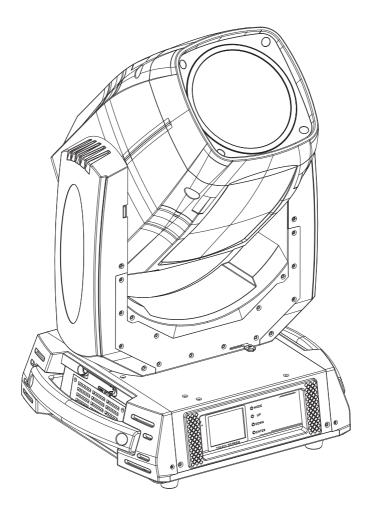
# TRINITY MAX SINGLEHTP USER MANUAL

https://muzcentre.ru



INVOLIGHT

CE

# Table of content

1.Open-Package guidelines1
1.1Package1
2.Safety instructions1
3.Operating determination3
4.Rigging the fixture4
4.1 Mounting4
4.2Installing the Clamps4
4.3 Power supply connection and cut off5
4.4 Power Connection
4.5 DMX-512 connection/connection between fixtures6
5.Description of the device7
6.Dimension
7.Display control9
7.1 Navigation in the Menu9
7.2 Display Operation9
7.3 Menu Maps11
8.DMX protocol12
9.Maintance and cleaning17
10.Electric equipment specification17
10.1 Electrical paramters17
10.2 Weight and dimensions17
10.3 Channel Characteristics17
10.4 Menu Function17
10.5 light table18
10.6 Gobo wheel20
10.7 Color wheel21
11.Electronic drawing23

Congratulations on choosing our products! Please carefully read this instruction manual in its entirety and keep it well for using reference. This manual contained about the installation and the relative using information of this products. Plese refere this manual's relative instruction when using this equipment.

# 1.Open-Package guidelines

This equipment is made of new style, high intensity plastic. It fully shows the modem times light charac teristic with teristic with beauty struture. And it is made accord to CE standard. Fully agree with the internation standard of DMX512 agreement.

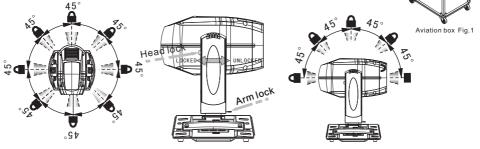
When receive the product, please be careful to take and put, check if the product has damage or not because of transportation, and check the following parts:

- 1.Signal cable-1PC
- 3.User Manval-1PC
- 5.Power cable-1PC

#### 2.Safty cable-1PC 4.Omega holder-2PCS 5.Service card-1PC

#### 1.1Package

- Unpacking the fixture
- 1.Open the flight case cover- Fig.1
- 2. With one person on each side, lift the fixture out of the flight case.
- 3.Unlock pan and tilt before operating fixture.
- Packing the fixture
- 1.Disconnect the fixture from power and allow it to cool.
- 2.lock arms and head as figure.- Fig.2(PAN Mechanism Lock and Release (every 45°) Fig.2-1)(Tilt Mechanism Lock and Release (every 45°) Fig.2-2)
- 3.Place the fix ture in the bottom of the flight case, and cover the case without forcing.



PAN Mechanism Lock Fig.2-1

Level vertical transportation lock Fig.2

Tilt Mechanism Lock Fig.2-2

# 2.Safety instructions

Every person involvd with installation and maintenance of this device to: -Be gualilfied

-Follow the instructions of this manual.



This device has been shipped with our premises in absolutely perfect condition. In order to maintain this condition and toensure a safe operation, it is absolutely necessary for the user to follow the safety instructions and warning notes written in this manual.

#### Important:

The manufacturer will not accept liability for any resulting damages caused by the nonobservance of this manual or any unauthorized modification to the device.

Please consider that damages caused by manual modifications to the device are not subject to warranty.

>Never let the power-cord come into contact with other cables! Handle the power cord and all connections with particular caution!

Make sure that the available voltage is not higher than stated on the rearpanel.

Always plug in the power plug least. Make suer that the power-switch is set to off-position before you con ections with themains with particular caution!

Make sure that the power-cord is never crimped or damaged by sharp edges. Check the decice and the power-cord from time to time.

Always disconnect from the mains, when the device is not in use or before cleaning it.

 $\succ$ Only handle the power-cord by the plug,Never pull out the plug by tugging the powercord.

> This device falls under protection class I. Therefore it is essential to connect the yellow/green conductor to earth.

> The electric connection, repairs and servicing must be carried out by a qualified employee.

- > Do not connect this device to a dimmer pack.
- > Do not switch the fixture on and off in short intervals as this would reduce the lamp's life.
- >Do not touch the device's housing bare hands during its operation(housing becomes hot)!

>For replacement use lamps and fuses of same type and rating only.

#### Eye damage! Avoid looking directly into the light source(meant especially for epileptics)!

(]18m	Minimum distance of illuminated objects The projector needs to be positioned so that the objects hit by the beam of light are at least 18 metres from the lens of the projector.
t <sub>a</sub> 40°C	Maximum ambient temperature Do not operate the fixture if the ambient temperatuer(Ta) exceeds 40°C (104°F).
t <sub>∘</sub> 80°C	Temperature of the external surface The maximum temperature that can be reached on the external surface of the fitting, in a ther- mally steadystate, is 80°C (176°F).
IP20	►IP20 protection rating The fitting is protected against penetration by solid of over 12mm (0.47") in diameter (first digit 2), but not against dripping water, rain, splashes or jets of water (second digit 0).
公	≻Indoor use only
6	➤Not suitable for household illumination
Risk Group 1 According to En62471	Photobiological Safety CAUTION. Do not look directly at the light source. Do not look at the light beam with optical de- vices or any other tool that could cause light convergence. The fixture must be positioned so that the minimum distance between the front lens and human eye is at least 3metres to prevent personal photobiological risks.
F	Mounting surfaces It is permissible to mount the fitting on normally flammable surfaces.
€	<ul> <li>The products to which this manual refers comply with the European Directives pursuant to:</li> <li>•2006/95/EC - Safety of electrical equipment supplied at low voltage (LVD)</li> <li>•2004/108/EC - Electromagnetic Compatibility (EMC)</li> <li>•2011/65/EU - Restriction of the use of certain hazardous substances (RoHS)</li> </ul>
	•2009/125/EC - EcoDesign requirements for Energy-related Products (ErP)
	Protection against electrical shock Connection must be made to a power supply system fitted with efficient earthing (Class I app- liance according to standard EN 60598-1). It is, moreover, recommended to protect the supply



# lines of the projectors from indirect contact and/orshorting to earth by using appropriately sized residual current devices.

#### >Disposing

This product is supplied in compliance with European Directive 2012/19/EU-Waste Electrical and Electronic Equipment (WEEE). To preserve the environment please dispose/recycde this product at the end of its life according to the local regulation.

#### ≽Battery

This product contains a rechargeable lead-acid or lithium iron tetraphosphate battery. To preserve the environment, please dispose the battery at the end of its life according to the regulation in force.

#### ≽Lamp

The fitting mounts a high-pressure lamp that needs an external igniter. This igniter is fitted onto the apparatus. -Carefully read the "operating instructions" provided by the lamp manufacturer. -Immediately replace the lamp if damaged or deformed by heat.

#### Maintenance

Before starting any maintenance work or cleaning the projector, cut off power from the mains supply. After switching off, do not remove any parts of the fitting for at least 10 minutes. After this time the like lihood of the lamp exploding is virtually small. If it is necessary to replace the lamp, wait for another 15 minutes to avoid getting burnt. The fitting is designed to hold in any splinters produced by a lamp exploding.

# 3. Operating determinations

- >This device is a moving-head for creating decorative effects and was designed for indoor use only.
- If the device ha been exposed to drastic temperature fluctuation(e.g.after transportation).donot weitch it on immediately. The arising condensation water might damage your device, Leave the device switched off until it has reached room temperature.
- >Never run the device without lamp!
- >Do not shake the device, Avoid brute force when installing or operating the device.
- Never life the fixture by holding it at the projectorhead, as the mechanics may be damaged. Always hold the fixture at the transport handles.
- > When choosing the installation-spot, please make sure that the device is not exposed to heat, moisture or dust. There should not be any cables lying around. You endanger your own and the safety of others!
- > The minimum distance between light output and the illuminated surface must be more than 0.2 meters.
- >Make sure that the area below the installation place is blocked when rigging, derigging or servicing the fixture.
- > Always fix the fixture with an appropriate safety rope, Fix the safety rope at the correct holes only.
- > Operate the fixture after having checked that the housing is firmly closed and all screws are tightly fastend.
- >The lamp must never be ignited if the objective-lens or any housing-cover is open, as discharge lamps may explose and emit a hign ultraviolet radiat, which may cause burns.
- >The maximum ambient temperature 40° C must never be exceeded.
- >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!
- Please use the original packaging if the device is to be transported.
- Please consider that unauthorized modifications on the device are forbidden due to safety reasonsl.
- If this device will be operated in any way different to the one described in this manual, the product may suffer damages and the guarantee becomes void.Furthermore, any other operation may lead to dangers like short-circuit,burns, electric shict,burns due to ultraviolet radiation,lamp explosion,crash etc.

# INVOLIGHT

4.1 Mounting

# 4.Rigging the fixture



For the various mounting positions of the FIXTURE(standing on the floor, sideways or hanging different accessories kits are available.

@Through this a safe and firm installation is assured.

Jou'll find special connectors on the bottom side of the system which are put to use here.

#### 4. 2 Installing the Clamps

Please consider the respective national norm s during the Installation!The installation must only be carried out by an authorized dealer!

The installation of the projector has to be built and constructed in a way that it can hold 10 times the weight for 1 hour without any harming deformation.

The installation must always be secured with a secondary safety attachment, e.g.an appropriate catch net. This secondary safety attachment must be constructed in a way that no part of the installation can fall if the main attachment fails.

