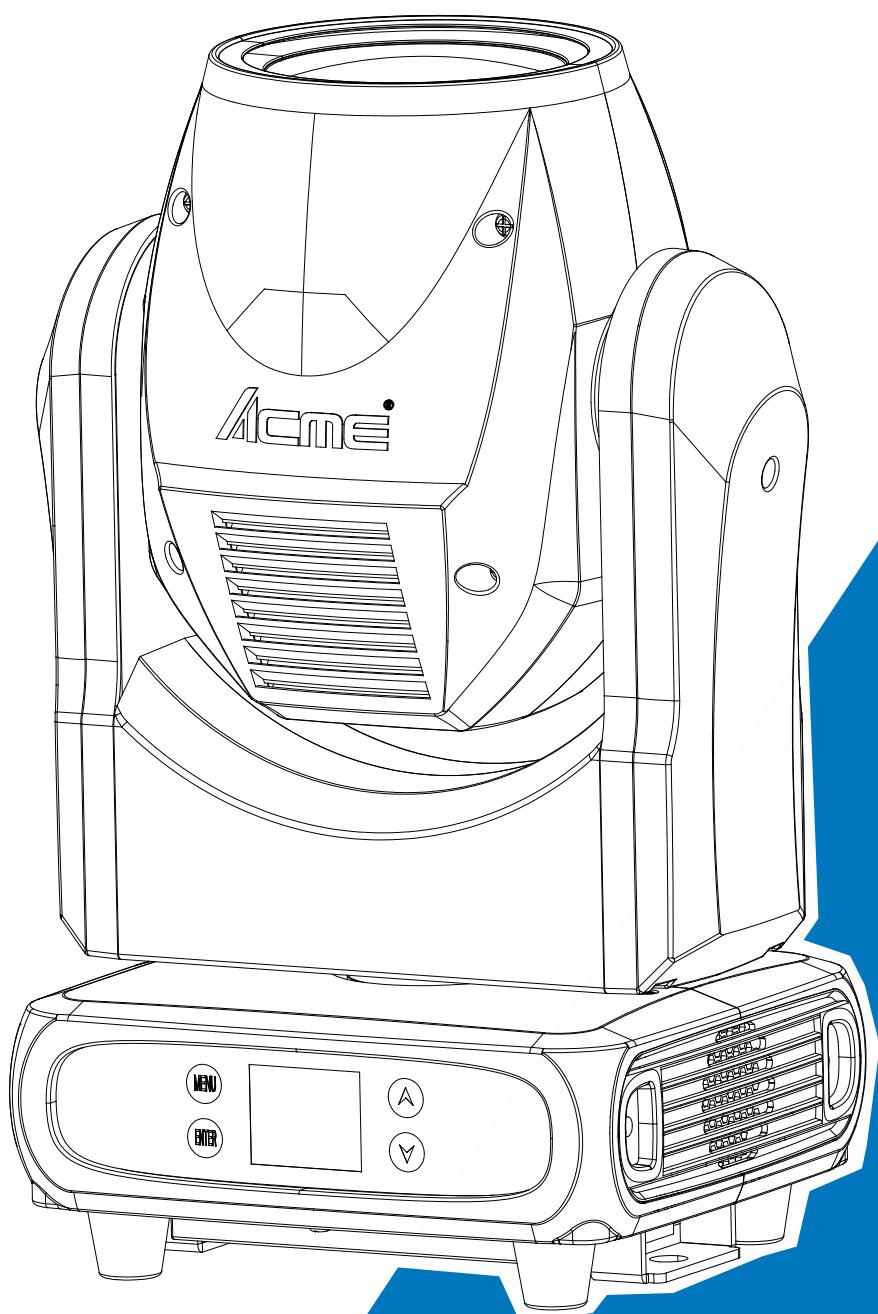


**ACME**

®

**HYGIEA**



## User Manual

Please read the instruction carefully before use

## CONTENTS

1. Safety Instructions .....	2
2. Technical Specifications.....	4
3. Control Panel .....	6
4. Effect Wheels and Lamp.....	7
4.1 Effect Wheels .....	7
4.2 Light Source.....	7
4.3 Changing the Lamp.....	8
4.4 Lamp Replacement Warning .....	9
5. How To Set The Unit.....	9
5.1 Main Function .....	9
5.2 Home Position Adjustment.....	16
6. Control By Universal DMX Controller.....	18
6.1 DMX512 Connection .....	18
6.2 Address Setting .....	19
6.3 DMX512 Configuration.....	19
7. Error Information .....	25
8. Troubleshooting .....	28
9. Fixture Cleaning .....	29

## 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.**

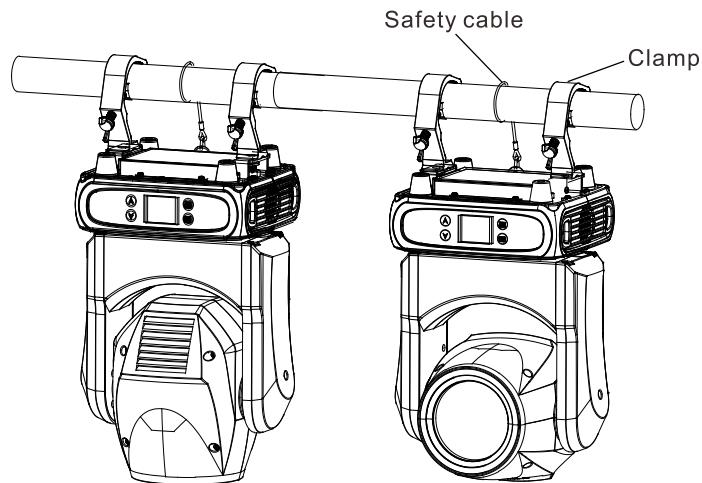
- Unpack and check carefully to ensure that there is no transportation damage before using the unit.
- This product is for indoor use only. Use only in a dry location.
- DO install and operate by qualified operator.
- DO NOT allow children to operate the fixture.
- Use safety chain when fixing the unit. 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 is blocked, otherwise the unit will be overheated.
- Before operation, ensure that you are connecting this product to the proper voltage in accordance with the specifications in this manual or on the product's specification label.
- It's important to ground the yellow/green conductor to earth in order to avoid electric shock.
- Minimum ambient temperature TA: 0°C. Maximum ambient temperature TA: 40°C. Do not operate this product at a lower or higher temperature.
- 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.
- Keep flammable materials away from the fixture while operating to avoid fire hazard.
- Make sure the power cord is not crimped or damaged; replace it immediately if damaged.
- Unit's surface temperature may reach up to 85°C. DO NOT touch the housing bare-handed during its operation.

