## HIGH END SYSTEMS <br>  <br> User Manual



Version 0.0.1

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## Welcome

## Notice

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## Contacting High End Systems ${ }^{\circledR}$

## Sales Department

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Customer Service
High End Systems, Inc.

2105 Gracy Farms Lane

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toll free: 800.890.8989
email: support@highend.com

World Wide Web http://www.highend.com

## Declaration of Conformity

## High End Systems, Inc.

An ETC Company

## Declaration of Conformity

| Manufacturer's name: | HAO YEANG ELECTRONIC CO., LTD |
| :---: | :---: |
| Manufacturer's address: | No. 109, HaiYong Road, GuanNanYoung Industry Districe, Shiji Town DanYu Zone, GuanZhou City, China |
| Distributor's name: | Hi End Systems, Inc. |
| Distributor's address: | 2105 Gracy Farms Lane Austin, Texas 78758 USA |
| Product Name: | Quad |
| Product Options: | All |

We hereby declare that the above referenced product complies with the essential requirements of Council Directives 2014/30/EU (EMC), 2014/35/EU (LVD) and 2011/65/EC (RoHS) .

Safety: EN 60598-1: 2015
EN 60598-2-17: 1989 A2: 1991
EN62493 (2015)
EN62471 (2008)
EN61347-2-13: 2014;
EN61347-1: 2015
EN62031: 2008+A1; 2013+A2: 2015
EMC: Emission: EN55015:20013+A1:2015,
EN61547: 2009
EN 61000-3-2 (2014)
EN 61000-3-3 (2013)

ROHS:

Restricted Substances
Cadmium (Cd)
Lead (PB)
Mercury (Hg)
Hexavalent Chromium (Cr VI)
Polybrominated Biphenyl (PBB)
Polybrominated Diphenyl Ethers (PBDE)

Maximum Concentration Value (by weight in homogeneous material)
0.01\%
$0.1 \%$
$0.1 \%$
$0.1 \%$
$0.1 \%$
$0.1 \%$
$0.1 \%$ $0.1 \%$

Kenneth S. Hansen
Bunncte Samem
Compliance Engineer
March 31, 2017

## Patent information

FOR LATEST PATENT LISTING PLEASE SEE https://www.highend.com/company/patents

## Warranty Information

## Limited Warranty

Unless otherwise stated, your product is covered by a one year parts and labor limited warranty. Dichroic filters and LithoPatterns ${ }^{\circledR}$ high resolution glass gobos are not guaranteed against breakage or scratches to coating. It is the owner's responsibility to furnish receipts or invoices for verification of purchase, date, and dealer or distributor. If purchase date cannot be provided, date of manufacture will be used to determine warranty period.

## Returning an Item Under Warranty for Repair

It is necessary to obtain a Return Material Authorization (RMA) number from your dealer or point of purchase BEFORE any units are returned for repair. The manufacturer will make the final determination as to whether or not the unit is covered by warranty.

A fixture must be returned in its original packaging. Any other parts returned to High End Systems must be packaged in a suitable manner to ensure the protection of such product unit or parts, and such package shall be clearly and prominently marked to indicate that the package contains returned Product units or parts and with an RMA number. Accompany all returned Product units or parts with a written explanation of the alleged problem or malfunction. Ship returned Product units or parts to: 2105 Gracy Farms Lane, Austin, TX 78758 USA.

## Note: Freight Damage Claims are invalid for fixtures shipped in non-factory boxes and packing materials.

## Freight

All shipping will be paid by the purchaser. Items under warranty shall have return shipping paid by the manufacturer only in the Continental United States. Under no circumstances will freight collect shipments be accepted. Prepaid shipping does not include rush expediting such as air freight. Air freight can be sent customer collect in the Continental United States.

