

IP65 waterproof Moving Head Operating instruction

(RDM TFT DISPLAY)



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Chapter 1 Installation and attention

1. Maintenance

- The lamp can be used outdoors and can not be soaked in water, but it can be used outside the lamp or in rain.
- 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

- The product can not be directly soaked in water, and the use of lamps will not be affected in normal weather or rainy days, or in the periphery of the lamp body
- 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.

4. Cable connection (DMX)

Use a cable conforming to specifications EIA RS-485: 2-pole twisted, shielded, 120Ohm characteristic impedance, 22-24AWG, low capacity. Do not use microphone cable or other cable with characteristics differing from those specified. The end connections must be made using XLR type 3 or 5-pin male/female connectors. A terminating plug must be inserted into the last projector with a resistance of 120Ohm (minimum 1/4 W) between terminals 2 and 3.

IMPORTANT: The wires must not make contact with each other or with the metal casing of the connectors. The casing itself must be connected to the shield braid and to pin 1 of the connectors.

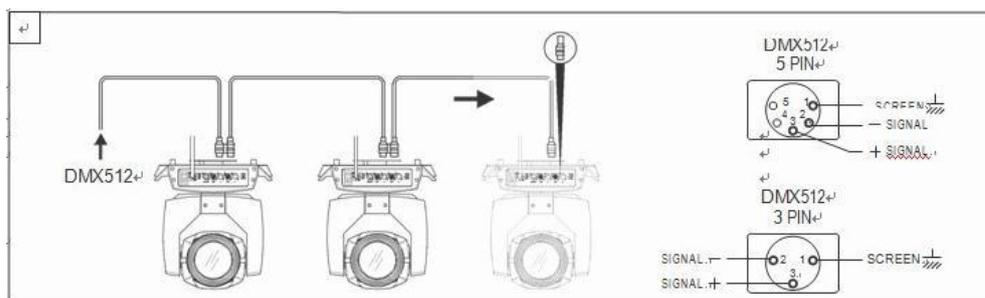


Figure 1 DMX Cable connection

5. 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 equipments, clamps, wirings 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.

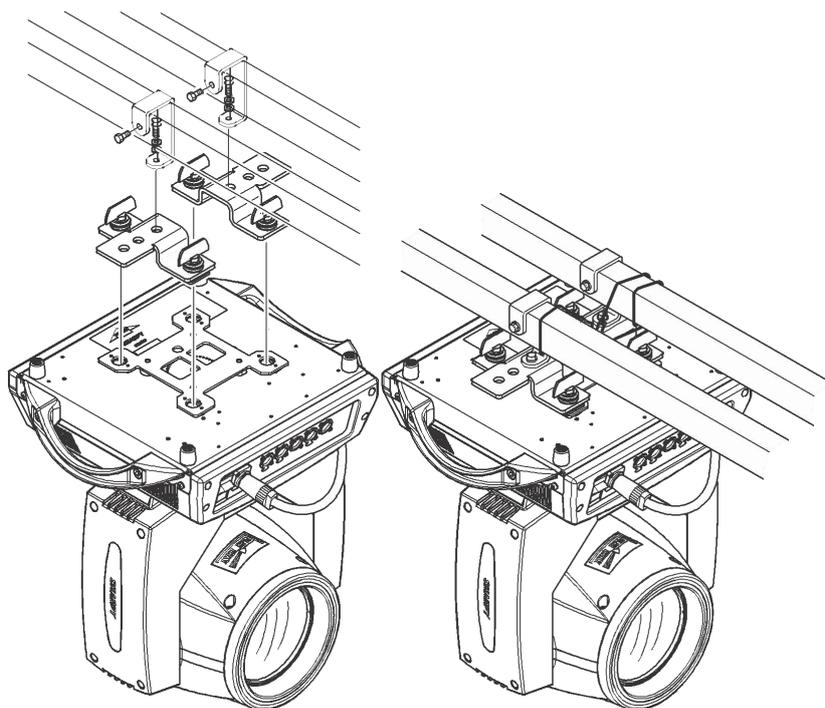


Figure 2 Installation

6. RDM Note

RDM is an extended version of DMX512-A protocol. It is a remote device management protocol. Traditional DMX512 protocol communication is one-way communication. The protocol is based on RS-485 bus. RS-485 is a time-sharing multi-point, half-duplex protocol. Only one port is allowed to output at the same time. So, when using RDM, we should pay attention to it. The following points:

