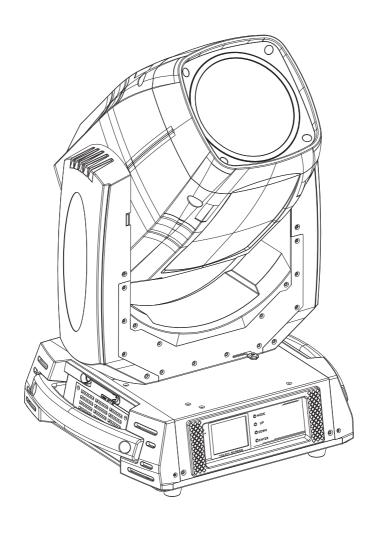
# TRINITY MAX

# **USER MANUAL**







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Congratulations on choosing o entirety and keep it well for using the relative using information o when using this equipment.	our products! Please carefully re reference. This manual contai f this products. Plese refere this	ad this instruction manual in its ned about the installation and s manual's relative instruction

# 1. Open-Package guidelines

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

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

1.Signal cable-1PC 2.Safty cable-1PC

3. User Manval-1PC 4. Omega holder-2PCS 5.Power cable-1PC

5.Service card-1PC

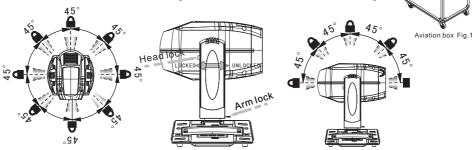
#### 1.1Package

Unpacking the fixture

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

#### Packing the fixture

- 1. Disconnect the fixture from power and allow it to cool.
- 2.lock arms and head as figure.- Fig.2(PAN Mechanism Lock and Release (every 45°)
- Fig.2-1)(Tilt Mechanism Lock and Release (every 45°) Fig.2-2)
- 3. Place the fix ture in the bottom of the flight case, and cover the case without forcing.



PAN Mechanism Lock Fig.2-1

Level vertical transportation lock Fig.2

Tilt Mechanism Lock Fig.2-2

# 2. Safety instructions

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

- -Be qualilfied
- -Follow the instructions of this manual.



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

#### Important:

- The manufacturer will not accept liability for any resulting damages caused by the nonobservance of this manual or any unauthorized modification to the device.
- Please consider that damages caused by manual modifications to the device are not subject to warranty.

- Never let the power-cord come into contact with other cables! Handle the power cord and all connections with particular caution!
- Make sure that the available voltage is not higher than stated on the rearpanel.
- Always plug in the power plug least. Make suer that the power-switch is set to off-position before you con ections with themains with particular caution!
- Make sure that the power-cord is never crimped or damaged by sharp edges. Check the decice and the power-cord from time to time.
- > Always disconnect from the mains, when the device is not in use or before cleaning it.
- Only handle the power-cord by the plug. Never pull out the plug by tugging the powercord.
- This device falls under protection class I. Therefore it is essential to connect the yellow/green conductor to earth.
- > The electric connection, repairs and servicing must be carried out by a qualified employee.
- > Do not connect this device to a dimmer pack.
- > Do not switch the fixture on and off in short intervals as this would reduce the lamp's life.
- > Do not touch the device's housing bare hands during its operation(housing becomes hot)!
- For replacement use lamps and fuses of same type and rating only.

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



Minimum distance of illuminated objects

The projector needs to be positioned so that the objects hit by the beam of light are at least 18 metres from the lens of the projector.

t<sub>a</sub> 40°C

➤ Maximum ambient temperature

Do not operate the fixture if the ambient temperatuer(Ta) exceeds 40°C (104°F).

> Temperature of the external surface

The maximum temperature that can be reached on the external surface of the fitting, in a thermally steady state, is  $80\,^{\circ}\text{C}$  (176 $^{\circ}\text{F}$ ).

t<sub>c</sub> 80°C

>IP20 protection rating

The fitting is protected against penetration by solid of over 12mm (0.47") in diameter (first digit 2), but not against dripping water, rain, splashes or jets of water (second digit 0).



Indoor use only



Not suitable for household illumination



▶Photobiological Safety

CAUTION. Do not look directly at the light source. Do not look at the light beam with optical devices or any other tool that could cause light convergence.

The fixture must be positioned so that the minimum distance between the front lens and human eye is at least 3metres to prevent personal photobiological risks.



➤ Mounting surfaces

It is permissible to mount the fitting on normally flammable surfaces.



- The products to which this manual refers comply with the European Directives pursuant to:
- •2006/95/EC Safety of electrical equipment supplied at low voltage (LVD)
- •2004/108/EC Electromagnetic Compatibility (EMC)
- •2011/65/EU Restriction of the use of certain hazardous substances (RoHS)
- •2009/125/EC EcoDesign requirements for Energy-related Products (ErP)



> Protection against electrical shock

Connection must be made to a power supply system fitted with efficient earthing (Class I appliance according to standard EN 60598-1).It is, moreover, recommended to protect the supply

lines of the projectors from indirect contact and/orshorting to earth by using appropriately sized residual current devices.



#### Disposing

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



#### ➤Battery

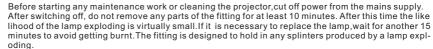
This product contains a rechargeable lead-acid or lithium iron tetraphosphate battery. To preserve the environment, please dispose the battery at the end of its life according to the regulation in force.



