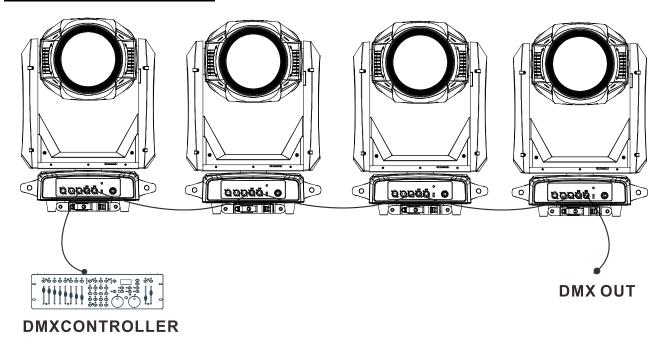
Enter offset mode, Select **BladeRG1**, press the **ENTER** button to confirm, the present position will blink on the display, use the **UP/DOWN** button to offset the value from 000 to 255, press the **ENTER** button to store. Press the **MENU** button to exit.

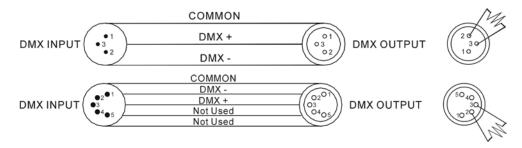
#### BladeRG2

Enter offset mode, Select **BladeRG2**, press the **ENTER** button to confirm, the present position will blink on the display, use the **UP/DOWN** button to offset the value from 000 to 255, press the **ENTER** button to store. Press the **MENU** button to exit.

## 6. Control By Universal DMX Controller

## 6.1 DMX512 Connection





- 1. At last unit, the DMX cable has to be terminated with a terminator. Solder a 120-ohm 1/4W resistor between pin 2(DMX-) and pin 3(DMX+) into a 3-pin XLR-plug and plug it in the DMX-output of the last unit.
- 2. Connect the unit together in a "daisy chain" by XLR plug cable from the output of the unit to the input of the next unit. The cable cannot be branched or split to a "Y" cable. DMX 512 is a very high-speed signal. Inadequate or damaged cables, soldered joints or corroded connectors can easily distort the signal and shut down the system.
- 3. The DMX output and input connectors are pass-through to maintain the DMX circuit, when one of the units' power is disconnected.
- 4. Each lighting unit needs to have a DMX address to receive the data by the controller. The address number is between 1-512.
- 5. The end of the DMX 512 system should be terminated to reduce signal errors.
- 6. 3 pin XLR connectors are more popular than 5 pins XLR.

3 pin XLR: Pin 1: GND, Pin 2: Negative signal (-), Pin 3: Positive signal (+)

5 pin XLR: Pin 1: GND, Pin 2: Negative signal (-), Pin 3: Positive signal (+), Pin4, Pin5 not used.

## 6.2 Address Setting

If you use a universal DMX controller to control the units, you have to set DMX address from 1 to 512 so that the units can receive DMX signal.

Press the MENU button to enter menu mode, select DMX Setting, press the ENTER button to confirm, use the UP/DOWN button to select Address, press the ENTER button to confirm, the present address will blinking the display, use the UP/DOWN button to adjust the address from 001 to 512, press the ENTER button to store. Press the MENU button back to the last menu or let the unit idle 30 seconds to exit menu mode.

Please refer to the following diagram to address your DMX512 channel for the first 4 units.

Channel mode	Unit 1 Address	Unit 2 Address	Unit 3 Address	Unit 4 Address
34 channels	1	35	69	103
25 channels	1	26	51	76
29 channels	1	30	59	88
20 channels	1	21	41	61

## 6.3 DMX512 Configuration

Please refer to below configurations to control the fixtures

#### Attentions:

- 1. The unit will maintain the last condition until reset if you cut-off the DMX signal.
- 2. For the channel Function, keep the value for about 3 seconds, then the corresponding function will take into effect.

