# CY-PM StageLite 10

# USER MANUAL


Please read the instructions carefully before use

# 1. Precautions for Installation Precautions for installation

1.1 The statement

Thank you for choosing our products! This product at the factory, the performance is intact, the package is complete. For your safe and effective use of this product, please read this manual carefully and completely before you use this product. This instruction manual contains important information for installation and use. Please install and operate according to the instructions. Meanwhile, please keep this instruction manual properly for use at any time. Our company does not assume any responsibility for the damage of lamps or other performance due to the failure of individuals to follow the instructions during installation, use or maintenance.

This manual is subject to technical change without prior notice.

1.2 Maintenance and maintenance

- Please disconnect the power supply before maintenance.
- The lamp should be kept dry and avoid working in wet environment.
- Intermittent use will effectively extend the life of the lamp.
- For good ventilation and lighting, take care to clean the fan and fan net as well as the lens frequently.
- Do not rub the lamp shell with alcohol and other organic solvents to avoid damage.

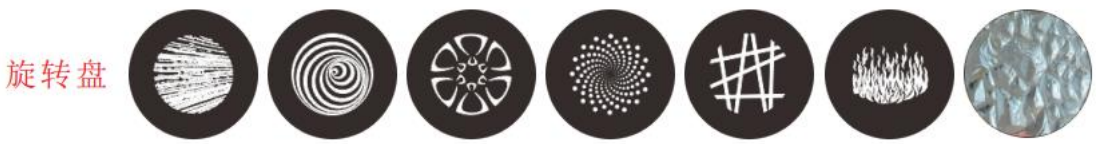
1.3 Product Precautions

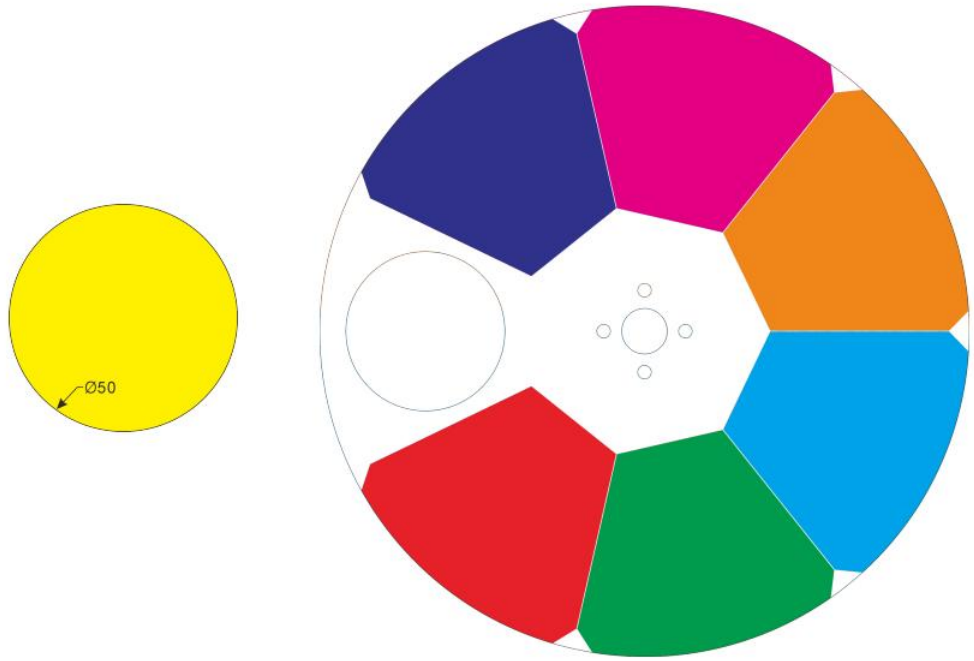
- This lamp is for professional use only.
- Before running, ensure that the power supply voltage is consistent with the required power supply voltage.
- Do not place the product in a place that is easy to loosen or vibrate.
- In the process of use, if the lamp is abnormal, it should stop using the lamp in time.
- In order to ensure the service life of the product, the product should not be placed in a damp or leaking place, and should not work in an environment where the temperature exceeds 60 degrees.
- When the bulb is used, the power supply voltage should not be more than ±10%. If the voltage is too high, the life of the bulb will be shortened. If the voltage is too low, the light color of the bulb will be affected.
- After power failure, it takes 20 minutes for the lamp to be fully cooled before it can be powered on again.
- The rotating part of the lamp and the sticking parts must be checked regularly. If loose or shaking occurs, it should be reinforced in time to prevent accidents.
- To ensure the normal use of this product, please read the instructions carefully.

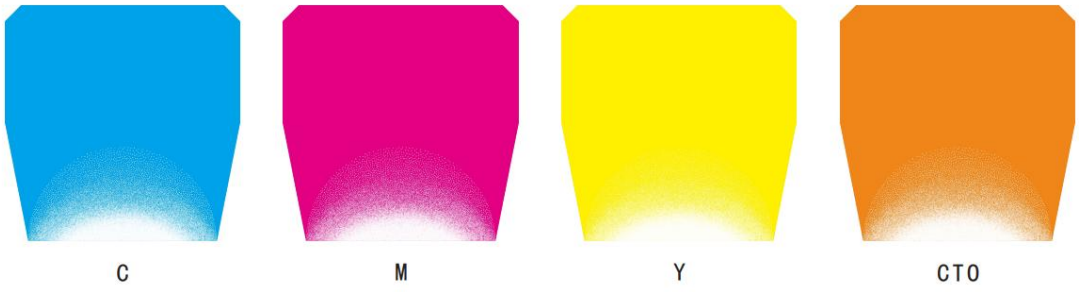
1.4 Product Introduction

- Input voltage: AC100-240V, 50/60Hz
- Rated power: 950W
- Light source: W LED module
- LED life: 20,000 hours