REPAIR OR REPLACEMENT AS PROVIDED FOR UNDER THIS WARRANTY IS THE EXCLUSIVE REMEDY OF THE CONSUMER. HIGH END SYSTEMS, INC. MAKES NO WARRANTIES, EXPRESS OR IMPLIED, WITH RESPECT TO ANY PRODUCT, AND HIGH END SPECIFICALLY DISCLAIMS ANY WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE. HIGH END SHALL NOT BE LIABLE FOR ANY INDIRECT, INCIDENTAL OR CONSEQUENTIAL DAMAGE, INCLUDING LOST PROFITS, SUSTAINED OR INCURRED IN CONNECTION WITH ANY PRODUCT OR CAUSED BY PRODUCT DEFECTS OR THE PARTIAL OR TOTAL FAILURE OF ANY PRODUCT REGARDLESS OF THE FORM OF ACTION, WHETHER IN CONTRACT, TORT (INCLUDING NEGLIGENCE), STRICT LIABILITY OR OTHERWISE, AND WHETHER OR NOT SUCH DAMAGE WAS FORESEEN OR UNFORESEEN.

Warranty is void if the product is misused, damaged, modified in any way, or for unauthorized repairs or parts. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

## Production Modification Warning

## Product Modification Warning

High End Systems products are designed and manufactured to meet the requirements of United States and International safety regulations. Modifications to the product could affect safety and render the product noncompliant to relevant safety standards.

## Mise En Garde Contre La Modification Du Produit

Les produits High End Systems sont conçus et fabriqués conformément aux exigences des règlements internationaux de sécurité. Toute modification du produit peut entraîner sa non conformité aux normes de sécurité en vigueur.

## Produktmodifikationswarnung

Design und Herstellung von High End Systems entsprechen den Anforderungen der U.S. Amerikanischen und internationalen Sicherheitsvorschriften. Abänderungen dieses Produktes können dessen Sicherheit beeinträchtigen und unter Umständen gegen die diesbezüglichen Sicherheitsnormen verstoßen.

## Avvertenza Sulla Modifica Del Prodotto

I prodotti di High End Systems sono stati progettati e fabbricati per soddisfare i requisiti delle normative di sicurezza statunitensi ed internazionali. Qualsiasi modifica al prodotto potrebbe pregiudicare la sicurezza e rendere il prodotto non conforme agli standard di sicurezza pertinenti.

## Advertencia De Modificación Del Producto

Los productos de High End Systems están diseñados y fabricados para cumplir los requisitos de las reglamentaciones de seguridad de los Estados Unidos e internacionales. Las modificaciones al producto podrían afectar la seguridad y dejar al producto fuera de conformidad con las normas de seguridad relevantes.

## Important Safety Information

Instructions pertaining to continued protection against fire, electric shock, and injury to persons are found throughout this manual. Please read all instructions prior to assembling, mounting, and operating this equipment.

The following international caution and warning symbols appear in margins throughout this manual to highlight messages.

This symbol appears adjacent to Caution messages. Not heeding these messages could result in personal injury and/or damage to equipment.


This symbol appears adjacent to high voltage warning messages. Not heeding these messages could result in serious personal injury.


This symbol cautions against mounting the fixture on or near a flammable surface.
$3 \pi /$
This symbol indicates that, while operating, equipment
surfaces may reach very high temperatures. Allow the fixture to cool before handling.

## Safety Considerations



## CAUTION: The information in this chapter is intended to assist qualified

 personnel only.

WARNING: Disconnect power before servicing. Replace fuses with the specified type and rating only.

This device has left the factory in perfect condition. In order to maintain this condition and to ensure a safe operation, it is absolutely necessary for the user to follow the safety instructions and warning notes written in this user manual.

## Important:

## Damages caused by the disregard of this user manual are not subject to warranty. The dealer will not accept liability for any resulting defects or problems.