- Avoid any flammable liquids, water or metal from entering the unit. Once it happens, cut off the mains power immediately.
- DO NOT operate in a dirty or dusty environment. DO clean the fixture regularly.
- DO NOT touch any wire during operation as there might be a hazard of electric shock.
- Avoid entanglement of the power cord with other wires.
- The minimum distance to objects/surface must be more than 8 meters.
- Disconnect mains power before fuse/lamp replacement or servicing.
- Replace fuse/lamp only with the same type.
- 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 housing as there are no user serviceable parts inside.
- DO NOT attempt to operate this unit if it becomes damaged. DO NOT attempt any repairs yourself. Repairs carried out by unskilled people can lead to damage or malfunction. Please contact the nearest authorized technical assistance center if needed.
- Disconnect this product from its power source before servicing.
- DO use the original packaging if the device is to be transported.
- Hot lamp explosion hazard. DO NOT open the unit within 15 minutes after switching off.
- DO replace the bulb once it is damaged, deformed or life-expired.
- Avoid direct eye exposure to the light source while the product is on.
- Never touch bulb with bare fingers, as it is very hot after using.
- DO NOT operate this product if you see damage on the housing, shields, or cables. Have the damaged parts replaced by an authorized technician at once.

**Installation:**

The fixture should be fixed on the clamp. Always ensure that the unit is firmly fixed to avoid vibration and slipping off during operation. Ensure that the trussing or area of installation must be able to hold 10 times the weight without any deformation. Always install a safety cable that can hold at least 12 times the weight of the fixture when installing.

DO install and operate by qualified operator. It must be installed in a place where there is out of the reach of people.



## 2. Technical Specifications

**Power Voltage:**

100-240V~ 50/60Hz

**Power Consumption:**

175W

**Light Source:**

OSRAM SIRIUS HRI 100W

**Color Temperature:**

9000K

**Beam Angle:**

3°

**Movement:**

Pan: 540°

Tilt: Infinity

Pan/Tilt Resolution: 16-bit

**Dimmer/Shutter:**

Smooth dimming from 0-100%; outstanding strobe effect with variable speed

**Color Wheel:**

1 x color wheel with 14 colors plus open

**Gobo Wheel:**

1 x static gobo wheel with 15 gobos plus open

**Control:**

DMX Channel: 14/12 Channels

Control Mode: DMX512, RDM

Firmware Upgrade via DMX link

**Construction:**

Display: LCD display

Data In/Out: 3-pin XLR (5-pin XLR is optional)

Power In/Out: Power Connector in/out

Protection Rating: IP20

**Features:**

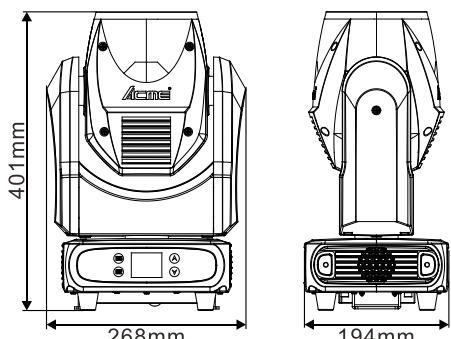
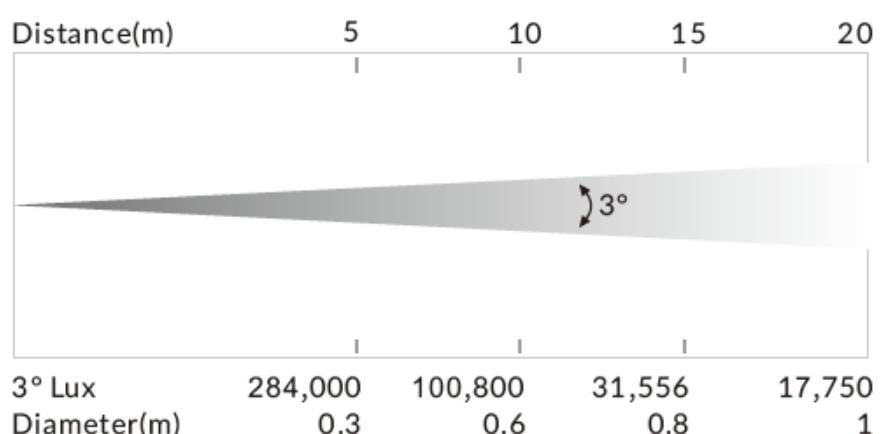
Standard mode: Ra>70

8 facet prism+16 facet prism, both of them can rotate in both directions

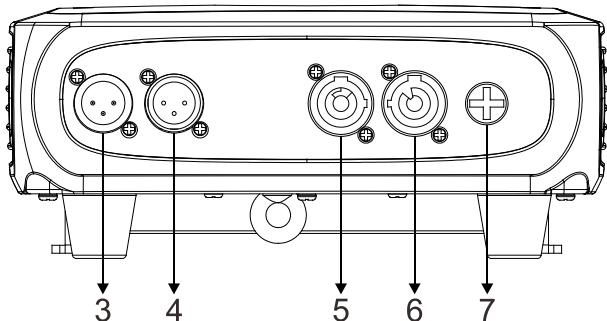
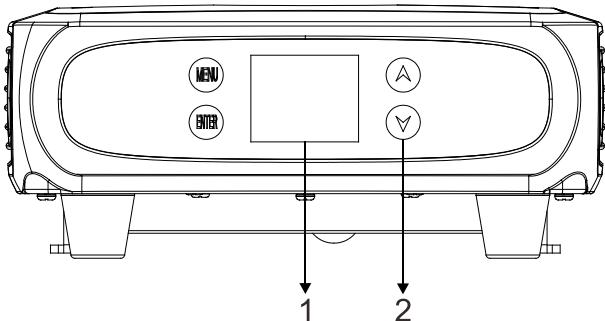
**Dimension/Weight:**