## 34 Channels (Mode 1):

CHANNEL	VALUE	FUNCTION
1	000-255	<b>PAN</b> 0°→540°
2	000-255	Pan Fine
3	000-255	<b>TILT</b> 0°→270°
4	000-255	Tilt Fine
5	000-255	<b>X/Y Time</b> Fast to Slow
6	000-255	<b>Cyan</b> 0%→100%
7	000-255	Magenta 0%→100%
8	000-255	<b>Yellow</b> 0%→100%
9	000-255	<b>CTO</b> 0%→100%
10	000-009 010-018	<b>Color</b> Open Color1

	_	
	019-027	Color2
	028-036	Color3
	037-045	Color4
	046-063	Color5
	064-127	Color Index
	128-189	Fast to Slow
	190-193	Stop
	194-255	Slow to Fast
	1	Gobo1
	000-009	Open
	010-018	Gobo1
	019-027	Gobo2
	028-036	Gobo3
	037-045	Gobo3 Gobo4
	046-054	G0b04 G0b05
		Gobo6
44	055-063	
11	064-074	Gobol Shaking
	075-085	Gobo2 Shaking
	086-096	Gobo3 Shaking
	097-107	Gobo4 Shaking
	108-118	Gobo5 Shaking
	119-127	Gobo6 Shaking
	128-189	Fast to Slow
	190-193	Stop
	194-255	Slow to Fast
		RGobo1
	000-127	Index 0°→360°
12	128-189	Fast to Slow
	190-193	Stop
	194-255	Slow to Fast
	1	Gobo2
	000-007	Open
	008-014	Gobo1
	015-021	Gobo2
	022-028	Gobo3
	029-035	Gobo3 Gobo4
	036-042	G0b04 G0b05
	043-049	G0b05 G0b06
13	050-056	Gobo7
	057-063	Gobo8
	064-071	Gobol Shaking
	072-079	Gobo2 Shaking
	080-087	Gobo3 Shaking
	088-095	Gobo4 Shaking
	096-103	Gobo5 Shaking
	104-111	Gobo6 Shaking

