

**STAGE PROFESSIONAL SHOW LIGHTING**

**LED PROFILE LIGHT**

**PLEASE READ THIS CAREFULLY BEFORE USE**

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## Chapter 1:Precautions and Installation

### 1.Maintenance

1<sup>st</sup>, The lamp should be kept dry and avoid working in a humid environment.

2<sup>nd</sup>, Intermittent use will effectively extend the life of the lamp.

3<sup>rd</sup>, In order to obtain good ventilation and lighting effects, it is necessary to clean the fan, fan net and lens frequently.

4<sup>th</sup>, Do not wipe the lamp housing with organic solvents such as alcohol to avoid damage.

### 2.Statement

This product has good performance and complete packaging when it is delivered from the factory. All users should strictly abide by the warnings and operation instructions stated above. Any damage caused by misuse is not covered by our company's guarantee, and the dealers are not responsible for failures and problems caused by ignoring the operation manual.

This manual is subject to technical changes without notice.

### 3.Product precautions

1<sup>st</sup>,In order to ensure the service life of the product, this product should not be placed in a humid or leaking place, and it should not be used in an environment where the temperature exceeds 50 degrees.

2<sup>nd</sup>,Do not place this product in a place that is easy to loosen or shake.

3<sup>rd</sup>,In order to avoid the risk of electric shock, the maintenance of this product requires professional maintenance.

4<sup>th</sup>,When the bulb is in use, the power supply voltage should not change more than  $\pm 10\%$ . Too high voltage will shorten the life of the bulb, and too low voltage will affect the light color of the bulb.

5<sup>th</sup>,After the power is off, it takes 20 minutes to use the lamp to fully cool down before it can be powered on again.

6<sup>th</sup>,To ensure the normal use of this product, please read this manual carefully. Signal line connection (DMX)

Use RS-485 cables that meet the specifications: shielded, 120ohm characteristic impedance, 22-24 AWG, low capacitive reactance. Do not use microphone cables or cables with different specified characteristics. The connection of the terminal must use 3 or 5 pin XLR type male/female connector. (Minimum 1/4 W).

Important note: The wires cannot touch each other or the metal shell.

### 4.Lamp installation

The lights can be placed horizontally and hung upside down.It's not suggested to hung diagonally because of the heavy weight.Be sure to pay attention to the installation method when hanging diagonally and upside down.

Before locating the light, ensure the stability of the installation site. If reverse hanging installation, ensure that the light does not fall down on the support frame. You need to use a safety rope to pass through the support frame and the bracket to assist hanging.It ensure safety and prevent the lamp from falling and sliding.

When the lights are installed and tested, pedestrians are prohibited from passing underneath. Regularly check whether the safety ropes are worn and the hook screws are

loose.

Our company will not bear any responsibility for all the consequences caused by the falling of the lamp due to the unstable installation of the hanging.

## Chapter 2: Panel Operation

### 1. Overview

The schematic diagram of the light panel is shown in Figure 1. The upper title displays the name of the light, and the lower is the status bar, which displays the current light signal, bulb status, and fault (when there is fault information not, it will display "ERR", otherwise it will display "NOR") Wait.

This light supports DMX/RDM protocol. When the light is searched by the RDM host, the three letters "RDM" will appear on the panel, indicating that the lamp is enumerated normally.

The display and operation are similar to the "Android operation system", and you can click on the corresponding item with your fingertip or a blunt hard object to operate.

Note: Do not use pointed or sharp objects to click on the display to prevent damage.

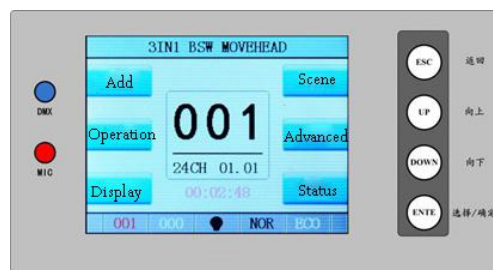


Figure 1 Schematic diagram of the display panel

### 2. Operation

1<sup>st</sup>, Operate light with intuitive touch or encoder

The left area is the TFT display area and the touch area. You can click the contents of the panel with your finger or blunt hardware to complete parameter setting or viewing status. The area on the right is the auxiliary input. If you don't use the touch function of TFT, you can use the auxiliary input to select the items that need to be set or viewed to complete the operation.

