

# 120W SPOT LED Moving Head



## USER MANUAL



## **KEEP THIS MANUAL FOR FUTURE NEEDS**

Thank you for your patronage. We are confident that our excellent products and service can satisfy you. For your own safety, please read this user manual carefully before installing the device.

In order to install, operate, and maintain the lighting safety correctly. We suggest that the installation and operation should be done by the verified technician and follow the instruction strictly.



from rain and moisture!

**CAUTION!** Keep this device away



Unplug mains lead before opening the housing.

**CAUTION!**

Every person involved with the installation, operation and maintenance of this device has to:

-be qualified

-follow carefully the instructions of this manual

### **1. INTRODUCTION**

Thank you for having chosen this professional moving head.

You will see you have acquired a powerful and versatile device.

Unpack the device. Inside the carton box you should find:

1. One XLR power cable

2. One user manual

3. one pcs omega

Please check carefully that there is no damage caused by transportation. Should there be any, please consult your dealer and don't install this device.

## **2 Mounting and installation**

**2.1 Cautions:** for added protection mount the fixtures in areas outside walking paths ,seating areas,or in areas where the fixture might be reached by unauthorized personnel.

Before mounting the fixture to any surface ,make sure that the installation area can hold a minimum point load of 10 times the device's weight.

Fixture installation must always be secured with a secondary safety attachment ,such as an appropriate safety cable.

Never stand directly below the device when mounting ,removing ,or servicing the fixture, from a ceiling,or set on a flat level surface (see illustration below).Be sure this fixture is kept at least 0.5m (1.5ft) away from any flammable (decoration etc.)

Always use and install the supplied safety cable as a safety cable as safety measure to prevent accidental damage and /or injury in the event the clamp fails.

### **2.2 Mounting points:**

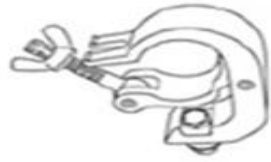
Overhead mounting requires extensive experience , including amongst

others calculating working load limits, a fine knowledge of the installation material being used ,and periodic safety inspection of all installation material and the fixture. If you lack these qualifications , Do not attempt the installation yourself ,improper installation can result in bodily injury.

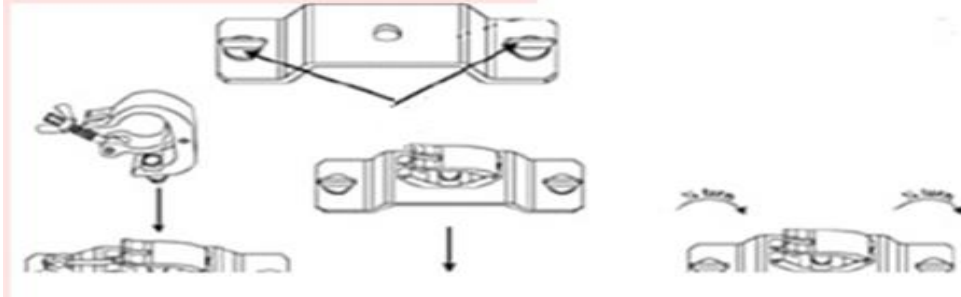
Be sure to complete all rigging and installation procedures before connecting the main power cord to the appropriate wall outlet.

### **2.3 Clamp mounting :**

The LED moving head provides a unique mounting bracket assembly that integrates the bottom of the base, the included ‘omega bracket’ and the safety cable rigging point in one unit (see the illustration below).When mounting this fixture to truss be sure to sere to secure an appropriately rated clamp to the included omega bracket using a M10 screw fitted through the center hole of the ‘omega bracket’.As an added safety measure be sure to attached at least one properly rated safety cable to the fixture using on of the safety cable rigging point integrated in the base assembly.

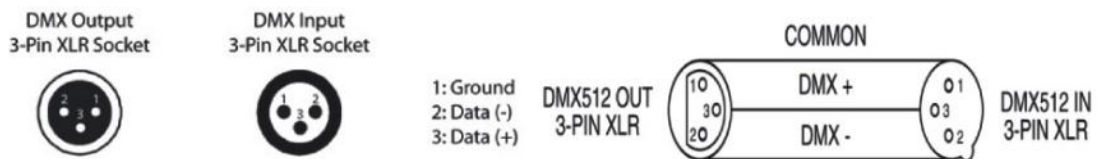


- (1)Omega-holders
- (2)Clamp
- (3)Safety-rope
- (4)Quick-lock fastener



## 2.4 DMX-512 control connection

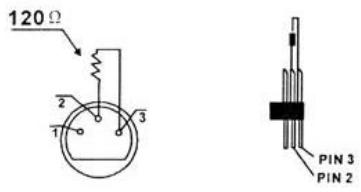
Connect the provided XLR cable to the female 3-pin XLR output of your controller and the other side to the male 3-pin XLR input of the moving head. You can chain multiple Moving head together through serial linking. The cable needed should be two core, screened cable with XLR input and output connectors. Please refer to the diagram below.