- If the device has been exposed to temperature changes due to environmental changes, do not switch it on immediately. The condensation could cause damage to the device. Leave the device switched off until it has reached room temperature.
- This device falls under protection-class I. Therefore it is essential that the device be earthed.
- If protection screen, lens or ultraviolet screen in the fixture is apparently damaged or is damaged to exceed their own effective degree, such as cracked and gashed, it must be replaced.
- The electrical connection must carry out by a qualified person.
- Make sure that the available voltage is within stated range.
- Make sure the power cord is never crimped or damaged by a sharp edge. Replace cable immediately if damaged, this work must be done by an authorized dealer.
- Always disconnect from power, when the device is not in use or before cleaning it. Only handle the power cord by the plug. Never pull out the plug by tugging the power cord.
- Don't project the beam onto combustible substances, as this causes a safety hazard.
- Please be aware that damages caused by manual modifications will void warranty.
- During initial start-up some smoke or smell may arise. This is a normal process and does not necessarily mean that the device is defective, it should decrease gradually
- If the external flexible cable or cord of this luminaire is damaged, it shall be exclusively replaced by the manufacturer or his service agent or a similar qualified person in order to avoid a hazard. All screws for installing the devices or parts of the device have to be tightly connected and must not be corroded.
- There must not be any deformations on the housing, color lenses, fixations and installation spots (ceiling, suspension, trussing).
- Mechanically moved parts must not show any traces of wearing and must not rotate with unbalances.
- The electric power supply cables must not show any damage, material fatigue or sediments.
- Further instructions depending on the installation spot and usage have to be administered by a skilled installer and any safety problems have to be removed.


## General Guidelines

- This device is a lighting effect for professional use on stages, theaters, or other professional installations, etc., the device was designed for indoor use only.
- This fixture is only allowed to be operated with the max alternating current which stated in the technical specifications printed on the fixture.
- Lighting effects are not designed for permanent operation. Consistent operation breaks may ensure that the device will serve you for a long time without defects.
- Do not shake the device, handle with care .Avoid brute force when installing or operating the device.
- While choosing the installation-spot, please make sure that the device is not exposed to extreme heat, moisture or dust. Please don't project the beam onto combustible substances. The minimum distance between light-output from the projector and the illuminated surface must be more than 0.5 meter.
- If you use the quick lock cam in hanging up the fixture, please make sure the quick lock fasteners turned in the quick lock holes correctly.
- 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.
- For safety reasons, please be aware that all modifications on the device are forbidden.
- 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 short-circuit, burns, electric shock, lamp explosion, crash, etc.
- In order to make the lights in good condition and extend the life time, we suggest a regular cleaning to the lights.


## Fixture Overview



## Features

## POWER SUPPLY

AC 100-240V~, $50 / 60 \mathrm{~Hz}$
Power Consumption: 500W

## OPTICS

$4 \times 60 \mathrm{~W}$ high power LEDs
RGBW 4 in 1 LED make extremely even and smooth color mixing effect
Extremely long Life: 50,000H and low power consumption

## MOVEMENT

Pan movement: 540 (16 bit)
Tilt movement: 260 (16 bit)
Advanced motion system: fast, stable and quite, auto $x-y$

## COLORS

Excellent color mixing, full color rainbow effect

## FEATURES

Control channel modes: 52 channels
2 operations modes: DMX-512, Master / Slave
Beam angle: zoom from 7。
Strobe effect with 1-25 flashes per second and pulse effect

## DISPLAY

Advanced and convenient full -color LCD touch screen, with rechargeable battery
Locked automatically after standby for 15 seconds to prevent error; hold the button for 3 seconds to activate
Friendly reset detection: hold $\diamond$ and button to lock pan /tilt reset, able to complete reset detection inside flight case

## SOFTWARE

Upgrades: fast and convenient through DMX cable
Reset DMX address, remote lamp switch, reset can all be done by the controller
Running time of fixture on display for reference

## OTHER SPEC

Input signal isolation: guarantees stable signal transmission without interference Advanced RDM functions

WEIGHT
Net weight: 21.7 kg

PHOTOMETRIC DATA IMAGE


## Installation Instructions

- The installation must always be secured with a secondary safety attachment, e.g. an appropriate safety cable.
- The installation of the fixture 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 applicable temperature for the lighting is between $-10^{\circ} \mathrm{C}$ to $45^{\circ} \mathrm{C}$. Do not use the fixture under or above the temperature.
- Never stand directly below the device when mounting, removing or servicing the fixture.
- The operator has to make sure the safety and technical aspects are approved by an expert before using this fixture for the first time.
- These installations must be inspected by a skilled person at least once a year.
- Overhead mounting requires extensive experience, including amongst others calculating working load limits, installation material being used, and periodic safety inspection of all installation material and the device. If you lack these qualifications, do not attempt the installation yourself. Improper installation can result in serious bodily injury.