The fitting mounts a high-pressure lamp that needs an external igniter. This igniter is fitted onto the apparatus. -Carefully read the "operating instructions" provided by the lamp manufacturer. -Immediately replace the lamp if damaged or deformed by heat.



#### Maintenance



# 3. Operating determinations

- This device is a moving-head for creating decorative effects and was designed for indoor use only.
- > If the device ha been exposed to drastic temperature fluctuation(e.g.after transportation).do not weitch it on immediately. The arising condensation water might damage your device, Leave the device switched off until it has reached room temperature.
- Never run the device without lamp!
- Do not shake the device, Avoid brute force when installing or operating the device.
- Never life the fixture by holding it at the projectorhead, as the mechanics may be damaged. Always hold the fixture at the transport handles.
- > When choosing the installation-spot, please make sure that the device is not exposed to heat, moisture or dust. There should not be any cables lying around. You endanger your own and the safety of others!
- The minimum distance between light output and the illuminated surface must be more than 0.2 meters.
- Make sure that the area below the installation place is blocked when rigging, derigging or servicing the fixture.
- Always fix the fixture with an appropriate safety rope. Fix the safety rope at the correct holes only.
- > Operate the fixture after having checked that the housing is firmly closed and all screws are tightly fastend.
- >The lamp must never be ignited if the objective-lens or any housing-cover is open, as discharge lamps may explose and emit a high ultraviolet radiat, which may cause burns.
- The maximum ambient temperature 40° C must never be exceeded.
- Operate the device only after having familiarized with its functions. Do not permit operation by persons not qualified for operating the device. Most damages are the result of unprofessional operation!
- Please use the original packaging if the device is to be transported.
- Please consider that unauthorized modifications on the device are forbidden due to safety reasonsl.
- >If this device will be operated in any way different to the one described in this manual, the product may suffer damages and the guarantee becomes void. Furthermore, any other operation may lead to dangers like short-circuit, burns, electric shict, burns due to ultraviolet radiation, lamp explosion, crash etc.

# 4. Rigging the fixture

# 4.1 Mounting



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

#### 4. 2 Installing the Clamps

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

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

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

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

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

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

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

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

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

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

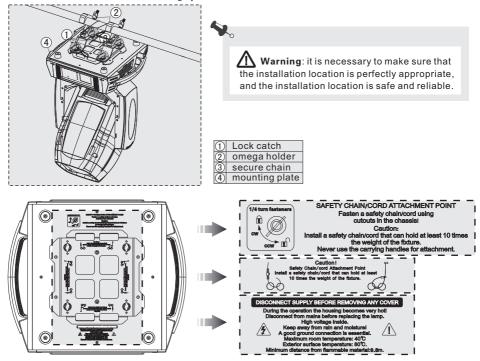
If the projector shall be lowered from the ceiling or high joists, professional trussing systems have to be used. The projector must never be fixed swinging freely in the room.

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

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

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

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

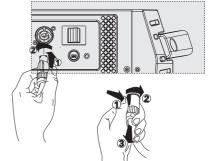


# 4.3 Power supply connection and cut off

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

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

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



#### 4.4 Power Connection

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

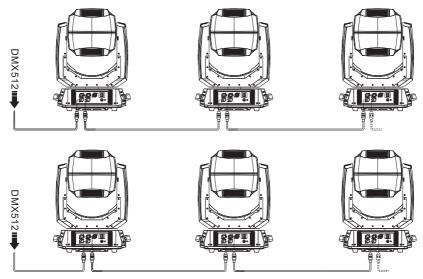


Warning: please verify the power of the power supply equipment prior to the connection! Earth wire must be grounded!

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

#### 4.5 DMX-512 connection/connection between fixtures

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



#### Caution

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

DMX output DMX iutput 3-pin XLR socket

DMX output DMX iutput 5-pin XLR socket 5-pin XLR socket





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





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

4 : N. A.

5: N. A.

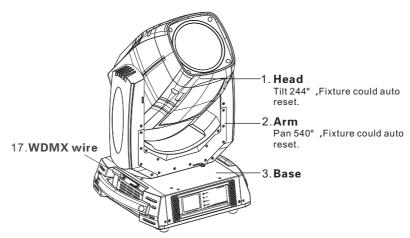
#### **DMX Terminator Diagram**

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



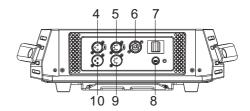


# 5.Description of the device



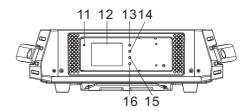
# **BACK PANEL**

- 4. 3-pin XLR female
- 5. 5-pin XLR female
- 6. Power-in
- 7. Power switch
- 8. Main Fuse
- 9. 5-pin XLR male
- 10.3-pin XLR male

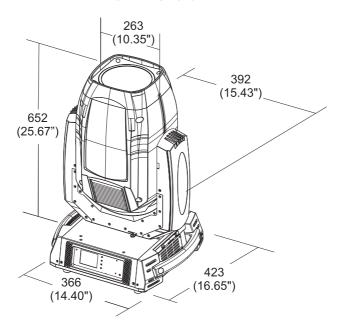


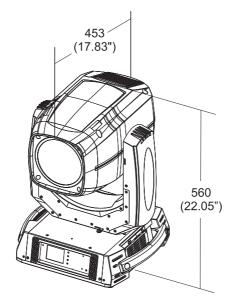
#### **CINTROL PANEL**

- 11.Status indicator lamp
- 12. Touch screen(LCD display)
- 13.MODE button
- 14.UP button
- 15.DOWN button
- 16. FNTFR button
- 17.WDMX Wire



# 6.Dimension





# 7. Display control

# 7.1 Navigation in the Menu

Using the buttons or touch screen, and this can be  $\,$  simply and easily set the address code and functions code.

