230W BEAM MOVING HEAD

USER MANUEL

RDM+Touch Screen

Please read this user manual before you operate it

1.Notes and installation

Before any installation, maintain and clean lamp, please make sure the power is off.

1. Maintenance

- This lamp should be kept dry to avoid working in a wet environment.
- Intermittent use will effectively prolong the life of this lamp.
- In order to achieve good ventilation and lighting effects, pay attention to regularly clean the fans and fan nets and lenses.
- Do not wipe the lamp shell with organic solvents such as alcohol to avoid damage.

2. Lighting installation

- Lamps can be placed horizontally, oblique and upside down.
- We must pay attention to the installation method when hanging in oblique and inverted hanging. As shown in Figure 2, before positioning the lamps, to ensure the stability of the installation site, in the reverse hanging installation, must ensure that the lamps do not fall off the support frame, need to use safety rope through the support frame and lamp handle for auxiliary hanging, to ensure safety. Prevent the lamps from falling and sliding.
- When the lamps are installed and tested, pedestrians are not allowed to pass below. Regularly check whether the safety rope is worn and whether the hook screws are loose.
- Our company shall not bear any responsibility for all the consequences caused by the unstable installation of the hanging and the lamp falling.

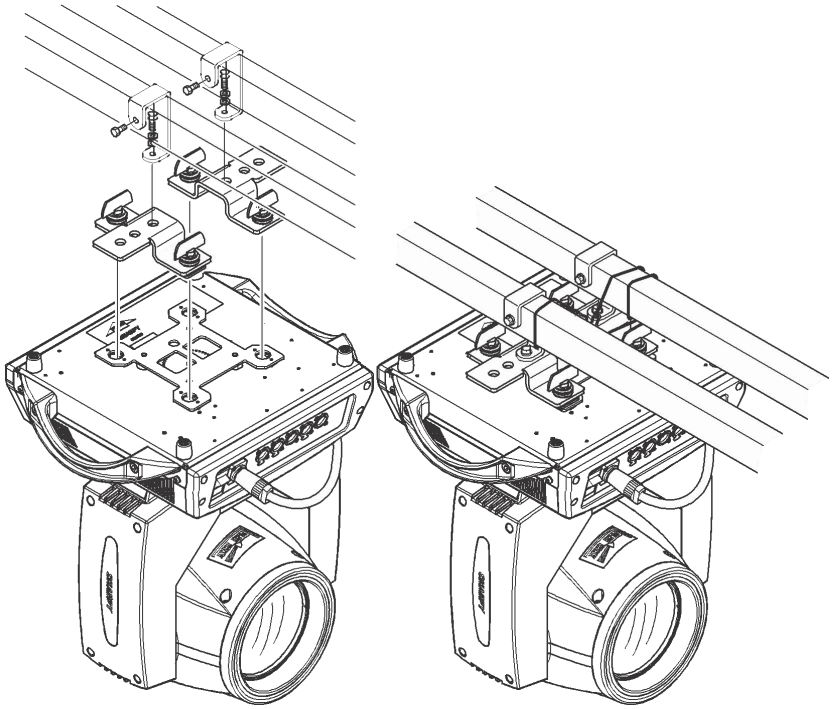


Figure 2

2.Operation

touch	wheel	function
Up	turn left	option/edit
down	turn right	option/edit
OK / Enter	press the wheel	Executive start / exit
return	when return menu ,press the wheel	return previous page

Set ”Modify address code” as an example, tell about the using of the touch.

1. Touch button “setting” in the main interface, and then into “setting” interface.
2. The 4 touch button in the right, are “up”, “ok”, “down”, “back”.
3. Press “up” or “down” button select “DMX address”.
4. Press “ok” button into editing state.
5. Press “up” button or “ down” button modification address code (using the new address im mediately and autosave)
6.Press “OK” button out of the editing state (could omitted)
7. Press “back” button back to the main menu.

If using the wheel, process like bellow :

1. In the main interface , turn the wheel, select “setting” button.
2. Press the turn wheel and then loosen, into “setting” interface.
3.In the “setting” interface, select “DMX address”
4. Press the turn wheel and then loosen, into the editing state.
5. Turn the wheel, modification address code
6. After modification, press turn wheel and then loosen, out of the editing state.
7. Turn the wheel select “back”, press turn wheel and then loosen, back into the main interf ace.