	112-119	Gobo7 Shaking
	120-127	Gobo8 Shaking
	128-189	Fast to Slow
	190-193	Stop
	194-255	Slow to Fast
		Iris
14	000-255	100%→0%
		Prism
15	000-007	Open Control of the C
13	008-255	Prism
	000 233	
	000 427	R-Prism
	000-127	Index 0°→360°
16	128-189	Fast to Slow
	190-193	Stop
	194-255	Slow to Fast
		CRI
17	000-007	Close
	008-255	Open
	1	Frost1(Light)
18	000-255	0%→100%
	000 233	
19	000 255	Frost2(Heavy)
	000-255	0%→100%
20		Zoom
20	000-255	<b>Zoom</b> 100%→0%
	000-255	
20	000-255	100%→0%
		100%→0% <b>Focus</b>
	000-255	100%→0%  Focus 0%→100%  Strobe
	000-255	100%→0%  Focus 0%→100%  Strobe Close
	000-255 000-007 008-015	100%→0%  Focus 0%→100%  Strobe Close Open
	000-255 000-007 008-015 016-131	100%→0%  Focus  0%→100%  Strobe  Close  Open  Strobe Slow to Fast
21	000-255 000-007 008-015 016-131 132-139	100%→0%  Focus  0%→100%  Strobe  Close  Open  Strobe Slow to Fast  Open
	000-255 000-007 008-015 016-131 132-139 140-181	Focus  0%→100%  Strobe  Close  Open  Strobe Slow to Fast  Open  Fast Open Slow Close
21	000-255 000-007 008-015 016-131 132-139 140-181 182-189	Focus 0%→100%  Strobe Close Open Strobe Slow to Fast Open Fast Open Slow Close Open
21	000-255 000-007 008-015 016-131 132-139 140-181 182-189 190-231	Focus 0%→100%  Strobe Close Open Strobe Slow to Fast Open Fast Open Slow Close Open Fast Close Slow Open
21	000-255 000-007 008-015 016-131 132-139 140-181 182-189 190-231 232-239	Focus 0%→100%  Strobe Close Open Strobe Slow to Fast Open Fast Open Slow Close Open Fast Close Slow Open Open
21	000-255 000-007 008-015 016-131 132-139 140-181 182-189 190-231 232-239 240-247	Focus 0%→100%  Strobe Close Open Strobe Slow to Fast Open Fast Open Slow Close Open Fast Close Slow Open Open Random Strobe
21	000-255 000-007 008-015 016-131 132-139 140-181 182-189 190-231 232-239	Focus 0%→100%  Strobe Close Open Strobe Slow to Fast Open Fast Open Slow Close Open Fast Close Slow Open Open Random Strobe Open
21	000-255 000-007 008-015 016-131 132-139 140-181 182-189 190-231 232-239 240-247 248-255	Focus 0%→100%  Strobe Close Open Strobe Slow to Fast Open Fast Open Slow Close Open Fast Close Slow Open Open Fast Close Slow Open Open Copen
21	000-255 000-007 008-015 016-131 132-139 140-181 182-189 190-231 232-239 240-247	Focus 0%→100%  Strobe Close Open Strobe Slow to Fast Open Fast Open Slow Close Open Fast Close Slow Open Open Random Strobe Open
21	000-255 000-007 008-015 016-131 132-139 140-181 182-189 190-231 232-239 240-247 248-255	Focus 0%→100%  Strobe Close Open Strobe Slow to Fast Open Fast Open Slow Close Open Fast Open Slow Open Fast Close Slow Open Open Random Strobe Open Copen Random Strobe Open
21 22 23 24	000-255 000-007 008-015 016-131 132-139 140-181 182-189 190-231 232-239 240-247 248-255	Focus 0%→100%  Strobe Close Open Strobe Slow to Fast Open Fast Open Slow Close Open Fast Open Slow Open Fast Close Slow Open Open Fast Close Slow Open Open Copen
22	000-255 000-007 008-015 016-131 132-139 140-181 182-189 190-231 232-239 240-247 248-255	Focus 0%→100%  Strobe Close Open Strobe Slow to Fast Open Fast Open Slow Close Open Fast Close Slow Open Open Fast Close Slow Open Open Copen C
21 22 23 24 25	000-255 000-007 008-015 016-131 132-139 140-181 182-189 190-231 232-239 240-247 248-255 000-255	Focus  0%→100%  Strobe  Close Open Strobe Slow to Fast Open Fast Open Slow Close Open Fast Close Slow Open Open Fast Close Slow Open Open Random Strobe Open Dimmer 0%→100%  Dimmer Fine  Blade 0°→180°
21 22 23 24	000-255 000-007 008-015 016-131 132-139 140-181 182-189 190-231 232-239 240-247 248-255 000-255	Focus 0%→100%  Strobe Close Open Strobe Slow to Fast Open Fast Open Slow Close Open Fast Close Slow Open Open Fast Close Slow Open Open Copen C

27	I	Blade DW 2
27	000-255	0%→100%
20		Blade UP 1
28	000-255	0%→100%
20		Blade UP 2
29	000-255	0%→100%
20		Blade LF 1
30	000-255	0%→100%
24		Blade LF 2
31	000-255	0%→100%
22		Blade RG 1
32	000-255	0%→100%
22		Blade RG 2
33	000-255	0%→100%
		SPECIAL FUNCTION
	000-029	Null
	030-039	Dimmer Curve Square Law
	040-049	Dimmer Curve INV Square Law
	050-059	Dimmer Curve Linear
	060-069	Dimmer Curve S
	070-079	Standard
	080-089	Quiet
	090-099	Compatible
	100-109	Led Frequency Setting Enable
	110-119	Led Frequency Setting Disable
34	120-129	Null
	130-139	Focus Compensate Disable
	140-149	Focus Compensate Near
	150-159	Focus Compensate Medium
	160-169	Focus Compensate Far
	170-179	Null
	180-189	Dimmer Speed Fast
	190-199	Dimmer Speed Smooth
	200-209	Reset All
	210-219	Reset Effect
	220-219	Reset Pan/Tilt
	230-255	Null
	230-233	INUII