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

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

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

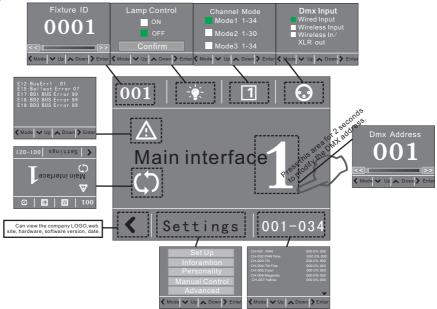
Press the MODE button to return to menu. Set a time 0 to 10 minutes automatically exit menu interface and close the screen.

## 7.2 Display Operation

Put through power supply, open the power switch of lamps and lanterns, display show the company LOGO website. According to the main interface, as shown in figure:

In the main interface, press "MODE" button to view the software version, press the "UP" "DOWN" can modify the DMX address.

If the screen " $\bigcirc$ " icon is green,said DMX signal connection is normal, this state can be used to check thelamps and lanterns and connection between the control table is normal.



menu interface

This lamp can be set to turn off the automatic flip screen function, touch this "  $\Box$  " icon can be manually flip screen.

# **INVOLIGHT**

Click on the main interface of the icon, numerical to view view Settings related information of lamps and lanterns. Symbols such as the main interface appear " $\Delta$ ", the following error message indicates that there might be a lamps and lanterns, can click to view and control information content to modify the lamps and lanterns.

CODE	ERRO INFO	CHECK MEASURMENT	NOTE
E01	SpiFlashError	Check the welding of memory IC	
E02	Program Err 1	Check the welding of Chip	†
E03	Program Err 2	Check the welding of master IC EP3C	†
E04	MBDInit Error		†
E05	BD1Init Error	Check the communication signal 485& 485 chip & memory IC	
E06	BD2Init Error		1
E07	BD3Init Error	Charle main achle ARAR / 405 \ ahin	RESET
E12	BusErr1	Check main cable ABAB(485) chip	<b>ERROR</b>
E13	BusErr2		
E14	SPDError	Check the welding of master IC	]
E16	MFpga Error		]
E17	BD1 BUS Error	Check the communication signal& welding of communication	
E18	BD2 BUS Error	chip	
E19	BD3 BUS Error		
E21	Pan FB. Err	Check the light coupling line, optical coupling switch and a	
E23	Tilt FB. Err	plate of the relative position measurement	
E22	Pan Zero Err		
E24	Tilt Zero Err		
E25	Prism Err1		
E26	Prism Err2		
E27	Prism RtErr1		
E28	Prism RtErr2		
E29	R.Gobo Err1	Check cable of sensor, distance and location of ,magnets and	
E30	R.Gobo Err2	sensor	
E31	Zomm Err		
E32	Focus Err		
E33	St.Gobo Err		
E34	Cyan Err		
E35	Magenta Err	-	
E36	Yellow Err		
E37	B.Fan1 Error	Observation of board	
E38	B.Fan2 Error	Check the fan of head	
E39	B.Fan3 Error		
E40	L.Fan1 Error	Check if the fan(80) of the lamp holder is working	
E41	L.Fan2 Error		
E42	L.Fan3 Error	Check if the blowing machine of lamp holder is working	
E43	L.Fan4 Error	Charly the few of head CODO	
E44	GOBO Fan Error	Check the fan of head GOBO	

# 7.3 Unit Menu

			Remark
	Dmx Address	001~XXX	Dmx Address
		Mode1 1~34	
Set up	Channel Mode	Mode2 1~30	default Mode1
		Mode3 1~34	
	Fixture Id	0001~9999	Lamps address
	Fixture Times	XXXXX h XX m	Total working hours
		Lamp On Times XXXXh XXm	Lamp On working hours
	Lamp Times	Lamp Strike XXXX	Lamp Strike
		Reset Lamp Time	Reset Lamp Time
	Error List		Error details
Information		BOARD 1: XX.XX%	
	Diagnosis	BOARD 2: XX.XX%	Diagnosis
	<b>g</b>	BOARD 3: XX.XX%	<b>g</b>
	Fans Monitor	2071112 01 7011010170	Fans Monitor
	DMX Values		DMX Values
	Divint Values	Power ON Light ON/OFF	Power ON Light (default OFF)
	Lamp	Lamp On By DMX ON/OFF	Lamp On By DMX (default ON)
		Lamp ON Delay 0~60m	Lamp ON Delay (defaul 0m)
-		Pan Reverse ON/OFF	Pan Reverse (defaul OFF)
	Pan/Tilt	Tilt Reverse ON/OFF	Tilt Reverse (defaul OFF)
	,	Feedback ON/OFF	Pan/Tilt Auto Switch (defaul ON)
	Dmx Input	Wired Input	Wired Input(defaul)
		Wireless Input	Wireless Input
	put	Wireless In/XLR out	Wireless In/XLR out
Personality		P/T Moving	defaul OFF
	BlackOut	Colour Moving	defaul OFF
		Gobo Moving	defaul OFF
		Brightness	Brightness
		Screen Time out 0-10m	Screen Time out
	Screen	Touch Screen ON/OFF	Touch Screen (defaul OFF)
		Auto Screen ON/OFF	Auto Screen (defaul ON)
		English	, , , , , , , , , , , , , , , , , , , ,
	Language	Chinese	language choice
		Lamp Control ON/OFF	Lamp Control (defaul OFF)
	Lamp	Confirm	Confirm
		Reset ALL	
D.C		Reset Pan/Tilt	
Manual Control	Reset	Reset Colour	
		Reset Zoom	
		Reset Dimmer	
	Channel		Chanel Testing
	Demo		Results demonstrate
	Calibration	Input Password XXXX	Chanel Adgusting
Advanced	Factory Default	ON/OFF	Reset to orignal parameters
	Touch Calibration	3.17.51.1	Touch screen adjusting
	. Judii Guilbiution		. Jaon ooroon aajaoang