- Color temperature: 6500K
- Caliber: 138mm Frontal lens for greater performance
- Color rendering index: Standard mode Ra>70, high CRI mode Ra>90
- Luminous flux:24000LM
- Signal interface: three-pin XLR (five-pin XLR optional)
- Control mode: DMX512, RDM, Auto Mode, master-slave, Sound activation
- Channel mode: 36CH、42CH、60CH、41CHSame channel as Martin profile(optional)
- Display system: 2.8-inch touch LCD display, Chinese and English display, 180-degree rotation
- Fixed color: 6 colors + open position
- Color mixing system: independent CMY color mixing system
- Color temperature adjustment: independent CTO 2500K-7000K linear adjustment
- Prisms: Rotating 4-faced prism+6-faced linear prism, two prisms can be overlaid
- Effect wheel: dynamic effects such as stunning simulated dynamic flames, gurgling water, etc.
- Fixed Gobo wheel: 7 plug-in fixed gobos with an outer Rotating gobo Wheel: 8 gobos (pluggable),
- Framing system: 4 Individually positionable Shutter Blades, each piece can be closed separately and can be rotated +/- 90°
- Frost system: 0~100% linear atomization
- Iris system: 6%~100% smooth adjustment
- Beam Aperture: 5°~50° fast motorized linear zoom
- Dimming system: 0-100% linear adjustment
- Strobe system: the highest frequency can reach 25Hz, and random strobe and pulse strobe can be selected
- Pan: 540° (16 bit precision scanning)
- Tilt: 270° (16 bit precision scanning)
- Pan/Tilt: Five-phase motor with magnetic encoding positioning function
- Protection rate: IP20
- Working environment: 0-45℃
- Product net weight: 30KG
- Carton size：79.5*36.5*50.5cm




Signal wire connection

Lamps feature standard DMX input and output 3-core or 5-core XLR sockets. Please use DMX 512 shielded twisted-pair signal cable; The signal line is generally connected at a distance of 150 meters, and the DMX512 signal amplifier must be added when the long-distance signal is transmitted.

Connect a shielded twisted-pair signal line from the DMX outlet of the controller to the DMX input of the first device, and from the DMX input of the first device to the DMX input of the second device, and so on, until all lights are connected. Then install a terminal plug on the last connecting 3-core jack of the light fixture output in each row.(Weld a 4/1W, 120Ω resistance between pins 2 and 3 of the 3-core pin cannon plug).

Important: Wires should not touch each other or the metal case.

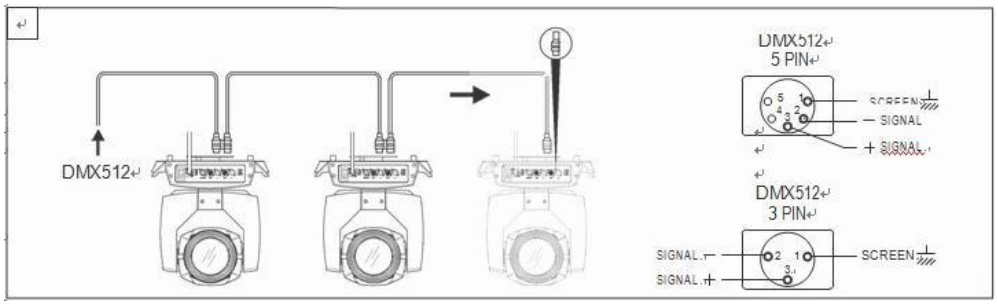



Figure 1 Schematic diagram of DMX signal cable connection

➢ Calculation method of initial address code of lamps:

The initial address code of the current lamp is equal to (the initial address code of the previous lamp)+(the number of channels of the lamp)

1: The starting address code of the first lamp is A001.

2: The basic channel number of the controller should be greater than or equal to the total number of channels used by the lamp.

3: Note: when using any controller, each lamp should have its own initial address code, if the first lamp's initial address code is set A001, the lamp channel number is 16CH;Then the initial address code of the second lamp is set to A017;The starting address code of the third lamp is set to A033;And so on. (This setting mode also needs to be determined according to different console)

1.5 Installation of lamps

Lamps can be placed horizontally, slanted or hung upside down.Pay attention to the installation method when hanging it slanting or upside down.

As shown in Figure 2, before positioning the lamp, the stability of the installation site should be ensured. During the reverse hanging installation, the lamp must not fall down on the support frame, and the safety rope should be used to pass through the support frame and the lamp handle for auxiliary hanging to ensure safety. Prevent lamps from falling and sliding.

When the lamp is installed and adjusted, pedestrians are not allowed to pass under it. Periodically check whether the safety rope is worn and whether the hook screw is loose.

Our company does not assume any responsibility for all the consequences caused by the fall of the lamp due to the unstable installation of the hanging.