## Attachment Instructions

- Attach the Omega clamp on the bracket by tighten the M12 bolt on the bracket to the hole in the middle of the bracket.
- Insert the quick-lock fasteners of the bracket into the respective holes on the bottom of the fixture.
- Tighten the quick-lock fasteners fully clockwise.
- Install the second Omega clamp.
- Attach the safety-cable through the holes on the bottom of the base. Attach to the trussing system or other safe fixation point.
- Be sure the safety is fully looped, the quick-link is attached and fully tighten
- Inspect for complete attachment before lifting over-head

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




## Mounting

Be sure this fixture is kept at least 0.5 m away from any flammable materials (decoration etc.). Always use and install the supplied safety cable as a safety measure to prevent accidental damage and/or injury in the event the clamp fails.

Overhead mounting requires extensive experience, including amongst others calculating working load limits, a detailed knowledge of the installation material being used, and periodic safety inspection of all installation material and the fixture. If you lack these qualifications, do not attempt the installation yourself. Improper installation can result in bodily injury.


## Technical Specifications

- Power supply: AC $100-240 \mathrm{~V} \sim, 50 / 60 \mathrm{~Hz}$
- Power consumption: 500W
- Flight case dimensions: TBC
- Net weight: 21.7 KGS / 47.8LBS
- Gross weight: TBC


## Power Specifications

Note: To ensure maximum safety and stability,
When operating on $100 \mathrm{~V} \sim 120 \mathrm{~V}$, a maximum of two devices may be linked together in order to not overload power connector specification. For more than 2 devices, the third device must be connected directly to mains power.

When the voltage is over $200 \mathrm{~V} \sim 240 \mathrm{~V}$, a maximum of three devices may be connected together in order to not overload power connector specification. For more than 3 devices, the forth device must be connected directly to mains power.

## DMX Control

## XLR -Connection

Connect the provided XLR cable to the female 5-pin XLR output of your controller and the other side to the male 5-pin XLR input of the moving head. You can chain multiple moving heads together through serial linking. The cable needed should be two core, screened cable with XLR input and output connectors. Please refer to the diagram below:



Address 1


Address 105

## Ethernet - Connection

Provided for Art-Net control is an Ethernet port, also provided is an Ethernet "out" port for daisy chaining fixtures.

Note: When power is applied to the fixture, the data traveling is actively regenerated in the fixture, so a fixture-to-fixture limit is set at 100 m . When power is not applied, the data is not regenerated, thus cabling length can easily be over 100m leading to data loss at the end of the chain

Note: An exceedingly larger number of fixtures should not be daisy chained together, as this is scenario is untested and potential issues could arise from propagation delay of the Ethernet data traveling through the fixtures. Testing is commonly completed in groups of 20 fixtures, and no significant issues have been seen.

## Ethernet Jack in XLR

 Style connector

## DMX Start Address

All fixtures should be given a DMX starting address when using a DMX signal, so that the correct fixture responds to the correct control signals. This digital starting address is the channel number from which the fixture starts to "listen" to the digital control information sent out from the DMX controller. The allocation of this starting address is achieved by setting the correct number on the display located on the base of the device.

You can set the same starting address for all fixtures or a group of fixtures, or make different address for each fixture individually.

If you set the same address, all the units will start to "listen" to the same control signal from the same channel number. In other words, changing the settings of one channel will affect all the fixtures simultaneously.

If you set a different address, each unit will start to "listen" to the channel number you have set, based on the quantity of control channels of the unit. That means changing the settings of one channel will affect only the selected fixture.

In the case of this fixture which is a 52 channel fixture, you should set the starting address of the first unit to 1 , the second unit to $53(52+1)$, the third unit to $105(52+53)$, and so on.

