

17r 350w spot wash beam moving head light

User manual



1. Maintenance

To reduce the risk of electrical shock or fire, do not expose this unit to rain or moisture.

Intermittently using will extend this item's service life.

Please clear the fan ,fan net , and optical lens in order to keep good work state.

Do not use the alcohol or any other organic solvent to wipe the shell.

2. Statement

The product has perfect performance and integrity packing. All users should be strictly complying with the warning and operating instructions as stated. Or we aren't

in charge of any result by misusing. Any damage resulting by misuse is not within the

Company's warranty. Any fault or problem caused by neglecting the manual is also

not in the charge of dealers.

Note: All information is subject to change without prior notice.

3. Safety Precaution

In order to guarantee the product's life, please don't put it in the damp places or

even the environment over 60degrees.

Always mount this unit in safe and stable matter.

Install or dismantle should operate by professional engineer.

Using lamp , the change rate of power voltage should be within $\pm 10\%$, If the

voltage is too high, it will shorten the light's life; If it's not enough, will influence the effect.

Please restart it 20 minutes later after turning off light , until full-cooling. Frequent switching will reduce the life span of lamps and bulbs; intermittent using will improve the life of bulbs and lamps.

In order to make sure the product is used well, please read the Manual carefully.

Rigging (Optional)

This equipment can be positioned and fixed by clamp in every direction of the stage.

Locking system makes it easy to fasten to the bracket.

Attention! Two clamps is needed to fix the equipment. Every clamp is locked by fastener of 1/4 kind. Fastener can only be locked clockwise.

Attention! Fasten a safety string to the additional hole of side aluminum piece.

The secondary accessory can not hang on the delivery handle. Nip the equipment on bracket.

Check if rigging clamp (not including the one inside) damaged or not? If stand ten times weight as the equipment. Make sure the architecture can stand ten times

weight as all the equipment, clamps, wiring and other additional fixtures.

Screws for clamping must be fixed firmly. Take one M12 screw (Grade 8.8 or higher) to clamp bracket, and then screw the nuts.

Level the two hanging points at the bottom of clamp. Insert fastener to the bottom, lock the two levers by 1/4 rotating clockwise; then install another clamp.

Install on safety string which stands at least ten times weight as equipment. Terminal of the accessory is designed for clamps.

Make sure pan/tilt lock unlocked or not. Keep the distance more than 1M from equipment to flammable material or lighting source.

4. Product Instruction

Item No.:ELB-350W-17R

Voltage: AC100-240, 50-60HZ

Rated power: 560W

Lamp source: 350W 17R lamp

Lifespan: 2000 hours

Zoom angle: Beam function: 4.5-45 degree, Spot function: 4-25 degree

Fixed color: 13 Color with white, dual color effect

Fixed Gobo: 14 fixed gobo with open circle

Rotating Gobo :9 changeable rotating three-dimensional gobo with white.

Prism: 8-facet+16-facet prism, can superposed into 24 prism

Dimming:0-100% electronic linear dimming

Strobe: 1-20 times/sec, pulse strobe, synchronous and asynchronous strobe

Atomization: 0-100%

Focus: electronic focusing

Pan: 540°(16-bit) / Tilt: 270°(16-bit)

Motor: 3-phase motor provides fast, smooth, stable, eliminates drive noise, can auto correct & reset

channel:18/22CH alternative

Control mode:Standard DMX512, automatic / master-slave / sound control mode

Display:Full color touch screen, Chinese and English

IP:IP20

Weight: N/W: 18.5KG;

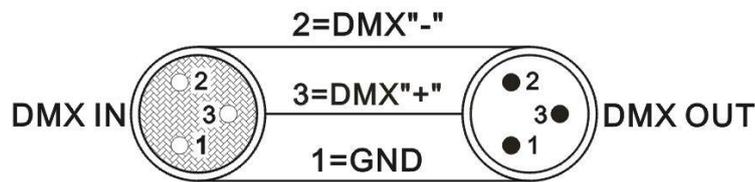
G/W: 25KG

Power supply connection

The equipment can be used in the wide voltage input. Please make sure the voltage is the scale of rated voltage when connecting the power. The equipment can adapt to 100V to 240 V AC voltage and 50-60 Hz.