When servicing the fixture staying in the area below the installation place, on bridges, under high working places and other endangered areas is forbidden.

The operator has to make sure that safety-relating and machine-technical installations are approved by an expert before taking into operation for the first time and after changes before taking into operation another time.

The operator has to make sure that safety-relating and machine-technical installations are approved by an expert after every four year in the course of an acceptance test.

The operator has to make sure that safety-relating and machine-technical installations are approved by a skilled person once a year.

The projector should be installed outside areas where persons m ay walk by or be seated.

**Important**!Overhead rigging requires extensive expering CE, including (but not limited to) calculating working load limits, installation material being used, and periodic safety inspection of all installation material and the projector. If you lack these qualifications, do not attempt the installation yourself, but instead use a professional structural rigger. Improper installation can result in bodilyinjury and or damage to property.

The projector has to be installed out of the reach of people.

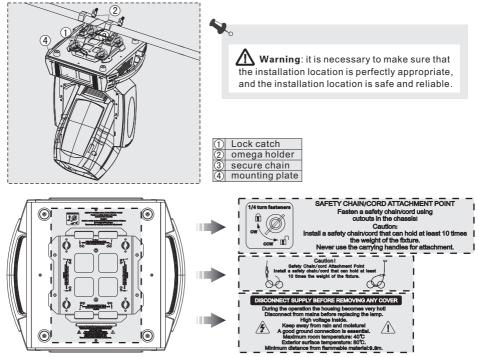
If the projector shall be lowered from the ceiling or high joists, professional trussing system s have to be used. The projector must never be fixed swinging freely in the room .

Caution Projectors may cause severe injuries when crashing down! If you have doubts concerning the safety of a possible installation, do not install the projector!

Before rigging make sure that the installation area can hold a minim um point load of 10 times the projector s weight.

The projector can be placed directly on the stage floor or rigged in any orientation on atruss without altering its operation characteristics.

For overhead use, always install a safety-rope that can hold at least 10 times the weight of the fixture. You must only use safety-ropes with screw on carabines. Pull the safety-rope through the two apertures on the bottom of the base and over the trussing system etc.

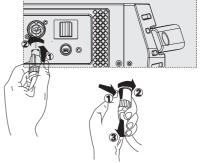


#### 4.3 Power supply connection and cut off

Connect the light source to the main power source with the plug of the power cord, or cut off the power supply:

Connection: according to procedures, the power plug and socket is inserted into the groove one one alignment, rotation.

Cut off:according to procedures, press the button on the rotating plug, pull out.



#### **4.4 Power Connection**

If you wish to change the power supply settings, see the chapter appendix Connect the fixture to the mains with the enclosed power cable and plug.

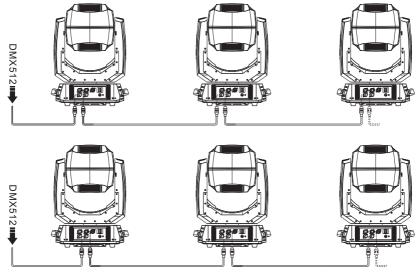


Warning: please verify the power of the power supply equipment prior to the connection! Earth wire must be grounded!

CABLE(EU)	CABLE(US)	Pin	INTERNATIONAL
Brown	Black	Live	L
Light blue	White	Neutral	N
Yellow/Green	Green	Earth	Ð

#### 4.5 DMX-512 connection/connection between fixtures

Only use stereo shieded cable and 3-pin XLR-plugs and connectors in order to connect.



#### Caution

At the last fixture, the DMX-cable has to be terminated with a terminatou. solder a 120 resistor between signal(-) and Signal (+) into a 3-pin XLR-plug and plug it in the DMX-output of the last fixture.

DMX output DMX iutput 3-pin XLR socket 3-pin XLR socket

DMX output 5-pin XLR socket 5-pin XLR socket

DMX iutput



1: Ground 2: Signal (-) 3: Signal (+)



1: Ground 2: Signal (-)

- 3: Signal(+) 4:N.A.
- 5:N.A.

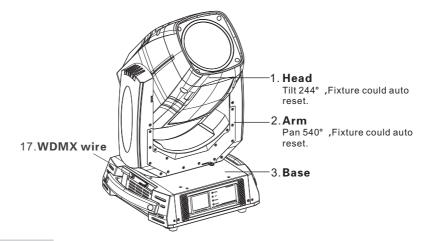
#### **DMX Terminator Diagram**

-For installations where the DMX cable has to run a long distance or is In an electrically noisy environment it is recommended to use a DMX terminator. This help in preventing corruption of the signal by electrical noise. The DMX terminator is simply an XLR plug witha  $120\Omega$  resistor connected between pins 2 and pins3, which is then plugged into a the output XLR socket of the last ifxture in the chain.



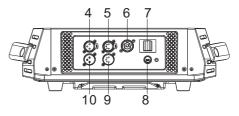
# 

## 5.Description of the device



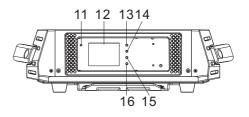
#### **BACK PANEL**

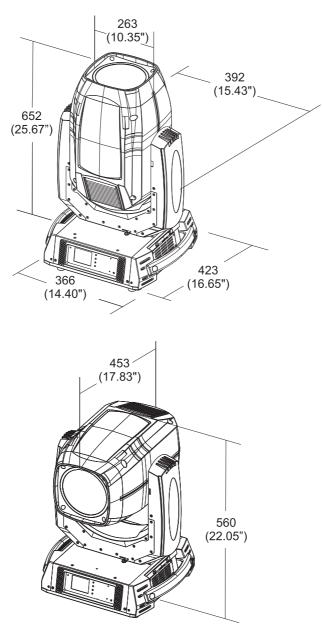
- 4. 3-pin XLR female
- 5. 5-pin XLR female
- 6. Power-in
- 7. Power switch
- 8. Main Fuse
- 9. 5-pin XLR male
- 10.3-pin XLR male



#### **CINTROL PANEL**

- 11.Status indicator lamp
- 12.Touch screen(LCD display)
- 13.MODE button
- 14.UP button
- 15.DOWN button
- 16.ENTER button
- 17.WDMX Wire





# 6.Dimension

# 7.Display control

#### 7.1 Navigation in the Menu

Using the buttons or touch screen, and this can be simply and easily set the address code and functions code.

If you view or modify the lighting feature set, then press ENTER button, the display will enter the menu interface. Both there is sub menu corresponding to the functional operation of the main menu. Each of the menus is representative of the specific features of the lamp. The specific contents shows as the table menu below.

Set or browse lighting function, press UP or DOWN button.

Press ENTER to save your changes or enter the submenu.Press the UP or DOWN can change the numerical (increase or decrease in value).

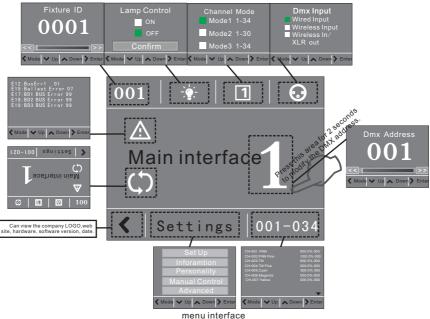
Press the MODE button to return to menu. Set a time 0 to 10 minutes automatically exit menu interface and close the screen.

#### 7.2 Display Operation

Put through power supply, open the power switch of lamps and lanterns, display show the company LOGO website. According to the main interface, as shown in figure:

In the main interface, press "MODE" button to view the software version, press the "UP" "DOWN" can modify the DMX address.

If the screen "🕢 " icon is green, said DMX signal connection is normal, this state can be used to check the elamps and lanterns and connection between the control table is normal.



This lamp can be set to turn off the automatic flip screen function, touch this " () "icon can be manually flip screen.

Click on the main interface of the icon, numerical to view view Settings related information of lamps and lanterns. Symbols such as the main interface appear " $\Delta$ ", the following error message indicates that there might be a lamps and lanterns, can click to view and control information content to modify the lamps and lanterns.

