

# ***280W Moving Head Light***

## **USER MANUAL**

**PLEASE READ THIS CAREFULLY BEFORE USE!**

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## 5 Security

1. Please never try to project the beam onto substances for a long time to avoid getting fire. For this device is high light temperature product.

2. In order to the consumer's profit and ensure the long life time of the device, we suggest that keep it dry in working during -20~30 temperature.

3. This is for situation the power is on and when the device is not indeed. Do not operate the device under dark mode for more than 20 minutes. You should first use the 14 channel under the third channel mode to turn off the light.(Please remind the lamp will be lighted up after 10 minutes when it was just turn off.)

4. The device needs about 20 minutes to be cooled after the power off.

5. Operate the device only after having familiarized with its functions. Do not permit operation by persons not qualified for operating the device. Most damages are the result of unprofessional operation.

6. Use the professional fitting when the device needs to be hanging up or change the details. Please contact relate factory if you can't get the fitting.

## 6 Caution

After connect to Power Supply,Operate up to 255 on Channel 16 with DMX Controller,Then the lamp will be ON gradually. (Operate the device after staying at the state for 5 seconds.)

You can also set up "Burn on startup" on the touch screen on the light device.

### Channel 12

DMX Value	Effect	Remark
255	Tilt Movement270	
.....	.....	
0	Tilt Movement0	

### Channel 13

DMX Value	Effect	Remark
255	Tilt set accuracy 100%	
.....	.....	
0	Tilt set accuracy 0%	

### Channel 14

DMX Value	Effect	Remark
255	Pan/Tilt run in fast speed	
.....	.....	
0	Pan/Tilt run in fast speed	

### Channel 15

DMX Value	Effect	Remark
128-255	Reset All the Motor	Reset the device after staying at the state for 5 seconds
77-127	Reset Main Motor(XY)	
26-76	Reset Individual Motor	
0-25	Non-Valid Area	

### Channel 16

DMX Value	Effect	Remark
101-255	Turn On the Lamp	Operate the device after staying at the state for 5 seconds
	Turn Off the Lamp	
10-100		

## 1. Operation Introduction

Touching	Runner	Function
Up Button	turn right	select/edit
Down Button	turn left	select/edit
Enter Button (OK Button)	press the runner	function running edit opening edit escape
Back Space key	press the runner on the back menu	return to the ad menu

To take a "modify the DMX address number" example for explain the function of touching:

- 1 Touch Settings button in the main interface, enter the setup interface
- 2 Right side of the four touch buttons are "on", "down", "return"
- 3 Press the Up or Down keys, select dmX address code
- 4 Press the OK button to edit
- 5 Press the OK button to modify the DMX address (immediate save and apply the new address automatically)
- 6 Press the Enter key to esc edit state (or this step can be omitted)
- 7 Press the Backspace key to return to the main menu

If using a wheel, then the process is as follows

- 1 In the main interface, turn the runner, select Set Up button
- 2 Press the wheel and then release into the setting interface
- 3 In the Setting interface, turn the wheel, select DMX Address
- 4 Press the wheel and then release into the setting interface
- 5 Turn the wheel to esc edit state
- 6 After modify the address code, press the wheel then release to esc edit state
- 7 Turn the wheel to select return, press the button and then release back to the main interface

## 2. Interface Setting

### 1) Master Interface



Top right corner of the three buttons are for language switching and screen rotating.  
The bottom of four buttons corresponding sub-interface should see below.

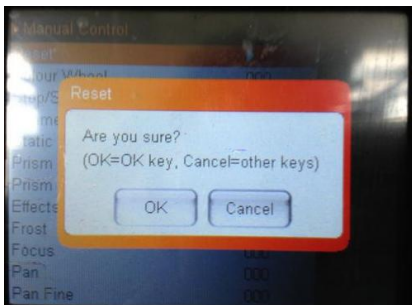
The functions of sub-interface are mainly about touch key, and if you choose runner, the corresponding relationship are as follows:

Press "up" key: turn left

Press "down" key: turn right

Press "enter" key: turn down the wheel

Dialogue box of the runner operation



Press "enters" to turn down the wheel. Press "cancel" if not.

## 2) Interface setting

### Channel 6

DMX Value	Effect	Remark
255	Rotating Fast(Forward)	
.....	.....	
193	Rotating Slow(Forward)	
191-192	Stop	
190	Rotating Slow(Reverse)	
.....	.....	
128	Rotating Fast(Reverse)	
0-127	Prism Angle Adjust	

### Channel 8

DMX Value	Effect	Remark
128-255	Atomization	
0-127	Non-atomization	

### Channel 9

DMX Value	Effect	Remark
255	Dimmer100	
.....	.....	
0	Dimmer0	

### Channel 10

DMX Value	Effect	Remark
255	Pan Movement 540	
.....	.....	
0	Pan Movement 0	

### Channel 11

DMX Value	Effect	Remark
255	Pan set accuracy 100	
.....	.....	
0	Pan set accuracy 0	

### Channel 3

DMX Value	Effect	Remark
255	Fast Rotating	All of the color value is designed to be the multiple of 5, so that easy to remember. The percentage can be adjust, example: When display shows 5 that means white 50%, dark red 50%. When it shows 4, that means white 40%, dark red 60%.