DMX Signal Connection

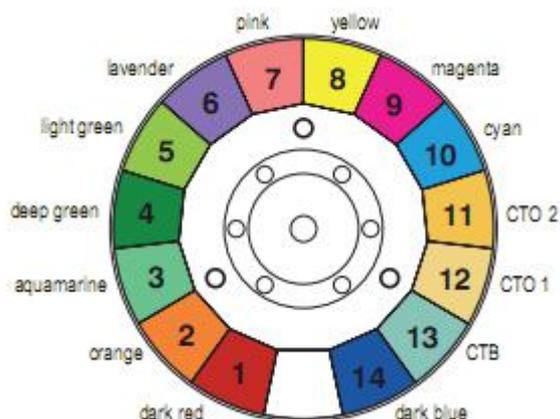
1. Use DMX512 controller, use the DMX signal (male) to plug into the first lamp(female) 3 pin.
2. Put out of the equipment of the first signal wire(head),connected to the equipment of the next 3 pin plug(female),so on.See belowed pictures.



5.Channel list:

CHANNEL	CHANNEL MODE	
	18	22
1	COLOUR WHEEL	COLOUR WHEEL
2	STOP/STROBE	STOP/STROBE
3	DIMMER	DIMMER
4	STATIC GOBO CHANGE	STATIC GOBO CHANGE
5	EFFECT GOBO CHANGE	EFFECT GOBO CHANGE
6	EFFECT GOBO ROTATION	EFFECT GOBO ROTATION
7	PRISM1 INSERTION	PRISM1 INSERTION
8	PRISM1 ROTATION	PRISM1 ROTATION
9	PRISM2 INSERTION	PRISM2 INSERTION
10	PRISM2 ROTATION	PRISM2 ROTATION
11	ZOOM	ZOOM
12	FOCUS	FOCUS
13	PAN	PAN
14	PAN FINE	PAN FINE
15	TILT	TILT
16	TILT FINE	TILT FINE
17	FROST	FROST
18	LAMP CONTROL&RESET	LAMP CONTROL&RESET
19	RFU	PAN-TILT TIME
20	RFU	COLOUR TIME
21	RFU	DIMMER-PRISM TIME
22	RFU	GOBO TIME

➤ COLOUR WHEEL - channel 1



BIT	EFFECT	Remark
255	FAST ROTATION	
.....	
201	SLOW ROTATION	
200	SLOW ROTATION	
.....	
140	FAST ROTATION	
135	CTB 8000 + BLUE	<p>For memory,color value increase by multiple of five.</p> <p>Liner Shade: Adjusting Color proportion: example: value=5, White: 50%, Red:50% value=4, white=60%, Red: 40% value=6, white=40%, Red: 60%</p> <p>Non-Liner shade : Color shade as color mixing.</p> <p>Under the display manual,select“Liner”or “Non-Liner”</p>
130	CTB 8000	
125	CTO 190 + CTB 8000	
120	CTO 190	
115	CTO 260 + CTO 190	
110	CTO 260	
105	CYAN + CTO 260	
100	CYAN	
95	MAGENTA + CYAN	
90	MAGENTA	
85	YELLOW + MAGENTA	
80	YELLOW	
75	PINK + YELLOW	
70	PINK	
65	LAVENDER + PINK	
60	LAVENDER	
55	LIGHT GREEN + LAVENDER	
50	LIGHT GREEN	
45	GREEN + LIGHT GREEN	
40	GREEN	
35	AQUAMARINE + GREEN	
30	AQUAMARINE	
25	ORANGE + AQUAMARINE	
20	ORANGE	
15	RED + ORANGE	
10	RED	
5	WHITE + RED	
0	WHITE	

➤ **STOP/STOBE - channel 2**

BIT	EFFECT	Remark
252-255	OPEN	Under Dimmer Channel's Control

250	FAST STROBE	
.....	
4	SLOW STROBE	
0-3	CLOSED	

➤ **DIMMER - channel 3**

BIT	EFFECT	Remark
255	100%	
.....	
0	0%	

➤ **STATIC GOBO CHANGE - channel / Rotating Gobo**



BIT	EFFECT	Remark
255	FAST ROTATION	
.....	
201	SLOW ROTATION	
200	SLOW ROTATION	
.....	
150	FAST ROTATION	
149	GOBO 14 SHAKE, FAST SPEED	Every value 5 increase making a new gobo
.....	
145	GOBO 14 SHAKE, SLOW SPEED	
144	GOBO 13 SHAKE, FAST SPEED	
.....	
140	GOBO 13 SHAKE, SLOW SPEED	
.....	
89	GOBO 2 SHAKE, FAST SPEED	
.....	
85	GOBO 2 SHAKE, SLOW	