2<sup>nd</sup>, Parameter value input

When the selected parameter item needs to enter a value, the window shown in Figure 2 will open:

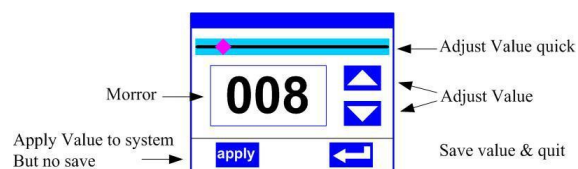


Figure 2 Value setting page

**Set the value:** you can directly drag the slide bar to quickly set the required value, or click the "up" or "down" button on the right to set the required value accurately, or turn the "rotary encoder" on the right to set;

**Apply the value:** When the data is set by the "up" or "down" button, and then press the "apply" application button in the lower left corner, the value will be sent to the fixture immediately, but the value has not been saved;

**Save the value:** At any time, click the "OK" button in the lower right corner to save the

current value to the internal memory, and the saved value will be applied to the fixture next time you turn it on.

### 3<sup>rd</sup>,Set boolean parameters

When the set parameter is a Boolean value (such as ON or OFF), you can directly click the corresponding item to switch the parameter value, and this type of parameter will be saved to the internal memory after modification. Press the parameter option on the right, and the corresponding option will be grayed out. When you let go, the corresponding parameters will be changed and saved. If pressing the parameter option is not the parameter you want to change, move your finger to another place on the screen at this time, and the corresponding parameter will not change.

The important Boolean parameters will be confirmed through the confirmation window to set, as shown in Figure 3 below:

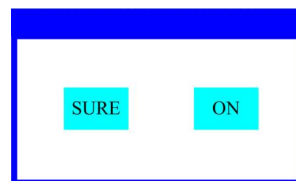


Figure 3 Confirm the input window

## 3.Function operation and parameter setting

Enter the setting interface

In the main interface, you can enter the corresponding parameter setting interface by selecting six buttons.

In the parameter setting interface, you can press the blue option on the left to quickly switch to other setting interfaces.

### 1<sup>st</sup> ,Set DMX address code

Through the page shown in address setting, you can set the DMX address and channel mode of the fixture.

The menu setting of the light optimizes the address setting, and the operations of several setting address codes are as follows:

Select "Previous" or "Next", the light will automatically calculate the address code of the next or previous one according to the current address code and channel data, which can be quickly set;

Click the value of the address code to enter the value editing window, where any valid address code can be used, and the fixture will automatically obtain the current channel number of the fixture, and automatically filter the unusable address code (512-current channel number).

The light supports the RDM protocol, and the lamp address code can be set remotely through RDM.

Two buttons are provided:

Channel mode: different channel modes can be selected cyclically;

Fixture reset: reset all motors.

### 2<sup>nd</sup> ,Set the working mode of lights

Through the page shown in the working mode, you can set the operation mode of the light and control it. The light supports four operation modes (DMX mode, auto movement mode, sound control mode and scene mode). For detailed parameter value setting, please refer to the previous section. The specific parameter description is shown in the following table:

Operation Mode

<b>DMX mode</b>	Console mode, receiving DMX signal, RDM signal	
<b>Self-propelled mode</b>	Light run automatically according to the built-in program	
<b>Voice control mode</b>	When the light detects a strong sound, the lamp will automatically run a scene according to the built-in program, otherwise the last scene will be kept	
<b>Scene mode 01</b>	Run in the set scene mode, support custom editing of up to 10 scenes	
	1~10	Output the specified scene
	Auto	Automatically output the scenes in the sequence of the set scene time (non-zero), and the scene with the time of 0 will be automatically skipped and ignored
<b>Master-slave selection</b>	It takes effect in non-DMX mode, select the data output mode, the lamp will automatically detect the DMX status and automatically switch the output to prevent data conflicts	
	Host	The light runs as built-in, if there is no signal from DMX, it outputs data (synchronized), otherwise it does not output data
	Slave	The fixtures run as built-in, no data is output (not synchronized with other fixtures)
	Auto	If there is no DMX signal, the light will operate as built-in, otherwise, the light will operate as DMX signal
<b>Light bulb switch</b>	(Lamp light source) A confirmation dialog box pops up, select "SURE" to confirm the current operation, turn the bulb on or off, and the switching time interval is limited to 30 seconds	
	Off	The current lamp output is turned off
	On	The current light output is already on

The scene mode is suitable for a single or a small number of lights. It only needs to output a fixed scene, or a simple program needs to be run. You can edit it in the scene page without connecting to the console.