E01SpiFlashErrorCheck the welding of memory ICE02Program Err 1Check the welding of ChipE03Program Err 2Check the welding of master IC EP3CE04MBDInit ErrorCheck the communication signal 485& 485 chip & memory ICE05BD1Init ErrorCheck the communication signal 485& 485 chip & memory ICE06BD2Init ErrorCheck main cable ABAB (485 ) chipE12BusErr1Check the welding of master ICE13BusErr2Check the welding of master ICE14SPDErrorCheck the communication signal& welding of communicationE17BD1 BUS ErrorE18BD2 BUS ErrorE19BD3 BUS ErrorE21Pan FB. ErrE22Pan Zero Err	NOTE RESET RROR
E02Program Err 1Check the welding of ChipE03Program Err 2Check the welding of master IC EP3CE04MBDInit ErrorCheck the communication signal 485& 485 chip & memory ICE05BD1Init ErrorCheck the communication signal 485& 485 chip & memory ICE06BD2Init ErrorCheck main cable ABAB (485 ) chipE12BusErr1Check the welding of master ICE13BusErr2Check the welding of master ICE14SPDErrorCheck the communication signal& welding of communicationE17BD1 BUS ErrorE18BD2 BUS ErrorE19BD3 BUS ErrorE21Pan FB. ErrE22Pan Zero Err	
E03Program Err 2Check the welding of master IC EP3CE04MBDInit ErrorCheck the communication signal 485& 485 chip & memory ICE05BD1Init ErrorCheck the communication signal 485& 485 chip & memory ICE06BD2Init ErrorCheck the communication signal 485& 485 chip & memory ICE07BD3Init ErrorCheck main cable ABAB (485) chipE12BusErr1Check the welding of master ICE13BusErr2Check the welding of master ICE14SPDErrorCheck the communication signal& welding of communicationE16MFpga ErrorE17BD1 BUS ErrorE18BD2 BUS ErrorE19BD3 BUS ErrorE21Pan FB. ErrCheck the light coupling line, optical coupling switch and aE23Tilt FB. ErrPlate of the relative position measurementE22Pan Zero Err	
E04MBDInit Error BD1Init ErrorCheck the communication signal 485& 485 chip & memory ICE05BD1Init Error BD3Init ErrorCheck the communication signal 485& 485 chip & memory ICE06BD2Init Error BD3Init ErrorCheck main cable ABAB (485) chipE12BusErr1Check main cable ABAB (485) chipE13BusErr2E14SPDErrorCheck the welding of master ICE16MFpga Error E17Check the communication signal& welding of communication chipE18BD2 BUS Error E19Check the light coupling line, optical coupling switch and a 	
E05BD1Init ErrorCheck the communication signal 485& 485 chip & memory ICE06BD2Init ErrorE07BD3Init ErrorE12BusErr1E13BusErr2E14SPDErrorE16MFpga ErrorE17BD1 BUS ErrorE18BD2 BUS ErrorE19BD3 BUS ErrorE21Pan FB. ErrE23Tilt FB. ErrE22Pan Zero Err	
E05BD1Init ErrorE06BD2Init ErrorE07BD3Init ErrorE12BusErr1E13BusErr2E14SPDErrorE16MFpga ErrorE17BD1 BUS ErrorE18BD2 BUS ErrorCheck the communication signal& welding of communicationE19BD3 BUS ErrorE21Pan FB. ErrCheck the light coupling line, optical coupling switch and aE23Tilt FB. ErrE22Pan Zero Err	
E07BD3Init Error Buserr1Check main cable ABAB (485) chipR EIE12Buserr1Check main cable ABAB (485) chipFE13Buserr2Check the welding of master ICE14SPDErrorCheck the welding of master ICE16MFpga ErrorCheck the communication signal& welding of communicationE17BD1 BUS ErrorCheck the communication signal& welding of communicationE18BD2 BUS ErrorCheck the light coupling line, optical coupling switch and aE21Pan FB. ErrCheck the light coupling line, optical coupling switch and aE23Tilt FB. Errplate of the relative position measurementE22Pan Zero Err	
E12BusErr1Check main cable ABAB (485) chipEIE13BusErr2E14SPDErrorCheck the welding of master ICE16E14SPDErrorCheck the welding of master ICE17BD1 BUS ErrorE17BD1 BUS ErrorCheck the communication signal& welding of communicationchipE19BD3 BUS ErrorCheck the light coupling line, optical coupling switch and ae23E21Pan FB. ErrCheck the relative position measuremente14 of the relative position measurementE22Pan Zero ErrE14 of the relative position measurement	
E12       BusErr1       E1         E13       BusErr2         E14       SPDError       Check the welding of master IC         E16       MFpga Error         E17       BD1 BUS Error         Check the communication signal& welding of communication         E18       BD2 BUS Error         E19       BD3 BUS Error         E21       Pan FB. Err         Check the light coupling line, optical coupling switch and a         E23       Tilt FB. Err         plate of the relative position measurement         E22       Pan Zero Err	RROR
E14SPDErrorCheck the welding of master ICE16MFpga ErrorE17BD1 BUS ErrorE18BD2 BUS ErrorE19BD3 BUS ErrorE21Pan FB. ErrCheck the light coupling line, optical coupling switch and aE23Tilt FB. ErrE22Pan Zero Err	
E16       MFpga Error         E17       BD1 BUS Error         E18       BD2 BUS Error         E19       BD3 BUS Error         E21       Pan FB. Err         Check the light coupling line, optical coupling switch and a         E23       Tilt FB. Err         E22       Pan Zero Err	
E17BD1 BUS Error BD2 BUS ErrorCheck the communication signal& welding of communication chipE18BD2 BUS ErrorchipE19BD3 BUS ErrorE21Pan FB. ErrCheck the light coupling line, optical coupling switch and a plate of the relative position measurementE22Pan Zero Err	
E18       BD2 BUS Error         E19       BD3 BUS Error         E21       Pan FB. Err         Check the light coupling line, optical coupling switch and a         E23       Tilt FB. Err         plate of the relative position measurement         E22       Pan Zero Err	
E19       BD3 BUS Error         E21       Pan FB. Err       Check the light coupling line, optical coupling switch and a         E23       Tilt FB. Err       plate of the relative position measurement         E22       Pan Zero Err       Err	
E21         Pan FB. Err         Check the light coupling line, optical coupling switch and a           E23         Tilt FB. Err         plate of the relative position measurement           E22         Pan Zero Err	
E23         Tilt FB. Err         plate of the relative position measurement           E22         Pan Zero Err	
E22 Pan Zero Err	
E24 Tilt Zero Err	
E25 Prism Err1	
E26 Prism Err2	
E27 Prism RtErr1	
E28 Prism RtErr2	
E29 R.Gobo Err1 Check cable of sensor, distance and location of ,magnets and	
E30 R.Gobo Err2 sensor	
E31 Zomm Err	
E32 Focus Err	
E33 St.Gobo Err	
E34 Cyan Err	
E35 Magenta Err	
E36 Yellow Err	
E37 B.Fan1 Error	Π
E38 B.Fan2 Error Check the fan of head	
E39 B.Fan3 Error	
E40 L.Fan1 Error Check if the fan(80) of the lamp holder is working	
E41 L.Fan2 Error	
E42 L.Fan3 Error Check if the blowing machine of lamp holder is working	
E43         L.Fan4 Error         Check the fan of head         GOBO           E44         GOBO Fan Error         Check the fan of head         GOBO	

# 7.3 Unit Menu

			Remark
	Dmx Address	001~XXX	Dmx Address
		Mode1 1~34	
Set up	Channel Mode	Mode2 1~30	default Mode1
		Mode3 1~34	
	Fixture Id	0001~9999	Lamps address
	Fixture Times	XXXXX h XX m	Total working hours
		Lamp On Times XXXXh XXm	Lamp On working hours
	Lamp Times	Lamp Strike XXXX	Lamp Strike
	•	Reset Lamp Time	Reset Lamp Time
	Error List		Error details
Information		BOARD 1: XX.XX%	
	Diagnosis	BOARD 2: XX.XX%	Diagnosis
	2.0.9.100.00	BOARD 3: XX.XX%	2
	Fans Monitor	BOAND C. XXXXX	Fans Monitor
	DMX Values		DMX Values
	Dinix Valado	Power ON Light ON/OFF	Power ON Light (default OFF)
	Lamp	Lamp On By DMX ON/OFF	Lamp On By DMX (default ON)
		Lamp ON Delay 0~60m	Lamp ON Delay (defaul 0m)
		Pan Reverse ON/OFF	Pan Reverse (defaul OFF)
	Pan/Tilt	Tilt Reverse ON/OFF	Tilt Reverse (defaul OFF)
	i any inc	Feedback ON/OFF	Pan/Tilt Auto Switch (defaul ON)
	Dmx Input	Wired Input	Wired Input(defaul)
		Wireless Input	Wireless Input
	Dinx input	Wireless In/XLR out	Wireless In/XLR out
Personality		P/T Moving	defaul OFF
	BlackOut	Colour Moving	defaul OFF
	Diackout	Gobo Moving	defaul OFF
		Brightness	Brightness
		Screen Time out 0–10m	Screen Time out
	Screen	Touch Screen ON/OFF	Touch Screen (defaul OFF)
		Auto Screen ON/OFF	Auto Screen (defaul OFF)
		English	Auto Screen (delaul ON)
	Language	Chinese	language choice
		Lamp Control ON/OFF	Lamp Control (defaul OFF)
	Lamp		Confirm
		Reset ALL	Confirm
Manual	Reset	Reset Pan/Tilt	
Control	Reset	Reset Colour	
		Reset Zoom	
		Reset Dimmer	Ohan di Taatian
	Channel		Chanel Testing
	Demo		Results demonstrate
	Calibration	Input Password XXXX	Chanel Adgusting
Advanced	Factory Default	ON/OFF	Reset to orignal parameters
	Touch Calibration		Touch screen adjusting

# 8.DMX protocol

				-	
		Mode3		Function	Dmx Value
1	23	23	Pan	Pan	0-255
2	24	24	Pan Fime	Pan Fime	0-255
3	25	25	Tilt	Tilt	0-255
4	26	26	Tilt Fime	Tilt Fime	0-255
5	1	1	Cyan	Linear Cyan movement	0-255
6	2	2	Magenta	Linear Magenta movement	0-255
7	3	3	Yellow	Linear Yellow movement	0-255
				Empty position	0
				Empty → Soft Filter	1-28
				Soft Filter	29-50
				Soft Filter → Lavender	51-80
	4	4		Lavender	81-100
	4	4		Lavender → CTO 3200K	101-129
				CTO 3200K	130-150
				CTO 3200K→CTO 2500K	151-181
				CTO 2500K	182-204
				CTO 2500K→ Blue Wood(UV Filter)	105-235
				Blue Wood(UV Filter)	236-255
				Empty position	0
				Empty → Soft Filter	1-13
				Soft Filter	14-26
			Colour 1	Soft Filter → Lavender	27-39
				Lavender	40-52
				Lavender → CTO 3200K	53-65
				CTO 3200K	66-78
				CTO 3200K→CTO 2500K	79-91
8				CTO 2500K	92-104
- T				CTO 2500K→ Blue Wood(UV Filter)	105-117
				Blue Wood(UV Filter)	118-127
				Continuous Colour 1 at linearly variable speed from fast	128-167
				to slow	
				Stop rotation	168–171
				Continuous Colour 1 at linearly variable speed from	172-211
				slow to fast	
				Stop rotation	212-215
				colour effect speed from slow to fast	216-255
				Empty position	0
				Empty $ ightarrow$ Dark Green	1–28
				Dark Green	29-50
				Dark Green $\rightarrow$ CTB	51-80
	L _			СТВ	81-100
	5	5		$CTB \rightarrow Dark Blue$	101-129
				Dark Blue	130-150
				Dark Blue → H.M.Green	151-181
				H.M.Green	182-204
				H.M.Green → Dark Red	105-235
			Colour 2	Dark Red	236-255
				Empty position	0
				Empty → Dark Green	1-13
				Dark Green	14-26
				Dark Green → CTB	27-39
				СТВ	40-52
9				CTB → Dark Blue	53-65
				Dark Blue	66-78
				Dark Blue → H.M.Green	79-91
				H.M.Green	92-104
				H.M.Green → Dark Red	105-117
				Dark Red	118–127