268x194x401mm, 10kgs

10.6"x7.6"x15.8"in, 22.1lbs

**Photometric Diagram:**

### 3. Control Panel



**1. DISPLAY:** To show the various menus and the selected function

**2. Button:**

<b>MENU</b>	To enter into move backward or leave the menu
<b>▲ UP</b>	To go backward to move up in the menu
<b>▼ DOWN</b>	To go forward to move down in the menu
<b>ENTER</b>	To perform the desired functions

**3. DMX IN:**

For DMX512 link, use 3-pin XLR cable to link the unit and DMX controller (5-pin XLR is optional)

**4. DMX OUT:**

For DMX512 link, use 3-pin XLR cable to link the next units (5-pin XLR is optional)

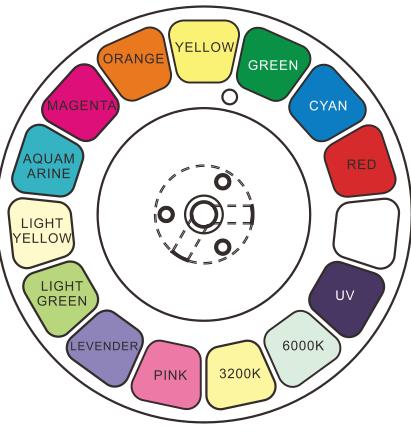
**5. POWERCON IN:** To connect to supply power

**6. POWERCON OUT:** To connect to the next fixture

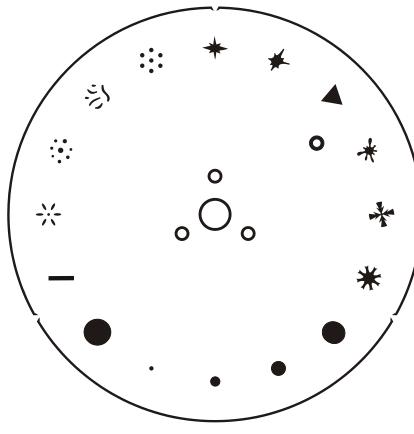
**7. FUSE(T 3.15A):** Protect the unit from damage of over current

## 4. Effect Wheels and Lamp

### 4.1 Effect Wheels



COLOR WHEEL



STATIC 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!*

### 4.2 Light Source

#### OSRAM SIRIUS HRI 100W

- Because of its high internal pressure, there might be a risk that the Discharge lamp would explode during operation. The lamp emits intense UV radiation which is harmful to the eyes and skin. The high luminance of the arc can cause severe damage to the retina if you take a close look at the lamp.
- To protect the lamp, always turn off the lamp first (via control panel or DMX controller) and let the unit run at least five minutes to cool down before switching off the mains supply. Never handle the lamp or luminary when it is hot.
- Do not touch the bulb with bare hands. If this happens, clean the lamp with denatured alcohol and wipe it with a lint free cloth before installation.
- The lamp generates UV radiation. Never operate the lamp without appropriate shielding.
- When lighting up, the lamp operates at high pressure and there is a slight risk of arc tube rupture. The risk increases with age, temperature and improper handling of the lamp. Do not use the lamp longer than its lifespan.
- Make sure the lamp is located in the center of the reflector for the best projection.

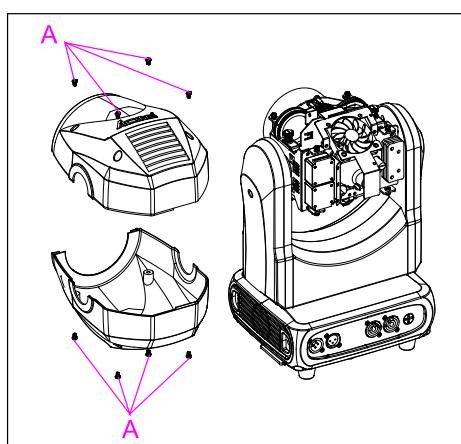
## 4.3 Changing the Lamp

Attention: The entire light path and lens of the luminaire must be thoroughly cleaned before changing the bulb.

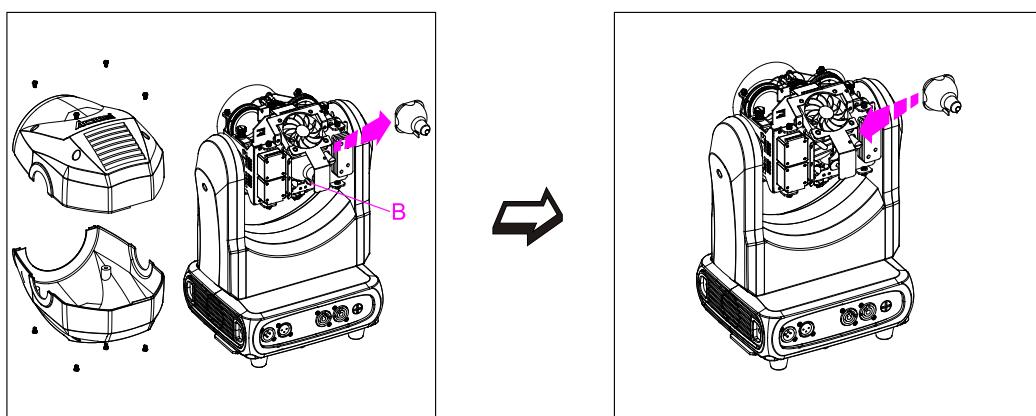
Do not use this lamp more than 6000 hours, using the lamp any longer than its set life could seriously damage your unit. Periodically checking the lamp running time, when the lamp reaches the 6000 hour mark, or close to it, we strongly suggest you switch the lamp out. Reset the lamp time after you have replaced the lamp.

### To replace the lamp:

1. Ensure that the fixture is detached from power and has cooled down completely. It is a good idea to allow the fixture to run for 10 minutes after the lamp has been turned off, so that the cooling fans have time to work.
2. Loosen the screws(A) on the head of the fixture and open the fixture head covers.



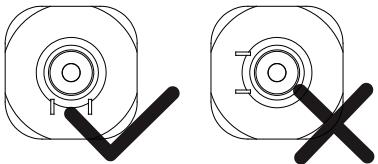
3. Unplug the leads of the lamp and lift the lamp out of its recess, disconnect the lamp and connect a new lamp that must be the same type with the old one. And then place the new lamp into the lamp recess.