If the light source of the light is a bulb, after turning off the bulb, please wait 10 minutes before turning on the bulb.

### 3<sup>rd</sup> ,Panel display settings

The light supports Chinese and English bilingual, upside down display, etc., enter the corresponding parameter settings as shown in page display setting, the specific menu content is shown in the following table:

Display setting

<b>Language</b>	Set the displayed language	
	English	English

	中文	Chinese
<b>Screen protection</b>	Set the display content or method of the screen after 30 seconds of no operation on the screen	
	Off	Keep the last operation page, bright screen
	Mode 1	Screen off
	Mode 2	Black screen, the address code of the current fixture is displayed in the lower left corner
	Mode 3	Display brand information, address code and operation mode
<b>Screen rotation</b>	Set the display direction of the screen	
	Off	Do not reverse the display
	No	Reverse display
	Auto	Automatically detect the direction of the lamp hanging lamp, and automatically switch the display direction
<b>DMX instructions</b>	Set the indication mode of DMX signal indicator	
	Mode 1	On when there is a signal, off when there is no signal
	Mode 2	Off when there is a signal, on when there is no signal
	Mode 3	Flashes when there is a signal, and goes off when there is no signal
<b>Signal indicating brightness</b>	Set the brightness of the signal indicator	
	1~10	10 grades
<b>Screen backlight</b>	Set the brightness of the screen backlight after 10 seconds of no operation, and it will be all on during operation	
	1~10	10 grades
<b>Touch screen switch</b>	Choose whether to disable the touch screen. When the touch screen is accidentally damaged, you can disable the touch function and use the auxiliary input to set the lamp	
<b>Touch correction</b>	When the screen touch is inaccurate, you can enter the calibration page to calibrate the screen	

For lights that support touch operation, if there is a bad touch, you can enter the calibration page to recalibrate the touch accuracy of the touch screen. Under normal circumstances, please do not enter this page. If the touch is damaged, select to disable the touch function.

#### 4<sup>th</sup> ,Scene mode

Entering the page shown in page scene mode, the fixture enters the scene editing mode. Under this page, the fixture does not receive DMX console data, and the edited data is immediately reflected on the fixture.

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

Scene mode

<b>Scene</b>	Select the current scene to be operated
--------------	---

<b>selection</b>	1~10	10 scene settings
<b>Scene time</b>	Set the retention time of the current scene in automatic mode, the unit is 0.1 seconds	
	0	The current scene does not participate in automatic scene output
	1-255	0..1sec to 25.5sec
<b>1. pan</b>	0-255	Set the data of each channel, the display content and sequence correspond to the channel table of the light one by one
.....	0-255	
.....	0-255	
<b>N. function</b>	0-255	

If the reset channel in the scene edits the effective reset data, the lamp will be reset, but after reset, the value of the corresponding reset channel will be automatically cleared to prevent multiple consecutive resets.

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

5<sup>th</sup>, Set lamp working parameters

Enter the page shown in advanced setting, adjust the on-site parameters of the lamp to facilitate the on-site installation of the lamp, etc.:

Advanced setting

<b>X reverse</b>	Set X axis rotation direction	
	Off	No reverse
	On	Reverse
<b>Y reverse</b>	Set Y axis rotation direction	
	Off	No reverse
	On	Reverse
<b>Optocoupler correction</b>	Set whether the lamp detects XY out-of-step and corrects it	
	Off	Do not correct position after out of step
	On	Automatically correct the position after losing step
<b>X axis offset</b>	Set the position of the zero point of the X-axis of the light	
	4-150	
<b>Y axis offset</b>	Set the position of the Y-axis zero point of the light	
	4-48	
<b>Data retention</b>	Set the output state of the light when there is no DMX signal	
	Off	No signal, so the motor and light source return to the position and state when the reset is completed
	On	No signal, keep the last frame of DMX data output
<b>Light on mode</b>	Set the way the bulb is turned on for the first time after it is powered on	
	Power on and	Turn on the bulb first when powering on, and reset the light after 30 seconds



	open the bubble	
	Open bubble after reset	Reset the lamp 3 seconds after power-on, and turn on the bulb after the reset is complete
	Manually open the bubble	After the reset is complete, manually turn on the bulb through the menu or console
<b>Factory settings</b>	A confirmation box pops up, after selecting "SURE", the lamp parameters return to the factory settings	