- To use console or host device that supports RDM host protocol.
- Use bidirectional signal amplifier, traditional one-way signal amplifier is not suitable for RDM protocol, because the RMD protocol needs feedback data, the use of one-way amplifier will block the return of data, resulting in no search fixture;
- All fixture must be set to DMX mode to ensure only one host on the cable.
- A 120 ohm impedance matching resistor must be inserted between terminals 2 and 3 of the terminal plug. When the signal line is longer, reducing the signal reflection will make the differential signal more stable and beneficial to the quality of communication.
- When the fixture appears to accept DMX control, but can not been search by RDM host, first check the signal amplifier, and then check whether the signal line 2, 3 lines have bad contact.

Chapter 2 Panel operation

1. Brief

The light panel diagram show as Figure 3, above area is Title for fixture description, below area show fixture real-time status, such as DMX cable status, lamp status, error or information(ps. when there are message hav't been checked, echo 'ERR' in status bar, otherwise echo 'NOR').

Fixture TFT Displayer support touch, and right area is encoder or button, both of touch and coder button can operate fixture and setting.

Display & operation just like 'Android operation system', touch the item will set or modify setting.

RDM protocol is embed in fixture, user set DMX address via cable using the controller surpport RDM function. when fixture was search by controller, displayer will echo 'RDM' indicate this RDM is work.

Note: Prevent damage the touch or TFT displayer, Can not use sharp objects chick displayer.

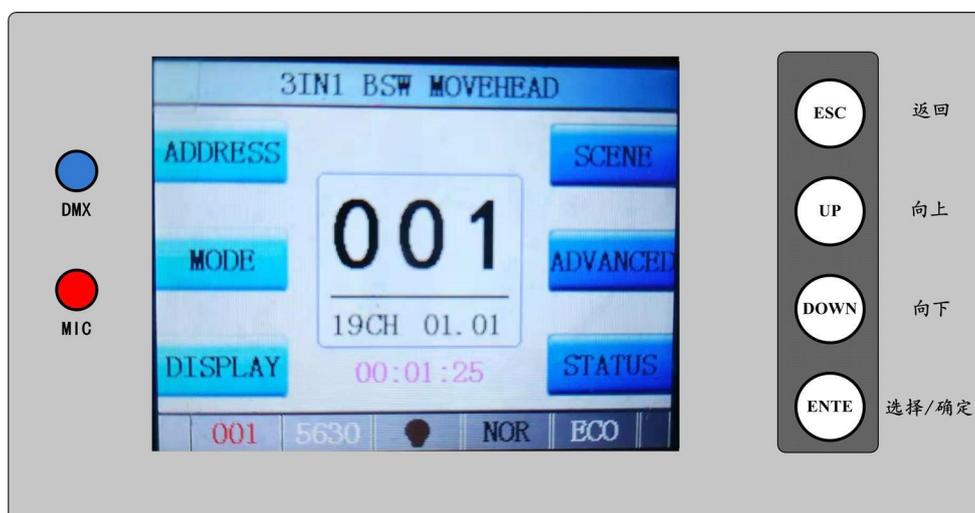


Figure 3 Panel diagram

2. Operation

1. Operate fixture with touch or encoder/button

- The left area is TFT Displayer and touch(product which support touch), chick item or value with finger will to complete operation of set light setting(parameters) or view light state.
- The area on the right hand side is rotary encoder with button or key, As auxiliary input interface, if fixture disable touch function, the encoder/key can been choose to set or view the item, and then press the encoder button/key to confirm the selection, rotary encoder or push key again set the parameter value, finally, Press encoder button/key one again to save value or setting.