# 8.DMX protocol

Mode1	Mode2	Mode3	Fade Type	Function	Dmx Value
1	23	23	Pan	Pan	0-255
2	24	24	Pan Fime	Pan Fime	0-255
3	25	25	Tilt	Tilt	0-255
4	26	26	Tilt Fime	Tilt Fime	0-255
5	1	1	Cyan	Linear Cyan movement	0-255
6	2	2	Magenta	Linear Magenta movement	0-255
7	3	3	Yellow	Linear Yellow movement	0-255
				Empty position	0
				Empty → Soft Filter	1–28
				Soft Filter	29-50
				Soft Filter → Lavender	51-80
				Lavender	81-100
	4	4		Lavender → CTO 3200K	101-129
				CTO 3200K	130-150
				CTO 3200K→CTO 2500K	151-181
				CTO 2500K	182-204
				CTO 2500K→ Blue Wood(UV Filter)	105-235
ш				Blue Wood(UV Filter)	236-255
				Empty position	0
				Empty → Soft Filter	1–13
				Soft Filter	14-26
			Colour 1	Soft Filter → Lavender	27-39
				Lavender	40-52
				Lavender → CTO 3200K	53-65
				CTO 3200K	66-78
				CTO 3200K→CTO 2500K	79–91
8				CTO 2500K	92-104
l ° I				CTO 2500K→ Blue Wood(UV Filter)	105–117
				Blue Wood(UV Filter)	118–127
				Continuous Colour 1 at linearly variable speed from fast	128-167
				to slow	120-107
				Stop rotation	168-171
				Continuous Colour 1 at linearly variable speed from	170 011
				slow to fast	172–211
				Stop rotation	212-215
				colour effect speed from slow to fast	216-255
				Empty position	0
				Empty → Dark Green	1–28
				Dark Green	29-50
				Dark Green → CTB	51-80
				СТВ	81–100
	5	5		CTB → Dark Blue	101-129
				Dark Blue	130-150
				Dark Blue → H.M.Green	151-181
				H.M.Green	182-204
				H.M.Green → Dark Red	105-235
$\Box$			Colour 2	Dark Red	236-255
1 7			00.0ui 2	Empty position	0
				Empty → Dark Green	1–13
				Dark Green	14-26
				Dark Green → CTB	27-39
				СТВ	40-52
9				CTB → Dark Blue	53-65
				Dark Blue	66-78
				Dark Blue → H.M.Green	79-91
				H.M.Green	92-104
				H.M.Green → Dark Red	105–117
				Dark Red	118–127

10	Mode1	Mode2	Mode3	Fade Type	Function	Dmx Value
10					· · · · · · · · · · · · · · · · · · ·	128-167
Continuous Colour 1 at linearly variable speed from   172-211						
Solow to fast   172-211						168-171
Stop rotation   212-215	9					172-211
Colour effect speed from slow to fast   216-255						212_215
Figure						
Fight   Company   Compan						
10   10   10   10   10   10   10   10					Empty → Light Green	
10   PinK   Rotation   PinK   Rotation   PinK   Rotation   Robo   Rotation   Rotation   Robo   Rotation   Rotation   Rotation   Robo   Rotation   Rotation   Rotation   Rotation   Rotation   Rotation   Robo   Rotation						
10   PinK						
10   Aquamarine		6	6			
Rotation   13		۰	"			
10   14						
10					Dark Orange	182-204
Colour 3					Dark Orange → Light Orange	
Colour 3						
Light Green						
10						
PinK				Colour 2		
PinK → Aquamarine   53-65     Aquamarine → Dark Orange   79-91     Dark Orange → Light Orange   92-104     Dark Orange → Light Orange   105-117     Light Orange ← Light Orange   118-127     Continuous Colour 1 at linearly variable speed from fast to slow   128-167     Stop rotation ← Continuous Colour 1 at linearly variable speed from slow to fast   172-211     Stop rotation ← Continuous Colour 1 at linearly variable speed from slow to fast   172-211     Stop rotation ← Continuous Colour 1 at linearly variable speed from slow to fast   172-211     Stop rotation ← Colour effect speed from slow to fast   172-215     Colour effect speed from slow to fast   19-37     Gobo 1 ← 19-37     Gobo 2 ← 38-56     Gobo 3 ← 57-74     Gobo 4 ← 75-92     Gobo 5 ← 93-111     Gobo 6 ← 112-129     Gobo 6 ← 112-129     Gobo 1 ← 130-150     Gobo 1 ← 130-150     Gobo 1 ← 130-150     Gobo 2 ← 151-171     Gobo 3 ← 172-192     Gobo 3 ← 172-192     Gobo 4 ← 133-213     Gobo 5 ← 235-255     Gobo 1 ← 235-25				Colour 3		
10						
Dark Orange						
Dark Orange → Light Orange   105-117					Aquamarine → Dark Orange	
13	10					
Rotation	'"					
128-167   128-167   128-167   128-167   168-171   168-171   172-211   168-171   172-211   172-						118-12/
Stop rotation					· · · · · · · · · · · · · · · · · · ·	128-167
14   14   14   14   14   14   14   14						168_171
Slow to fast   Stop rotation   212-215						
Stop rotation   212-215     216-255     216-255						172–211
Rotation   Gobo   Gob						
Rotation   Gobo   19-37   Gobo   38-56   Gobo   48-59   Gobo   68-59   Gobo   68-69   Gobo   6						216-255
Rotation						
Rotation   Gobo   Gob						
11						
Rotation   Gobo   Gob						
11   13   13   13   13   14   14   14						
11				Rotation		
Table	11	13	13	Gobo		112-129
Texas   Part   Texas				Select		
Try-192						
Table						
Table						
Table						
14						
Table   Tabl					Gobo Indexing:0° TO 90° range	0-21
14					Gobo Indexing:90° TO 180° range	
12 14 14 Gobo Rotation Formation From fast to slow Stop rotation at linearly variable speed Continuous gobo rotation at linearly variable speed 193–255						
12 14 14 Rotation Rot						
Rotation Continuous gobo rotation at linearly variable speed from fast to slow Stop rotation Stop rotation 191–192 Continuous gobo rotation at linearly variable speed 193–255	12	14	14	Gobo		
from fast to slow Stop rotation 191–192 Continuous gobo rotation at linearly variable speed 193–255	12	14	14	Rotation		
Stop rotation 191–192 Continuous gobo rotation at linearly variable speed 193–255						128-190
Continuous gobo rotation at linearly variable speed 193-255						191-192
from slow to fast						
					from slow to fast	193-299