When the power-on and open-bubble mode is selected, after the lamp is powered on, it will wait for the lamp for 30 seconds to fully start the lamp. After the internal voltage is stable enough, start the reset procedure. If the on-site power consumption is stable, it is recommended to power on the lamp mode .

When the position of the lamp cannot be adjusted, please check whether the "Optical Coupler Calibration" is turned off first.

After unplugging the signal, if the position of the lamp is not output as expected, please check the "data hold" setting first.

When setting the XY offset, after completing the setting, please control XY with the maximum stroke first to check that after the setting, X Y will not hit the positioning rod or the housing.

6<sup>th</sup>,View the current status of the fixture

Enter the page shown in status of the fixture, you can view the information and real-time status of the light to know the use status of the light. If the light needs after-sales service, please provide the status information displayed on this page as a basis for judgment, as shown in the following table:

Status information

<b>Motor information</b>	Display the information status of all motors and signals in the lamp	
	Hall	No display, it means that the motor has no Hall calibration, 0 means that the motor has left the calibration position, 1 means that the motor is at the calibration position
	Status	Display the completion status of the motor reset
	X axis	Display the real-time position value of the X-axis optocoupler feedback
	Y axis	Display the real-time position value of Y-axis optocoupler feedback
	Optocoupler	Display the level status of the two signals of the X and Y axis optocouplers, binary
<b>Fault/status record</b>	Display the latest 8 fault records when the lamp is reset and running	
	Failure data	The total number of faults detected after power-on
	12: :03	Power-on time when the fault occurs, in minutes
	Hall failure	Corresponding to the motor did not detect a valid Hall signal when the motor was reset

	Hall short circuit	Corresponding to the detection of the motor's Hall signal when the motor is reset, it is always valid
	Optocoupler failure	No valid optocoupler signal is detected when the corresponding motor is reset
	Out of step	Corresponding motor loses step during operation
	Bump	Corresponding to hit the positioning rod when the motor is reset
	Bulb failure	The bulb is accidentally blown out
	Sensor failure	The temperature sensor signal is abnormal
	Fan failure	The main fan is not working properly
<b>Lamp status</b>	Display the key status data of the current light for reference	
	Communication	0~100%, the communication quality of the internal data link of the lamp
	Error count	The total number of error frames detected after power-on, accumulated
	Light source temperature	Display the current temperature of the light source, "---" means no detection
	Display board temperature	Display the temperature of the current display board or the ambient temperature nearby
	Sensor 1 temperature	Display the current motherboard temperature or the ambient temperature of the motherboard installation location
<b>Version information</b>	Display the current lamp information and version, an important reference for after-sales maintenance	
	Device	The name of the lamp, the same as the device information of RDM
	Model	Light model, same as RDM model information
	Display board	Display the firmware version and serial number of the board
	Motherboard 1	Firmware version and serial number of motherboard 1
<b>Light source time</b>	Record the total cumulative time when the light source is turned on, the unit is minute, and the user can manually clear it as a time reference for regular maintenance of the light source	
<b>Light time</b>	Record the total cumulative time the lights are turned on, in minutes, cannot be cleared	

## Chapter 3: Technical Parameters and Channel Description

### 1. Technical Parameters:

Voltage: AC100-240V

Lamp power: led 700W □ 800W □

Total power: 700W/800W/900W/1000W

Beam angle: 7°-42°, zoom lens, linear zoom.

Control channel: 34/42 channels

Operation mode: sound control, auto movement, master-slave, DMX512

Color wheel: 6 fixed color plates + white light, semi-color and rainbow effect, double way rotation.