## 25 Channels (Mode 2):

CHANNEL	VALUE	FUNCTION
1		PAN
1	000-255	0°→540°
2	000-255	Pan Fine
3		TILT
3	000-255	0°→270°
4	000-255	Tilt Fine
5		X/Y Time
	000-255	Fast to Slow
6		Cyan
	000-255	0%→100%
7		Magenta
,	000-255	0%→100%
8		Yellow
8	000-255	0%→100%
9		сто
9	000-255	0%→100%
		Color
	000-009	Open
	010-018	Color1
	019-027	Color2
	028-036	Color3
10	037-045	Color4
	046-063	Color5
	064-127	Color Index
	128-189	Fast to Slow
	190-193	Stop
	194-255	Slow to Fast
		Gobo1
	000-009	Open
	010-018	Gobo1
	019-027	Gobo2
	028-036	Gobo3
	037-045	Gobo4
11	046-054	Gobo5
11	055-063	Gobo6
	064-074	Gobo1 Shaking
	075-085	Gobo2 Shaking
	086-096	Gobo3 Shaking
	097-107	Gobo4 Shaking
	108-118	Gobo5 Shaking
	119-127	Gobo6 Shaking

	120 100	Facility Cla
	128-189	Fast to Slow
	190-193	Stop
	194-255	Slow to Fast
		RGobo1
	000-127	Index 0°→360°
12	128-189	Fast to Slow
	190-193	Stop
	194-255	Slow to Fast
		Gobo2
	000-007	Open
	008-014	Gobo1
	015-021	Gobo2
	022-028	Gobo3
	029-035	Gobo4
	036-042	Gobo5
	043-049	Gobo6
	050-056	Gobo7
	050-056	Gobo8
42		
13	064-071	Gobol Shaking
	072-079	Gobo2 Shaking
	080-087	Gobo3 Shaking
	088-095	Gobo4 Shaking
	096-103	Gobo5 Shaking
	104-111	Gobo6 Shaking
	112-119	Gobo7 Shaking
	120-127	Gobo8 Shaking
	128-189	Fast to Slow
	190-193	Stop
	194-255	Slow to Fast
4.4		Iris
14	000-255	100%→0%
		Prism
15	000-007	Open
	008-255	Prism
		R-Prism
	000-127	Index 0°→360°
16	128-189	Fast to Slow
10		
	190-193	Stop
	194-255	Slow to Fast
		CRI
17	000-007	Close
	008-255	Open
10		Frost1(Light)
18	000-255	0%→100%
		Frost2(Heavy)
19	000-255	0%→100%
	550 255	0/0 100/0

30		Zoom
20	000-255	100%→0%
24		Focus
21	000-255	0%→100%
		Strobe
	000-007	Close
	008-015	Open
	016-131	Strobe Slow to Fast
	132-139	Open
22	140-181	Fast Open Slow Close
	182-189	Open
	190-231	Fast Close Slow Open
	232-239	Open .
	240-247	Random Strobe
	248-255	Open
22		Dimmer
23	000-255	0%→100%
24	000-255	Dimmer Fine
		SPECIAL FUNCTION
	000-029	Null
	030-039	Dimmer Curve Square Law
	040-049	Dimmer Curve INV Square Law
	050-059	Dimmer Curve Linear
	060-069	Dimmer Curve S
	070-079	Standard
	080-089	Quiet
	090-099	Compatible
	100-109	Led Frequency Setting Enable
	110-119	Led Frequency Setting Disable
25	120-129	Null
	130-139	Focus Compensate Disable
	140-149	Focus Compensate Near
	150-159	Focus Compensate Medium
	160-169	Focus Compensate Far
	170-179	Null
	180-189	Dimmer Speed Fast
	190-199	Dimmer Speed Smooth
	200-209	Reset All
	210-219	Reset Effect
	220-229	Reset Pan/Tilt
	220-223	Neset Fall/ Filt

## 29 Channels (Mode 3):

CHANNEL	VALUE	FUNCTION
1		PAN
1	000-255	0°→540°
2	000-255	Pan Fine
3		TILT
	000-255	0°→270°
4	000-255	Tilt Fine
5		X/Y Time
	000-255	Fast to Slow
6	000 255	Cyan
	000-255	0%→100%
7	000-255	<b>Magenta</b> 0%→100%
•		Yellow
8	000-255	0%→100%
9		сто
	000-255	0%→100%
		Color
	000-009	Open
	010-018	Color1
	019-027	Color2
	028-036	Color3
10	037-045	Color4
	046-063	Color5
	064-127	Color Index
	128-189	Fast to Slow
	190-193	Stop
	194-255	Slow to Fast
11		Iris
	000-255	100%→0%
		CRI
12	000-007	Close
	008-255	Open
13		Frost1(Light)
	000-255	0%→100%
14		Frost2(Heavy)
	000-255	0%→100% -
15	000 355	Zoom
	000-255	100%→0%
16	000-255	<b>Focus</b> 0%→100%
	000-255	U70 <sup></sup> 1UU70