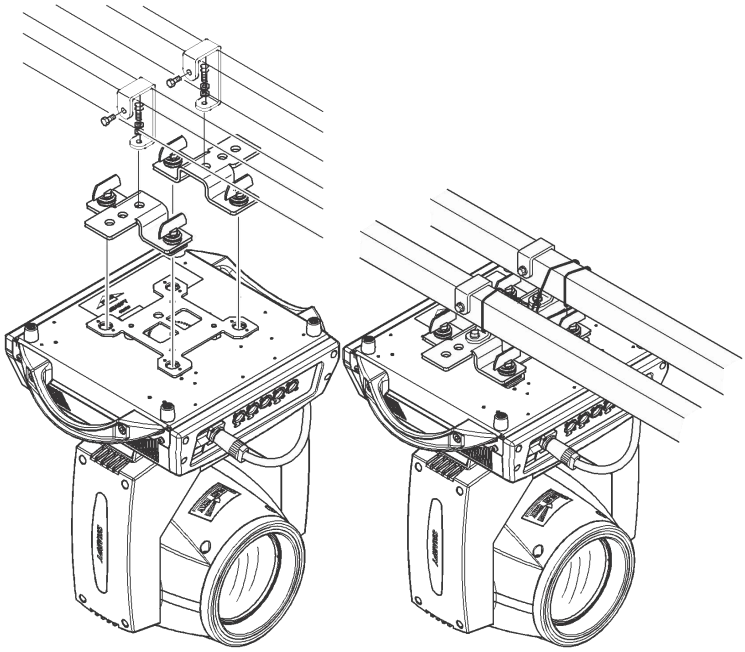


Figure 2. Schematic diagram of hanging lamps upside down

## 2. Control panel

## 2.1 Key Description

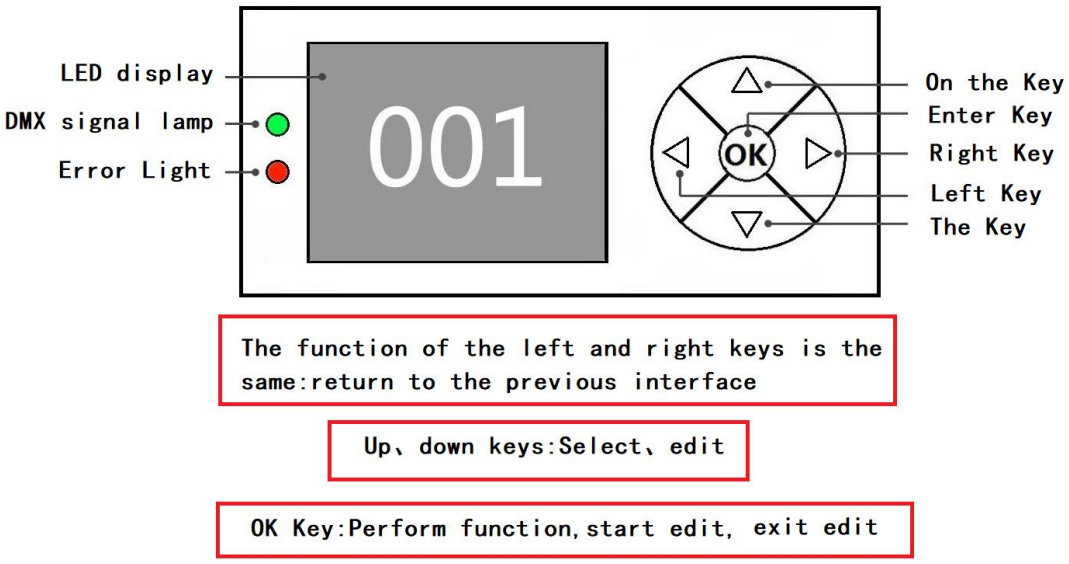



Figure 3. Description of panel keys

The following takes "Modify DMX address code" as an example to describe the use of keys:

1. If the current home screen is not displayed, press the Left key (one or more times) to return to the home screen
2. On the home screen, press the Up or Down key to select the Settings button
3. Press the OK key to enter the Settings screen
4. In the "Settings" interface, press the "Up" key or "Down" key to select "DMX Address"
5. Press "OK" to enter the editing state
6. Press the "Up" key or "Down" key to modify the DMX address code
7. Press the "OK" key to exit the editing state
8. Press the right button on the main interface to enter the calibration menu.

## 2.2 Menu Description

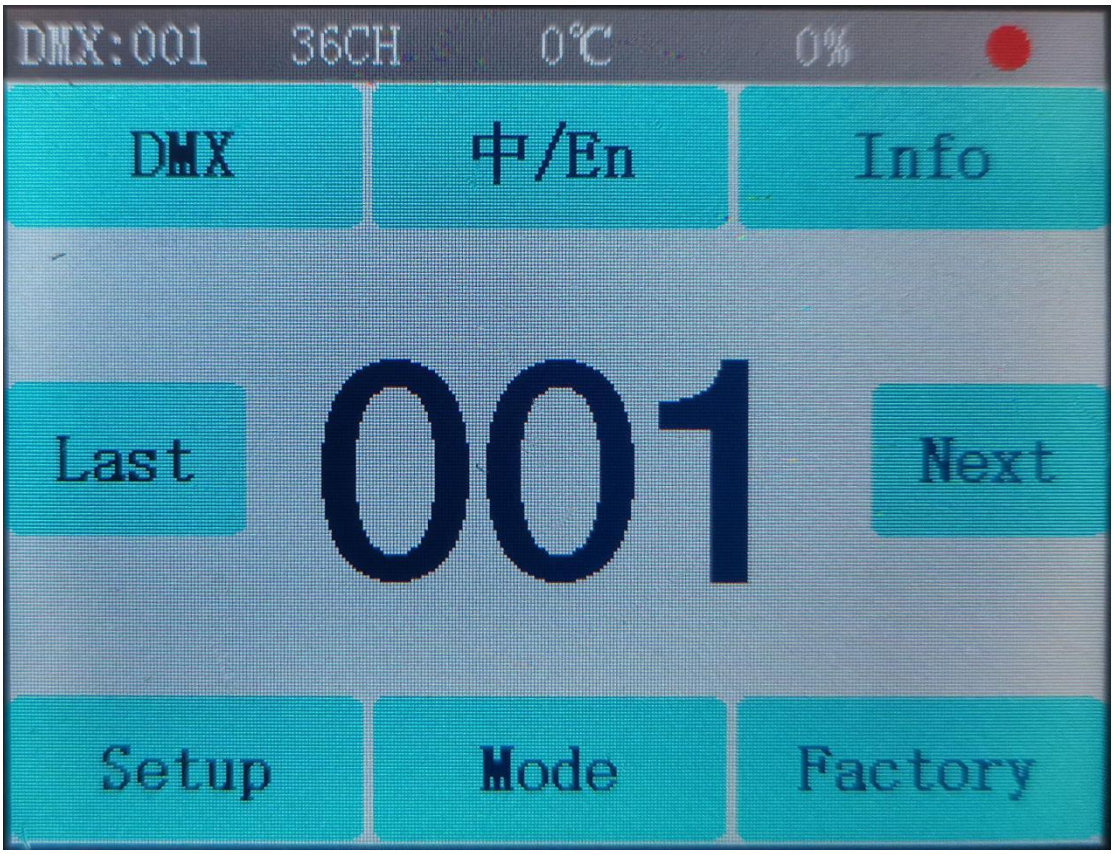



Figure 4 Main menu diagram

2.2.1 DMX Settings

Key description: Press up or down to +1 or -1 mode; Press one or the next, quickly adjust the

address code mode; Press the Confirm key to return

Manual instruction: Enter the hundreds place, then the tens place, and then the last place.(For example, if you enter 286, click 2, then 8, and finally 6)

2.2.2 Medium /En

English and Chinese interface switch;