2. Parameter value setting

When the selected item is value need to been modified, the dialog shown in Figure 4 will popup.

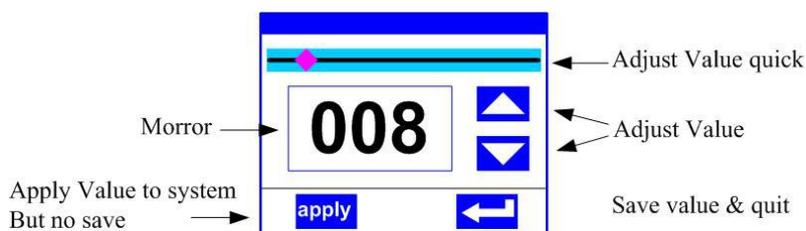


Figure 4 Dialog of value setting

- **Modify value:** Can quickly modify value via pull the slider to the desired position, or click the button of ‘up’ or ‘down’ whit finger on the right side to set the exact desired value, another way is roll encoder on the right hand side of panel.
- **Apply value:** When Value had been modified, Then press the bottom of ‘apply’ in the left corner to apply to the light, but hav’t saved;
- **Save Value:** Any time, click on the lower right corner of the "OK" button, the setting will be saved into internal memory.

3. Boolean parameter setting

- when the selected parameters is a Boolean value (such as ON or OFF), can directly modify setting by chick corresponding item, the setting will be saved right now.
- When the parameter is a key item, chick corresponding item, a dialog shown in Figure 5 will be popup ask for the confirm. Chick ‘sure’ to confirm.

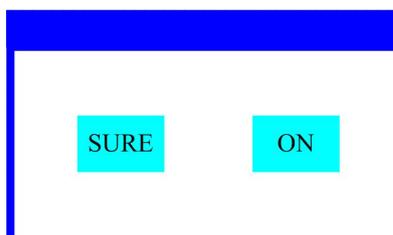


Figure 5 Dialog of confirm

4. Sub Menu (Parameter)

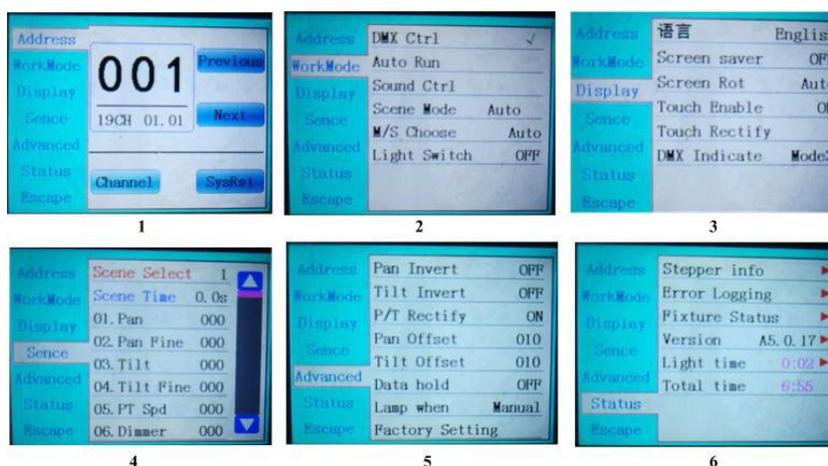


Figure 6 Parameter menu

3. Operation and parameter instruction

Click item of main menu, enter corresponding sub menu shown in Figure 6, In main menu, click 1/6 function button into corresponding parameter menu.

In sub menu(page), click main item on the left side of displayer, can shift to corresponding sub menu(page) quickly.

1. DMX Address setting

Enter page show in Figure6-1, can set fixture DMX address, channel mode and so on.