Mode1	Mode2	Mode3	Fade Type	Function	Dmx Value
13	15	15	Fine Gobo	Fine Gobo Rotation	0-255
				Unused Range	0-3
				Gobo 1	4-7
				Gobo 2	8-11
				Gobo 3	12-15
				Gobo 4	16-18
				Gobo 5	19-22
				Gobo 6	23-26
				Gobo 7	27-30
				Gobo 8	31-34
				Gobo 9	
					35-37
				Gobo 10	38-41
				Gobo 11	42-45
				Gobo 12	46-49
				Gobo 13	50-53
				Gobo 14	54-56
				Gobo 15	57-60
				Gobo 16	61-64
				Gobo 17	65-68
				Gobo 18	69-71
				Continuous gobo wheel clockwise rotation at linearly	-0.440
			a	variable speed from fast to slow	72–113
14	10	10	Static gono	Stop rotation	114-117
17	10	10	Change	Continuous gobo wheel couneter-clockwise rotation at	114-117
					118-159
				linearly variable speed from slow to fast	
				Gobo Shakes at variable speed from slow to fast	
				Gobo 1	160-165
				Gobo 2	166-170
				Gobo 3	171–175
				Gobo 4	176-181
				Gobo 5	182-186
				Gobo 6	187-191
				Gobo 7	192-197
				Gobo 8	198-202
				Gobo 9	203-207
				Gobo 10	208-214
				Gobo 11	215-218
				Gobo 12	219-223
				Gobo 13	224-229
				Gobo 14	230-234
				Gobo 15	235-239
				Gobo 16	240-245
				Gobo 17	246-250
				Gobo 18	251-255
15	11	11	Animation	Linear Animation disk insertion	0-255
13	- ' '	- ' '	Allillation	Continuous Animation disk clockwise rotation at	0-233
					0-124
		4.0	Animation	linearly variable speed from fast to slow	105 100
16	12	12	disk rotation	Stop rotation	125-130
				Continuous Animation disk couneter-clockwise	131-255
				rotation at linearly variable speed from slow to fast	101-233
			Prism	Prism out	0-10
17	16	16		Prism 1 into the light beam	11-132
			insertion	Prism 2 into the light beam	133-255
				Prism rotation:0° TO 90° range	0-21
				Prism rotation:90° TO 180° range	21-42
				Prism rotation:30° TO 270° range	42-63
			Prism	Prism rotation: 100 10 270 range	63-84
		17			84-105
18	17	17			
18	17	17	rotation	Prism rotation:360° TO 450° range	
18	17	17	rotation	Prism rotation:450° TO 540° range	105-127
18	17	17	rotation		