## DMX terminator

For installations where the DMX cable has to run a long distance or is in an electrically noisy environment, such as in a clubs, it is recommended to use a DMX terminator. This helps in preventing corruption of the digital control signal by electrical noise. The DMX terminator is simply an XLR plug with a $120 \Omega$ resistor connected between pins 2 and 3 , which is then plugged into the output XLR socket of the last fixture in the chain. Please see illustrations below:
$120 \Omega$


## Internal Control Board

## Menu Layout

This chart displays the layout of the control menu structure. See following section for more information and navigation tips.


|  | Reset Default | ON/OFF |  | Restore factory set. |
| :---: | :---: | :---: | :---: | :---: |
| $\underset{H}{\underset{\sim}{\ddot{0}}}$ | Home | All <br> Pan \& Tilt <br> Others |  | Reset all motors Reset Pan/Tilt Reset other motors |
|  | Test Channel | PAN ...... |  | Test function |
|  | Manual Ctrl. | $\text { PAN }=X X X$ |  | Fine adjustment of the LED |
|  | Calibration | $\begin{aligned} & \text {-Password- } \\ & \text { Pan =XXX } \\ & : \end{aligned}$ |  | Password Calibrate and adjust the effects to standard/right position |
|  | PlayBack | DMX Control Set To Slave Auto Program | ave1,Slave2,Slave3 <br> aster / Alone | Choose DMX mode <br> Slave setting <br> Auto program |
|  | Select Prog. | $\begin{aligned} & \text { Prog. Part } 1=\text { Pro } \\ & \text { Prog. Part } 2=\text { Pro } \\ & \text { Prog. Part } 3=\text { Pro } \end{aligned}$ | ram $1 \sim 10$ Program 1 $1 \sim 10$ Program 2 1 $\sim 10$ Program 3 | Select programs to be run |
|  | Edit Prog. | $\begin{aligned} & \text { Program } 1 \\ & \text { : } \\ & \text { Program } 10 \\ & \hline \end{aligned}$ | Program Test <br> Step 01=SCxxx <br> Step 64=SCxxx | Testing program Program in loop Save and exit |
| \# | Edit Scenes | $\begin{aligned} & \hline \text { Edit Scene } 001 \\ & \sim \text { Edit Scene } 250 \end{aligned}$ | Pan,Tilt,...... <br> --Fade Time-- <br> --Secne Time-- <br> Input By Outside | Save and automatically return manual scenes edit |
| 家 | Scenes Input | XX~XX |  | Automat. scenes rec |

## Control Board Functions

## Address

With this function, you can adjust the desired DMX-address via the Control Board.

1. Access the main menu.
2. Tap the $<\mathrm{Up} /$ Down $>$ button until "Set DMX Address" is displayed.
3. Press ENTER, the display will show "Set DMX Address".
4. Tap the <Up/Down> button, the display will show "A001~AXXX"
5. Press ENTER to confirm or press $<\mathrm{MODE} / \mathrm{ESC}>$ to return to the main menu.

## Info.

## Time Info

## Current Time

With this function, you can display the temporary running time of the device from the last power on. The display shows " $X X X X$ ", " $X X X X$ " stands for the number of hours. The counter is reset after turning the device off.

1. Tap <MODE/ESC> button, to access the main menu
2. Tap the <Up/Down> button until "Info" is displayed. Press ENTER.
3. Tap the <Up/Down>button until the display will show "Time Info." Press ENTER.
4. Press <Up/Down> the display will show "Current Time".
5. Press < ENTER> the display will show "Current Time".
6. The display will show "XXXX" (Hours)
7. Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

## Ttl Life Hrs

With this function, you can display the running time of the device. The display shows " XXXX ", " XXXX " stands for the number of hours.

1. Tap <MODE/ESC>button, access the main menu
2. Tap the <Up/Down>button until " Info" is displayed. Press ENTER
3. Tap the <Up/Down>button until the display will show "Time Info.". Press ENTER
4. Press <Up/Down> the display will show "Ttl Life Hrs".
5. Press<ENTER> the display will show "Ttl Life Hrs"".
6. The display will show "XXXX" (Hours) ;
7. Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

## Last Run Hrs

With this function, you can display last the running time of the lamp. The display shows " XXXX ", " $X X X X$ " stands for the number of hours

1. Tap <MODE/ESC>button, access the main menu
2. Tap the <Up/Down>button until " Info" is displayed. Press ENTER
3. Tap the $<\mathrm{Up} /$ Down $>$ button until the display will show "Time Info." Press ENTER
4. Press <Up/Down> the display will show "Last Run Hrs".
5. Press<ENTER> the display will show " Last Run Hrs".
6. The display will show "XXXX" (Hours) ;
7. Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

## LED Hour

With this function, you can display the running time of the LED. The display shows " XXXX ", " XXXX " stands for the number of hours.