	SPEED	
84	GOBO 1 SHAKE, FAST SPEED	
.....	
80	GOBO 1 SHAKE, SLOW SPEED	
79	WHITE SHAKE, SLOW SPEED	
.....	
75	WHITE SHAKE, SLOW SPEED	
70	GOBO 14	Every value 5 increase making a new gobo
65	GOBO 13	
60	GOBO 12	
55	GOBO 11	
50	GOBO 10	
45	GOBO 9	
40	GOBO 8	
35	GOBO 7	
30	GOBO 6	
25	GOBO 5	
20	GOBO 4	
15	GOBO 3	
10	GOBO 2	
5	GOBO 1	
0	WHITE	

➤ **EFFECT GOBO CHANGE 5**

BIT	EFFECT	Remark
255	FAST ROTATION	
.....	
201	SLOW ROTATION	
200	SLOW ROTATION	
.....	
150	FAST ROTATION	
149	GOBO 9 SHAKE, FAST SPEED	Every value 5 increase making a new gobo
.....	
145	GOBO 9 SHAKE, SLOW SPEED	
144	GOBO 8 SHAKE, FAST SPEED	
.....	
140	GOBO 8 SHAKE, SLOW SPEED	

.....	
109	GOBO 1 SHAKE, FAST SPEED	
.....	
105	GOBO 1 SHAKE, SLOW SPEED	
104	WHITE SHAKE, FAST SPEED	
.....	
100	WHITE SHAKE, SLOW SPEED	
90	GOBO 9	Gobo valus increase by multiple of five.
80	GOBO 8	
70	GOBO 7	
60	GOBO 6	
50	GOBO 5	
40	GOBO 4	
30	GOBO 3	
20	GOBO 2	
10	GOBO 1	
0	WHITE	

➤ **EFFECT GOBO ROTATION 6**

BIT	EFFECT	Remark
255	FAST ROTATION	
.....	
192	SLOW ROTATION	
191	SLOW ROTATION	
.....	
128	FAST ROTATION	
0-127	POSITION	

➤ **PRISM 1 INSERTION - channel 7**

BIT	EFFECT	Remark
128-255	PRISM INSERTED	
0-127	PRISM EXCLUDED	

➤ **PRISM 1 ROTATION - channel 8**

BIT	EFFECT	Remark
255	FAST ROTATION	
.....	
191	SLOW ROTATION	
190	SLOW ROTATION	
.....	
128	FAST ROTATION	
1-127	POSITION	
0	STOP	

➤ **PRISM 2 INSERTION - channel 9**

BIT	EFFECT	Remark
128-255	PRISM INSERTED	
0-127	PRISM EXCLUDED	

➤ **PRISM 2 ROTATION - channel 10**

BIT	EFFECT	Remark
255	FAST ROTATION	
.....	
191	SLOW ROTATION	
190	SLOW ROTATION	
.....	
128	FAST ROTATION	
1-127	POSITION	
0	STOP	

➤ **ZOOM - channel 11**

BIT	EFFECT	Remark
255	100%	
.....	
0	0%	

➤ **FOCUS - channel 12**

BIT	EFFECT	Remark
255	100%	
.....	
0	0%	

➤ **PAN - channel 13 ()**

➤ **PAN FINE – channel 14 ()**

➤ **TILT - channel 15 ()**

➤ **TILT FINE - channel 16 ()**

➤ **FROST INSERTION - channel 17**

BIT	EFFECT	Remark
128-255	FROST INSERTED	
0-127	FROST EXCLUDED	

➤ **LAMP CONTROL&RESET - channel 18**

BIT	EFFECT	Remark
250-255	COMPLETE RESET	Lamp switch passing through the unused range and staying 5 seconds.
200-205	LAMP ON	
106-199	UNUSED RANGE	
100-105	LAMP OFF	
0-99	UNUSED RANGE	

➤ **TIMING CHANNELS**

	Timing Channel	Channel function	Remark	
17	Pan-Tilt time	Pan-Tilt-(Pan fine-Tilt fine)	255	SLOW SPEED
18	Colour time	Colour wheel
19	Beam time	Dimmer-Prism	0	FAST SPEED
20	Gobo time	Static Gobo		