CMY: CMY color mixing

Gobo wheel: 8 fixed gobos + white color; 6 rotating gobos + white color

Prism: 3-facet prism and 6-facet prism, positive and negative free rotation, prism positioning

Focus: DMX linear high-definition focusing, 2 meters to infinite sharpness adjustment

Frost: built-in atomizing mirror can generate soft wash effect adjustment, 0%~100% linear atomization

Strobe: 1-25 times / sec

Dimmer: 0-100% linear dimmer

Pan/Tilt movement: horizontal 540°, vertical 270°

Cutting wheel: a set of controllable 4 chamfering blades, the entire chamfering system can be rotated by 90°. Through the precise control of the cut sheet, any shape can be created, and the dynamic effect plate: the super dynamic simulation of the dynamic turbulent flame, the turbulent water and other dynamic effects

Software upgrade: Easy and quick upgrade of software through DMX data cable

Other functions: 1st, RDM function. The DMX address code, machine reset, voice mode conversion and other functions can be changed from the console.

2nd, Intelligent and energy-saving, the LED light source will automatically off without turning on the light

### 2 DMX Channel Table:

DMX Channel Mode	Function	DMX address	Illustration	
1	1	Pan	0-255	Pan movement
2	2	Pan fine	0-255	Pan fine
3	3	Tilt	0-255	Tilt movement
4	4	Tilt fine	0-255	Tilt fine
5	5	Pan/tilt speed	0	Max movement speed
		Speed	1-255	Speed from fast to slow

		mode		
		Time mode	1-255	From 0.1sec to 25.5sec
6	6	Dimmer	0-255	Continuous dimmer adjustment from 0% ~ 100%
7		Dimmer fine	0-255	Dimmer fine
8	7	Strobe	0-3	Close
			4-103	Strobe from slow to fast
			104-107	Open
			108-157	Fast open and slowly close,from slow to fast
			158-207	Fast close and slowly open.from fast to slow
			208-212	Open
			213-251	Random strobe,from slow to fast
			252-255	Open
9	8	Exponential index	0-63	Blank
			64-255	Exponential index insert(CTO fixed color temperature)
10	9	CMY-C	0-255	Cyan from shallow to deep
11	10	CMY-M	0-255	Magenta from shallow to deep
12	11	CMY-Y	0-255	Yellow from shallow to deep
13	12	T	0-255	Color temperature from shallow to deep
14		CMY macro function	0-3	No function
			4-255	CMY macro function from fast to slow
15	13	Color wheel	0-8	Blank
			9-17	Blank+color 1
			18-26	Color 1
			27-35	Color 1+color 2
			36-44	Color 2
			45-53	Color 2+color 3
			54-62	Color 3
			63-71	Color 3+color 4
			72-80	Color 4
			81-89	Color 4+color 5
			90-98	Color 5
			99-107	Color 5+color 6
			108-116	Color 6
			117-128	Color 6+ color 1
			128-190	Rainbow effect from fast to slow
			191-192	Rainbow effect stop
193-255	Rainbow effect from slow to fast			
16	14	Fixed gobo wheel	0-4	Blank
			5-12	Gobo 1
			13-20	Gobo 2
			21-28	Gobo 3
			29-36	Gobo 4
			37-44	Gobo 5
			45-52	Gobo 6