The menu settings of fixture have optimized the setting of addresses. Several settings of the address are as follows:

- Select " previous " or "next", the fixture will be based on the current address and channel mode, automatically calculate the next or last address, make address setting can quickly;
- Click on the address alue, you can enter the numeric editing window, where you can set any valid address, fixture system automatically get the current number of channels, automatically filter the unusable address (512 - the current number of channels).
- Fixture support RDM protocol, remote address can be set through RDM.

Provide two buttons:

- Channel mode: you can choose different channel modes by cycle.
- Fixture reset: reset all motors. Set Light work mode

2. Fixture operating mode setting

Through the page shown in Figure 6-2, the operating mode of the fixture can be set and the lamp can be controlled. The fixture supports four operating modes (DMX mode, auto mode, voice control mode and scene mode). Detailed parameter settings can be refer in the previous section. Specific parameter descriptions are as follows:

operating mode

DMX Ctrl	DMX mode, receive DMX signal, RDM signal	
Auto Run	Fixture run automatically according to built-in programs	
Sound Ctrl	When the fixture detects a strong sound, the fixture automatically runs a scene according to the built-in program, otherwise it will stay the last scene	
Scene Mode 01	runs in a set scebe, which supports most of the custom editing of 10 scenes.	
	1~10	outputs the specified scene
	Auto	Automatically loops the output scene in the set scene time (non-zero) order, and the scene with time 0 automatically ignore
M/S Choose	Master and slave selection, non-DMX mode takes effect, select the mode of data output, fixture detect DMX cable state automatic switch output, prevent data conflicts	
	Master	fixture runs built-in program. If DMX has no signal, it outputs data (synchronization), otherwise it does not output data.
	Slave	ixture runs built-in program and do not output data
	Auto	If DMX has no signal, the fixture will runs built-in program. Otherwise, the fixture will run in DMX Mode(follow DMX).
Lamp switch	(Lamp light source) pop-up confirmation dialog box, select "SURE" to confirm the current operation, turn on or off the lamp, switch time interval limited to 30 seconds	

	Off	the current lamp output is off
	On	The current lamp output is turned on

Scene mode applies to a single or a small number of fixture, just output a fixed scene, or need to run a simple program, you no need connect to the console, in the scene page can be edited.

If the light source is lamp, wait for 10 minutes before turning off the lamp.

3. Set display

The fixture support Chinese and English, invert display and so on. Enter the corresponding parameter settings as shown in Figure 6-3. The specific menu contents are as follows:

DISPLAY SETTING

Language	display language settings	
	English	English display
	Chinese	Chinese display
Screen saver	Set screen 30 seconds without operation, the screen's display content or method.	
	OFF	Keep the last operation page
	Mode1	Black
	Mode2	Black screen, showing the address code of the current fixture in the lower left corner.
	Mode3	Display trademark information, address code and operation mode.
Screen Rot	Set the display direction of the screen.	
	OFF	No reverse display
	ON	Reverse display
	AUTO	Automatically detect the direction of lamps and automatically switch direction.
DMX Indicate	Set the indication mode of DMX signal indicator.	
	Mode1	When signal is bright, no signal is off.
	Mode2	When signal is off, no signal is bright.
	Mode3	When signal is flash, no signal is off.
Signal Bright	Set the brightness of the signal indicator	
	1~10	10
Screen Lihgt	Set the screen backlight for 10 seconds without operation	
	1~10	10
Touch switch	Choose whether to disable the touch function. When the screen touch is accidentally damaged, you can disable the touch function and use auxiliary input to set the fixture.	
Touch	When the screen touch function work anomaly, you can enter the corrected page correction screen touch	

Which fixture support touch function, if there is a bad touch, you can enter the correction page to re-calibrate the touch accuracy of the touch screen, under normal circumstances, do not enter this page. If the touch is damaged, please choose to disable the touch switch.

4. Scene

Enter the page shown in Figure 6-4, and the fixture enters the scene editing mode. Under this page, the fixture does not receive DMX console data, and the edited data will effect on the fixture immediately.