Finally reinstall the head cover, fastening it securely before reapplying power.

**Warning:**

The installing direction of lamp:



#### **4.4 Lamp Replacement Warning**

- When the lamp reaches 5700 hours of usage, the display will flash the message “Replace Lamp Soon” for up to 5 minutes. During this period, the fixture will still work normally.
- When the lamp reaches 6000 hours of usage, the display will flash the message “Replace Lamp Now” for up to 10 minutes. After 10 minutes, the fixture will return to normal operation.
- When the lamp is continuously used overtime, the display will flash the message “Lamp Timeout Use, Replace Lamp Now” for up to 10 minutes. After 10 minutes, the fixture will return to normal operation.

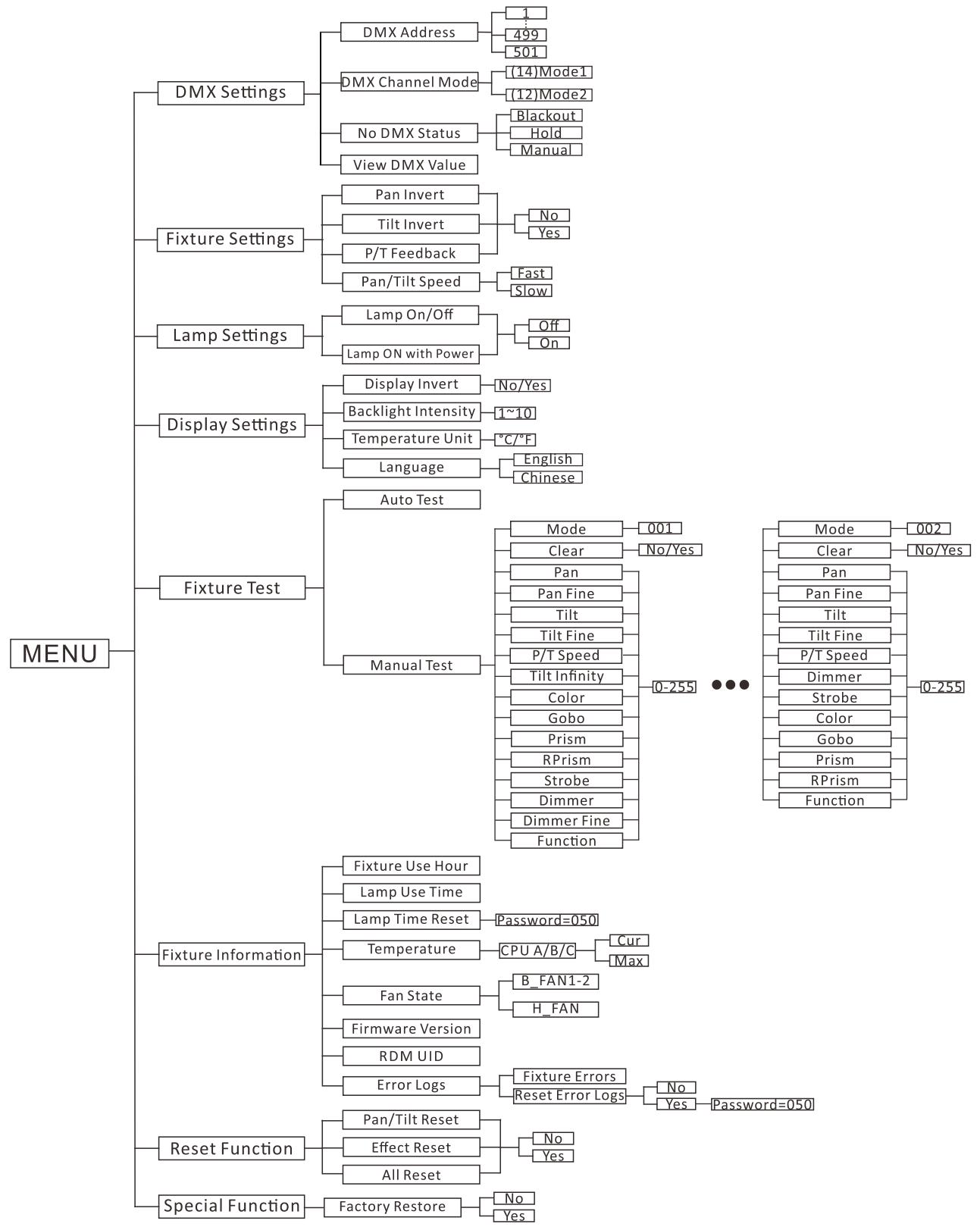
Attention: Damages caused by the failure to replace the bulb in time are not subject to warranty.

### **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 pressing 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 Settings**

To select **DMX Settings**, press the **ENTER** button to confirm, use the **UP/DOWN** button to select **DMX Address**, **DMX Channel Mode**, **No DMX Status** or **View DMX Value**.

### **DMX Address**

To select **DMX Address**, press the **ENTER** button to confirm. Use the **UP/DOWN** button to adjust the address from **001** to **499/501**, 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.

### **DMX Channel Mode**

To select **DMX Channel Mode**, press the **ENTER** button to confirm. Use the **UP/DOWN** button to select **(14)Mode1** or **(12)Mode2**, 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.

### **No DMX Status**

To select **No DMX Status**, press the **ENTER** button to confirm. Use the **UP/DOWN** button to select **Blackout**(fixture blacks out if DMX signal stops), **Hold**(fixture continues to obey the last command it received Via DMX if DMX signal stops) or **Manual**(the fixture will automatically read the DMX value in the “Manual Test” menu for operation after selecting this mode), 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 Settings**

To select **Fixture Settings**, press the **ENTER** button to confirm, use the **UP/DOWN** button to select **Pan Invert**, **Tilt Invert**, **P/T Feedback** or **Pan/Tilt Speed**.

### **Pan Invert**

To select **Pan Invert**, press the **ENTER** button to confirm. Use the **UP/DOWN** button to select **No**(normal) or **Yes**(pan invert), 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 Invert**

To select **Tilt Invert**, press the **ENTER** button to confirm. Use the **UP/DOWN** button to select **No**(normal) or **Yes**(tilt invert), 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.