3. Interface description

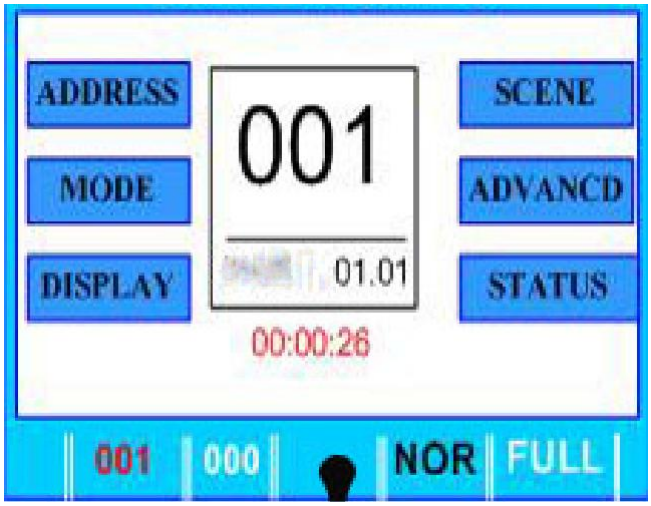
The schematic diagram of the lamp panel is shown in Figure 3.

The upper title shows the name of the lamp, and the lower status bar shows the signal of the current lamp, bulb status, fault (when the fault information is not viewed, "ERR" is displayed, otherwise "NOR" is displayed), etc. This lamp supports DMX / RDM protocol.

When the lamp is searched by the RDM host, three letters "RDM" will appear on the panel, indicating that the lamp is enumerated normally.

Display and operation similar to "Android operating system", with the fingertip or blunt hard objects click the corresponding item can operate. Note: Do not use sharp or sharp display to prevent damage.

3.1 Main Interface

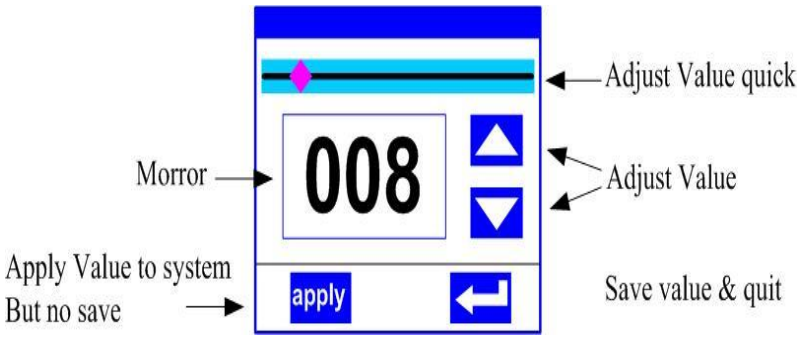


1. Select the menu

- The left area is the TFT display area and touch area. Click the content of the panel with fingers or blunt surface hardware, or parameter setting or viewing status can be completed.
- The right area is the auxiliary input. If you do not use the touch function of TFT, you can use the auxiliary input to select the items to be set or viewed to complete the operation.

2. Parameter numerical input

- When the selected parameter item needs to enter a numerical value, the window opens as shown in Figure 4:



- **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 been saved into internal memory.

2.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 been saved right now.
- When the parameter is a key item, chick corresponding item, a dialog shown in Figure 5 will been popup ask for the confirm. Chick ‘sure’ to confirm.