The content of the page depends on the currently selected channel mode, and the channel content and order displayed are consistent with the fixture channel table. Through this page, you can edit 10 scenes, as shown in the following table:

SCENE MODE

Scene Select	Select the current operation scenario.	
	1~10	The 10 scenes sets the format
Scene Time	Sets the retention time of the current scene when it is automatic, unit in 0.1 seconds.	
	0	The current scene is not output in automatic scene output.
	1-255	0..1s-25.5s
1. PAN	0-255	Set up the data of each channel, and the contents and order of the display are one-to-one correspondence with the channel list of fixture.
.....	0-255	
.....	0-255	
N. Function	0-255	

If the reset channel in the scene edits the effective reset data, the fixture will reset, but after reset, the corresponding reset channel value will automatically set 0, preventing multiple consecutive resets.

Looking at this page, you can get the current channel table slot of the fixture. For specific channel data, please refer to the detailed channel description.

5. Set light run parameter

Enter the page shown in Figure 6-5, adjust the field parameters of fixture, facilitate the installation of fixture, etc.

ADVANCED SETTING

Pan Invert	Set the rotation direction of PAN	
	OFF	
	ON	
Tilt Invert	Set the rotation direction of TILT	
	OFF	
	ON	
P/T Rectify	Setting up fixture to detect XY lost step and correct	
	OFF	Uncorrected position after out of step
	ON	After losing step, the position is automatically corrected and the out of step fault is recorded.
Pan Offset	Setting the zero point of the PAN of the fixture	
	4-150	
Tilt Offset	Setting the zero point of the TILT of the fixture	
	4-48	
Data hold	When the fixture is not equipped with DMX signal, the output state of the fixture	
	OFF	No signal, so the motor and light source return to the position and state when reset is completed.
	ON	No signal, keep the last frame DMX data output.
Lamp mode	Set the way to first open the lamp after power up	
	Power on	Turn on the lamp at power up and reset the lamp after 30 seconds.

	After reset	Reset the fixture after 3 seconds when power-on, and turn on the lamp after reset.
	Manual	After reset, manually turn on the lamp through the menu or console.
Factory Setting	Pop up the confirmation box, select "SURE", and return the lamp parameters to the factory settings.	

When choosing power-on mode, the lamp will wait for 30 seconds after power-on, let the lamp fully start, internal voltage is stable enough, then start the reset program, if the field capacity is stable, recommend power-on mode.

When the fixture can not calibrate the position, please check whether the "P/T Rectify" is turned off.

When the signal is unplugged, check the Data Hold setting first if the position of the fixture is not output as expected.

When setting the XY offset, after setting up, please control XY with the maximum stroke first to check that XY will not bump into the positioning rod or shell.

6. Status and information

Entering the page shown in Figure 6-6, you can view the information and real-time status of the fixture to get their usage status. If the fixture need customer service, please provide the status information displayed on the page as a basis for judgment, as shown in the following table:

STATUS INFORMATION

Stepper info	Display information status of all motors and signals in fixture.	
	Hall	No display, indicating that the motor has no Hall, 0 indicating that the motor leaves the correction position point, 1 indicating that the motor is in the correction position point
	Status	Display motor reset status
	PAN	Display real-time position value of PAN optocoupler feedback
	TILT	Display real-time position value of TILT optocoupler feedback
	PAN OP	Displays the PAN TILT optocoupler two signal level state, binary
Error Logging	Show the latest 8 error records when the fixture is reset and running. The error records are not saved after power failure. The current power cycle is valid.	
	Error Logging	Total number of failures detected after power on
	12: :03	The time of power failure when the fault occurs is in minutes.
	Hall error	The effective hall signal is not detected when the motor is reset
	Hall short	When the motor is reset, the hall signal of the motor is always effective
	Opti error	No effective optocoupler signal is detected when the motor is reset.
	Lose stop	The corresponding motor is out of step during its operation.
	Hit	Striking the positioning rod when the motor is reset
	Lamp error	Lamp explosion accident
	NTC error	The temperature sensor signal is abnormal
Fan error	The main fan is not working properly.	
Fixture status	Displays the critical state data of the current fixture for reference.	
	Communication	0~100%, Communication quality of internal data link of lamps and