### **Pan/Tilt Speed**

To select **Pan/Tilt Speed**, press the **ENTER** button to confirm. Use the **UP/DOWN** button to select **Fast** or **Slow**, 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.

## **Lamp Settings**

To select **Lamp Settings**, press the **ENTER** button to confirm, use the **UP/DOWN** button to select **Lamp On/Off** or **Lamp ON with Power**.

### **Lamp On/Off**

To select **Lamp On/Off**, press the **ENTER** button to confirm. Use the **UP/DOWN** button to select **Off**(lamp off) or **On**(lamp on), 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.

### **Lamp ON with Power**

To select **Lamp ON with Power**, press the **ENTER** button to confirm. Use the **UP/DOWN** button to select **Off**(Lamp off while power on) or **On**(Lamp on while power on), 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 Settings**

To select **Display Settings**, press the **ENTER** button to confirm, use the **UP/DOWN** button to select **Display Invert, Backlight Intensity, Temperature Unit or Language**.

### **Display Invert**

To select **Display Invert**, press the **ENTER** button to confirm. Use the **UP/DOWN** button to select **No**(normal display) or **Yes**(invert 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**

To select **Backlight Intensity**, press the **ENTER** button to confirm. Use the **UP/DOWN** button to adjust backlight intensity from **001**(dark) to **010**(bright), 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**

To select **Temperature Unit**, press the **ENTER** button to confirm. Use the **UP/DOWN** button to select **°C** or **°F**, 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.

### **Language**

To select **Language**, press the **ENTER** button to confirm. Use the **UP/DOWN** button to select **English** or **Chinese**, 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.

## **Fixture Test**

To 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, prism, prism rotation, strobe, dimmer, function, 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/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.

(The fixture will return to the previous DMX state after exiting Manual Test menu and the Manual Test parameters will be automatically saved after power off and restart.)

## **Fixture Information**

To select **Fixture Information**, press the **ENTER** button to confirm, use the **UP/DOWN** button to select **Fixture Use Hour**, **Lamp Use Time**, **Lamp Time Reset**, **Temperature**, **Fan State**, **Firmware Version**, **RDM UID** or **Error Logs**.

### **Fixture Use Hour**

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

### **Lamp Use Time**

To select **Lamp Use Time**, press the **ENTER** button to confirm, lamp use time will show on the display, press the **MENU** button to exit.

### **Lamp Time Reset**

To select **Lamp Time Reset**, press the **ENTER** button to confirm. Use the **UP/DOWN** button to set the password **050**, press the **ENTER** button to reset the lamp time, press the **MENU** button to exit.

### **Temperature**

To select **Temperature**, press the **ENTER** button to confirm, the current and max temperature of the fixture's CPU A/B/C will show on the display, press the **MENU** button to exit.

### **Fan State**

To select **Fan State**, press the **ENTER** button to confirm, fan state will show on the display, press the **MENU** button to exit.

### **Firmware Version**

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

### **RDM UID**

To select **RDM UID**, press the **ENTER** button to confirm, RDM UID will show on the display, press the **MENU** button back to exit.

### **Error Logs**

Select **Error Logs**, press the **ENTER** button to confirm. Use the **UP/DOWN** button to select **Fixture Errors** or **Reset Error Logs**, press the **ENTER** button to store. Select **Reset Error Logs**, press the **ENTER** button to confirm. Use the **UP/DOWN** button to select **No** or **Yes**, press the **ENTER** button to store. Select **Yes**, press the **ENTER** button to confirm. Use the **UP/DOWN** button to set the password **050**, 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.

### ***Reset Function***

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

#### **Pan/Tilt Reset**

To select **Pan/Tilt Reset**, 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 Reset**

To select **Effect Reset**, press the **ENTER** button to confirm, use the **UP/DOWN** button to select **No** 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.

#### **All Reset**

To select **All Reset**, press the **ENTER** button to confirm, use the **UP/DOWN** button to select **No** 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 Restore**

To select **Factory Restore**, 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 (14/12 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 LAMP HOURS menu to display the running time of the lamp.

Select the LAMP STATE menu to turn on/off the lamp.

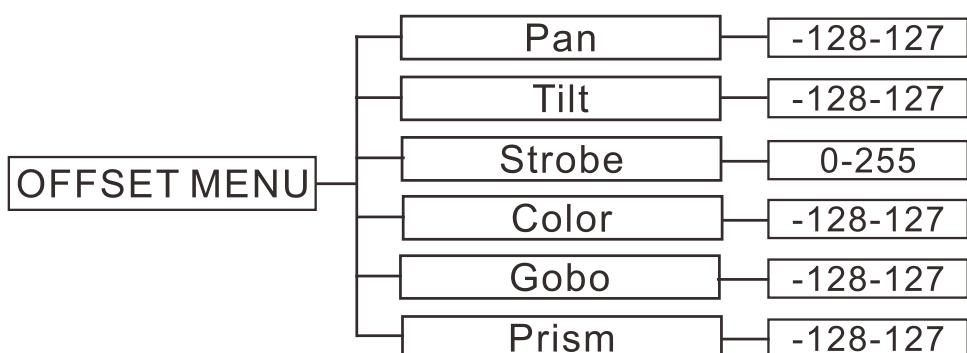
Select the PAN INVERT menu and the fixture will run the pan invert mode.

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 pressing 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.



### **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.

### **Strobe**

Enter offset mode, select **Strobe**, 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.