### Channel 4

DMX Signal Value	Effect	Remark
255	Gobo17 Shack Fast	Every 5 gobo response to one gobo
251	Gobo17 Shack Slow	
175	Gobo1 Shack Fast	
.....	.....	
171	Gobo1 Shack Slow	
170	Fast Rotating(Forward)	
135	Slow Rotating(Reverse)	
130-134	Stop(White)	
129	Slow Rotating(Reverse)	
90	Fast Rotating(Reverse)	
85	Gobo17	The value would be Multiples of 5
.....	.....	
5	Gobo1	
0	White	

### Channel 5

DMX Value	Effect	Remark
128-255	Insert Prism	
0-127	Remove Prism	

Option	Information	
Operation Mode	DMX	Slave state: receive the DMX signal
	Automation	Master state: operate automatically, sending DMX signal to slave Caution: You can check light effect only when the light on and enter an automatic state
DMX Address	1~512	Press "Enter" to edit. select hundred, press "up" "down" to modified the address. Press "Enter" to select decade to edit. One more time to press
Channel Mode	15	
	18	
X Reverse	ON/OFF	
Y Reverse	ON/OFF	
XY Reverse	ON/OFF	
XY Exchange	OFF	
	ON	To exchange XY channel(including detail correct)
XY Encoder	ON	Check the missing step by optocoupler and correct.
	OFF	Correct the position without using the optocoupler.
Non-signal DMX	Save	Operate under the original state
	Clear	Reset motor, stop working
Screen Protection	ON	Backlight off after 30s vacant
	OFF	Keep lighting under backlight
Lighting Boot	ON	Light on as soon as the power on, then reverse
	OFF	Reverse as soon as the power on(use the menu or console to light up)
Default Setting Recovery		Press "Enter" to check the dialogue, then press "Enter" to recover default setting

### 3) Information Interface

Option	Information
Touching screen test	Enter testing interface, touch the place according to the cross mark until receive OK respond 4 times. In case of testing failure and the endless process, press "Enter" to exit.
Reverse Test	When enter sub-interface, adjust the XY motor reverse position to lessen the hardware mistakes. You have to edit one by one for single step cause it is different from address and channel value. Caution: you are not suggest to test when the motor is working. If it is necessary, please reverse the device before testing.

		Gobo Wheel/Speed
		Dimmer-Prism-Atomization Speed

#### 4. Function Reference

CH	CH MODE	
	16	20
1	Color Wheel	Color Wheel
2	Strobe	Strobe
3	Dimming	Dimming
4	Gobo wheel	Gobo wheel
5	Prism 1	Prism 1
6	Prism 1 rotating	Prism 1 rotating
7	Prism 2	Prism 2
8	Prism 2 rotating	Prism 2 rotating
9	Focus	Focus
10	Pan	Pan
11	Pan fine	Pan fine
12	Tilt	Tilt
13	Tilt fine	Tilt fine
14	XY Speed	XY Speed
15	Frost	130-191 Frost 192-255 Rainbow
16	Lamp AND Reset	Lamp On 100-105 开 200-205 Reset
17		Null
18		Color wheel speed
19		Speed of Dimmin/Frost/Prism
20		Gobo wheel speed

#### 3. hannel Modes

1	Color Wheel	Color Wheel
2	Light Cut/Strobe	Light Cut/Strobe
3	Dimmer	Dimmer
4	Gobo Wheel	Gobo Wheel
5	Prism	Prism
6	Prism Rotate	Prism Rotate
7		
8	Atomization mirror	Atomization mirror
9	Focus	Focus
10	X axis	X axis
11	X Fine tuning	X Fine tuning
12	Y axis	Y axis
13	Y Fine tuning	Y Fine tuning
14	XY Speed	XY Speed
15	Reverse	Reverse
16	Lamp Control	Lamp Control

#### Channel 1

DMX Value	Effect	Remark
255	Brightness100	
.....	.....	

0	Brightness0	
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**Channel 2**

DMX Value	Effect	Remark
252-255	Light Shut	Combination Channel 1
239-251	Radom Fast Strobe	
266-238	Radom Normal Strobe	
213-225	Radom Slow Strobe	
208-212	Shutter On	Combination Channel 1
207	Pulse Fast Strobe	
108	Pulse Slow Strobe	
104-107	Shutter On	Combination Channel 1
103	Fast Strobe	
.....	.....	
4	Slow Strobe	
0-3	Shutter Off	
.....	.....	
150	Slow Rotating	
145	Brown+White	
.....	.....	
	White+Red	
0	White	