	prec	lanterns
	Error cnt	The number of erroneous frames was detected after power on, and the total number of erroneous frames was detected.
	Light Temperature	Show the temperature of the current light source, "---" means no detection.
	Panel Temperatru	Displays the temperature of the current display panel or the ambient temperature.
	Sensor1 Temperatru	Display the ambient temperature of the motherboard temperature or the motherboard installation position.
Version	Display the information and version of the current fixture, important reference for after sales maintenance.	
	Device	The name of the fixture is the same as the equipment information of RDM.
	Model	The type of fixture is the same as the model information of RDM.
	Panel	Firmware version and serial number of display panel
	Main Board	Firmware version and serial number of mother board 1
Light time	Record the total cumulative time of light source opening, unit minute, user manual cleaning, as a reference for regular maintenance of light source time	
Total time	The total accumulated time for recording the opening of fixture is not allowed to be removed.	

Chapter 3 Channel description

1. Channel table

This luminaire channel can be viewed in scene mode in order, channel mode is set in the "Address Settings" page, specific details of the data as follows:

CHANNEL TABLE

CHANNEL1	NAME	VALUE	DEFIE
CH1	PAN	0-255	0-540
CH2	TITL	0-255	0-270
CH3	PAN Fine	0-255	
CH4	TILT Fine	0-255	
CH5	XY speed	0-255	fast to slow
CH6	Atomization + six colors	0-127	There is no
		129-190	Six color
		192-255	Atomization
CH7	Strobe	0-3	Drak
		4-103	Slow strobe to fast strobe
		104-107	White
		108-207	Slow strobe to fast strobe(mode 2)
		208-212	White
		213-251	Slow strobe to fast rand strobe
252-255	White		
CH8	Dimmer	0-255	0-100% Dimmer
CH9	Color	0-4	White
		5-9	White + Color1
		10-14	Color1
		15-19	Color1 + Color2
		20-24	Color2
		25-29	Color2 + Color3
		30-34	Color3
		35-39	Color3 + Color4
		40-44	Color4
		45-49	Color4 + Color5
		50-54	Color5
		55-59	Color5 + Color6
		60-64	Color6
		65-69	Color6 + Color7
		70-74	Color7
		75-79	Color7 + Color8
80-84	Color8		
85-89	Color8 + Color9		

		90-94	Color9
		95-99	Color9 + Color10
		100-104	Color10
		105-109	Color10 + Color11
		110-114	Color11
		115-119	Color11 + Color12
		120-124	Color12
		125-129	Color12 + Color13
		130-134	Color13
		135-139	Color13 + White
		140-200	Rotate forward (fast to slow)
		201-255	Rotate reverse (slow to fast)
CH10	Gobo	0-4	White
		5-9	GOB01
		10-14	GOB02
		15-19	GOB03
		20-24	GOB04
		25-29	GOB05
		30-34	GOB06
		35-39	GOB07
		40-44	GOB08
		45-49	GOB09
		50-54	GOB010
		55-59	GOB011
		60-64	GOB012
		65-69	GOB013
		70-128	Rotate forward (fast to slow)
		129-131	Stop
		132-190	Rotate reverse (slow to fast)
		191-195	Shake slow to fast GOB01
		196-200	Shake slow to fast GOB02
		201-205	Shake slow to fast GOB03
		206-210	Shake slow to fast GOB04
		211-215	Shake slow to fast GOB05
		216-220	Shake slow to fast GOB06
		221-225	Shake slow to fast GOB07
		226-230	Shake slow to fast GOB08
231-235	Shake slow to fast GOB09		
236-240	Shake slow to fast GOB010		
241-245	Shake slow to fast GOB011		
246-250	Shake slow to fast GOB012		
251-255	Shake slow to fast GOB013		
CH11	Prism1	0-127	None