18	Mode1	Mode2	Mode3	Fade Type	Function	Dmx Value
18				···		•
19   18   18   18   Frost Focus moves linearly into the light beam   0-255	10	17	17			
19	'0	"	"	rotation	· · · · · · · · · · · · · · · · · · ·	193–255
20	10	10	10	Erect		0_255
21   20   20   Focus   Focus moves linearly from far to near position   0-255						
22						
23   22   22   Eeam Mode						
23   22   22   23   24   25   25   25   24   25   25   25						
24   7   7   Stopper   STROBE SLOW→FAST   4-103   104-107   104-107   108-207   108	23	22	22	Eeam Mode		
24   7   7						
Stopper						
24   7						
Table   Tabl						
Strobe   RANDOM SLOW STROBE   213-225   RANDOM MEDIUM STROBE   226-238   RANDOM MEDIUM STROBE   239-251   225-255   25   8   8   Dimmer   Dimmer   0-100%   0-255	24	7	7			
RANDOM MEDIUM STROBE   226-238   RANDOM FAST STROBE   239-251   Light ON   252-255		,	<b>'</b>	Strobe		
RANDOM FAST STROBE   239-251						
Light ON   252-255						
25   8   8   Dimmer   Dimmer 0-100%   0-255						
26   9   9   Dimmer Fime   Dimmer	25	0	•	Dimmor		
Variable   Variable		_				
Fast Pan/Tilt Speed (default )   12-24   Normal Pan/Tilt Speed   25-37   10-25-37   10-25-37   10-25-37   10-25-37   10-25-37   10-25-37   10-25-37   10-25-37   10-25-37   10-25-37   10-27-37   10	20	9	3	Dillillier Fillie		
Normal Pan/Tilt Speed   25-37   38-50   16   16   17   17   18   18   18   19   19   19   19   19						
Part						
Part						
27   27   27   27   27   27   27   27						
Part						
Punction   Function   Function   Function   Function   CMY Shortcut ON (default)   102-114   102-115   102-114   102-115   102-114   102-115   102-114   102-115   102-114   102-115   102-114   102-115   102-114   102-115   102-114   102-115   102-115   102-114   102-115   102-115   102-114   102-115   1						
CMY Shortcut OFF						
Unused Range   Disable zoom/focus linking - 1 sec.   235-239	27	27	27	Function		
Disable zoom/focus linking - 1 sec.   235-239						
Enable zoom/focus linking,near distance(8meters)						
Company   Comp						235-235
Enable zoom/focus linking,ediumdistance(12meters) - 245-249						240-244
Enable zoom/focus linking, far distance(20meters) - 1   250-255						245 240
Sec.   250-255						
28   28   Reset					_	250-255
Zoom Reset -5 sec   26-76	_					0.25
Pan/Tilt Reset -5 sec   77-127						
Complete Reset -5 sec   128-255	28	28	28	Reset		
29   29   29   29   29   29   29   29						
29   29   29   29   29   29   29   29	<b>—</b>					
Lamp On -5 sec   101-255     Macro Off   0-7     Standby   8-11     Standby   12-15     Zoom In Faded   16-45     Zoom Out Faded   46-75     Zoom In Out   76-105     Standby   black   106-135     Zoom In Faded Random   136-165     Zoom In Out Random   166-195     Zoom In Out Random   196-225     Zoom In Out Random   196-225     Zoom In Out Random   196-255     Zoom In Out Random   196-255	29	29	29	Lamn Control		
Macro Off   0-7	-			Lump control		
Standby						
Standby ( black )   12-15     Zoom In Faded   16-45   Zoom Out Faded   46-75   Zoom In Faded   76-105   Standby ( black )   106-135   Zoom In Faded Random   136-165   Zoom In Faded Random   166-195   Zoom In Out Random   196-225   Standby ( black )   226-255   31   31   Pan-Tilt time   Pan - Fine Pan - Tilt - Tilt Fine   0-255   32   32   Colour time   Cyan - Magenta - Yellow   0-255   33   Beam time   Dimmer - Frost - Prism - Focus - Zoom   0-255   Dimmer - Frost - Prism - Focus - Zoom   0-255   Dimmer - Frost - Prism - Focus - Zoom   0-255   Dimmer - Frost - Prism - Focus - Zoom   0-255   Dimmer - Frost - Prism - Focus - Zoom   0-255   Dimmer - Frost - Prism - Focus - Zoom   0-255   Dimmer - Frost - Prism - Focus - Zoom   0-255   Dimmer - Frost - Prism - Focus - Zoom   0-255   Dimmer - Frost - Prism - Focus - Zoom   0-255   Dimmer - Frost - Prism - Focus - Zoom   0-255   Dimmer - Frost - Prism - Focus - Zoom   0-255   Dimmer - Frost - Prism - Focus - Zoom   0-255   Dimmer - Frost - Prism - Focus - Zoom   0-255   Dimmer - Frost - Prism - Focus - Zoom   0-255   Dimmer - Frost - Prism - Focus - Zoom   0-255   Dimmer - Frost - Prism - Focus - Zoom   0-255   Dimmer - Frost - Prism - Focus - Zoom   0-255   Dimmer - Frost - Prism - Focus - Zoom   0-255   Dimmer - Frost - Prism - Focus - Zoom   0-255   Dimmer - Frost - Prism - Focus - Zoom   Dimmer - Frost - Prism - Focus - Zoom   Dimmer - Frost - Prism - Focus - Zoom   Dimmer - Frost - Prism - Focus - Zoom   Dimmer - Frost - Prism - Focus - Zoom   Dimmer - Frost - Prism - Focus - Zoom   Dimmer - Frost - Prism - Focus - Zoom   Dimmer - Frost - Prism - Focus - Zoom   Dimmer - Frost - Prism - Focus - Zoom   Dimmer - Frost - Prism - Focus - Zoom   Dimmer - Frost - Prism - Focus - Zoom   Dimmer - Frost - Prism - Focus - Zoom   Dimmer - Frost - Prism - Focus - Zoom   Dimmer - Frost - Prism - Focus - Zoom   Dimmer - Frost - Prism - Focus - Zoom   Dimmer - Frost - Prism - Focus - Zoom   Dimmer - Frost - Prism - Focus - Zoom   Dimmer - Frost - Prism - Frost - Prism - Frost						
Standby   Stan						
Som Out Faded   36-75   Standby (black )   Standby (black )   Toom Out Faded Random   Toom Out Random   To						
30   30   30   Macro Effects						
Standby ( black )   106-135     Zoom In Faded Random   136-165     Zoom Out Faded Random   166-195     Zoom In Out Random   196-225     Standby ( black )   226-255     31   31   Pan-Tilt time   Pan - Tilt - Tilt Fine   0-255     32   32   Colour time   Cyan - Magenta - Yellow   0-255     33   33   Beam time   Dimmer - Frost - Prism - Focus - Zoom   0-255	30	30	30	Macro Effects		
Zoom In Faded Random   136-165						
Zoom Out Faded Random   166-195						
Zoom In Out Random   196-225   Standby (black)   226-255						
Standby ( black )         226–255           31         31         Pan-Tilt time   Pan - Fine   Pan - Tilt - Tilt   Fine         0-255           32         32         Colour time   Cyan - Magenta - Yellow         0-255           33         33         Beam time   Dimmer - Frost - Prism - Focus - Zoom         0-255						
31       31       Pan-Tilt time   Pan - Fine Pan - Tilt - Tilt Fine       0-255         32       32       Colour time   Cyan - Magenta - Yellow       0-255         33       33       Beam time   Dimmer - Frost - Prism - Focus - Zoom       0-255						
32         32         Colour time         Cyan - Magenta - Yellow         0-255           33         33         Beam time         Dimmer - Frost - Prism - Focus - Zoom         0-255	31		31	Pan-Tilt time	Pan - Fine Pan - Tilt - Tilt Fine	
33 Beam time Dimmer – Frost – Prism – Focus – Zoom 0–255				Colour time	Cyan - Magenta - Yellow	
	33		33			0-255
	34		34			