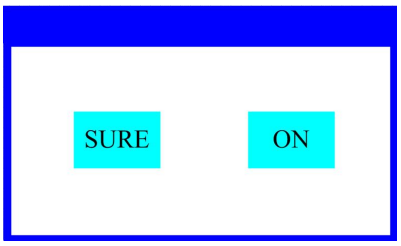
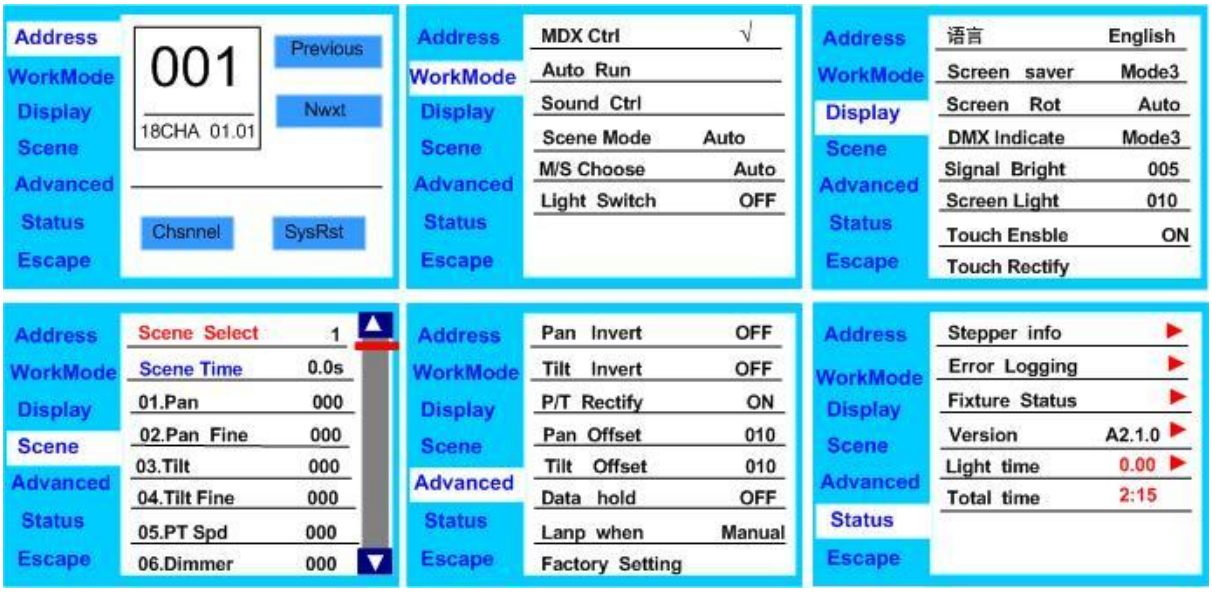


Figure 5　Dialog of confirm

3. Sub Menu（Parameter）

Chick item of main menu, enter corresponding sub menu, shown in Figure 6, total 6 sub menu, includes class of parameter and status:

- ADDRESS：Set light DMX address.
- WORKMOD：Set light work mode, master or slave mode when in auto run mode.
- DISPLAY： Set display parameter, eg. select language.
- TEST：Used for test light, modify DMX channel data to test function， the corresponding function　of reference channel function table.
- ADVANCE：Set light running parameter.
- STATUS：view light current status.



4.Operation and parameter instruction

Via following operation, enter sub menu(parameter menu) shown in Figure 6

- In main menu, chick 1/6 function button into corresponding parameter menu.
- In sub menu(page), chick main item on the left side of displayer, can shift to corresponding sub menu(page) quickly.

1. ADDR--> Address: Set DMX Address

Click and select the "ADDR", can enter the page of DMX address setting, range from 1 to 512, the address code shouldn't is not greater than (512- channels quantity), otherwise the light will not been controlled. Following is the operation:

Enter the page of DMX address, as shown in Figure 7, click the blank area in right side of display will pop-up diglog as in Fig. 4, modify value, then click ‘ENTER’ to confirm and save DMX address code.

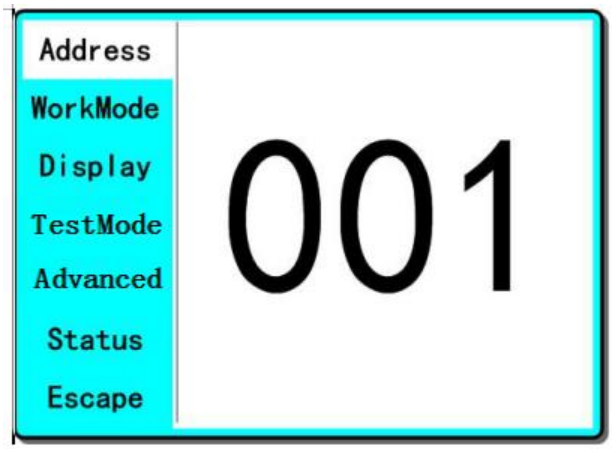


Figure 7 page of DMX Address

2. MODE--> WorkMode: Set Light work mode

Enter the page of ‘WorkMode’ as shown in Figure 8 and modify setting. Can set light work mode, control lamp and DMX channel mode.