### 2.2.3 System Information

| options | instructions | |
|---|---|---|
| System version | DIS | Display board software version |
| | MT | Motor board software version |
| Temperature information | | Display bead temperature |
| Fan Information | Fan speed | Displays fan speed information |
| System time | Total bright bubble | Cumulative brightening time (accurate to minutes) |
| | This brightening bubble | The brightening time (accurate to minute) |
| | Total service time | Cumulative usage time (accurate to minutes) |
| | Time of use | Usage time since this startup (accurate to minutes) |
| | Date of manufacture | |
| | Permission Duration | 9999 indicates no encryption and can be used for a long time.<br>Other values represent the remaining use time, encrypted; |
| Sensor monitoring | X Hall | 0 when magnetic is detected, 1 otherwise |
| | Y Hall | 0 when magnetic is detected, 1 otherwise |
| | Color plate hall | 0 when magnetic is detected, 1 otherwise |
| | CMY Hall | 0 when magnetic is detected, 1 otherwise |
| | CTO Hall | 0 when magnetic is detected, 1 otherwise |
| | Fixed pattern pan | 0 when magnetic is detected, 1 otherwise |
| | Glass pattern hall | 0 when magnetic is detected, 1 otherwise |
| | Glass pattern rotation Hall | 0 when magnetic is detected, 1 otherwise |
| | Focus hall | 0 when magnetic is detected, 1 otherwise |
| | Enlarge Hall | 0 when magnetic is detected, 1 otherwise |
| | Prism 1 rotary hall | 0 when magnetic is detected, 1 otherwise |
| | X Code disk status | Two digits, each corresponding to a photoelectric switch in the code disc |
| | Y Code disk status | Two digits, each corresponding to a photoelectric switch in the code disc |
| | X-axis encoding disk step value | The number of steps should increase when walking in the forward direction and decrease when walking in the opposite direction.Every time |

| | | |
|---|---|---|
| | | you go to the same point, the value is normal |
| | Y-axis encoding disk step value | The number of steps should increase when walking in the forward direction and decrease when walking in the opposite direction.Every time you go to the same point, the value is normal |
| System error | | If the red ERR indicator lights up, it indicates that the lamp is running incorrectly. You can enter the sub-interface to check the details.After viewing, you can press the "Clear" key to clear the error record |
| DMX channel value monitoring | | The sub-screen displays the channel value in numerical and percentage terms for viewing |

| Common Error Messages | instructions |
|---|---|
| Failed to connect the MT board. Procedure | The motor board is not responding. The serial communication line connecting the display board and the motor board is faulty, or the motor board is faulty. |
| X-axis reset failed | X-axis photoelectric switch, or X-axis motor or motor board has a problem |
| Y-axis reset failed | Y-axis photoelectric switch, or Y-axis motor or motor board is faulty |
| X axis Hall error | There is a problem with X shaft Hall or motor board |
| Y-axis Hall error | Y-shaft Hall, or motor board problem |
| Description Failed to reset the color disk | Color plate hall, or color plate motor has a problem |
| Description The pattern disk failed to reset | Pattern plate hall, or pattern plate motor problem |
| Failed to reset the focus | The focusing hall, or the focusing motor has a problem |

2.2.4 Lighting setup

| options | instructions | |
|---|---|---|
| DMX channel | 36CH | 36 channel mode |
| Work Mode | Standard | Standard mode suitable for outdoors |
| | Theater | Suitable for indoor high environment |
| | Television | Suitable for indoor small space environment |

| | | |
|---|---|---|
| language | Chinese | Set the interface to Chinese |
| | English | Set the interface to English |
| Screen flip | OFF | Front face display |
| | ON | The screen is displayed in reverse |
| Automatic screen flip | OFF | Disable the automatic flip function |
| | ON | Gravity sensing automatically reverses |
| Dimming curve | Square | index |
| | linear | A straight line |
| | SCurve | sine |
| | InSquare | logarithmic |
| RDM Function | OFF | The RDM function is enabled |
| | ON | Disable the RDM function |
| DMX signal | Hold | Continue running in the original state |
| | Reset | The motor turns back and stops running |
| Screen saver | OFF | Turn off the screensaver |
| | ON | Open the screensaver |
| Light tracing mode | OFF | Shut down |
| | Mode 1 | XY has no power in light pursuit mode |
| | Mode 2 | Very low intensity in XY mode |
| X reversal | OFF | The default |
| | ON | The starting point and the ending point are switched |
| Reversal of Y | OFF | The default |
| | ON | The starting point and the ending point are switched |
| XY exchange | OFF | The default |
| | ON | Exchange XY axis channel (including fine ) |
| XY encoder | ON | Use an encoder (optocoupler) to determine the out-of-step and automatically correct the position |
| | OFF | No encoder (optocoupler) is used to correct the position |
| Restore Default Settings | | After you press the OK key, the confirmation dialog box is displayed. Press the OK key again to restore the default Settings |

2.2.5 Running Mode

| | | |
|---|---|---|
| Self walking mode | DMX | Slave state: Receives DMX signals from the console or host |
| | Since the go | Host state: Self-drive and send DMX signal to slave |
| | Scenario 1, 2, 3 | Turn on scene self - walk |
| | Program 1, 2, 3 | Call console programming program to walk |
| Scenario Running | all | All open scenarios run sequentially |
| | From 1 to 5 | Call a scene run individually |
| Scene Setting | Scene channel Saving | Edit number Press the "Confirm" button to save (display: saving) |
| | Multi-step | 1, 2, 3;There are three groups |

| | | |
|---|---|---|
| | scenario group | |
| | Scene step selection | Under the current group, switch to the number of steps you want to edit |
| | Scene time (s) | 1-100.Total time for each step to run |
| | Scene delay (%) | 0-100;Gradient percentage, 0 is direct jump; |
| | Scenario Running | Open, running mode all can be called; Closing can only be invoked separately |
| | 1 to 36 Channel values | |
| Console programming | Program 1, 2, 3 | Switch the program position to record, press the "Confirm" button to enter the programming record interface, need to connect to the console |
| | Time (S) | Set the running time for each step |
| | They count | Current step of program |
| | Clearing Data | Clear all data of the current program |
| Console programming >> Programming interface | | Adjust the number of steps up and down, connect the console to save; |

Manual control (Click the operation mode menu on the main interface, select the item manual control, and press "Confirm" to enter manual control)

This interface is used to control the current lamp and automatically enter the host state (no DMX signal is received, in self-walking mode is the host, and sends DMX signal to the bus to the slave machine).