### **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.

### **Gobo**

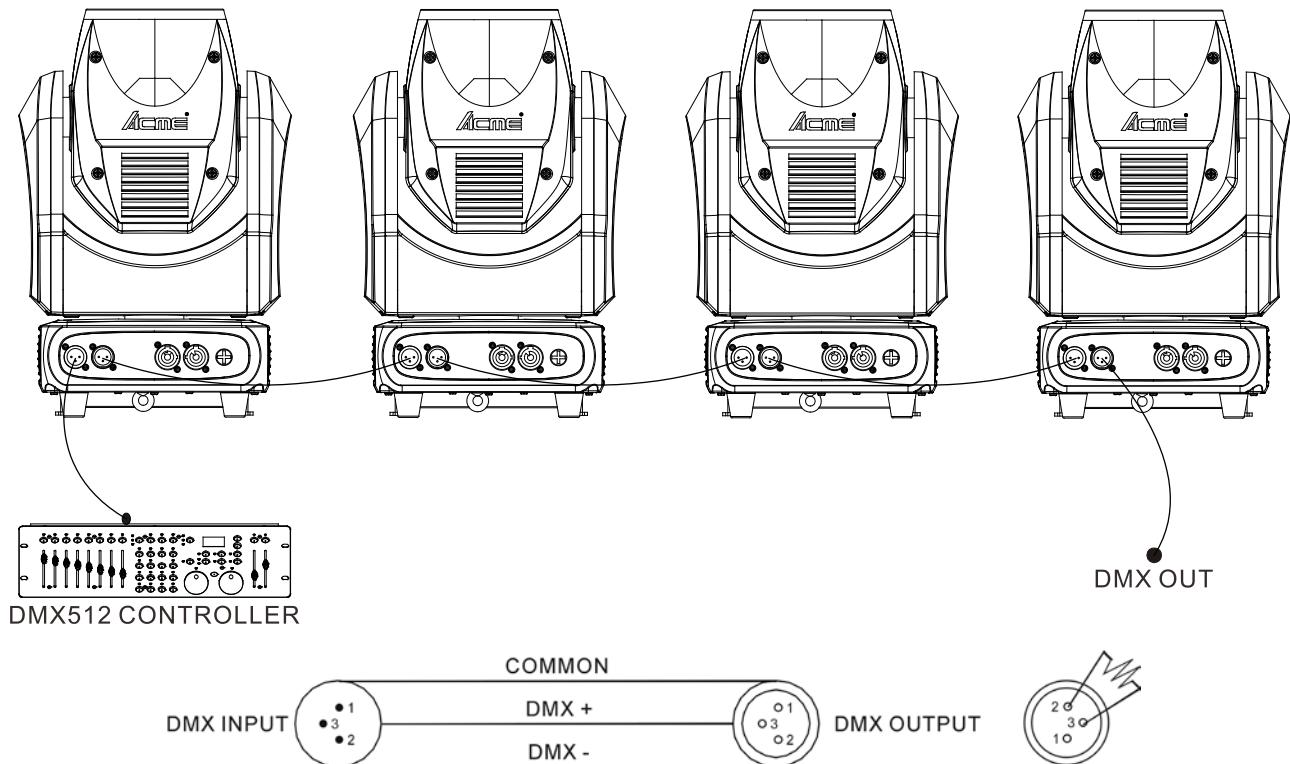
Enter offset mode, select **Gobo**, press the **ENTER** button to confirm, the present position will blink on the display, use the **UP/DOWN** button to offset the value from -128 to 127, press the **ENTER** button to store. Press the **MENU** button to exit.

### **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 -128 to 127, 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 can only be used in series and cannot be connected in parallel. 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 Settings, press the ENTER button to confirm, use the UP/DOWN button to select DMX Address, press the ENTER button to confirm, the present address will blink in 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
14 channels	1	15	29	43
12 channels	1	13	25	37

## **6.3 DMX512 Configuration**

Please control the fixture by referring to the configurations below

### **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.

**14 Channels (Mode1):**

CHANNEL	VALUE	FUNCTION
1	000-255	PAN 0°→540°
2	000-255	PAN FINE
3	000-255	TILT 0°→220°
4	000-255	TILT FINE
5	000-255	PAN/TILT SPEED Fast to Slow
6	000-127 128-189 190-193 194-255	TILT INFINITY Tilt Position CW Infinity, Fast to Slow Stop CCW Infinity, Slow to Fast
7	000-007 008-011 012-015 016-019 020-023 024-027 028-031 032-035 036-039 040-043 044-047 048-051 052-055 056-059 060-063 064-127 128-189 190-193 194-255	COLOR Open Color 1 Color 2 Color 3 Color 4 Color 5 Color 6 Color 7 Color 8 Color 9 Color 10 Color 11 Color 12 Color 13 Color 14 Color Wheel Indexing Clockwise Rotation, Fast to Slow Stop Counter-Clockwise Rotation, Slow to Fast
8	000-007 008-010 011-013 014-016 017-019 020-022 023-025 026-028	GOBO Open Gobo 1 Gobo 2 Gobo 3 Gobo 4 Gobo 5 Gobo 6 Gobo 7

	029-031 032-034 035-037 038-040 041-043 044-046 047-049 050-063 064-067 068-071 072-075 076-079 080-083 084-087 088-091 092-095 096-099 100-103 104-107 108-111 112-115 116-119 120-127 128-189 190-193 194-255	Gobo 8 Gobo 9 Gobo 10 Gobo 11 Gobo 12 Gobo 13 Gobo 14 Gobo 15 Gobo 1 Gobo Shaking, Slow to Fast Gobo 2 Gobo Shaking, Slow to Fast Gobo 3 Gobo Shaking, Slow to Fast Gobo 4 Gobo Shaking, Slow to Fast Gobo 5 Gobo Shaking, Slow to Fast Gobo 6 Gobo Shaking, Slow to Fast Gobo 7 Gobo Shaking, Slow to Fast Gobo 8 Gobo Shaking, Slow to Fast Gobo 9 Gobo Shaking, Slow to Fast Gobo 10 Gobo Shaking, Slow to Fast Gobo 11 Gobo Shaking, Slow to Fast Gobo 12 Gobo Shaking, Slow to Fast Gobo 13 Gobo Shaking, Slow to Fast Gobo 14 Gobo Shaking, Slow to Fast Gobo 15 Gobo Shaking, Slow to Fast Counter-Clockwise Rotation, Fast to Slow Stop Clockwise Rotation, Slow to Fast
9	000-007 008-128 129-255	<b>PRISM</b> No Effect Prism1 (8 facet prism) Prism2 (16 facet prism)
10	000-127 128-189 190-193 194-255	<b>PRISM ROTATION</b> 0%→100% Clockwise Rotation, Fast to Slow Stop Counter-Clockwise Rotation, Slow to Fast
11	000-007 008-015 016-131 132-139 140-181 182-189 190-231 232-239 240-247 248-255	<b>STROBE</b> Close Open Strobe from Slow to Fast Open Fast Close Slow Open Open Fast Open Slow Close Open Random Strobe Open