1. Tap <MODE/ESC>button, access the main menu
2. Tap the <Up/Down>button until "Info" is displayed. Press< ENTER>
3. Tap the <Up/Down>button until the display will show "Time Info." Press< ENTER>
4. Press <Up/Down> the display will show "LED Hours".
5. Press<ENTER> the display will show "LED Hours".
6. The display will show " XXXX " (Hours) ;
7. Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

## Timer PIN

With this function, you can display the timer password. The time password is 038 .

1. Tap <MODE/ESC>button, access the main menu
2. Tap the <Up/Down>button until " Info" is displayed. Press ENTER,
3. Tap the <Up/Down>button until the display will show "Time Info.". Press ENTER
4. Press <Up/Down> the display will show "Timer PIN".
5. Press <ENTER> the display will show "Timer PIN", the time password is 038.
6. Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

## Clr Last Run

With this function, you can clear last run time of the fixture. The display shows "ON" or "OFF", Press "Enter" to confirm.

1. Tap <MODE/ESC>button, access the main menu
2. Tap the <Up/Down>button until " Info" is displayed. Press< ENTER>
3. Tap the <Up/Down>button until the display will show "Time Info.". Press ENTER
4. Press <Up/Down>;, the display will show "Clr Last Run".
5. At" L-Timer Password" menu input right password, Press<ENTER>
6. The display show "OFF", Press <Up/Down> the display will show "ON".
7. Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

## LED Time PIN

Please contact service to for more information, in general LED time should not be modified.

## Clen LED Time

Please contact service to for more information, in general LED time should not be reset unless directed by factory rep.

## Error Info

## Errorinfo

With this function you can view error code information

1. Tap <MODE/ESC>button, access the main menu
2. Tap the <Up/Down>button until, "Info" is displayed. Press ENTER
3. Press <Up/Down>, the display will show "Error Info.".
4. Press<ENTER>, the display will show "Error Info."
5. The display will show " XXXX "
6. Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

## Value Disp.

DMX Value ALL
With this function you can display the DMX 512 value of each channel. The display automatically shows the channel with a value changing.

1. Tap <MODE/ESC>button, to access the main menu
2. Tap the <Up/Down>button until "Info" is displayed Press <ENTER>
3. Tap the <Up/Down>button until the display will show "Value Disp". <Press ENTER>
4. Tap the <Up/Down>button until "ALL", "PAN" is displayed.
5. Tap the <Up/Down>button, choose each channel.
6. Press ENTER to confirm or press <MODE/ESC> to return to the main menu

## Head Temperature

With this function you can display the temperature on the head in Celsius.
Tap <MODE/ESC>button, to access the main menu
Tap the <Up/Down>button until "Info" is displayed. Press ENTER, the display will show "Info".
Tap the <Up/Down>button until " Head Temp." is displayed. Press ENTER, "Head Temp." will show
The display show " $\mathrm{XXX}{ }^{\circ} \mathrm{C} /{ }^{\circ} \mathrm{F}$ ".
5. Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

## Fan Speeds

With this function you can display the speed of the fans.

1. Tap <MODE/ESC> button, to access the main menu.
2. Tap the $<\mathrm{Up} /$ Down>button until "Info" is displayed. Press ENTER, the display will show "Info".
3. Press $<\mathrm{Up} /$ Down $>$, the display will show "Fan Speed".
4. Press < ENTER>, the display will show "Fan Info".
5. The display show "HeadFan1: xxxx RPM", "HeadFan2: xxxx RPM".......
6. Press $<$ ENTER $>$ to confirm or press $<$ MODE/ESC $>$ to return to the main menu.