Mode1	Mode2	Mode3	Fade Type	Function	Dmx Value
				Continuous Colour 1 at linearly variable speed from fast to slow	128–167
				Stop rotation	168-171
9				Continuous Colour 1 at linearly variable speed from	172-211
				slow to fast Stop rotation	212-215
				colour effect speed from slow to fast	212-215
				Empty position	0
				Empty $\rightarrow$ Light Green	1-28
				Light Green	29-50
				Light Green $\rightarrow$ PinK	51-80
				PinK	81–100
	6	6		PinK → Aquamarine	101-129
				Aquamarine	130-150
				Aquamarine → Dark Orange	151-181
				Dark Orange	182-204 105-235
				Dark Orange → Light Orange Light Orange	236-255
				Empty position	0
				Empty $\rightarrow$ Light Green	1-13
				Light Green	14-26
			Colour 3	Light Green $\rightarrow$ PinK	27-39
				PinK	40-52
				PinK → Aquamarine	53-65
				Aquamarine	66-78
				Aquamarine → Dark Orange	79–91
10				Dark Orange	92-104
10				Dark Orange → Light Orange	105-117
				Light Orange	118-127
				Continuous Colour 1 at linearly variable speed from fast to slow	128–167
				Stop rotation	168-171
				Continuous Colour 1 at linearly variable speed from	470.044
				slow to fast	172–211
				Stop rotation	212-215
				colour effect speed from slow to fast	216-255
				RotaTing gobo Select	
				Empty position	0-18
				Gobo 1	19-37
				Gobo 2	38-56
				Gobo 3	57-74
			Rotation	Gobo 4 Gobo 5	75-92 93-111
11	13	13	Gobo	Gobo 5 Gobo 6	112-129
	15	15	Select	Gobo Shakes at variable speed from slow to fast	112-125
			Select	Gobo 1	130-150
				Gobo 2	151-171
				Gobo 3	172-192
				Gobo 4	193-213
				Gobo 5	214-234
				Gobo 6	235-255
				Gobo Indexing:0° TO 90° range Gobo Indexing:90° TO 180° range	0-21
				Gobo Indexing:90° TO 180° range	21-42
				Gobo Indexing:180° TO 270° range	42-63
				Gobo Indexing:270° TO 360° range	63-84
10			Gobo	Gobo Indexing:360° TO 450° range	84-105
12	14	14	Rotation	Gobo Indexing:450° TO 540° range	105-127
				Continuous gobo rotation at linearly variable speed	128-190
				from fast to slow Stop rotation	191-192
				Continuous gobo rotation at linearly variable speed	
				from slow to fast	193–255
				וויטווו אוטש נט ומסנ	