The manual menu displays 36 channels according to the standard 36 channels set in the Settings menu.

| options | instructions | |
|---|---|---|
| 1CH. X | 0 ~ 255 | Press the "OK" key to enter the editing state. Select the hundreds digit and press the Up and Down keys to change the channel value. Press OK again to select the tens edit. Press "OK" again to select the ones bit edit. Press again to exit the editing state |
| ... | 0 ~ 255 | |
| 35CH. Iris | 0 ~ 255 | |
| 36CH. Reset | | Press the "OK" button and see the confirmation dialog box. Press the "OK" button again to enter the reset interface and reset all the motors |

| | | |
|---|---|---|
| Reset ALL | | Press the "OK" button and see the confirmation dialog box. Press the "OK" button again to enter the reset interface and reset all the motors |
| XY reset | | Press the "OK" button to see the confirmation dialog box. Press the "OK" button again to enter the reset interface and reset XY |
| MT reset | | Press the "OK" button and see the confirmation dialog box. Press the "OK" button again to enter the reset interface and |

| | | |
|---|---|---|
| | | reset the small motor |

## 2.2.6 Factory Settings

| options | instructions | |
|---|---|---|
| Calibration of motor | PAN | After entering the sub-interface, you can adjust the reset position of X axis, Y axis and other motors to make up for the error in hardware installation. The adjustment range is -128 to +127, and +0 indicates no adjustment. |
| | TILT | |
| | Color Wheel | |
| | Fixed Gobo wheel | |
| | Glass Gobo wheel | |
| | Glass Gobo wheel rotation | |
| | Animation Wheel zero point | |
| | Animation Wheel Stroke | |
| | CRI Zero | |
| | CRI Stroke | |
| | Color temperature | |
| | Cyan | |
| | Magenta | |
| | Yellow | |
| | Focusing | |
| | Zoom | |
| | Prism 1 zero point | |
| | Prism 1 stroke | |
| | Prism 2 zero point | |
| | Prism 2 stroke | |
| | Prism 1 rotation | |
| | Prism 2 rotation | |
| | Zero point of atomization | |
| | Stroke of atomization | |
| | Framing Plate Rotation | |
| | Iris | |
| | Framing Plate 1 | |
| | Framing Plate 2 | |
| | Framing Plate 3 | |
| | Framing Plate 4 | |
| | Framing Plate 5 | |
| | Framing Plate 6 | |

| | | |
|---|---|---|
| | Framing Plate 7 | |
| | Framing Plate 8 | |
| Pan/Tilt speed adjustment | Pan Speed | 000-255, speed slow to fast adjustment |
| | Tilt Speed | |
| Regulation of fan | Regulation of fan | Only do temporary adjustment, power does not save |
| | Fan speed | |

## 3. Function of channel

## 4. 3.1 Table of channels

| Channel mode | | | | | |
|---|---|---|---|---|---|
| Channel 36 | | Channel 42 | | Channel 60 | |
| 1 | Pan | 1 | Pan | 1 | Pan |
| 2 | Pan fine | 2 | Pan fine | 2 | Pan fine |
| 3 | Tilt | 3 | Tilt | 3 | Tilt |
| 4 | Tilt fine | 4 | Tilt fine | 4 | Tilt fine |
| 5 | Pan/Tilt Speed | 5 | Pan/Tilt Speed | 5 | Pan/Tilt Speed |
| 6 | Shutter/Strobe | 6 | Shutter/Strobe | 6 | Shutter/Strobe |
| 7 | The dimmer | 7 | The dimmer | 7 | The dimmer |
| 8 | C | 8 | Dimming fine | 8 | Dimming fine |
| 9 | M | 9 | Zoom | 9 | Zoom |
| 10 | Y | 10 | Zoom Fine | 10 | Zoom Fine |
| 11 | CTO | 11 | Focus | 11 | Focus |
| 12 | Color Wheel | 12 | Focus Fine | 12 | Focus Fine |
| 13 | CRI Filter | 13 | Auto Focus | 13 | Auto Focus |
| 14 | Fixed Gobo Wheel | 14 | Auto Focus Fine | 14 | Auto Focus Fine |
| 15 | Rotating Gobo Wheel | 15 | Color Wheel | 15 | Color Wheel |
| 16 | Rotating Glass Gobo Wheel Rotation | 16 | CRI Filter | 16 | Color Wheel Fine |
| 17 | Animation Wheel | 17 | C | 17 | CRI Filter |
| 18 | Animation wheel Rotation | 18 | M | 18 | CRI Filter Fine |
| 19 | Focus | 19 | Y | 19 | C |
| 20 | Focus Fine | 20 | CTO | 20 | C Fine |
| 21 | Zoom | 21 | Fixed Gobo Wheel | 21 | M |
| 22 | Prism 1+2 | 22 | Rotating Gobo Wheel | 22 | M Fine |