## 2.4 DMX-512 connection with DMX terminator

For installations where the DMX cable has to run a long distance or is in an electrically noisy environment, such as in a discotheque, it is recommended to use a DMX terminator. This helps in preventing

corruption of the digital control signal by electrical noise. The DMX terminator is simply an XLR plug with a 120 resistor connected between pins 2 and 3, which is then plugged into the output XLR socket of the last fixture in the chain. Please see illustrations below.



### 3 TECHNICAL PARAMETERS

#### POWER SUPPLIE

Input power: AC100-240V 50/60 Hz

Power consumption :140W

LED: 120W high power LED

DMX channel:11/16 channels

Control mode:DMX512/Master-Slave/Auto run

Display:LCD display

#### WEIGHT&SIZE

N.W: 7KG

G.W: 8 KG

Packing size: 43\*31.5\*24cm

#### 4 :MENU FUNCTION

<b>DMX Setting</b>	<b>DMX Address</b>	001
		512
	<b>Channel Mode</b>	11CH

		16CH
<b>Basic Setting</b>	<b>Running Mode</b>	DMX
		Sound
		Auto
		Manual
	<b>Lost Signale</b>	Hold
		Clear
	<b>Language</b>	CH.
		EN.
	<b>Display Inverse</b>	No
		Yes
	<b>Sound Sense</b>	0
		100
	<b>Pan Inverse</b>	No
		Yes
	<b>Tilt Inverse</b>	No
		Yes
	<b>Back Lighting</b>	On
		Off
	<b>Set Fan</b>	0
		100
<b>Auto Test</b>	No	
	Yes	
<b>Factory Defaults</b>	No	
	Yes	
<b>Advanced (888)</b>	<b>Pan Offset</b>	-127
		127
	<b>Tilt Offset</b>	-127
		127
	<b>Color Offset</b>	-127
		127
	<b>S_Gobo Offset</b>	-127
		127
	<b>R_Gobo Offset</b>	-127
		127
	<b>Gobo_R Offset</b>	-127
		127
	<b>Focus Offset</b>	-127
		127
<b>Prism Offset</b>	-127	

		127
	<b>Led Power</b>	0
		255
<b>Manual Program</b>	<b>Pan</b>	0---255
	<b>Tilt</b>	0---255
	<b>P/T Speed</b>	0---255
	<b>Dimmer</b>	0---255
	<b>Strobe</b>	0---255
	<b>Color</b>	0---255
	<b>Static Gobo</b>	0---255
	<b>Rotating Gobo</b>	0---255
	<b>Gobo Rotate</b>	0---255
	<b>Focus</b>	0---255
	<b>Prism</b>	0---255
<b>Sys-Information</b>	<b>Ver</b>	LED-100W-SPOT
	<b>Used Time</b>	0---9999/Hour
	<b>Temperature</b>	0---127°C
	<b>Encode-X</b>	Err
		Nor
	<b>Encode-Y</b>	Err
		Nor
	<b>Sensor-Color</b>	Err
		Nor
	<b>Sensor-Focus</b>	Err
		Nor
	<b>Sensor-S_Gobo</b>	Err
		Nor
	<b>Sensor-R_Gobo)</b>	Err
		Nor
<b>RS485</b>	Err	
	Nor	

## 5: DMX CHANNELS

### 5.1 11 channel definition table

Chann el	DMX	11CH:
-------------	-----	-------



1	0---255	Pan Position
2	0---255	Tilt Position
3	0---255	Pan/Tilt Speed
4	0---255	Dimmer0---100%
5	0---15	No Function
	16---255	Strobe From Slow To Fast
6	0---9	COLOR1
	10---19	COLOR1 + COLOR2
	20---29	COLOR2
	30---39	COLOR2 + COLOR3
	40---49	COLOR3
	50---59	COLOR3 + COLOR4
	60---69	COLOR4
	70---79	COLOR4 + COLOR5
	80---89	COLOR5
	90---99	COLOR5 + COLOR6
	100---109	COLOR6
	110---119	COLOR6 + COLOR7
	120---129	COLOR7
	130---139	COLOR7 + COLOR8
140---149	COLOR8	

	150---159	COLOR8 + COLOR1
	160---207	Counter Clockwise COLOR From Fast To Slow
	208---255	Clockwise COLOR From Slow To Fast
7	0---9	GOBO1
	10---19	GOBO2
	20---29	GOBO3
	30---39	GOBO4
	40---49	GOBO5
	50---59	GOBO6
	60---69	GOBO7
	70---79	GOBO8
	80---89	GOBO8 SHAKING
	90---99	GOBO7 SHAKING
	100---109	GOBO6 SHAKING
	110---119	GOBO5 SHAKING
	120---129	GOBO4 SHAKING
	130---139	GOBO3 SHAKING
	140---149	GOBO2 SHAKING
	150---159	GOBO1 SHAKING
	160---207	Counter Clockwise STATIC_GOBO From Fast To Slow