13         15         15         Fine Gobo         Fine Gobo         0-255           14         16         15         Fine Gobo         0-3         Gobo 2         8-11           14         10         10         Static gono         12-15         0-3         Gobo 2         8-11           14         10         10         Static gono         13-34         Gobo 6         22-326           Gobo 6         0-33         Gobo 1         38-37         Gobo 1         38-37           Gobo 10         38-41         Gobo 1         38-41         Gobo 10         38-41           Gobo 10         38-41         Gobo 10         38-41         Gobo 10         38-41           Gobo 11         Gobo 12         46-49         Gobo 12         66-60         60-7           Gobo 16         Gobo 16         61-64         Gobo 16         61-64         Gobo 16         61-64           Gobo 16         Gobo 16         Gobo 16         61-64         Gobo 16         61-64         Gobo 16         61-64           Gobo 16         Gobo 16         Gobo 16         114-117         114-117         114-117         114-117         114-117         114-1159         116-165         Gobo 2	Mode1	Mode2	Mode3	Fade Type	Function	Dmx Value		
14         10         10         Name         Unused Range         0-3           14         10         10         Static goro         Gobo 1         4-7           14         10         10         Static goro         Gobo 2         8-11           14         10         10         Static goro         Gobo 3         31-34           14         10         10         Static goro         Gobo 4         34-37           14         10         10         Static goro         Gobo 3         31-34           14         10         10         Static goro         Gobo 1         32-22           Gobo 13         Gobo 14         Gobo 13         Gobo 5-63         63-68           Gobo 14         Gobo 15         67-60         63-68         63-68           Gobo 15         Gobo 16         63-68	13	15	15			0-255		
14         10         10         10         Static good Cabo 5         8-11 (Gabo 5         11-215 (Gabo 4         11-18 (Gabo 5           14         10         10         10         Static good Cabo 6         31-34 (Gabo 1         32-26 (Gabo 6         31-34 (Gabo 7         32-26 (Gabo 6         32-37 (Gabo 9         32-37 (Gabo 9         32-37 (Gabo 9         32-37 (Gabo 10         32-37 (Gabo 11         32-37 (Gabo 10         32-37 (Gabo 11         32-37 (Gabo 12         44-49 (Gabo 13         55-53 (Gabo 14         55-53 (Gabo 15         57-50 (Gabo 16         56-58 (Gabo 16         56-58 (Gabo 17)         56-58 (Gabo 16         56-58 (Gabo 17)         56-58 (Gabo 16         56-58 (Gabo 17)         56-58 (Gabo 16         56-58 (Gabo 17)         56-58 (Gabo 16         56-58 (Gabo 16 <td></td> <td>1</td> <td></td> <td></td> <td></td> <td>0-3</td>		1				0-3		
14         10         10         Image: Constraint of the second					Gobo 1	4-7		
14         10         10         10         Static good Cabo 5         19-22 Cabo 6         23-26 Cabo 7         27-30 Cabo 7           14         10         10         Static good Cabo 11         23-26 Cabo 8         31-34 Cabo 10         38-41 Cabo 11         42-45 Cabo 12         44-45 Cabo 12         44-45 Cabo 12         44-45 Cabo 12         44-45 Cabo 12         44-45 Cabo 13         50-53 Cabo 14         50-53 Cabo 14         50-53 Cabo 14         50-53 Cabo 16         50-53 Cabo 17         50-68 Cabo 16         60-60 Cabo 17         60-66 Cabo 17         60-66 Cabo 17         60-66 Cabo 17         60-66 Cabo 17         72-113 Cabo 16         72-113 Cabo 17         72-113 Cabo 16         72-730 Cabo 17         72-113 Cabo 17         72-123 Cabo 13         7					Gobo 2	8–11		
14         10         10         Static good					Gobo 3	12-15		
14         10         10         Static gon Change         Gobo 1         22-26 Gobo 10         35-37 Gobo 10           14         10         10         Static gon Change         Gobo 11         42-45 Gobo 12         46-49 Gobo 12           14         10         10         Static gon Change         Gobo 13         65-51 Gobo 13         65-63 Gobo 14           14         10         10         Static gon Change         Continuous gobo wheel concetwise rotation at linearly variable speed from fast to slow         72-113           14         10         10         Static gon Change         Gobo 14         66-7           15         11         14-117         Gobo 3         114-117           16         12         12         Animation disk rotation         166-170           16         12         12         Animation disk rotation         116-165           16         12         12         Animation disk rotation         116-165           16         12         12         Animation disk rotation         215-216           16         12         12         Animation disk rotation         223-223           16         12         12         Animation disk rotation         224-223           17					Gobo 4			
14         10         10         Static gon Change         Gobo 7         27-30           14         10         10         Static gon Change         Gobo 12         44-45           Static gon Change         Static gon Change         Static gon Continuous gobo wheel clockwise rotation at linearly variable speed from fast to slow         72-113           14         10         10         Static gon Change         Static gon Continuous gobo wheel clockwise rotation at linearly variable speed from fast to slow         72-113           14         10         10         Static gon Change         Gobo 14         669-71           114         10         10         Static gon Continuous gobo wheel clockwise rotation at linearly variable speed from fast to slow         72-113           116         116         Gobo 1         160-165         166-170           114         117         116         116         118-117           115         11         11         Animation disk rotation         122-12         182-126           116         12         12         Animation disk rotation         Gobo 13         224-229           116         11         Animation disk rotation         Gobo 13         224-229           116         11         Animation disk rotation         Gob					Gobo 5	19-22		
14         10         10         Static gon Change         Gobo 10         38-41           14         10         10         Static gon Change         Gobo 12         46.49           14         10         10         Static gon Change         Gobo 13         50-53           14         10         10         Static gon Change         Gobo 14         65-68           14         10         10         Static gon Change         Gobo 16         66-67           14         10         10         Static gon Change         Static gon Continuous gobo wheel clockwise rotation at linearly variable speed from slow to fast         69-71           114         10         10         Static gon Continuous gobo wheel couneter-clockwise rotation at Inearly variable speed from slow to fast         114-117           115         11         116         16         166-170         166-170           116         12         12         Gobo 1         116-165         1182-118           116         12         12         Gobo 1         203-207         1182-121           116         12         12         Gobo 13         224-223         203-207           116         12         12         Animation disk rotation         110								
14         10         10         Static gon Change         Gobo 1         10         Static gon Change           14         10         10         Static gon Change         Static gon Change         Static gon Change         Static gon Continuous gobo wheel clockwise rotation at linearly variable speed from fast to slow         72-113           14         10         10         Static gon Change         Static gon Continuous gobo wheel clockwise rotation at linearly variable speed from fast to slow         72-113           14         10         10         Static gon Change         Static gon Continuous gobo wheel clockwise rotation at linearly variable speed from fast to slow         72-113           11         11         Static gon Continuous gobo wheel couneter-clockwise rotation at Inserty variable speed from slow to fast         160-165           Gobo 1         Gobo 2         166-170         166-170           Gobo 2         166-170         182-186         182-186           Gobo 3         171-175         Gobo 7         192-2197         182-128           Gobo 11         215-218         Gobo 13         224-229         19-223           Gobo 12         219-223         Gobo 14         230-234         19-224           Gobo 13         224-229         Gobo 15         235-239         13-225-239								
14         10         10         Static good Gobo 11         38-41 (Gobo 12         46-49 (Gobo 13           14         10         10         Static good Change         Static good Gobo 14         56-53 (Gobo 15         57-60 (Gobo 16           14         10         10         Static good Change         Gobo 16         61-64 (Gobo 17         66-68 (Gobo 17           14         10         10         Static good Change         72-113         72-113           14         10         10         Static good Change         Tortuluous gobo wheel clockwise rotation at linearly variable speed from fast to slow         72-113           14         10         10         Static good Continuous gobo wheel counster-clockwise rotation at linearly variable speed from fast to slow         72-113           15         11         116         182-186         Gobo 1         116-165           16         12         Gobo 10         208-207         Gobo 1         219-2197           16         12         12         Animation         Gobo 13         224-223         224-223           16         12         12         219-223         Gobo 13         224-223         224-223           16         12         12         Animation         Gobo 18         224-22								
14         10         10         Static gono Change         Gobo 11         42-45 Gobo 13         46-49 Gobo 13           14         10         10         Static gono Change         Gobo 13         57-60 Gobo 15           14         10         10         Static gono Change         Gobo 16         61-64 Gobo 17         65-68 Gobo 18           14         10         10         Static gono Change         Torituous gobo wheel clockwise rotation at linearly variable speed from fast to slow         72-113           11         11         Gobo 16         Gobo 18         114-117           Continuous gobo wheel couneter-clockwise rotation at linearly variable speed from slow to fast         118-159           Gobo 1         Gobo 1         166-170           Gobo 1         Gobo 1         187-191           Gobo 1         Gobo 1         187-191           Gobo 1         Gobo 1         203-207           Gobo 10         208-214         204-240           Gobo 11         215-218         Gobo 14         221-225           15         11         11         Animation disk rotation         0-124         119-225           16         12         12         Animation disk rotation         Gobo 16         240-245 <t< td=""><td></td><td></td><td></td><td></td><td></td><td></td></t<>								
14         10         10         Static goro Change         Gobo 12         46-49         54-56           14         10         10         Static goro Change         Gobo 13         50-53           14         10         10         Static goro Change         Gobo 16         61-64           Gobo 17         65-68         69-71         69-71           Continuous gobo wheel clockwise rotation at linearly variable speed from fast to slow         72-113           Torninuous gobo wheel counter-clockwise rotation at linearly variable speed from slow to fast         114-117           Gobo 13         Gobo 14         186-170           Gobo 7         118-159         Gobo 1           Gobo 14         Gobo 7         118-159           Gobo 1         100-165         Gobo 1           Gobo 1         100-12         118-159           Gobo 1         100-12         118-159           Gobo 1         100-165         1182-186           Gobo 1         100-12         119-10           Gobo 1         208-214         100-208-214           Gobo 10         208-214         100-12           Gobo 11         215-218         100-12           Gobo 12         202-223         100-13								
14         10         10         Static gono Change         Static gono Change         Static gono Continuous gobo wheel clockwise rotation at linearly variable speed from fast to slow         72-113           14         10         10         Static gono Change         Static gono Continuous gobo wheel clockwise rotation at linearly variable speed from fast to slow         72-113           14         10         10         Static gono Change         114-117           11         11         118-159         60-61           11         118-159         116-165           11         118-159         60-0           11         118-159         166-170           11         118         12-18           11         11         116-165           11         11         118-159           11         11         118           12         12         Animation disk rotation         118           14         11         11         11           16         12         12         Animation disk rotation         118           17         16         16         Prism restrion         110           17         16         16         Prism restrion         110         11-12								
14         10         10         Static gono Change         Gobo 14 Gobo 16 Gobo 16 Gobo 18 Continuous gobo wheel clockwise rotation at linearly variable speed from fast to slow         61-64 61-64 60-68 60-71 Continuous gobo wheel clockwise rotation at linearly variable speed from fast to slow           14         10         10         Static gono Change         114-117 Continuous gobo wheel clockwise rotation at linearly variable speed from slow to fast Gobo 51 Gobo 1         60-165 Gobo 2           11         118         118-159 Gobo 6         160-165 Gobo 2         160-165 Gobo 2           11         118         122-187 Gobo 1         180-176 Gobo 3         112-117 Gobo 6           12         12         12         Gobo 10         208-214 Gobo 11         215-218 Gobo 12           15         11         11         Animation disk rotation         132-132 Gobo 13         224-229 Gobo 14           16         12         12         12         Animation disk rotation         Stop rotation         0-124 Gobo 13           17         16         16         Prism insertion         Prism out Prism 1 into the light beam         0-10 Prism rotation.30° TO 290° range         0-214 Prism rotation.30° TO 290° range         0-214 Prism rotation.30° TO 180° range           18         17         17         17         Prism rotation         Prism rotation.30° TO 290° range         0-214 Pr								
14         10         10         Static gon Change         Gobo 15         61-64 Gobo 17         65-68 Gobo 18           14         10         10         Static gon Change         Gobo 17         65-68 Gobo 17         69-71           14         10         10         Static gon Change         Gobo 17         61-64 Gobo 17         69-71           11         11         11         114-117         72-113         72-113           11         11         114-117         Continuous gobo wheel couneter-clockwise rotation at linearly variable speed from slow to fast         118-159           11         11         116         160-165         1160-165           15         11         11         Animation         118           16         12         12         Gobo 1         Gobo 1         219-223           16         12         12         11         Animation disk rotation         118         12         12           16         12         12         12         Animation disk rotation         Continuous Animation disk insertion         0-225           17         16         16         Prism insertion         Prism out prism rotation 30" TO 290" range         0-214           110         11								
14         10         10         Static gono Change         Gobo 16         61-64 (Gobo 17)         65-68 (Gobo 18)           14         10         10         Static gono Change         Stop rotation Stop rotation Continuous gobo wheel clockwise rotation at linearly variable speed from fast to slow         72-113           14         10         10         Static gono Change         114-117           14         11         114-117         Continuous gobo wheel clockwise rotation at linearly variable speed from slow to fast Gobo 1         118-159           14         10         10         Static gono States at variable speed from slow to fast Gobo 2         166-165           11         11         60b 0         116-170         60b 0           11         116         117-175         119         120-213           15         11         11         Animation disk rotation         128-2186         138-202           16         12         12         Animation disk rotation         126-213         224-229           16         11         11         Animation disk rotation         118         17         16           16         12         12         12         Animation disk rotation         110-214         125-2130           17         16								
14         10         10         Static gono Change         Gobo 17 Gobo 18 Continuous gobo wheel clockwise rotation at linearly variable speed from fast to slow         72-113 72-113           14         10         10         Static gono Change         Gobo 17 Gobo 18 Stop rotation         114-117 (114-117)           14         10         10         Static gono Continuous gobo wheel councter-clockwise rotation at linearly variable speed from slow to fast Gobo 1         114-117 (Gobo 1           11         118-159 Gobo 2         160-165 Gobo 2         160-105 Gobo 3           11         118-159 Gobo 3         171-175 Gobo 4         171-175 Gobo 4           11         Gobo 5         182-186 Gobo 6         192-197 (Gobo 8         192-197 (Gobo 8           11         11         Animation disk rotation         203-207 (Gobo 12         219-223 (Gobo 12         219-223 (Gobo 12           15         11         11         Animation disk rotation         Continuous Animation disk clockwise rotation at linearly variable speed from fast to slow         0-124           16         12         12         12         Animation disk rotation         Continuous Animation disk clockwise rotation at linearly variable speed from slow to fast         0-124           17         16         16         Prism rism cotation:20° TO 90° range         0-212           17								
14         10         10         Static gon Change         Gob 18         69-71           14         10         10         Static gon Change         Gob 28         72-113           14         10         10         Static gon Change         Interpretation         114-117           114         11         10         Static gon Continuous gobo wheel councter-clockwise rotation at linearly variable speed from slow to fast Gobo 1         118-159           11         11         118-159         Gobo 3         171-175           117         16         16         166-170         Gobo 4         176-181           118         17         17         17         Animation disk rotation         192-197         Gobo 6         1187-191           16         119         219-223         Gobo 10         208-214         Gobo 11         219-223           13         11         11         Animation disk rotation         125-218         Gobo 13         224-229           16         12         12         Animation disk rotation         110-124         230-234           16         11         Animation disk rotation         110-125         113         11         Animation disk rotation         1251-255           15								