<b>12</b>	000-255	<b>DIMMER</b> 0%→100%
<b>13</b>	000-255	<b>DIMMER FINE</b>
<b>14</b>	000-129	<b>FUNCTION</b>
	130-139	No Function
	140-149	Lamp On
	150-159	Reset X/Y
	160-169	Reset Effect
	170-179	No Function
	180-199	No Function
	200-209	Reset All
	210-229	No Function
	230-239	Lamp Off
	240-255	No Function

### 12 Channels (Mode2):

CHANNEL	VALUE	FUNCTION
<b>1</b>	000-255	<b>PAN</b> 0°→540°
<b>2</b>	000-255	<b>PAN FINE</b>
<b>3</b>	000-255	<b>TILT</b> 0°→220°
<b>4</b>	000-255	<b>TILT FINE</b>
<b>5</b>	000-255	<b>PAN/TILT SPEED</b> Fast to Slow
<b>6</b>	000-255	<b>DIMMER</b> 0%→100%
<b>7</b>	000-007	<b>STROBE</b>
	008-015	Close
	016-131	Open
	132-139	Strobe from Slow to Fast
	140-181	Open
	182-189	Fast Close Slow Open
	190-231	Open
	232-239	Fast Open Slow Close
	240-247	Open
	248-255	Random Strobe
<b>8</b>	000-008	<b>COLOR</b> Open

	009-016 017-025 026-033 034-042 043-050 051-059 060-067 068-076 077-084 085-093 094-101 102-110 111-118 119-127 128-189 190-193 194-255	Color 1 Color 2 Color 3 Color 4 Color 5 Color 6 Color 7 Color 8 Color 9 Color 10 Color 11 Color 12 Color 13 Color 14 Clockwise Rotation, Fast to Slow Stop Counter-Clockwise Rotation, Slow to Fast
9	000-003 004-007 008-011 012-015 016-019 020-023 024-027 028-031 032-035 036-039 040-043 044-047 048-051 052-055 056-059 060-063 064-068 069-072 073-076 077-080 081-084 085-089 090-093 094-097 098-101 102-105 106-110 111-114 115-118	<b>GOBO</b> Open Gobo 1 Gobo 2 Gobo 3 Gobo 4 Gobo 5 Gobo 6 Gobo 7 Gobo 8 Gobo 9 Gobo 10 Gobo 11 Gobo 12 Gobo 13 Gobo 14 Gobo 15 Gobo 1 Gobo Shaking, Slow to Fast Gobo 2 Gobo Shaking, Slow to Fast Gobo 3 Gobo Shaking, Slow to Fast Gobo 4 Gobo Shaking, Slow to Fast Gobo 5 Gobo Shaking, Slow to Fast Gobo 6 Gobo Shaking, Slow to Fast Gobo 7 Gobo Shaking, Slow to Fast Gobo 8 Gobo Shaking, Slow to Fast Gobo 9 Gobo Shaking, Slow to Fast Gobo 10 Gobo Shaking, Slow to Fast Gobo 11 Gobo Shaking, Slow to Fast Gobo 12 Gobo Shaking, Slow to Fast Gobo 13 Gobo Shaking, Slow to Fast

	119-122 123-127 128-189 190-193 194-255	Gobo 14 Gobo Shaking, Slow to Fast Gobo 15 Gobo Shaking, Slow to Fast Counter-Clockwise Rotation, Fast to Slow Stop Clockwise Rotation, Slow to Fast
<b>10</b>	000-007 008-128 129-255	<b>PRISM</b> No Effect Prism1 (8 facet prism) Prism2 (16 facet prism)
<b>11</b>	000-127 128-189 190-193 194-255	<b>PRISM ROTATION</b> 0%→100% Clockwise Rotation, Fast to Slow Stop Counter-Clockwise Rotation, Slow to Fast
<b>12</b>	000-129 130-139 140-149 150-159 160-169 170-179 180-199 200-209 210-229 230-239 240-255	<b>FUNCTION</b> No Function Lamp On Reset X/Y Reset Effect No Function No Function No Function Reset All No Function Lamp Off No Function

## **7. Error Information**

**Error codes are shown continuously in the display when the fixture fails and they will not disappear until the fixture is repaired.**

### **1. CPU-B/C Error**

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

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

### **2. Pan Reset Error**

Check whether the position of the pan where the magnet is installed falls off or is damaged.

Check whether there are obstacles in the pan operating range.

Check whether the Hall element on the pan is damaged.

Check whether the lead connecting the Hall element on the pan and the PCB board is in poor contact or disconnected.

Check whether the motor on the pan is damaged.

Check whether the related circuit of the motor drive board on the pan is damage.

### **3. Pan Encode Error**

Check whether the encoder on the pan is damaged.

Check whether the lead connecting the encoder on the pan and the PCB board is in poor contact or disconnected.

### **4. Tilt Reset Error**

Check whether the position of the tilt where the magnet is installed falls off or is damaged.

Check whether there are obstacles in the tilt operating range.

Check whether the Hall element on the tilt is damaged.

Check whether the lead connecting the Hall element on the tilt and the PCB board is in poor contact or disconnected.

Check whether the motor on the tilt is damaged.

Check whether the related circuit of the motor drive board on the tilt is damage.

### **5. Tilt Encode Error**

Check whether the encoder on the tilt is damaged.

Check whether the lead connecting the encoder on the tilt and the PCB board is in poor contact or disconnected.

## **6. Color Reset Error**

Check whether the position of the color wheel where the magnet is installed falls off or is damaged.

Check whether there are obstacles in the color wheel operating range.

Check whether the Hall element on the color wheel is damaged.

Check whether the lead connecting the Hall element on the color wheel and the PCB board is in poor contact or disconnected.

Check whether the motor on the color wheel is damaged.

Check whether the related circuit of the motor drive board on the color wheel is damage.

## **7. Gobo Reset Error**

Check whether the position of the gobo wheel where the magnet is installed falls off or is damaged.

Check whether there are obstacles in the gobo wheel operating range.

Check whether the Hall element on the gobo wheel is damaged.

Check whether the lead connecting the Hall element on the gobo wheel and the PCB board is in poor contact or disconnected.