		128-255	Insert prism1
CH12	Prism1 Rot	0-127	0-400 degrees
		128-190	Rotate forward (fast to slow)
		191-192	Stop
		193-255	Rotate reverse (slow to fast)
CH13	Prism2	0-127	None
		128-255	Insert prism2
CH14	Prism2 Rot	0-127	0-400 degrees
		128-190	Rotate forward (fast to slow)
		191-192	Stop
		193-255	Rotate reverse (slow to fast)
CH15	Focus	0-255	far to near
CH16	Reset	100-105	Turn off lamp over 6 seconds
		200-205	Turn on lamp over 6 seconds
		240-255	Reset over 6 seconds

The lighting channel can be viewed in the scene mode. The channel mode is set in the "address settings" page. The detailed data are shown in the table below:

Common faults and precautions

1. Common troubleshooting

The lamp contains professional components such as microcomputer circuit board and high-voltage power supply. For your safety and product life, non professionals are not allowed to dismantle the lamp and related accessories without authorization.

1). The bulb is not on (except LED light source)

Possible causes: the bulb is not completely cooled, or the bulb reaches its service life, the treatment is as follows:

- If the bulb is not completely cooled due to abnormal operation, the lamp body should be allowed to cool for more than 10 minutes to make its internal fully return to normal state, and then start the power supply again;
- Check whether the bulb has reached the service life and replace it with a new one;
- Check whether there is leakage, falling off or poor contact between the bulb and the lighting device;
- Replace the lamp with a new one.

2). the beam appears dim

Possible causes: the bulb has been used for a long time or the light path is not clean. The treatment is as follows:

- Check whether the bulb has reached the service life and replace it with a new one;
- Check whether the optical components or bulbs are clean and whether there is dust on the bulbs and other optical components, and regularly clean and maintain the bulbs and components in the lamps.

3). the light effect of pattern projection is fuzzy

- Check whether the electronic focusing channel value is suitable for the current

projection distance.

4). The lamp works intermittently

Possible causes: the internal circuit enters the protection state, and the treatment is as follows:

- Check whether the fan operates normally or gets dirty, causing the temperature inside the lamp to rise;
- Check whether the internal temperature control switch is closed;
- Check whether the bulb has reached the service life and replace it with a new one.

5). the lamp will not be controlled by the console after normal reset

Possible causes: signal line fault or abnormal lamp parameter setting, the treatment is as follows:

- Check the starting address code and the connection of the signal line (whether the signal line is in good condition and the connector is loose);
- Add signal amplifier and 120 ohm terminal resistance;

6). The lamp cannot be started

Possible causes: poor power circuit, treatment as follows:

- Check whether the fuse on the power input socket is broken, and replace the fuse;
- Bad line contact caused by vibration during long-distance transportation
- Check the input power supply, computer board and other plug-in devices.

2. Precautions

- Check whether the local power supply meets the rated voltage requirements of the product, and whether the leakage protector and over-current protector meet the load requirements;
- Do not use the power cord with damaged insulation layer, and do not lap the power cord on other wires;
- The lamps and lanterns are cooled by strong wind, which is easy to accumulate dust. They must be cleaned once a month, especially the cooling air outlet. Otherwise, the lamps and lanterns will be blocked due to the accumulation of dust, resulting in poor heat dissipation and abnormal lighting.
- When installing lamps, the fixing screws must be tightened, and safety cables must be added, and regular inspection shall be carried out;
- During the installation and positioning of lamps, the minimum distance between any point on the surface of lamps and any inflammable and explosive materials shall be 10 meters, and the distance from the irradiator shall be 2.5 meters. Please do not install lamps directly on the surface of combustible materials;
- It is recommended that the continuous working time of lamps should not exceed 10 hours, and the interval between continuous start lamps should not be less than 10 minutes, otherwise, it will not be triggered normally due to the bulb overheating protection;
- The closing time of on-off valve should not exceed 5 minutes. If the light needs to

be closed for a long time, the control console (lamp control channel) should be used to turn off the lamp;

● In order to ensure that multiple lamps can better comply with the scene effect, the lamps should not be in the current scene without completion, that is, start the next scene action, preferably this state should not exceed 3 minutes, so as to ensure that multiple lamps can run synchronously;

● During use, if the lamp is abnormal, stop using the lamp in time to prevent other faults.