| | | | | | |
|---|---|---|---|---|---|
| 23 | Prism 1 Rotation | 23 | Rotating Gobo Wheel Rotation | 23 | Y |
| 24 | Prism 2 Rotation | 24 | Rotating Gobo Wheel Rotation Fine | 24 | Y Fine |
| 25 | Frost | 25 | Animation insertion | 25 | CTO |
| 26 | Framing Blade 1 | 26 | Animation Wheel | 26 | CTO fine |
| 27 | Framing Blade 2 | 27 | Iris | 27 | Fixed Gobo Wheel |
| 28 | Framing Blade 3 | 28 | Prism 1 | 28 | Glass Gobo Wheel |
| 29 | Framing Blade 4 | 29 | Rotation of prism 1 | 29 | Glass Gobo Wheel Rotation |
| 30 | Framing Blade 5 | 30 | Prism 2 | 30 | Glass Gobo Wheel Rotation Fine |
| 31 | Framing Blade 6 | 31 | Rotation of prism 2 | 31 | Animation Wheel insertion |
| 32 | Framing Blade 7 | 32 | Frost | 32 | Animation Wheel |
| 33 | Framing Blade 8 | 33 | Framing Blade 1 | 33 | Iris |
| 34 | Framing wheel | 34 | Framing Blade 2 | 34 | Iris Fine |
| 35 | Iris | 35 | Framing Blade 3 | 35 | Prism 1 |
| 36 | Function | 36 | Framing Blade 4 | 36 | Prism 1 self-rotating |
| | | 37 | Framing Blade 5 | 37 | Prism 1 rotation fine |
| | | 38 | Framing Blade 6 | 38 | Prism 2 |
| | | 39 | Framing Blade 7 | 39 | Prism 2 self-rotating |
| | | 40 | Framing Blade 8 | 40 | Prism 2 rotation fine |
| | | 41 | Framing Wheel | 41 | Frost |
| | | 42 | Function | 42 | Framing Blade 1 |
| | | | | 43 | Framing Blade 1 Fine |
| | | | | 44 | Framing Blade 2 |
| | | | | 45 | Framing Blade 2 Fine |
| | | | | 46 | Framing Blade 3 |
| | | | | 47 | Framing Blade 3 |

| | | | | | |
|---|---|---|---|---|---|
| | | | | | Fine |
| | | | | 48 | Framing Blade 4 |
| | | | | 49 | Framing Blade 4 Fine |
| | | | | 50 | Framing Blade 5 |
| | | | | 51 | Framing Blade 5 Fine |
| | | | | 52 | Framing Blade 6 |
| | | | | 53 | Framing Blade 6 Fine |
| | | | | 54 | Framing Blade 7 |
| | | | | 55 | Framing Blade 7 Fine |
| | | | | 56 | Framing Blade 8 |
| | | | | 57 | Framing Blade 8 Fine |
| | | | | 58 | Framing Wheel |
| | | | | 59 | Framing Wheel fine |
| | | | | 60 | Function |

# Channel parameter values (full version) :

# Parameter values (full version) :

| Channel 36 | The name of the | The numerical | describe |
|---|---|---|---|
| | | | |
| CH1 | Pan | 0-255 | 0-540degree |
| CH2 | Pan Fine | 0-255. | 0-2 degrees |
| CH3 | Tilt | 0-255. | 0-270 degrees |
| CH4 | Tilt Fine | 0-255. | 0-1 degrees |
| CH5 | Pan/Tilt Speed | 0-255. | From fast to slow |
| CH6 | Strobe | 0-3 | No function |
| | | 4-127. | From slow to fast normal strobe |
| | | 128-191. | Bisect strobe from slow to fast |
| | | 192-251. | From slow to fast random strobe |
| | | 252-255. | Light On |
| CH7 | The dimmer | 0-255. | 0-100% dimming |
| CH8 | C | 0-255. | |

| | | | |
|---|---|---|---|
| CH9 | M | 0-255. | |
| CH10 | Y | 0-255. | |
| CH11 | CTO | 0-255. | |
| CH12 | Color Wheel | 0-127. | Linear color |
| | | 128-137 | Color 1 |
| | | 138-146 | Color 2 |
| | | 147-155 | Color 3 |
| | | 156-164 | Color 4 |
| | | 165-173 | Color 5 |
| | | 174-182 | Color 6 |
| | | 183-191 | Color 7 |
| | | 192-222. | CW From fast to slow |
| | | 223-224. | Stop |
| | | 225-255. | CCW From slow to fast |
| CH13 | CRI Filter | 0 | No function |
| | | 1-255. | 0-100% linear insertion |
| CH14 | Fixed Gobo | 0–9 | Open |
| | | 10–19 | Gobo 1 |
| | | 20–29 | Gobo 2 |
| | | 30–39 | Gobo 3 |
| | | 40–49 | Gobo 4 |
| | | 50–59 | Gobo 5 |
| | | 60–69 | Gobo 6 |
| | | 70–79 | Gobo 7 |
| | | 80–89 | Gobo 8 |
| | | 90–99 | From slow to fast Gobo 1 Shake |
| | | 100–109 | From slow to fast Gobo 2 Shake |
| | | 110–119 | From slow to fast Gobo 3 Shake |
| | | 120–129 | From slow to fast Gobo 4 Shake |
| | | 130–139 | From slow to fast Gobo 5 Shake |
| | | 140–149 | From slow to fast Gobo 6 Shake |
| | | 150–159 | From slow to fast Gobo 7 Shake |
| | | 160–169 | From slow to fast Gobo 8 Shake |
| | | 170–212 | CW From fast to slow |
| | | 213–215 | Stop |
| | | 216–255 | CCW From slow to fast |
| CH15 | Glass Gobo Wheel | 0–9 | Open |
| | | 10–19 | Gobo 1 |
| | | 20–29 | Gobo 2 |
| | | 30–39 | Gobo 3 |

| | | | |
|---|---|---|---|
| | | 40−49 | Gobo 4 |
| | | 50−59 | Gobo 5 |
| | | 60−69 | Gobo 6 |
| | | 70−79 | Gobo 7 |
| | | 80-89. | From slow to fast Gobo 1 Shake |
| | | 90-99. | From slow to fast Gobo 2 Shake |
| | | 100-109. | From slow to fast Gobo 3 Shake |
| | | 110-119. | From slow to fast Gobo 4 Shake |
| | | 120-129. | From slow to fast Gobo 5 Shake |
| | | 130-139. | From slow to fast Gobo 6 Shake |
| | | 140-149. | From slow to fast Gobo 7 Shake |
| | | 150-190. | CW From fast to slow |
| | | 191-192. | Stop |
| | | 193-255. | CCW From slow to fast |
| CH16 | Glass Gobo wheel rotation | 0-127. | Angle Switch |
| | | 128-190. | CW From fast to slow |
| | | 191-192. | Stop |
| | | 193-255. | CCW From slow to fast |
| CH17 | Animation Wheel Insertion | 0-9 | OFF |
| | | 10-255. | Linear insertion |
| CH18 | Animation Wheel | 0-2 | Stop |
| | | 3-128. | CW From fast to slow |
| | | 129-255. | CCW From slow to fast |
| CH19 | Focus | 0-255. | From far to near |
| CH20 | Focus Fine | 0-255. | |
| CH21 | Zoom | 0-255. | From small to big |
| CH22 | Prism 1 | 0-63. | OFF |
| | | 64-127. | Prism 1 |
| | | 128-191. | Prism 2 |
| | | 192-255. | Prism 1+ Prism 2 |
| CH23 | Prism 1 Rotation | 0-127. | Angle Switch |
| | | 128-187. | CW From fast to slow |
| | | 188-195. | Stop |
| | | 196-255. | CCW From slow to fast |
| CH24 | Rotation of prism 2 | 0-127. | Angle Switch |
| | | 128-187. | CW From fast to slow |
| | | 188-195. | Stop |
| | | 196-255. | CCW From slow to fast |
| CH25 | Frost | 0-127. | No function |
| | | 128-255. | Frost |
| CH26 | Framing Blade 1 | 0-255. | Linear insertion |
| CH27 | Framing Blade 2 | 0-255. | Linear insertion |