# Time table

	Timo tabi				
BIT	Seconds				
0	Full				
1	0.2				
2	0.4				
3	0.6				
4	0.8				
5	1				
6	1.2				
7	1.4				
8	1.6				
9	1.8				
10	2				
11	2.2				
12	2.4				
11 12 13	2.6				
14	2.8				
15	3				
16	3.2				
17	3.4				
18	3.6				
19	3.8				
20	4				
21	4.2				
22	4.4				
22	4.6				
24	4.8				
25	4.8				
26	5.2				
26	5.4				
4/	3.4				
28	5.6				
29	5.8				
30	6				
31	6.2				
32	6.4				
33	6.6				
34	6.8				
35	7				
36	7.2				
37	7.4				
38	7.6				
39	7.8				
40	8 8.2				
41	8.2				
42	8.4				

BIT	Seconds
43	8.6
44	8.8
45	9 1
46	9.2
47	9.4
48	9.6
49	9.8
50	10
51	10.2
52	10.4
53	10.6
54	11
55	
56	12
57	12
58 59	13
	13
60	
61	14
62 63	
	15
64	
65	
66	16
67	
68	17
69	
70	10
71	18
7 <u>2</u> 73	
74	19
14	
76	20
77	
78	
79	21
80	-
81	
82	22

23

BIT	Seconds
86	24
87	24
88	
89	25
90	
91	26
92	26
93	
94	27
95	
96	28
97	28
98	
99	29
100	
101	
102	30
103	
104	31
105	31
106	
107	32
108	
109	33
110	33
111	
112	34
113	
114	35
115	35
116	
117	36
118	
119	37
120	3/
121	
122	38
123	
124	
125	39
126	

40

ls	BIT	Seconds
	129	
_	130	41
	131	
- 1	132	42
4		
	134 135	43
┥	136	43
	137	
	138	44
7	139	
	140	45
	141	
	142	46
	143	70
	144	
	145	47
4	146	
	147	48
-	148 149	
	150	49
	151	
┪	152	
	153	50
7	154	
	155	51
_	156	5
	157	
4	158	52
	159	
	160 161	53
┥	162	
	163	54
┪	164	٠.
J	165	FF
J	166	55
7	167	
J	168	56
Ц	169	
J	170	57
Ц	171	

BIT	Seconds
172	
173	58
174	
175	
176	59
177	33
170	
179	60
180	0.5
181	65
182	
183	70
184	. •
185	
186	75
187	
188	80
189	ου
190	
191	85
192	
193	
194	90
195	
196	95
	90
197	
198	100
199	
200	440
201	110
202	
203	
204	120
205	
206	130
207	130
208	
209	140
210	
211	4=0
212	150
213	
214	160

_	
BIT	Seconds
215	160
216	170
217	
218	400
219	180
220	
221	190
222	
223	200
224	200
225	
226	040
227	210
228	
229	220
230	
237	230
232	230
233	
234	240
235	
230	250
237	250
230	
240	260
240	$\vdash$
241	270
242	2,0
243	
245	280
246	
247	290
248	200
249	
250	300
251	
252	
253	310
254	
-54	
255	Full
1	

# 9. Maintance and cleaning

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

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

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

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

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

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

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

# 10. Electric equipment specification

## 10.1 Electrical paramters

SOURCE:Osram sirius hri 440W

POWER:700W

VOLTAGE: AC100-240V 50/60HZ Color temperature: 7800K

# 10.2 Weight and dimensions

Dimensions: 453X423X560mm

NET WEIGHT: 27Kg

Dimensions (Carton package): 661X506X581mm

WEIGHT (Carton package): 33Kg

Dimensions (Air boxes -2 lights):1010X520X780mm NET WEIGHT/WEIGHT (Air boxes -2 lights):37Kg/95Kg

#### 10.3 Channel Characteristics

- 1. Channel:34, 30, 34DMX-512.
- 2. Scan: Pan540°, Tilt244°, Scan speed adjustable. Fixture could auto reset.
- 3. Colour wheel:three open+5colors.half-color effects, CMY function.
- 4. Gobo wheel:one open+6 gobos.one, Fix gobo wheel:one open+18gobos.
- 5. Prism system: 1 rotating of 8 faces, 1 rotating of 4 faces.
- 6. Zoom:linear amplifier.
- 7. Focus:linear focus with auto function.
- 8. Demmer: two stepper motor adjusting, linear dimmer.
- 9. Strobe:two stepper motor, with strobe mode of synchronistical, pulse and random.