			53-60	Gobo 7
			61-76	Gobo 8
			77-89	Gobo 1 shake from slow to fast
			90-102	Gobo 2 shake from slow to fast
			103-115	Gobo 3 shake from slow to fast
			116-128	Gobo 4 shake from slow to fast
			129-141	Gobo 5 shake from slow to fast
			142-154	Gobo 6 shake from slow to fast
			155-167	Gobo 7 shake from slow to fast
			168-180	Gobo 8 shake from slow to fast
17	15	Rotary gobo wheel	0-5	Blank
			6-16	Gobo 1
			17-27	Gobo 2
			28-38	Gobo 3
			39-49	Gobo 4
			50-60	Gobo 5
			61-75	Gobo 6
			76-95	Gobo 1 shake from slow to fast
			96-115	Gobo 2 shake from slow to fast
			116-135	Gobo 3 shake from slow to fast
			136-155	Gobo 4 shake from slow to fast
			156-175	Gobo 5 shake from slow to fast
			176-199	Gobo 6 shake from slow to fast
			200-201	Blank
			202-227	Clockwise flowing effect from fast to slow
			228-229	No function
			230-255	Anti-Clockwise flowing effect from slow to fast
18	16	Rotary gobo movement and rotation	0	No function
			1-127	Rotary gobo movement
			128-190	Clockwise rotation from fast to slow
			191-192	No function
			193-255	Anti-clockwise rotation from slow to fast
19	17	Flaming effect wheel	0-63	Blank
			64-255	Flaming effect
20	18	Flaming rotation	0	No function
			1-127	Flaming movement
			128-190	Clockwise flaming rotation from fast to slow
			191-192	No function
			193-255	Anti-clockwise flaming rotation from slow to fast
21	19	Cutting blade motor 1	0	Blank
			1-255	Cutting blade motor 1 insert from 0~100%
22	20	Cutting blade motor 2	0	Blank
			1-255	Cutting blade motor 2 insert from 0~100%

23-28	21-26	Cutting blade motor 3 to 8		The same function as above
29	27	Cutting shapes rotation	0-255	Cutting shapes rotation from 0-90 degrees
30		Cutting wheel macro function	0-7	No function
			8-127	Cutting shapes changes from slow to fast
			128-255	Aperture zoom from slow to fast
31		Cutting wheel module time	0	No function
			1-255	Cutting blade and aperture movement time from 0.1 second to 25.5 seconds
32	28	Focus	0-255	Continuous adjustment from far to near
33		Focus fine	0-255	Minor adjustment from far to near
34	29	Zoom	0-255	beam angle adjustment from small to large
35		Zoom fine	0-255	Minor beam angle adjustment from small to large
36		Auto focus	0	No function
			1-255	Enable auto focus
37	30	Iris	0-255	Aperture from large to small
38	31	Prism	0-19	No function
			20-75	Prism 1 insert
			76-127	Prism 2 insert
			128-255	blank
39	32	Prism rotation and movement	0-127	Prism movement
			128-190	Forward prism rotation: from fast to slow
			191-192	No function
			193-255	Reverse prism rotation: from slow to fast
40	33	Frost	0-63	No function
			64-255	Frost 100%
41		reserve		
42	34	Function (To achieve the following effect, push the DMX value to the appropriate position and stay at least 4	0-49	Blank
			50-59	Pan/tilt speed mode
			60-69	Pan/tilt time mode
			70-79	Pan/tilt blackout
			80-89	Turn off pan/tilt blackout
			90-99	Effect (color, pattern, etc.) blackout
			100-109	Turn off the effect (color, pattern, etc.) blackout
			110-199	blank
			200-209	Pan/tilt reset
			210-219	Effect reset
			220-229	All reset
230-255	blank			

		seconds		
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## Chapter 4 Common Faults and Precautions for Use

### 1.Common troubleshooting

The light contains professional components such as PCB and high-voltage power supply. For your safety and product life, non-professionals should not disassemble the light and related accessories without authorization.

1<sup>st</sup>,Bulb does not light up (except LED light source)

Possible cause: The bulb is not completely cooled, or the bulb has reached the end of its life, the treatment is as follows:

Due to abnormal operation, the bulb has not been completely cooled, so let the light body cool for more than 10 minutes to completely restore the interior to the normal state, and then turn on the power again;

Check whether the bulb has reached the end of its service life, and replace it with a new one;

Check whether the line between the bulb and the ignitor board is leaking, falling off or having poor connect

Replace with a new ignitor board

2<sup>nd</sup>,The light beam appears dim

Possible cause: The light 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 end of its 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. Regular cleaning and maintenance of the bulbs and various components in the lights are required.

3<sup>rd</sup>. Blurred pattern projection

Check whether the electronic focus channel value is suitable for the current projection distance.

4<sup>th</sup>,Light works intermittently

Possible cause: The internal circuit enters the protection state, and the processing is as follows:

(1) Check whether the fan is operating normally or whether it is dirty, causing the internal temperature of the lamp to rise;

(2) Check whether the internal temperature control switch is in the closed state;

(3) Check whether the light has reached the end of its life, and replace it with a new one.