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|---|---|---|---|
| CH28 | Framing Blade 3 | 0-255. | Linear insertion |
| CH29 | Framing Blade 4 | 0-255. | Linear insertion |
| CH30 | Framing Blade 5 | 0-255. | Linear insertion |
| CH31 | Framing Blade 6 | 0-255. | Linear insertion |
| CH32 | Framing Blade 7 | 0-255. | Linear insertion |
| CH33 | Framing Blade 8 | 0-255. | Linear insertion |
| CH34 | Framing Wheel | 0-255. | Angle of slice |
| CH35 | Iris | 0-127.<br>128-255. | From big to small<br>Function of contraction |
| CH36 | Function | 0-100. | Follow Spot Default (follow Settings) |
| | | 101-110. | Turn off follow spot mode and hold it for 5s without changing the interface Settings |
| | | 111-120. | Follow spot mode 1: Hold for 5s without changing the interface Settings |
| | | 121-130. | FollowSpot 2: Hold for 5s without changing the interface Settings |
| | | 210-215. | Reset Pan/Tilt for More than 6 seconds |
| | | 220-235. | Reset Effect Motor for More than 6 seconds |
| | | 240-255. | Reset all after 6 seconds |

| Channel 42 | Channel 60 | The name of the | The numerical | Description |
|---|---|---|---|---|
| CH1 | CH1 | Pan | 0-255. | 0-540 degrees |
| CH2 | CH2 | Pan Fine | 0-255. | 0-2 degrees |
| CH3 | CH3 | Tilt | 0-255. | 0-270 degrees |
| CH4 | CH4 | Tilt Fine | 0-255. | 0-1 degrees |
| CH5 | CH5 | Pan/Tilt | 0-255. | From fast to slow |
| CH6 | CH6 | Strobe | 0-3 | No function |
| | | | 4-127. | From slow to fast normal strobe |
| | | | 128-191. | Bisect strobe from slow to fast |
| | | | 192-251. | From slow to fast random strobe |
| | | | 252-255. | Light On |
| CH7 | CH7 | Dimmer | 0-255. | 0-100% dimming |
| CH8 | CH8 | Dimming fine | 0-255. | |
| CH9 | CH9 | Zoom | 0-255. | From small to big |
| CH10 | CH10 | Zoom Fine | | |
| CH11 | CH11 | Focus | 0-255. | From far to near |
| CH12 | CH12 | Focus fine | 0-255. | |
| CH13 | CH13 | Auto focus | 0-63. | There is no |

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|---|---|---|---|---|
| | | | 64-127. | 7.5 meters |
| | | | 128-255. | 15 meters |
| CH14 | CH14 | Auto focus fine | 0-255. | |
| CH15 | CH15 | Color Wheel | 0-127 | Linear color |
| | | | 128-137 | Color 1 |
| | | | 138-146 | Color 2 |
| | | | 147-155 | Color 3 |
| | | | 156-164 | Color 4 |
| | | | 165-173 | Color 5 |
| | | | 174-182 | Color 6 |
| | | | 183-191 | Color 7 |
| | | | 192-222. | CW From fast to slow |
| | | | 223-224. | Stop |
| | | | 225-255. | CCW From slow to fast |
| | CH16 | Color Wheel Fine | | |
| CH16 | CH17 | CRI Filter | 0 | No function |
| | | | 1-255. | 0-100% linear insertion |
| | CH18 | CRI Filter Fine | | |
| CH17 | CH19 | C | 0-255. | |
| | CH20 | C Fine | | |
| CH18 | CH21 | M | 0-255. | |
| | CH22 | M fine | | |
| CH19 | CH23 | Y | 0-255. | |
| | CH24 | Y fine | | |
| CH20 | CH25 | CTO | 0-255. | |
| | CH26 | CTO Fine | | |
| CH21 | CH27 | Fixed Gobo Wheel | 0-9 | Open |
| | | | 10-19 | Gobo 1 |
| | | | 20-29 | Gobo 2 |
| | | | 30-39 | Gobo 3 |
| | | | 40-49 | Gobo 4 |
| | | | 50-59 | Gobo 5 |
| | | | 60-69 | Gobo 6 |
| | | | 70-79 | Gobo 7 |
| | | | 80-89 | Gobo 8 |
| | | | 90-99 | From slow to fast Gobo 1 Shake |
| | | | 100-109. | From slow to fast Gobo 2 Shake |
| | | | 110-119. | From slow to fast Gobo 3 Shake |
| | | | 120-129. | From slow to fast Gobo 4 Shake |
| | | | 130-139. | From slow to fast Gobo 5 Shake |