		Chucks
	000 007	Strobe
	000-007	Close
	008-015	Open
	016-131	Strobe Slow to Fast
	132-139	Open
17	140-181	Fast Open Slow Close
	182-189	Open
	190-231	Fast Close Slow Open
	232-239	Open
	240-247	Random Strobe
	248-255	Open
18		Dimmer
10	000-255	0%→100%
19	000-255	Dimmer Fine
20		Blade
20	000-255	0°→180°
21		Blade DW 1
21	000-255	0%→100%
		Blade DW 2
22	000-255	0%→100%
		Blade UP 1
23	000-255	0%→100%
24		Blade UP 2
	000-255	0%→100%
		Blade LF 1
25	000-255	0%→100%
26		Blade LF 2
26	000-255	0%→100%
		Blade RG 1
27	000-255	0%→100%
	l	Blade RG 2
28	000-255	0%→100%
		SPECIAL FUNCTION
	000-029	Null
29	030-039	Dimmer Curve Square Law
	040-049	Dimmer Curve INV Square Law
	050-059	Dimmer Curve Linear
	060-069	Dimmer Curve S
	070-079	Standard
	080-089	Quiet
	090-099	Compatible
	100-109	Led Frequency Setting Enable
	110-119	Led Frequency Setting Disable
	120-129	Null
	130-139	Focus Compensate Disable
	120-123	i ocus compensate bisable

140-149 Focus Compensate Near 150-159 Focus Compensate Medium 160-169 Focus Compensate Far 170-179 Null
160-169 Focus Compensate Far
170-179 Null
180-189 Dimmer Speed Fast
190-199 Dimmer Speed Smooth
200-209 Reset All
210-219 Reset Effect
220-229 Reset Pan/Tilt
230-255 Null

## 20 Channels (Mode 4):

CHANNEL	VALUE	FUNCTION
1		PAN
1	000-255	0°→540°
2	000-255	Pan Fine
3	000-255	<b>TILT</b> 0°→270°
4	000-255	Tilt Fine
5	000-255	X/Y Time Fast to Slow
6	000-255	<b>Cyan</b> 0%→100%
7	000-255	<b>Magenta</b> 0%→100%
8	000-255	<b>Yellow</b> 0%→100%
9	000-255	<b>CTO</b> 0%→100%
10	000-009 010-018 019-027 028-036 037-045 046-063 064-127 128-189 190-193 194-255	Color Open Color1 Color2 Color3 Color4 Color5 Color Index Fast to Slow Stop Slow to Fast
11		Iris

	000-255	100%→0%
12	000 007	CRI
12	000-007	Close
	008-255	Open
13		Frost1(Light)
	000-255	0%→100%
14		Frost2(Heavy)
	000-255	0%→100%
15		Zoom
	000-255	100%→0%
16		Focus
10	000-255	0%→100%
		Strobe
	000-007	Close
	008-015	Open
	016-131	Strobe Slow to Fast
	132-139	Open
17	140-181	Fast Open Slow Close
	182-189	Open
	190-231	Fast Close Slow Open
	232-239	Open
	240-247	Random Strobe
	248-255	Open
40		Dimmer
18	000-255	0%→100%
19	000-255	Dimmer Fine
		SPECIAL FUNCTION
	000-029	Null
	030-039	Dimmer Curve Square Law
	040-049	Dimmer Curve INV Square Law
	050-059	Dimmer Curve Linear
	060-069	Dimmer Curve S
	070-079	Standard
	080-089	Quiet
	090-099	Compatible
20	100-109	Led Frequency Setting Enable
	110-119	Led Frequency Setting Disable
	120-129	Null
	130-139	Focus Compensate Disable
	140-149	Focus Compensate Near
	150-159	Focus Compensate Medium
	160-169	Focus Compensate Far
	170-179	Null
	180-189	Dimmer Speed Fast
	190-199	Dimmer Speed Smooth

200-209	Reset All
210-219	Reset Effect
220-229	Reset Pan/Tilt
230-255	Null
230-255	Null

## 7. Error Information

#### 1. Pan Reset Error

Check if the position of the pan mounting magnetic steel falls off or is damaged.