141010Static gono ChangeContinuous gobo wheel clockwise rotation at linearly variable speed from fast to slow72-113141010Static gono ChangeStop rotation114-117141010Stop rotation114-117141010Stop rotation114-117141010Stop rotation114-117151111Animation disk rotation160-16516171-175Gobo 2166-170161716182-186171616Prism insertion208-21418171717Prism insertion201-20181717Prism rotation114181717Prism rotationPrism rotation/37 rotation/360 rotation/3								
141010Static gono Changevariable speed from fast to slow72-113 (2-113)141010Static gono Change114-117 Continuous gobo wheel couneter-clockwise rotation at linearly variable speed from slow to fast Gobo 3114-117 (18-159)141010100-165 Gobo 3100-165 Gobo 3100-165 (Gobo 3171-175 Gobo 6Gobo 3171-175 (Gobo 6182-186 (Gobo 7182-186 (203-207)181010208-214 (Gobo 11218-218 (203-207)1411Animation disk rotation208-214 (205-218)151111Animation disk rotation224-229 (Gobo 13161212 (10)Animation disk rotation225-233 (Continuous Animation disk insertion0-255 (Continuous Animation disk couneter-clockwise rotation at linearly variable speed from fast to slow0-124 (201-214)181717Prism rotationPrism out Prism rotation: 0° TO 90° range0-21 Prism rotation: 0° TO 90° range0-21 (Prism rotation: 0° TO 940° range18171717Prism Prism rotation: 180° TO 270° range42-63 (201-210)181717Prism rotationPrism rotation: 0° TO 940° range0-21 (Prism rotation: 207 ro 360° range181717Prism rotation: 180° TO 270° range42-63 (201-210)181717Prism rotation: 0° TO 940° range0-21 (201-210)1910Prism rotation: 180° TO 270° rang						69-71		
14         10         10         Statu going Change         Stop rotation         114-117 Continuous gobo wheel councer-clockwise rotation at linearly variable speed from slow to fast Gobo Shakes at variable speed from slow to fast Gobo 2         118-159           Gobo Shakes at variable speed from slow to fast Gobo 1         160-165         160-165           Gobo 2         166-170         166-170           Gobo 4         177-175         160-0         182-186           Gobo 5         182-186         Gobo 7         192-197           Gobo 9         203-202         Gobo 9         203-202           Gobo 10         208-214         Gobo 12         219-223           Gobo 11         215-218         Gobo 12         220-234           Gobo 12         230-234         Gobo 15         235-239           Gobo 13         224-229         Gobo 16         2440-245           Gobo 14         230-234         Gobo 17         246-250           Gobo 15         235-239         Continuous Animation disk insertion         0-255           15         11         11         Animation disk rotation         Continuous Animation disk clockwise rotation at linearly variable speed from fast to slow         0-124           11         116         16         Prism insertion         Prism 10						72–113		
18         17         17         16         11         Animation disk rotation disk rota			10	Static gono				
18         17         17         17         11         Animation disk insertion         118-159           18         17         17         17         Prism rotation 2         106         106           18         17         17         17         Prism rotation 30° TO 180° TO 180° range         118-159           18         17         17         17         Prism rotation 30° TO 180° range         118-159           18         17         17         Prism rotation 30° TO 180° range         118-159           18         17         17         Prism rotation 30° TO 180° range         216-213           18         17         17         Prism rotation 30° TO 180° range         21-221           Continuous Prism rotation 30° TO 1040° range         21-223           Prism rotation 30° TO 1040° range         21-242           18         17         17         Prism rotation 30° TO 180° range         21-242           18         17         17         Prism rotation 30° TO 30° range         21-242           18         17         17         Prism rotation 30° TO 450° range         21-242           17         16         16         Prism rotation 30° TO 20° range         21-242           17         16	14	10	10	Change		114-11/		
18         17         17         16         11         Animation disk rotation disk insertion disk conster cotation at linearly variable speed from slow to fast         131-255           18         17         17         17         Prism rotation: 0° TO 90° range         125-2130           18         17         17         17         Prism rotation: 70° TO 180° range         0.210° range         0.211-2130°           18         17         17         17         Prism rotation: 70° TO 180° range         0.211-2130°           18         17         17         Prism rotation: 70° TO 180° range         0.211-2130°           18         17         17         Prism rotation: 70° TO 180° range         0.211-2130°           17         16         16         Prism rotation: 70° TO 180° range         0.211-225           17         16         16         Prism rotation: 70° TO 20° range         0.211-225           17         16         16         Prism rotation: 70° TO 20° range         0.21-245           18         17         17         Prism rotation: 70° TO 20° range         0.21-24-230°           18         17         17         17         17         17         17         16         16         Prism rotation: 70° TO 30° range         0.21				· ·		118-159		
18         17         17         16         Prism rotation.970 rotation.200 rotatio.200 rotation.200 rotation.200 r								
18         17         17         17         Prism insertion         Prism rotation         Prism Prism rotation         0 S0' rotation         166-170 Gobo 3         166-170 Gobo 3           18         17         17         Prism rotation         Prism rotation         166-170 Gobo 3         1166-170 Gobo 3         117-175 Gobo 4         117-175 Gobo 4         166-170 Gobo 5         1182-188 Gobo 7         1182-188 Gobo 7         1182-197 Gobo 8         1182-197 Gobo 9         1192-197 Gobo 12         1192-197 Gobo 10         203-207 Gobo 10         203-207 Gobo 11         203-2107 Gobo 12         203-223 Gobo 11         2219-223 Gobo 12         219-223 Gobo 12         2219-223 Gobo 13         224-229         230-234 Gobo 14         230-234 Gobo 15         235-234 Gobo 16         224-229         246-250         246-250         251-255         251-255         251-255         251-255         251-255         251-255         251-255         251-255         251-255         251-250         251-250         251-250         251-250         251-255         251-255         251-250         251-255         251-255         251-255         251-255         251-255         251-255         251-255         251-255         251-255         251-255         251-255         251-255         251-255         251-255         251-255         251-255         251-255						100 105		
18         17         17         17         Animation disk rotation disk rotation disk counter-clockwise rotation at linearly variable speed from fast to slow         131-175           18         17         17         17         Prism rotation:30° TO 30° range         0-21           18         17         17         Prism rotation:30° TO 30° range         0-21           18         17         17         Prism rotation:30° TO 30° range         0-21           18         17         17         Prism rotation:30° TO 30° range         0-21           18         17         17         Prism rotation:30° TO 360° range         0-21           18         17         17         Prism rotation:30° TO 360° range         0-21           18         17         17         Prism rotation:30° TO 450° range         0-21								
18         17         17         17         Prism insertion         Prism otation: 200° TO 360° range         0.214           18         17         17         Prism rotation: 200° TO 360° range         0.214           18         17         17         Prism rotation: 200° TO 360° range         0.214           18         17         17         Prism rotation: 200° TO 360° range         0.214           18         17         17         Prism rotation: 200° TO 360° range         0.214           18         17         17         Prism rotation: 200° TO 360° range         0.214           18         17         17         Prism rotation: 200° TO 360° range         0.214           18         17         17         Prism rotation: 200° TO 360° range         0.214           18         17         17         Prism rotation: 200° TO 360° range         0.214								
18         17         17         Prism insertion         Prism rotation         Prism rota								
18         17<								
18         17<								
18         17<								
18         17         17         17         Prism rotation								
18         17         17         17         Prism rotation         Prism rotation         Prism Prism rotation         Prism rotation         Prism Prism rotation         Prism rotation         <								
18         17<								
Image: Second								
Image:								
Image: Second systemGobo 15235-239Gobo 16240-245Gobo 17246-250Gobo 18251-255151111AnimationLinear Animation disk insertion0-255Continuous Animation disk clockwise rotation at linearly variable speed from fast to slow0-124161212Animation disk rotation125-130171616Prism insertionPrism 0ut Prism 1 into the light beam0-10181717Prism rotationPrism rotation:0° TO 90° range Prism rotation:20° TO 360° range0-21 42-63181717Prism Prism rotationPrism rotation:270° TO 360° range Prism rotation:270° TO 360° range63-84 Prism rotation:270° TO 50° range181717Prism Prism rotation:270° TO 50° range84-105 Prism rotation:270° TO 540° range181717Prism rotation:270° TO 540° range63-84 Prism rotation:260° TO 540° range181717Prism rotation:270° TO 540° range125-130 125-125181717Prism rotation:270° TO 540° range128-190								
Image: Second systemGobo 15235-239Gobo 16240-245Gobo 17246-250Gobo 18251-255151111AnimationLinear Animation disk insertion0-255Continuous Animation disk clockwise rotation at linearly variable speed from fast to slow0-124161212Animation disk rotation125-130171616Prism insertionPrism 0ut Prism 1 into the light beam0-10181717Prism rotationPrism rotation:0° TO 90° range Prism rotation:20° TO 360° range0-21 42-63181717Prism Prism rotationPrism rotation:270° TO 360° range Prism rotation:270° TO 360° range63-84 Prism rotation:270° TO 50° range181717Prism Prism rotation:270° TO 50° range84-105 Prism rotation:270° TO 540° range181717Prism rotation:270° TO 540° range63-84 Prism rotation:260° TO 540° range181717Prism rotation:270° TO 540° range125-130 125-125181717Prism rotation:270° TO 540° range128-190								
Image:								
InterpretationInterp								
151111AnimationLinear Animation disk insertion0-255161212Animation disk rotationContinuous Animation disk clockwise rotation at linearly variable speed from fast to slow0-124161212Animation disk rotationStop rotation125-130171616Prism insertionPrism 0 ut Prism 1 into the light beam0-10181717Prism rotationPrism rotation:0° TO 90° range0-21 Prism rotation:90° TO 180° range21-42 Prism rotation:90° TO 180° range181717Prism Prism rotationPrism rotation:360° TO 270° range42-63 BPrism rotation:360° TO 450° range181717Prism Prism rotationPrism rotation:450° TO 540° range84-105 Prism rotation:450° TO 540° range181717Prism rotation:90° TO 500° range105-127 Continuous Prism rotation at linearly variable speed128-190					Gobo 17	246-250		
161212Animation disk rotation disk rotationContinuous Animation disk clockwise rotation at linearly variable speed from fast to slow0-124161212Animation disk rotationStop rotation Continuous Animation disk councter-clockwise rotation at linearly variable speed from slow to fast125-130171616Prism insertionPrism out Prism 1 into the light beam Prism 2 into the light beam0-10181717Prism rotationPrism rotation: 0° TO 90° range Prism rotation: 270° TO 360° range0-21 Prism rotation: 270° TO 360° range181717Prism Prism rotationPrism rotation: 270° TO 540° range Prism rotation: 450° TO 540° range84-105 Prism rotation at linearly variable speed								
16     12     12     Animation disk rotation     Inearly variable speed from fast to slow     0-124       16     12     12     Animation disk rotation     Stop rotation     125-130       17     16     16     Prism insertion     Prism 0     0-10       17     16     16     Prism 0     Prism 1 into the light beam     0-10       18     17     17     17     Prism 0     Prism rotation:0° TO 90° range     0-21       18     17     17     Prism 0     Prism rotation:270° TO 360° range     21-42       18     17     17     Prism 0     Prism rotation:270° TO 360° range     63-84       18     17     17     Prism 0     Prism rotation:270° TO 360° range     84-105       18     17     17     Prism rotation:270° TO 540° range     105-127       18     17     17     Prism rotation:270° TO 360° range     128-2190	15	11	11	Animation		0-255		
161212Animation disk rotationInearly variable speed from fast to slow125-130161212Stop rotation Continuous Animation disk councter-clockwise rotation at linearly variable speed from slow to fast131-255171616Prism insertionPrism out Prism 1 into the light beam Prism 2 into the light beam0-10181717Prism rotationPrism rotation:0° TO 90° range Prism rotation:20° TO 180° range0-21 Prism rotation:20° TO 270° range181717Prism rotationPrism rotation:270° TO 360° range Prism rotation:360° TO 450° range63-84 Prism rotation:360° TO 540° range181717Prism rotationPrism rotation:270° TO 540° range Prism rotation:360° TO 540° range84-105 105-127 Continuous Prism rotation at linearly variable speed						0_124		
16       12       12       disk rotation       125-130         16       12       12       disk rotation       Continuous Animation disk couneter-clockwise rotation at linearly variable speed from slow to fast       131-255         17       16       16       Prism insertion       Prism 0 ut       0-10         17       16       16       Prism insertion       11-132       0-10         18       17       17       Prism rotation:0° TO 90° range       0-21         Prism rotation:270° TO 180° range       21-42       Prism rotation:270° TO 360° range       42-63         Prism rotation:270° TO 360° To 450° range       84-105       Prism rotation:360° TO 540° range       84-105         Prism rotation:450° TO 540° range       105-127       Continuous Prism rotation at linearly variable speed       128-190				Animation				
18     17     16     Prism rotation     Prism ottom     0-10       18     17     17     17     Prism ottom     0-10       18     17     17     17     Prism ottom     0-10       18     17     17     17     Prism ottom     0-10       18     17     17     Prism ottom     0.21       18     17     17     Prism ottom     0.210°       18     17     17     Prism ottom     0.210°       17     16     Prism rotation:0° TO 270° range     0.21.42       18     17     17     Prism rotation:270° TO 360° range     0.3-84       18     17     17     Prism rotation:270° TO 540° range     0.3-84       17     17     Prism rotation:450° TO 540° range     105-127       18     17     17     Prism rotation:450° TO 540° range     128-190	16	12	12			125-130		
17       16       Prism insertion       Prism out Prism 1 into the light beam       0-10         17       16       16       Prism insertion       Prism 1 into the light beam       11-132         18       17       17       Prism rotation:0° TO 90° range       0-21         Prism rotation:9° TO 180° range       21-42         Prism rotation:30° TO 180° range       42-63         Prism rotation:30° TO 270° range       63-84         Prism rotation:360° TO 450° range       84-105         Prism rotation:450° TO 540° range       105-127         Continuous Prism rotation at linearly variable speed       128-190				disk rotation	Continuous Animation disk couneter–clockwise	121 255		
171616Prism insertionPrism 1 into the light beam11-132181717Prism Prism rotationPrism 1 into the light beam133-255181717Prism Prism rotationPrism rotation:0° TO 90° range0-21181717Prism rotationPrism rotation:180° TO 270° range42-63Prism rotation:270° TO 360° range63-84Prism rotation:360° TO 450° range84-105Prism rotation:360° TO 540° range105-127Continuous Prism rotation at linearly variable speed128-190					rotation at linearly variable speed from slow to fast	131-295		
171616Prism insertionPrism 1 into the light beam11-132181717Prism Prism rotationPrism 1 into the light beam133-255181717Prism Prism rotationPrism rotation:0° TO 90° range0-21181717Prism rotationPrism rotation:180° TO 270° range42-63Prism rotation:270° TO 360° range63-84Prism rotation:360° TO 450° range84-105Prism rotation:360° TO 540° range105-127Continuous Prism rotation at linearly variable speed128-190		1		Delam		0-10		
181717Prism2 into the light beam133-255Prism rotation:0°TO 90° range0-21Prism rotation:90°TO 180° range21-42Prism rotation:180°TO 270° range42-63Prism rotation:270°TO 360° range63-84Prism rotation:360°TO 450° range84-105Prism rotation:360°TO 540° range105-127Continuous Prism rotation at linearly variable speed128-190	17	16	16					
181717Prism Prism rotationPrism rotation:0° TO 90° range0-21 Prism rotation:90° TO 180° range0-21 21-42 Prism rotation:180° TO 270° range181717Prism Prism rotation:270° TO 360° range42-63 Prism rotation:270° TO 360° range63-84 Prism rotation:360° TO 450° range1817Prism rotation:450° TO 540° range105-127 Continuous Prism rotation at linearly variable speed				insertion	Prism 2 into the light beam	133-255		
181717Prism Prism rotationPrism rotation:90° TO 180° range21-42 Prism rotation:180° TO 270° range21-42 42-63 Prism rotation:270° TO 360° range181717Prism Prism rotation:270° TO 360° range63-84 Prism rotation:360° TO 450° range63-84 Prism rotation:450° TO 540° range105-127 Continuous Prism rotation at linearly variable speed128-190					Prism rotation:0° TO 90° range			
18     17     17     Prism rotation:180° TO 270° range     42-63       Prism rotation:270° TO 360° range     63-84       Prism rotation:360° TO 450° range     84-105       Prism rotation:450° TO 540° range     105-127       Continuous Prism rotation at linearly variable speed     128-190						21-42		
18     17     17     Prism rotation:360° TO 450° range     84-105       Prism rotation:450° TO 540° range     105-127       Continuous Prism rotation at linearly variable speed     128-190						42-63		
rotation Prism rotation:360° 10 450° range 84–105 Prism rotation:450° TO 540° range 105–127 Continuous Prism rotation at linearly variable speed 128–190	10	17	17	Prism				
Prism rotation:450° TO 540° range         105–127           Continuous Prism rotation at linearly variable speed         128–190	IÕ		1/	rotation	Prism rotation:360° TO 450° range			
7 7 128-190			10141		Prism rotation:450° TO 540° range	105-127		
from fast to slow					Continuous Prism rotation at linearly variable speed	128_100		
					from fast to slow	120-130		