3. Precautions for RDM use

RDM is an extended version of DMX512-A protocol. It is a remote device management protocol. The traditional DMX512 protocol communication is one-way communication. The protocol is based on RS-485 bus. RS-485 is a time-sharing multipoint and half duplex protocol. Only one port is allowed to output at the same time. Therefore, the following points should be paid attention to when using RDM

● The console or host equipment supporting RDM protocol host should be used;

● To use bidirectional signal amplifier, the traditional unidirectional signal amplifier is not suitable for RDM protocol, because RMD protocol needs feedback data, using unidirectional amplifier will block the returned data, resulting in no lamp search;

All lamps must be set to the mode of DMX to ensure that there is only one host on the signal line

● A 120ohm impedance matching resistor must be inserted between terminals 2 and 3 of the terminal plug. When the signal line is long, reducing the signal reflection will make the differential signal more stable, which is conducive to the quality of communication;

● When the lamp is under the control of the DMX, but the RDM cannot search for the lamp, check the signal amplifier first, and then check whether there is a bad contact between the 2 and 3 wires of the signal line.

Technical parameters

● Voltage: AC90V-240V 50-60Hz

● Rating power: 500W-800W

● Light source: 350W-470W OSRAM BULB

● Ballast 17R-21R/ (original OSRAM)

● color temperature; 6500K-8500K

● Color System: Color Plate: 13+1+ Colorful Rainbow effect + Atomization function

● Pattern System: Pattern Plate: 13 fixed pattern +1 white light

● Focus system: electronic focus

● atomization; It has the function of atomization and can achieve the soft light effect

- stroboscopic; Dual motor independent stroboscopic effect, 0.5-20 times/second, adjustable speed
- motor: XY axis using encoder three-phase motor, so that the lamp fast and slow speed stability is high, positioning Angle is accurate!
- Dimming curve: 0%-100% linear dimming, smooth without flicker
- Beam Angle: 1.8°
- Channel: 16 channels
- Lens diameter: 165mm
- Waterproof rating: IP65
- Control mode 1:DMX 512, self-running, master and slave machine self-running, RDM function, can use a large controller to control the remote setting of address code
- Control mode 2: can be built in DMX 512 signal wireless control transceiver, more convenient to use complex site (customer customization is required)
- prism system :16 prism and (8+16+24) prism, single prism and double prism superposition all coco rotation, (can be configured according to customer requirements).
- Display: LCD full color LCD display, adapt to different installation positions, can rotate 180°
- Horizontal and vertical: the use of high-precision three-phase magnetic coding motor, accurate positioning, smooth operation, can automatically correct positioning
- Level: 540° rotation, 8/16bit resolution, with fine tuning
- Vertical: 270° rotation, 8/16bit resolution, with fine tuning '.
- heat dissipation system: using the method of physical fan heat, using the method of air convection system CFD software to analyze and calculate the heat flow of lamps and lanterns, quickly solve the internal heat of the body, prolong the decaying time of the light source, ensure the service life of the bulb, the design of low noise heat dissipation system fan drive performance is excellent, noise is very low.
- Installation: upside down/side hanging/flat
- Body size: 45cm*31cm*69cm
Carton packing size: 56cm*49cm*71cm
Net weight: 25kg
2IN1 case size: 97cm*56cm*90 cm weight: 40kg
Gross weight: 88kg
- Crafty masterpiece: compact shape, huge energy, thick light column waterproof beam lamp from optics, structure, appearance and other aspects of the performance have reached the industry's high standards, the use of the most advanced technology of high brightness light source, optical technology and rigorous industrial design, to ensure the perfect lighting design.