#### 10.4 Menu Function

1. Touch screen, English/Chinese menu.

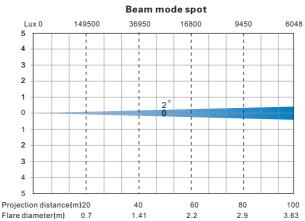
- 2. Each DMX Value displayable.
- 3. Time of automatic turning off is able to set on the display, when operating pan/tilt, Color and gobos, strobe are turn off and able to set freely.
- 4. Display the time using of lighting feature and lamp as well as the times of turning on for lamp.
- 5. With function of turn on lamp when powered.

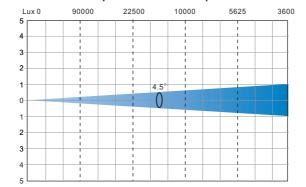
Projection distance(m)20

Flare diameter(m) 1.58

- 6. Automatic 50 % energy saving of power when turn off the strobe.
- 7. Remote ON by DMX.
- **8.** You can switch on and off the lamp via the control panel or via your DMX controller. It must be noted that it has to be cold before re-stricking.
  - 9. After the DMX signal is disconnected, the display will be bright and dark.
  - 10. Software upgrade function.

# 10.5 light table





Spot mode minimum spot

4.74

6.32

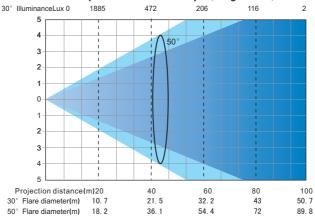
100

7.9

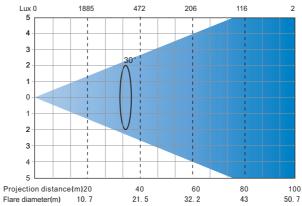
40

3.16

#### Spot mode maximum spot( frog at 50%)



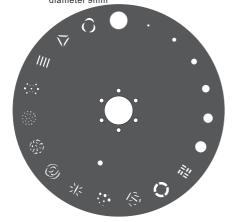
## Spot mode maximum spot



# 10.6 Gobo wheel

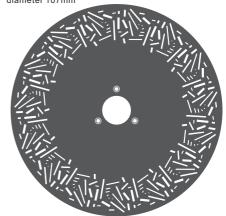
Fix gobo wheel

Integra, Inside diameter \( \phi \) 118mm, effective diameter 9mm

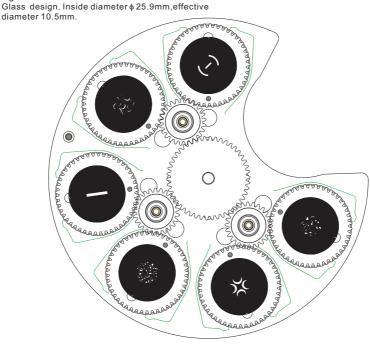


#### Effect wheel

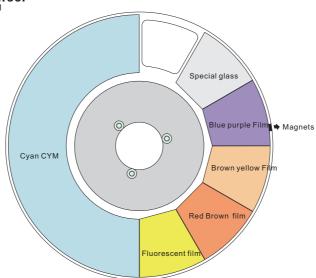
Integra, Inside diameter  $\phi$  110mm, effective diameter 107mm



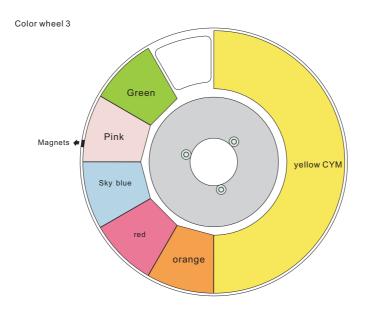
Rgobo wheel



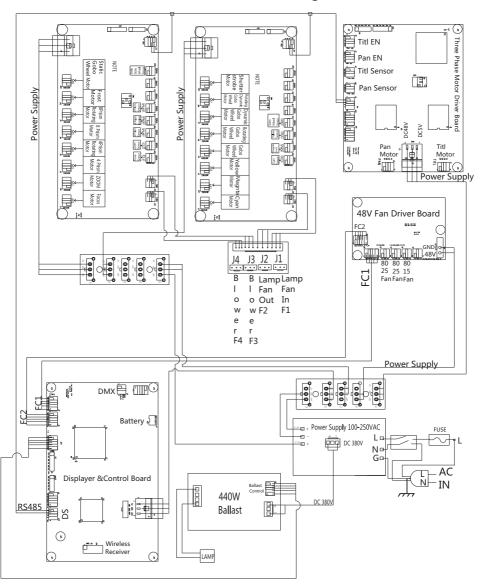
# 10.7 Color wheel Color wheel 1







# 11.Electronic drawing



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