Mode1	Mode2	Mode3	Fade Type	Function	Dmx Value								
			Prism	Stop rotation	191-192								
18	18 1 17 1 17 1			Continuous Prism rotation at linearly variable speed	400.055								
			rotation	from slow to fast	193–255								
19	18	18	Frost	Focus moves linearly into the light beam	0-255								
20	19	19	Zoom	Zoom linearly moves from narrow to wide beam	0-255								
21	20	20	Focus	Focus moves linearly from far to near position	0-255								
22	21	21	Focus Fine	Fine focus positioning	0-255								
				Zoom/Autofcus mode	0-127								
23	22	22	Eeam Mode	Eeam Mode	128-255								
				Light OFF	0-3								
				STROBE SLOW-FAST	4-103								
				Light ON	104-107								
				PULSATION SLOW-FAST	104-107								
24	7	7	Stopper/	Light ON	208-212								
24	<b>'</b>	,	Strobe	RANDOM SLOW STROBE	213-225								
				RANDOM MEDIUM STROBE	226-238								
				RANDOM FAST STROBE	239-251								
				Light ON	252-255								
25	8	8	Dimmor	Dimmer 0–100%	0-255								
25	<u> </u>	<u> </u>	Dimmer										
26	9	9	Dimmer Fime	Dimmer Fime	0-255								
				Unused Range	0-11								
				Fast Pan/Tilt Speed ( default )	12-24								
				Normal Pan/Tilt Speed	25-37								
				normal dimmer(default)	38-50								
				linear dimmer	51-62								
			27 Function	CMY Full Range(default)	63-75								
	27 27 27			CMY Limited Range	76–87								
27		27		CMY Shortcut ON(default)	88-101								
				CMY Shortcut OFF	102-114								
				Unused Range	115-234								
				Disable zoom/focuslinking - 1 sec.	235-239								
				Enable zoom/focus linking,near distance(8meters)	240-244								
				(default setting) - 1 sec.									
			Enable zoom/focus linking,ediumdistance(12meters) -	245-249									
				Enable zoom/focus linking, far distance(20meters) - 1	250-255								
				sec.									
				Unused Range	0-25								
28	28	28	Reset	Zoom Reset –5 sec	26-76								
20	20	20	neset	Pan/Tilt Reset –5 sec	77–127								
				Complete Reset –5 sec	128-255								
				Unused Range	0-25								
29	29	29	Lamp Control	Lamp Off –5 sec	26-100								
				Lamp On –5 sec	101-255								
				Macro Off	0–7								
				Standby	8–11								
				Standby(black)	12-15								
				Zoom In Faded	16-45								
				Zoom Out Faded	46-75								
30	30	30	Macro Effects	Zoom In Out	76-105								
				Standby(black)	106-135								
				Zoom In Faded Random	136-165								
				Zoom Out Faded Random	166-195								
												Zoom In Out Random	196-225
31		31	Pan-Tilt time	Standby(black)	226-255 0-255								
<u>31</u> 32		<u>31</u> 32		Standby ( black ) Pan – Fine Pan – Tilt – Tilt Fine	226-255								
				Standby(black)	226-255 0-255								