5<sup>th</sup>, After the light is reset normally, it does not accept the control of the console  
Possible cause: The signal line is faulty or the lamp parameter setting is not normal, the treatment is as follows:

- (1) Check the start address code and check the connection of the DMX signal line (whether the signal line cable is intact, and whether the connection of the XLR connector is loose);
- (2) Add signal amplifier and 120 ohm terminal resistance;

6<sup>th</sup>, The lamp cannot be started  
Possible reason: bad power line, the treatment is as follows:

- (1) Check whether the fuse on the power input socket is fused, replace the fuse;  
The lamp has poor line contact due to vibration during long-distance transportation
- (2) Check the input power, pcb and other plug-in devices.

## **2. Precautions for use**

1<sup>st</sup>, Check whether the local power supply meets the rated voltage requirements of the product, and the leakage protector, overcurrent protector, etc. meet the requirements of the load;

2<sup>nd</sup>, Do not use power cords with damaged insulation, and do not overlap power cords with other wires;

3<sup>rd</sup>, The lamps are cooled by strong wind, which is easy to accumulate dust. It must be cleaned once a month, especially the heat dissipation vent, otherwise it will be blocked by the accumulation of dust, resulting in poor heat dissipation and abnormalities in the lamp.

4<sup>th</sup>, When installing the lamp, the fixing screws must be fastened, with safety cables, and regular inspections;

5<sup>th</sup>, When installing and positioning the luminaire, keep a minimum distance of 10 meters between any point on the surface of the luminaire and any flammable and explosive objects, and a distance of 2.5 meters from the irradiated object. Please do not install the luminaire directly on the surface of combustible materials;

6<sup>th</sup>, It is recommended that the continuous working time of the lamp should not exceed 10 hours, and the interval between continuous starting of the lamp should not be less than 10 minutes, otherwise it will not be triggered normally due to the overheating protection of the lamp;

7<sup>th</sup>, The closing time using the switch valve should not exceed 5 minutes. If you need to close the light for a long time, you should use the console (lighting control channel) to turn off the light;

8<sup>th</sup>, In order to ensure that multiple luminaires better comply with the scene effect, the luminaire should not be in the unfinished current scene, that is, start the next scene action. It is best to keep this state for no more than 3 minutes to ensure that multiple luminaires can run simultaneously;

9<sup>th</sup>, During use, if the light is abnormal, stop using the light in time to prevent other malfunctions.



### **3,Precautions for using RDM**

RDM is an extended version of the DMX512-A protocol. It is a remote device management (Remote Device Management) protocol. The traditional DMX512 protocol communication is one-way communication. The protocol is based on the RS-485 bus. RS-485 is a time-sharing multipoint, half-duplex protocol. , Only one port is allowed to output from the host at the same time, so, pay attention to the following points when using RDM:

- 1<sup>st</sup>,To use a console or host device that supports the RDM protocol host;
- 2<sup>nd</sup>,To use a two-way signal amplifier, the traditional one-way signal amplifier is not suitable for the RDM protocol, because the RMD protocol requires feedback data, and the use of a one-way amplifier will block the returned data, resulting in the failure to search for the lamps;
- 3<sup>rd</sup>,The lamp must be set to DMX mode to ensure that there is only one host on the signal line;
- 4<sup>th</sup>,A 120ohm impedance matching resistor must be inserted between terminals 2 and 3 of the terminal plug. When the signal line is relatively long, the use of differential signals is more stable and beneficial, which is conducive to the quality of communication;
- 5<sup>th</sup>,When it appears that the lamp accepts DMX control, but cannot search for the lamp by RDM, first check the signal amplifier, and then check whether there is a bad connection between the 2 and 3 lines of the signal line.

## Chapter 5:Warranty Card

This product is tested in good operation before delivery.We will provide 1 year warranty under the condition that user has operated the light normally and lifetime service(light source is not in the range of warranty). We won't provide warranty if the damage is caused by artificial or force majeure event.Extra spare parts are charged.Cost of fittings should be charged by user if product need maintenance after 1 year.Please cut this warranty card and shipped it along with the product to our factory when applying for warranty.

Product:	Purchasing date:	Code of invoice:
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Warranty date: From	To
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User's name:	Add:
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Company:	Tel:
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