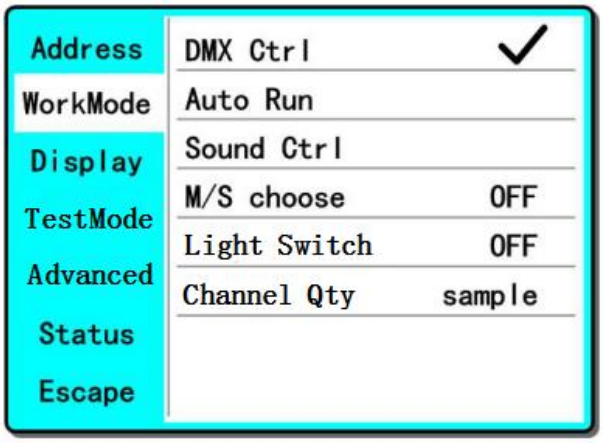


Figure 8 page of work mode

- ◆ **DMX Ctrl**: Choose to set DMX Mode,
- ◆ **Auto Run**: Choose to set Auto Mode,
- ◆ **Sound Ctrl**: Choose to set Sound Mode,
- ◆ **M/S Choose:**Available just in ‘AUTO RUN’ or ‘SOUND Ctrl’ mode.
  ON--> Master. (Data will be send to other slave lamp immediately.)
  OFF--> Slaver.(NOT send data to other lamp via DMX Cable).(**Default**)
- ◆ **Light Switch:**
  ON--> Turn on the light,
  OFF--> Turn off the light.
- ◆ **Channel Qty:** Light support 2 DMX Channel mode: sample or extend。
  Simple --> 16CH.(**Default**)
  Expand--> 20CH(or null).

3. DISP-->DISPLAY: Set display

Light support 2 language, rotation display，Enter page as shown in Figure9 to set parameter following:

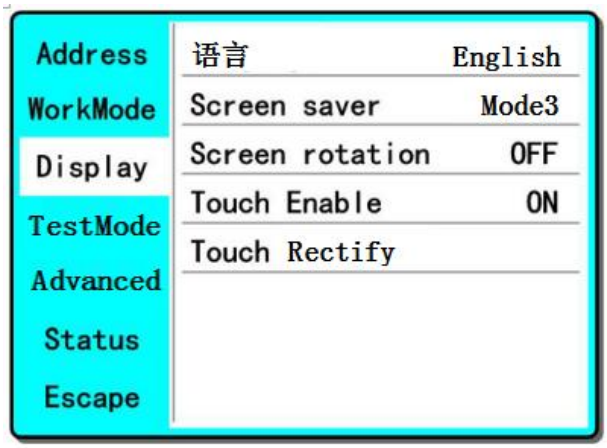


Figure9 page of display

◆ **Language**: English / 中文.

◆ **Screen Saver:** when panel is idle(these is no operation in 10 second), displayer will enter saver status.

OFF--> No screen saver.

Mode1--> Power-saving mode, turn off the display.

Mode2--> Displays the current address.

Mode3--> Displays the icon and the current working mode.(**Default**)

◆ **Screen Rotion: To turning display.**

ON--> Normal display.(**Default**)

OFF--> 180° turning display.

◆ **Touch enable：** Disable or enable touch function,.

ON--> Enable touch function.(**Default**)

OFF--> Dosable touch function.

◆ **Touch adjust：A**djust touch function. Normally, not enter this item.

4.TEST--> Test Mode

Enter the page as shown in Figure 10, Light will into test mode, in this mode, the light does not receive the data for DMX controller.:

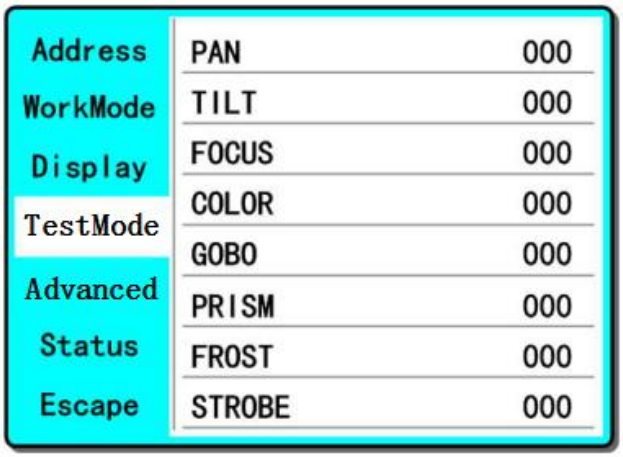


Figure 10 page of Test

◆ **PAN:** range for 0 to 255;