Check whether the motor on the gobo wheel is damaged.

Check whether the related circuit of the motor drive board on the gobo wheel is damage.

## **8. Prism Reset Error**

Check whether the position of the prism where the magnet is installed falls off or is damaged.

Check whether there are obstacles in the prism operating range.

Check whether the Hall element on the prism is damaged.

Check whether the lead connecting the Hall element on the prism and the PCB board is in poor contact or disconnected.

Check whether the motor on the prism is damaged.

Check whether the related circuit of the motor drive board on the prism is damage.

## **9. RPrism Reset Error**

Check whether the position of the prism where the magnet is installed falls off or is damaged.

Check whether there are obstacles in the prism operating range.

Check whether the Hall element on the prism is damaged.

Check whether the lead connecting the Hall element on the prism and the PCB board is in poor contact or disconnected.

Check whether the motor on the prism is damaged.

Check whether the related circuit of the motor drive board on the prism is damage.

## **10. Lamp Hot Power Off**

Check whether the temperature switch of the lamp is off.

Check whether the fans are still running properly.

## **11. Lamp Maintenance**

Check lamp use time and replace the lamp in time.

## **12. HeadFan1 Start Err**

Check whether the fan is not running.

Check whether the fan leads are installed in place or disconnected.

Check whether the fan is damaged.

Check whether there are obstacles in the fan operating range.

## **13. HeadFan1 Stop Err**

Check whether the fan circuit on the motherboard breaks down.

Check whether the component is damaged.

## **14. HeadFan1 Too Low**

Check whether the fan is out of order.

Check whether there are obstacles in the fan operating range.

## **15. HeadFan1 Too High**

Check whether the fan is out of order.

Check whether the fan circuit on the motherboard breaks down.

## **16. BaseFan1/2 Start Err**

Check whether the fan is not running.

Check whether the fan leads are installed in place or disconnected.

Check whether the fan is damaged.

Check whether there are obstacles in the fan operating range.

## **17. BaseFan1/2 Stop Err**

Check whether the fan circuit on the motherboard breaks down.

Check whether the component is damaged.

## **18. BaseFan1/2 Too Low**

Check whether the fan is out of order.

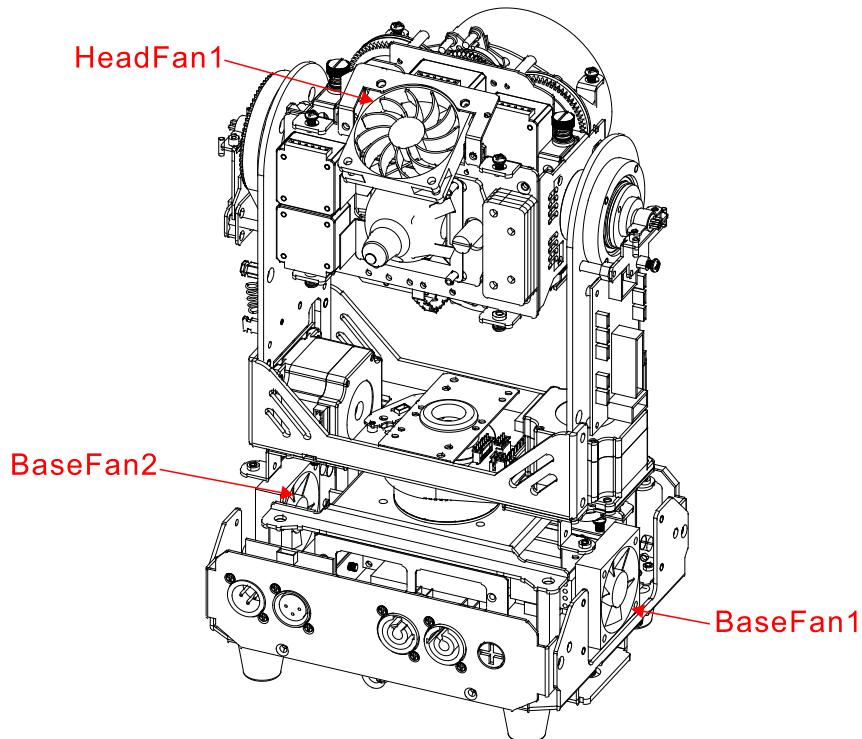
Check whether there are obstacles in the fan operating range.

## **19. BaseFan1/2 Too High**

Check whether the fan is out of order.

Check whether the fan circuit on the motherboard breaks down.

**The position of each fan of the fixture:**



## **8. Troubleshooting**

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

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

1. Check the connected power and main fuse.
2. Measure the voltage.
3. Check the power indicator to see whether it can be lit up or not.

### **B. Not responding to the DMX controller**

1. Check whether the DMX connectors and the DMX cables are connected correctly.
2. Check whether the DMX address is correctly set.
3. If the intermittent DMX signal problem occurs, check whether the XLR socket and the signal cable are well connected.

4. Try it with another DMX controller.
5. Check whether the DMX cables run near or alongside to the high-voltage cables, which may damage or interfere with the signal circuit.

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

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

#### **D. The lamp is cutting out intermittently**

1. The lamp is not working well. Check whether the voltage is too high or too low.
2. The internal temperature may be too high. Replace the cooling fan if necessary.

## **9. Fixture Cleaning**

It is absolutely essential that the fixture is kept clean to ensure the maximum light-output and allow the fixture to function reliably throughout its life. The fixture must be cleaned regularly to avoid dust, dirt and smoke-fluid residues building up on or within the fixture. The cleaning frequency depends on the application environment. Clean the fixture immediately if the dust enters it to avoid damage to the optical lens due to excessive dust.

- A soft lint-free cloth moistened with any good glass cleaning fluid is recommended, under no circumstances should solvents be used.
- Always dry the parts carefully.
- Clean the external optical lens at least every 20 days and the internal optical lens 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+A11:2020; EN 55035: 2017+A11: 2020;  
EN IEC 61000-3-2: 2019; EN 61000-3-3: 2013+A1: 2019.

### **&** **Harmonized Standard**

EN 60598-2-17: 2018; EN 60598-1: 2015+A1: 2018.

Safety of household and similar electrical appliances  
Part 1: General requirements and tests

**Innovation, Quality, Performance**