## Ethernet IP

With this function you can choose display the IP address of the fixture.

1. Tap <MODE/ESC>button, access the main menu

Tap the <Up/Down>button until "Info" is displayed.
Press ENTER, the display will show "Info".
Tap the <Up/Down>button until the display will show "Ethernet IP".
5. Press ENTER, the display will show "EthernetIP xxx.xxx.xxx.xxx.xxxx".
6. Press ENTER to confirm or press <MODE/ESC> to return to the main menu

## Software Version

With this function, you can display the software version of the device.

1. Tap <MODE/ESC>button, access the main menu
2. Tap the <Up/Down>button until "Info" is displayed. Press <ENTER>
3. Press <Up/Down> the display will show "Software Ver"
4. Press<ENTER> the display will show "Software Ver"
5. The display show "Ver x.x.x".
6. Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

## Status

No DMX Status
With this function, when the drive is not DMX signal, it runs automatism, close, hold and music, the default is hold.

1. Tap <MODE/ESC>button, access the main menu

Tap the <Up/Down>button until "SET" is displayed. Press ENTER
Tap the <Up/Down>button until the display will show "Status". Press ENTER
Press <Up/Down> the display will show "No DMX Status".
Press<ENTER> the display will show "No DMX Status".
The display show "Hold", Press <Up/Down> the display will show "Close", "Auto",.
Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

## Pan Reverse

With this function you can reverse the Pan-movement.

1. Tap <MODE/ESC>button, access the main menu

Tap the <Up/Down>button until "SET" is displayed. Press ENTER
Tap the <Up/Down>button until the display will show "Status". Press ENTER
Press <Up/Down> the display will show "Pan Reverse".
Press<ENTER> the display will show "Pan Reverse".
The display show "OFF", Press <Up/Down>;the display will show "ON".
Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

## Tilt Reverse

With this function you can reverse the Tilt-movement.

1. Tap <MODE/ESC>button, access the main menu

Tap the <Up/Down>button until "SET" is displayed. Press ENTER
Tap the <Up/Down>button until the display will show "Status"
Press ENTER, the display will show "Status".
Press <Up/Down> the display will show "Tilt Reverse".
Press<ENTER>the display will show "Tilt Reverse".
The display show "OFF", Press <Up/Down> the display will show "ON".
8. Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

## Encoders

With this function, you can feedback switch of pan movement or tilt movement.
Tap <MODE/ESC>button, access the main menu
Tap the <Up/Down>button until "SET" is displayed. Press ENTER
Tap the <Up/Down>button until the display will show "Status". Press ENTER
Press <Up/Down> the display will show "Encoders."
Press<ENTER> the display will show " Encoders."
The display show "ON", Press <Up/Down> the display will show "OFF".
Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

## Hibernation —Standby mode

The lamp and step motors will be power off if the fixture stay without DMX signal for 15 mins (Factory
default).And the fixture will be reset before working once it receive DMX signal again.

1. Tap <MODE/ESC>button, access the main menu
2. Tap the <Up/Down>button until "SET" is displayed. Press ENTER,
3. Tap the <Up/Down>button until the display will show "Status". Press ENTER
4. Press <Up/Down> the display will show "Hibernation".
5. Press<ENTER> the display will show "Hibernation".
6. Press <Up/Down> the display will show "01M","02M", "15M", "99M" or "OFF".
7. Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

## Select Input

## Select Input

With this function, you change between ArtNet on IP2., IP on 10. Or DMX

Tap <MODE/ESC>button, access the main menu
Tap the <Up/Down>button until "SET" is displayed. Press ENTER
Tap the <Up/Down>button until the display will show "Status". Press ENTER
Press <Up/Down> the display will show " Select Input".Press<ENTER>
Press <Up/Down> the display will show "ArtNet on IP2" or "ArtNet on IP10" or "DMX".
Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

## Set Universe

Set Universe

With this function, you change the ArtNet Universe

1. Tap <MODE/ESC>button, access the main menu
2. Tap the <Up/Down>button until "SET" is displayed. Press ENTER
3. Tap the <Up/Down>button until the display will show "Status". Press ENTER
4. Press <Up/Down> the display will show "Set Universe".
5. Press<ENTER> the display will show "Set Universe".
6. The display show "000--255", Press <Up/Down> to select
7. Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

## Service PIN

Password——The Password for this function is " 50 ".