#### Time table

BIT	Seconds	BIT	Seconds
0	Full	43	8.6
1	0.2	44	8.8
2	0.4	45	9
3	0.6	46	9.2
4	0.8	47	9.4
5	1	48	9.6
6	1.2	49	9.8
7	1.4	50	10
8	1.6	51	10.2
9	1.8	52	10.4
10	2	53	10.4
11	2.2	54	
12	2.4	55	11
13	2.6	56	
14	2.8	57	12
15	3	58	
16	3.2	59	13
17	3.4	60	
18	3.6	61	14
19	3.8	62	
20	4	63	
21	4.2	64	15
22	4.4	65	
23	4.6	66	16
24	4.8	67	
25	5	68	47
26	5.2	69	17
27	5.4	70	
28	5.6	71	18
29	5.8	72	
30	6	73	19
31	6 6.2	74	19
32	6.4	75	
33	6.6	76	20
34	6.8	77	
35	7	78	
36	7.2	79	21
37	7.4	80	
38	7.6	81	22
39	7.8	82	22
40	8	83	
41	8.2	84	23
42	8.4	85	
38 39 40 41	7.6 7.8 8 8.2	81 82 83 84	22 23

BIT	Seconds
86	
87	24
88	
89	25
90	
91	
92	26
93	
94	27
95	
96	
97	28
98	
99	29
100	
101	
102	30
103	
104	31
105	51
106	
107	32
108	
109	33
110	
111	
112	34
113	
114	35
115	
116	26
117 118	36
118	
120	37
120	
122	38
122	50
124	
124	39
126	
127	
128	40

BIT	Seconds	BIT	Seconds
129		172	
130	41	173	58
131		174	
132		175	
133	42		59
			- 59
134	40	177	
135	43	178	60
136		179	
137	44	180	
138		181	65
139		182	
140	45	183	70
141		184	/0
142	40	185	
143	46	186	75
144		187	10
145	47	188	
-	77	189	80
146			
147	48	190	05
148		191	85
149		192	
150	49	193	90
151		194	00
152		195	
153	50	196	95
154		197	
155	E 4	198	100
156	51	199	100
157		200	
158	52	201	110
159		202	
160		203	
161	53	203	120
162		204	120
	54		
163	54	<u>206</u> 207	130
164			
165	55	208	140
166		209	140
167		210	
168	56	211	150
169		212	100
170	57	213	160
171	57	214	100

BIT	Seconds
215	160
216 217	170
218 219	180
<u>220</u> 221	190
<u>222</u> 223	
224	200
226 227 228	210
220 229 230	220
231	230
233 234 235	240
235 236 237 238	250
239 240	260
241 242 243	270
244 245	280
246 247 248	290
249 250	300
251 252 253 254	310
255	Full

# 9. Maintance and cleaning

#### DANGER: Disconnect from the mains before starting any maintenance work.

It is absolutely essential that the fixture is kept clean and that dust, dirt and smoke fluid residues must not buildup on or within the fixture. Otherwise, the fixtures light-output will be significantly reduced. Regular cleaning will not only ensure the maximum light-output, but will also allow the fixture to function reliably through out its life. A soft lint-free cloth moistened with any good glass cleaning fluid is recommended, under no circum stances should alcohol or solvents be used!

The front objective lens will require weekly cleaning as smoke-fluid tends to building up residues, reducing the light-output very quickly. The cooling-fans should be cleaned monthly.

The gobos may be cleaned with a soft brush, The interior of the fixture should be cleaned at least annually using a vacuum-cleaner or an air-jet.

There are no serviceable parts inside the device except for the lamp and the fuse.

Replacing the fuse: If the lamp burns out, the fine-wire fuse of the device might fuse, too. Only replace the fuse by a fuse of same type and rating. Before replacing the fuse, unplug mains lead.

Maintenance and maintenance of the operation, please contact the manufacturer or distributor.

### **10.Electric equipment specification**

#### **10.1 Electrical paramters**

SOURCE:Osram sirius hri 440W POWER:700W VOLTAGE:AC100-240V 50/60HZ Color temperature: 7800K

#### 10.2 Weight and dimensions

Dimensions : 453X423X560mm NET WEIGHT:27Kg Dimensions (Carton package) : 661X506X581mm WEIGHT (Carton package) : 33Kg Dimensions (Air boxes -2 lights):1010X520X780mm NET WEIGHT/WEIGHT (Air boxes -2 lights) : 37Kg/95Kg

#### **10.3 Channel Characteristics**

- 1. Channel:34、30、34DMX-512.
- 2. Scan: Pan540°, Tilt244°, Scan speed adjustable. Fixture could auto reset.
- 3. Colour wheel:three open+5colors.half-color effects,CMY function.
- 4. Gobo wheel:one open+6 gobos.one, Fix gobo wheel:one open+18gobos.
- 5. Prism system:1 rotating of 8 faces, 1 rotating of 4 faces.
- 6. Zoom:linear amplifier.
- 7. Focus:linear focus with auto function.
- 8. Demmer: two stepper motor adjusting, linear dimmer.
- 9. Strobe:two stepper motor, with strobe mode of synchronistical, pulse and random.

#### **10.4 Menu Function**

1. Touch screen, English/Chinese menu.

2. Each DMX Value displayable.

3. Time of automatic turning off is able to set on the display, when operating pan/tilt, Color and gobos, strobe are turn off and able to set freely.

4. Display the time using of lighting feature and lamp as well as the times of turning on for lamp.

5. With function of turn on lamp when powered.

- 6. Automatic 50 % energy saving of power when turn off the strobe.
- 7. Remote ON by DMX.

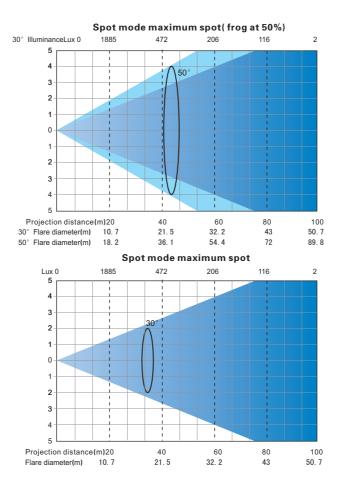
8. You can switch on and off the lamp via the control panel or via your DMX controller. It must be noted that it has to be cold before re-stricking.

9. After the DMX signal is disconnected, the display will be bright and dark.

10.Software upgrade function.

#### 10.5 light table

#### Beam mode spot 36950 16800 Lux 0 149500 9450 6048 5 4 3 2 1 $2^{\circ}$ 0 1 2 3 4 1 i 5 Projection distance(m)20 40 60 80 100 1.41 2.2 3.63 Flare diameter(m) 0.7 2.9 Spot mode minimum spot 90000 22500 10000 5625 3600 5 4 3 2 1 4.5 0 1 2 3 4 ī. 5 Projection distance(m)20 40 60 80 100 Flare diameter(m) 1.58 3.16 4.74 6.32 7.9

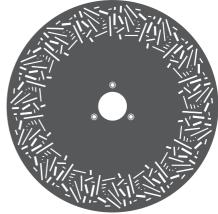


# 10.6 Gobo wheel

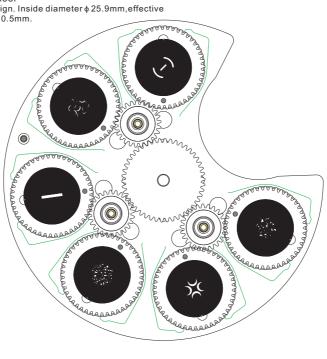
Fix gobo wheel diameter 9mm

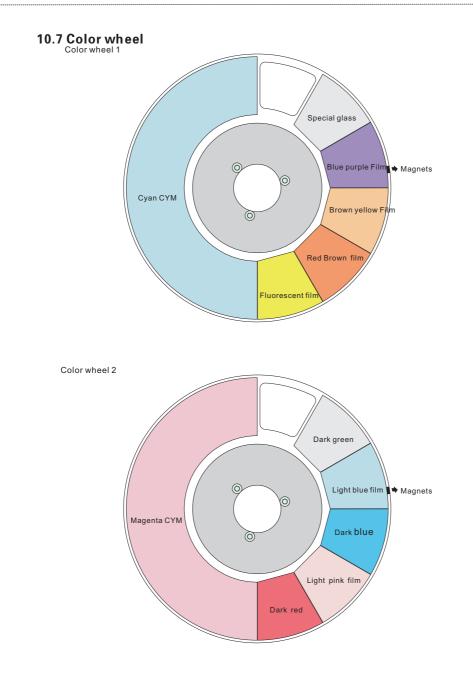


Effect wheel diameter 107mm

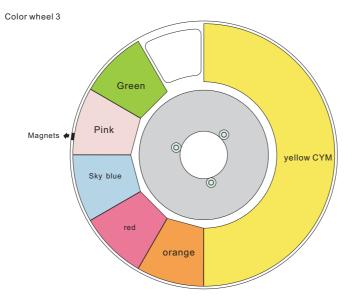


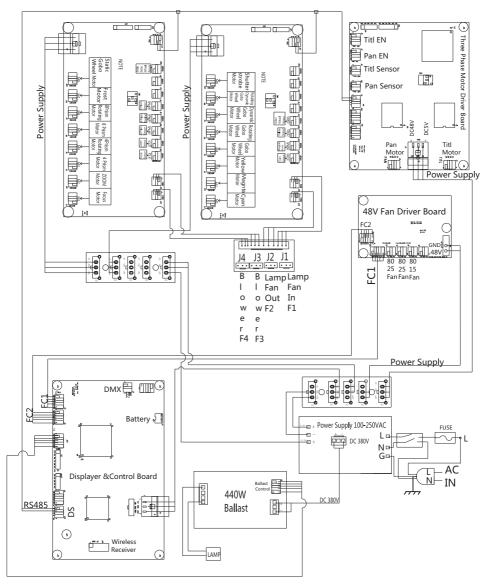
Rgobo wheel diameter 10.5mm.





# INVOLIGHT





# 11.Electronic drawing

Note: The above contents for reference only and is subject to change without prior notice, please take specification you have on hand and our company reserves the final right of interpretation.