◆ **TILT:** range for 0 to 255;

◆ **FOCUS:** range for 0 to 255;

◆ **COLOR:** range for 0 to 255;
◆ **GOBO:** range for 0 to 255;
◆ **PRISM:** range for 0 to 255;
◆ **FROST:** range for 0 to 255;;
◆ **STROBE:** range for 0 to 255;

5. ADVA-->Advanced: Set light run parameter

Enter the page as shown in Figure 10, set the parameter of light:

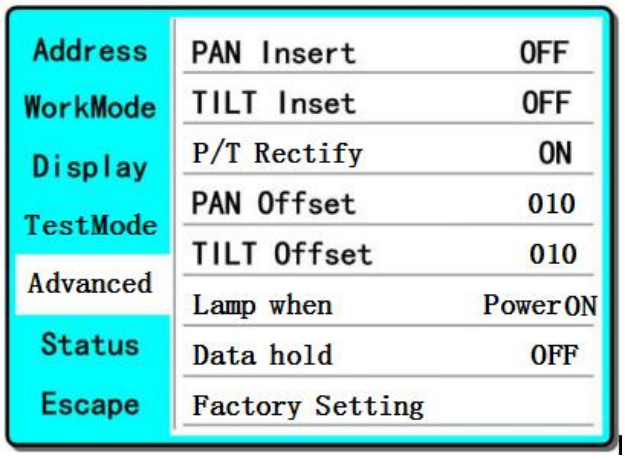


Figure 11 page of run parameter

◆ **Pan Invert**: **Reverse PAN move**
OFF--> Pan Normal move.(**Default**)
ON--> Reverse PAN move.
◆ **Tilt Invert: Reverse TILT move**
OFF--> Tilt Normal move.(**Default**)
ON--> Reverse Tilt move.
◆ **P/T Rectify: Disable or enable position rectify function.**
OFF--> Disable P/T rectify
ON--> Enable P/T rectify-(**Default**)
◆ **Pan Offset:** Set PAN original position. **Default: 10**
◆ **Tilt Offset:** Set TILT original position. **Default: 10**
◆ **Lamp when:**
PowerON--> Turn on the lamp when power on.(**Default**)
RstDone--> Turn on the lamp after reset.
Manual--> Manually turn on the lamp.
◆ **Data hold:**
OFF--> When no DMX signal,return to middle position.(**Default**)
ON--> When no DMX signal,stop in the final position.
◆ **Factory Setting:** Restore all parameter to factory setting.

6. STAT-->Status: View status

Enter the page as shown in Figure 12:

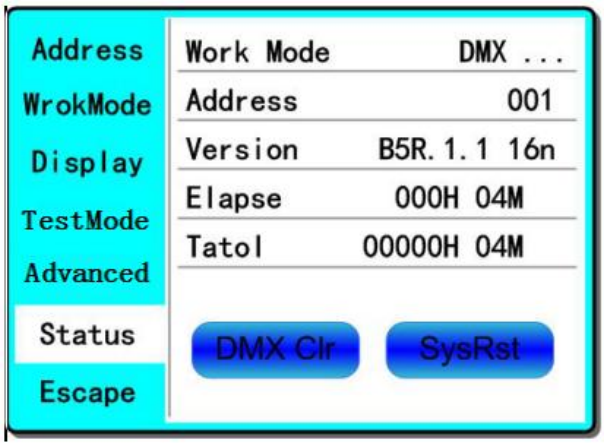


Figure 12 page of status

- ◆ **Work Mode:** Show the current working mode.
- ◆ **Address:** Show the current address.
- ◆ **Version:** Show the version of the lamp.
- ◆ **Elapse:** Working hours after turn on.
- ◆ **Tatol:** Cumulative hours of operation

When <Data hold> set <ON>,click to clear DMX data, and make the lamp return to themiddle position.

Click to reset.