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|---|---|---|---|---|
| | | | 140-149. | From slow to fast Gobo 6 Shake |
| | | | 150-159. | From slow to fast Gobo 7 Shake |
| | | | 160-169. | From slow to fast Gobo 7 Shake |
| | | | 170-212. | CW From fast to slow |
| | | | 213-215. | Stop |
| | | | 216-255. | CCW From slow to fast |
| CH22 | CH28 | Glass Gobo Wheel | 0-9 | Open |
| | | | 10-19 | Gobo 1 |
| | | | 20-29 | Gobo 2 |
| | | | 30-39 | Gobo 3 |
| | | | 40-49 | Gobo 4 |
| | | | 50-59 | Gobo 5 |
| | | | 60-69 | Gobo 6 |
| | | | 70-79 | Gobo 7 |
| | | | 80-89. | From slow to fast Gobo 1 Shake |
| | | | 90-99. | From slow to fast Gobo 2 Shake |
| | | | 100-109. | From slow to fast Gobo 3 Shake |
| | | | 110-119. | From slow to fast Gobo 4 Shake |
| | | | 120-129. | From slow to fast Gobo 5 Shake |
| | | | 130-139. | From slow to fast Gobo 6 Shake |
| | | | 140-149. | From slow to fast Gobo 7 Shake |
| | | | 150-190. | CW From fast to slow |
| | | | 191-192. | Stop |
| | | | 193-255. | CCW From slow to fast |
| CH23 | CH29 | Glass Gobo wheel rotation | 0-127. | Angle Switch |
| | | | 128-190. | CW From fast to slow |
| | | | 191-192. | Stop |
| | | | 193-255. | CCW From slow to fast |
| CH24 | CH30 | Glass Gobo Rotation fine | | |
| CH25 | CH31 | Animation Wheel Insertion | 0-9 | OFF |
| | | | 10-255. | Linear insertion |
| CH26 | CH32 | Animation Wheel | 0-2 | Stop |
| | | | 3-128. | CW From fast to slow |

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|---|---|---|---|---|
| | | | 129-255. | CCW From slow to fast |
| CH27 | CH33 | Iris | 0-127.<br>128-255. | From big to small<br>Function of contraction |
| | CH34 | Iris Fine | | |
| CH28 | CH35 | Prism 1 | 0-127. | OFF |
| | | | 128-255. | Prism 1 |
| CH29 | CH36 | Prism 1 Rotation | 0-127. | Angle Switch |
| | | | 128-187. | CW From fast to slow |
| | | | 188-195. | Stop |
| | | | 196-255. | CCW From slow to fast |
| | CH37 | Prism 1 rotation fine | | |
| CH30 | CH38 | Prism 2 | 0-127. | OFF |
| | | | 128-255. | Prism 1 |
| CH31 | CH39 | Prism 2 Rotation | 0-127. | Angle Switch |
| | | | 128-187. | CW From fast to slow |
| | | | 188-195. | Stop |
| | | | 196-255. | CCW From slow to fast |
| | CH40 | Prism 2 rotation Fine | | |
| CH32 | CH41 | Frost | 0-127. | No function |
| | | | 128-255. | Frost |
| CH33 | CH42 | Framing Blade 1 | 0-255. | Linear insertion |
| | CH43 | Framing Blade 1 Fine | | |
| CH34 | CH44 | Framing Blade 2 | 0-255. | Linear insertion |
| | CH45 | Framing Blade 2 Fine | | |
| CH35 | CH46 | Framing Blade 3 | 0-255. | Linear insertion |
| | CH47 | Framing Blade 3 Fine | | |
| CH36 | CH48 | Framing Blade 4 | 0-255. | Linear insertion |
| | CH49 | Framing Blade 4 Fine | | |
| CH37 | CH50 | Framing Blade 5 | 0-255. | Linear insertion |
| | CH51 | Framing Blade 5 Fine | | |
| CH38 | CH52 | Framing Blade | 0-255. | Linear insertion |

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| | CH53 | Framing Blade 6 Fine | | |
| CH39 | CH54 | Framing Blade 7 | 0-255. | Linear insertion |
| | CH55 | Framing Blade 7 Fine | | |
| CH40 | CH56 | Framing Blade 8 | 0-255. | Linear insertion |
| | CH57 | Framing Blade 8 Fine | | |
| CH41 | CH58 | Framing Wheel | 0-255. | Framing Angle |
| | CH59 | Framing Wheel Fine | | |
| CH42 | CH60 | function | 0-100. | Follow Spot Default (follow Settings) |
| | | | 101-110. | Turn off follow spot mode and hold it for 5s without changing the interface Settings |
| | | | 111-120. | Follow spot mode 1: Hold for 5s without changing the interface Settings |
| | | | 121-130. | Follow Spot 2: Hold for 5s without changing the interface Settings |
| | | | 210-215. | Reset Pan/Tilt for More than 6 seconds |
| | | | 220-235. | Reset Effect Motor for More than 6 seconds |
| | | | 240-255. | Reset all after 6 seconds |

## 5. Common Faults

In view of some common faults, the corresponding solutions are put forward. Any problems that cannot be resolved should be dealt with by professionals. Disconnect the lamp before maintaining it.

1. Light bulb doesn't work

- Check that the voltage is installed to match the luminaire;
- Check whether the lamp power supply connection or control switch is in bad contact;
- Check for insufficient power supply;
- Check whether the DMX512 controller is sending instructions.

### 2. The lamp will not be controlled by the console after normal reset

- Check whether the digital starting address value and function options of the lamp are correct;
- Check whether the communication control line is connected correctly, the communication line is too long or has been interrupted;
- Check the failure of the control equipment, check the failure of the serial access signal amplifier;
- Check whether the communication line is too long or other equipment interferes with each other;
- Optimize the wiring, shorten the length of the control signal line, and separate the high-voltage and low-voltage lines;
- Add signal amplifier;
- The signal line adopts high quality shielded twisted pair wire;
- Connect the signal terminal resistor (120 ohms) at the end of the lamp.

### 3. Light fixture fails to start

- Check whether the power supply parameters are consistent with the lamp;
- Check the lamps in the long distance transportation process due to extrusion deformation, internal parts vibration, damp and other reasons, resulting in poor contact

  Or fall off.
- Please check whether the internal wire integration plug is loose or loose.
- Check whether the electronic components of the lamp (such as electronic transformer, PCB board, motor control board, etc.) are loose, short circuit and burned out.

### 4. When working, the action of X or Y axis of the lamp is abnormal

- Follow the previous step to check one by one;
- Check whether the transmission belt corresponding to the X and Y axis in the lamp falls off or breaks;
- Check whether the data feedback receiver (optocoupler) corresponding to the X and Y directions in the lamp is damaged;
- Restart the machine and reset it once.