	208---255	Clockwise STATIC_GOBO From Slow To Fast
8	0---9	GOBO1
	10---19	GOBO2
	20---29	GOBO3
	30---39	GOBO4
	40---49	GOBO5
	50---59	GOBO6
	60---69	GOBO7
	70---79	GOBO7 SHAKING
	80---89	GOBO6 SHAKING
	90---99	GOBO5 SHAKING
	100---109	GOBO4 SHAKING
	110---119	GOBO3 SHAKING
	120---129	GOBO2 SHAKING
	130---139	GOBO1 SHAKING
	140---197	Clockwise ROTATING_GOBO From Fast To Slow
	198---255	Counter Clockwise ROTATING_GOBO From Slow To Fast
9	0---127	Gobo Rotate Position0---360°
	127---191	Clockwise GOBO_RATATE From Fast To Slow
	192---255	Counter Clockwise GOBO_RATATE From Slow To

		Fast
10	0---255	Focus
11	0---255	Prism

## 5.2 16 channel definition table

Channel	DMX	16CH:
1	0---255	Pan Position
2	0---255	Pan Movement Fine[16 bit]
3	0---255	Tilt
4	0---255	Tilt Movement Fine[16 bit]
5	0---255	Pan/Tilt Speed
6	0---255	Dimmer0---100%
7	0---15	Open
	16---131	Strobe From Slow To Fast
	132---139	Open
	140---181	Fast Close Slow Open
	182---189	Open
	190---231	Slow Close Fast Open
	232---239	Open
	240---247	Random Strobe
	248--255	Open

8	0---9	COLOR1
	10---19	COLOR1 + COLOR2
	20---29	COLOR2
	30---39	COLOR2 + COLOR3
	40---49	COLOR3
	50---59	COLOR3 + COLOR4
	60---69	COLOR4
	70---79	COLOR4 + COLOR5
	80---89	COLOR5
	90---99	COLOR5 + COLOR6
	100---109	COLOR6
	110---119	COLOR6 + COLOR7
	120---129	COLOR7
	130---139	COLOR7 + COLOR8
	140---149	COLOR8
	150---159	COLOR8 + COLOR1
	160---207	Counter Clockwise COLOR From Fast To Slow
	208---255	Clockwise COLOR From Slow To Fast
9	0---9	GOBO1
	10---19	GOBO2
	20---29	GOBO3

	30---39	GOBO4
	40---49	GOBO5
	50---59	GOBO6
	60---69	GOBO7
	70---79	GOBO8
	80---89	GOBO8 SHAKING
	90---99	GOBO7 SHAKING
	100---109	GOBO6 SHAKING
	110---119	GOBO5 SHAKING
	120---129	GOBO4 SHAKING
	130---139	GOBO3 SHAKING
	140---149	GOBO2 SHAKING
	150---159	GOBO1 SHAKING
	160---207	Clockwise STATIC_GOBO From Fast To Slow
	208---255	Counter Clockwise STATIC_GOBO From Slow To Fast
10	0---9	GOBO1
	10---19	GOBO2
	20---29	GOBO3
	30---39	GOBO4
	40---49	GOBO5

	50---59	GOBO6
	60---69	GOBO7
	70---79	GOBO7 SHAKING
	80---89	GOBO6 SHAKING
	90---99	GOBO5 SHAKING
	100---109	GOBO4 SHAKING
	110---119	GOBO3 SHAKING
	120---129	GOBO2 SHAKING
	130---139	GOBO1 SHAKING
	140---197	Clockwise ROTATING_GOBO From Fast To Slow
	198---255	Counter Clockwise ROTATING_GOBO From Slow To Fast
11	0---127	Gobo Rotate Position0---360°
	127---191	Counter Clockwise GOBO_RATATE From Fast To Slow
	192---255	Clockwise GOBO_RATATE From Slow To Fast
12	0---255	Focus
13	0---255	Prism
14	0---015	No effect
	016---035	Macro 1
	036---055	Macro 2

	056---075	Macro 3
	076---095	Macro 4
	096---115	Macro 5
	116---135	Macro 6
	136---155	Macro 7
	156---175	Macro 8
	176---195	Macro 9
	196---215	Macro 10
	216---235	Macro 11
	236---255	Macro 12
15	0---255	Fast To Slow
16	0---69	No Function
	70---89	Enable Blackout While Pan/Tilt Movement
	90---109	Disable Blackout While Pan/Tilt Movement
	110---129	Enable Blackout While Color Change
	130---149	Disable Blackout While Color Change
	150---169	Enable Blackout While Static Gobo Change
	170---189	Disable Blackout While Static Gobo Change
	190---209	Enable Blackout While Rotating Gobo Change
	210---229	Disable Blackout While Rotating Gobo Change
	230---239	System Reset



	250--255	Sound Alone
--	----------	-------------