Check if there are other interference items in the pan operating range.

Check if the pan Hall elements is damaged.

Check if the pan Hall elements is in poor contact with the lead of the PCB board or disconnected.

Check if the pan motor is damaged.

Check if there is any damage to the circuit of the pan motor drive board.

#### 2. Pan Encoder Error

Check if the pan encoder is damaged.

Check if the pan encoder is in poor contact with the lead of the PCB board or disconnected.

#### 3. Tilt Reset Error

Check if the position of the tilt mounting magnetic steel falls off or is damaged.

Check if there are other interference items in the tilt operating range.

Check if the tilt Hall elements is damaged.

Check if the tilt Hall elements is in poor contact with the lead of the PCB board or disconnected.

Check if the tilt motor is damaged.

Check if there is any damage to the circuit of the tilt motor drive board.

#### 4. Tilt Encoder Error

Check if the tilt encoder is damaged.

Check if the tilt encoder is in poor contact with the lead of the PCB board or disconnected.

#### 5. CPU-B/C/D/E/F/G/H Error

Check whether the 485 (DATA) leads on the PCB board are install in place or disconnected.

Check whether the 485 (DATA) lead is disconnected.

Check whether the relevant signal circuit 485 (DATA) on the PCB board is damaged.

#### 6. Cyan Reset Error

Check if the position of the cyan color wheel mounting magnetic steel falls off or is damaged.

Check if there are other interference items in the cyan color wheel operating range.

Check if the cyan color wheel Hall elements is damaged.

Check if the cyan color wheel Hall elements is in poor contact with the lead of the PCB board or disconnected.

Check if the cyan color wheel motor is damaged.

Check if there is any damage to the circuit of the cyan color wheel motor drive board.

#### 7. Magenta Reset Error

Check if the position of the magenta color wheel mounting magnetic steel falls off or is damaged.

Check if there are other interference items in the magenta color wheel operating range.

Check if the magenta color wheel Hall elements is damaged.

Check if the magenta color wheel Hall elements is in poor contact with the lead of the PCB board or disconnected.

Check if the magenta color wheel motor is damaged.

Check if there is any damage to the circuit of the magenta color wheel motor drive board.

#### 8. Yellow Reset Error

Check if the position of the yellow color wheel mounting magnetic steel falls off or is damaged.

Check if there are other interference items in the yellow color wheel operating range.

Check if the yellow color wheel Hall elements is damaged.

Check if the yellow color wheel Hall elements is in poor contact with the lead of the PCB board or disconnected.

Check if the yellow color wheel motor is damaged.

Check if there is any damage to the circuit of the yellow color wheel motor drive board.

#### 9. CTO Reset Error

Check if the position of the CTO mounting magnetic steel falls off or is damaged.

Check if there are other interference items in the CTO operating range.

Check if the CTO Hall elements is damaged.

Check if the CTO Hall elements is in poor contact with the lead of the PCB board or disconnected.

Check if the CTO motor is damaged.

Check if there is any damage to the circuit of the CTO motor drive board.

#### 10. Gobo1/2 Reset Error

Check if the position of the gobo wheel 1/2 mounting magnetic steel falls off or is damaged.

Check if there are other interference items in the gobo wheel 1/2 operating range.

Check if the gobo wheel 1/2 Hall elements is damaged.

Check if the gobo wheel1/2 Hall elements is in poor contact with the lead of the PCB board or disconnected.

Check if the gobo wheel1/2 motor is damaged.

Check if there is any damage to the circuit of the gobo wheel 1/2 motor drive board.

#### 11. RGobo1 Reset Error

Check if the position of the gobo wheel1 mounting magnetic steel falls off or is damaged.