5. Channel List

CH	NAME	Function	Value	BRIEF
Sample 16CH	CH1	**COLOR**		Select color or mode--(**See details: 4-2. COLOR**)
	CH2	STROBE	0~3	Dark
			4~103	Strobe from slow to fast
			104~107	White
			108~207	Pulse strobe from slow to fast
			208~212	White
			213~251	Random strobe from slow to fast

			252~255	White
	CH3	DIMMING	000-255	dimming 0~100%
	CH4	**GOBO**		Select gobo--(**See details: 4-3. GOBO**)
	CH5	PRISM	0~127	Remove prism
			128~255	Insert prism
	CH6	ROTATE PRISM	0~127	Angle 0~400
			128~190	Rotate forward（Fast -- slow）
			191~192	Stop
			193~255	Rotate reverse（Slow -- fast）
	CH7	NULL		
	CH8	FROST	0~127	No frost
			128~255	Insert frost
	CH9	DIMMING	000-255	dimming 0~100%
	CH10	PAN	000-255	0~540°
	CH11	PAN FINE	000-255	
	CH12	TILT	000-255	0~270°
	CH13	TILT FINE	000-255	
	CH14	EMPTY		
	CH15	RESET	0~127	none
			128~255	Reset light （stay over 3 second）
	CH16	LAMP	0~25	none
			26~100	Turn off lamp （stay over 3 second）
			101~255	Turn on lamp （stay over 3 second）
Extend 20CH	CH17	P/T SPEED	0~255	PAN & TILT SCAN SPEED FAST TO SLOW
	CH18	COLOR SPEED	0~255	COLOR SPEED FAST TO SLOW
	CH19	FOCUS SPEED	0~255	FOCUS SPEED FAST TO SLOW
	CH20	GOBO SPEED	0~255	GOBO SPEED FAST TO SLOW

COLOR

CH NO.	NAME	VALUE	FUNCTION
CH1	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 + COLOR14
		140-144	COLOR14
		145-149	COLOR14 + WHITE
		150-255	Rotate forward（Fast -- slow）

GOBO

CH NO.	NAME	VALUE	FUNCTION
CH4	GOBO	0-4	WHITE
		5-9	Gobo1
		10-14	Gobo2
		15-19	Gobo3
		20-24	Gobo4
		25-29	Gobo5
		30-34	Gobo6
		35-39	Gobo7
		40-44	Gobo8
		45-49	Gobo9
		50-54	Gobo10
		55-59	Gobo11
		60-64	Gobo12
		65-69	Gobo13
		70-74	Gobo14
		75-79	Gobo15
		80-84	Gobo16
		85-89	Gobo17
		90-129	Rotate forward（Fast -- slow）

		130-134	stop （white）
		135-170	Rotate reverse（Slow -- fast）
		171-175	Gobo1,shaking slow to fast
		176-180	Gobo2,shaking slow to fast
		181-185	Gobo3,shaking slow to fast
		186-190	Gobo4,shaking slow to fast
		191-195	Gobo5,shaking slow to fast
		196-200	Gobo6,shaking slow to fast
		201-205	Gobo7,shaking slow to fast
		206-210	Gobo8,shaking slow to fast
		211-215	Gobo9,shaking slow to fast
		216-220	Gobo10,shaking slow to fast
		221-225	Gobo11,shaking slow to fast
		226-230	Gobo12,shaking slow to fast
		231-235	Gobo13,shaking slow to fast
		236-240	Gobo14,shaking slow to fast
		241-245	Gobo15,shaking slow to fast
		246-250	Gobo16,shaking slow to fast
		251-255	Gobo17,shaking slow to fast

6. Maintenance

a. If the light's lens damaged or broken, and should need change the new lens, if the bulb damaged or have any deformation, make the light dim, it says that the bulb had run out of it's life., should change in time. There are 3 thermal protection device, using for cut off the lights power when it is heating. If the thermal protection device set up, and then need to check whether the fan is normal.

b. It need Periodically to clean the out and in optical lens and the reflector's. Out put for the optimization lighting effect, clean time need to see the lights operating frequency and the using of the surrounding environment, using the soft cloth or general glass cleaning products to clean. Suggest clean the external optical system every 20 day, at least clean the internal optical system every 60 days.

c. Please don't to use the alcohol etc organic solvent clean the out shell, in case it is damaged.