Check if there are other interference items in the gobo wheel1 operating range.

Check if the gobo wheel1 Hall elements is damaged.

Check if the gobo wheel1 Hall elements is in poor contact with the lead of the PCB board or disconnected.

Check if the gobo wheel1 motor is damaged.

Check if there is any damage to the circuit of the gobo wheel1 motor drive board.

#### 12. Prism1/RPrism1 Reset Error

Check if the position of the prism1 mounting magnetic steel falls off or is damaged.

Check if there are other interference items in the prism1 operating range.

Check if the prism1 Hall elements is damaged.

Check if the prism1 Hall elements is in poor contact with the lead of the PCB board or disconnected.

Check if the prism1 motor is damaged.

Check if there is any damage to the circuit of the prism1 motor drive board.

#### 13. Zoom Reset Error

Check if the position of the zoom mounting magnetic steel falls off or is damaged.

Check if there are other interference items in the zoom operating range.

Check if the zoom Hall elements is damaged.

Check if the zoom Hall elements is in poor contact with the lead of the PCB board or disconnected.

Check if the zoom motor is damaged.

Check if there is any damage to the circuit of the zoom motor drive board.

#### 14. Focus Reset Error

Check if the position of the focus mounting magnetic steel falls off or is damaged.

Check if there are other interference items in the focus operating range.

Check if the focus Hall elements is damaged.

Check if the focus Hall elements is in poor contact with the lead of the PCB board or disconnected.

Check if the focus motor is damaged.

Check if there is any damage to the circuit of the focus motor drive board.

#### 15. Blade Reset Error

Check if the position of the blade mounting magnetic steel falls off or is damaged.

Check if there are other interference items in the blade operating range.

Check if the blade Hall elements is damaged.

Check if the blade Hall elements is in poor contact with the lead of the PCB board or disconnected.

Check if the blade motor is damaged.

Check if there is any damage to the circuit of the blade motor drive board.

#### 16. Led Fan1/2/3/4 Error

Check if the fan is stopped when in operation.

Check if there is any foreign body sticking to the fan blade.

Check if the fan voltage is within the normal range.

Check if the plug of the fan is in good contact.

Check if the fan circuit on the PCB board is normal.

## 8. Troubleshooting

Following are a few common problems that may occur during operation. Here are some suggestions for easy troubleshooting:

#### A. The unit does not work, no light and the fan does not work

- 1. Check the connect power.
- 2. Measure the mains voltage on the main connector.
- 3. Check the power on LED to see if it can be light up or not.

#### B. Not responding to DMX controller

- 1. DMX LED should be on. If not, check DMX connectors, cables to see if they are linked properly.
- 2. If the DMX LED is on and no response to the channel, check the address settings and DMX polarity.
- 3. If you have intermittent DMX signal problems, check the pins on connectors or on PCB of the unit or the previous one.
- 4. Try to use another DMX controller.
- 5. Check to see if the DMX cables run near or run alongside to high voltage cables that may cause damage or interference to DMX interface circuit.

#### C. One of the channels is not working well

- 1. The stepper motor might be damaged or the cable connected to the PCB is broken.
- 2. The motor's drive IC on the PCB might be out of condition.

## 9. Fixture Cleaning

The cleaning of internal and external optical lenses and/or mirrors must be carried out periodically to optimize light output. Cleaning frequency depends on the environment in which the fixture operates: damp, smoky or particularly dirty surrounding can cause greater accumulation of dirt on the unit's optics.

- Clean with soft cloth and use normal glass to clean liquid.
- Always dry the parts carefully.
- Clean the external optics at least every 20 days. Clean the internal optics at least every 30 days.

## **Declaration of Conformity**

We declare that our products (lighting equipments) comply with the following specification and bears CE mark in accordance with the provision of the Electromagnetic Compatibility (EMC) Directive 2014/30/EU.

EN 55032: 2015; EN 61000-3-2: 2014; EN 61000-3-3: 2013; EN 55103-2: 2009.

# & Harmonized Standard

EN 60598-1: 2015; EN 60598-2-17: 2018; EN 62493: 2015 Safety of household and similar electrical appliances Part 1: General requirements Innovation, Quality, Performance