## Ether Mask

With this function, you can clear set the IP address of the fixture.

1. Tap <MODE/ESC> button to access the main menu
2. Tap the <Up/Down> button until "Personality" is displayed. Press ENTER
3. Tap the <Up/Down> button until the display will show "Service Setting". Press ENTER
4. Press <Up/Down>, the display will show "Ether Mask".
5. Press< ENTER>, the display will show "Ether Mask".
6. The display show "xxx.xxx.xxx.xxx", Press <Up/Down>, to set.
7. Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

## Ethernet IP

With this function, you can clear set the IP address of the fixture.

Tap <MODE/ESC> button to access the main menu
Tap the <Up/Down> button until "Personality" is displayed. Press ENTER
Tap the <Up/Down> button until the display will show "Service Setting". Press ENTER
Press <Up/Down>, the display will show "Ethernet IP".
Press<ENTER>, the display will show "Ethernet IP".
The display show "xxx.xxx.xxx.xxx", Press <Up/Down>, to set.
7. Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

## Clr Err Info

With this function, you can clear the error messages

Tap <MODE/ESC> button to access the main menu
Tap the <Up/Down> button until "Personality" is displayed. Press ENTER
Tap the <Up/Down> button until the display will show "Service Setting". Press ENTER
Press <Up/Down>, the display will show "Clear Err. Info".
Press<ENTER>, the display will show "Clear Err. Info".
The display show "OFF", Press <Up/Down>, the display will show "ON".
7. Press <ENTER> to confirm or press <MODE/ESC> to return to the main menu.

Display Settings

## Shut off time

With this function you can shut off the color LCD display after 2 to 60 minutes. Turn the encoder in order to select the desired shut off time. The default is 5 minute.

1. Tap <MODE/ESC>button, access the main menu
2. Tap the <Up/Down>button until "Set" is displayed. Press ENTER
3. Tap the <Up/Down>button until the display will show "Disp.Setting". Press ENTER
4. Press <Up/Down> the display will show " Shutoff Time".
5. Press<ENTER> the display will show " Shutoff Time".

## Flip Display

With this function you can the entire display to be flipped by $180^{\circ}$ to allow for better view when the fixture is hung from truss or a ceiling. This function is disabled as default.

1. Tap <MODE/ESC>button, access the main menu
2. Tap the <Up/Down>button until "Set" is displayed. Press ENTER
3. Tap the <Up/Down>button until the display will show "Disp. Setting". Press ENTER
4. Press <Up/Down> the display will show "Flip Display".
5. Press<ENTER> the display will show "Flip Display".
6. The display show "OFF", Press <Up/Down> the display will show "ON".
7. Press <ENTER>; to confirm or press <MODE/ESC>; to return to the main menu.

## Key Lock

With this function you can activate the automatic key lock status. If this function is activated, the keys will be locked automatically after exiting the edit mode for 15 seconds. Keep pressing the [MENU] key for 3seconds if you do not need this function.

1. Tap <MODE/ESC>button, access the main menu
2. Tap the <Up/Down>button until "Set" is displayed. Press ENTER
3. Tap the <Up/Down>button until the display will show "Disp.Setting". Press ENTER
4. Press <Up/Down> the display will show "Key Lock".
5. Press< ENTER> the display will show "Key Lock".
6. The display show "OFF", Press <Up/Down>;, the display will show "ON".
7. Press <ENTER>; to confirm or press $\&<M O D E / E S C>$; to return to the main menu.

## Temperature C/F

With this function, Display the temperature for Celsius or Fahrenheit.

1. Tap <MODE/ESC>button, access the main menu
2. Tap the <Up/Down>button until "Set" is displayed. Press ENTER
3. Press <Up/Down>the display will show "Temp. C/F".
4. Press<ENTER> the display will show " Temp. C/F".
5. The display show "Celsius", Press <Up/Down> the display will show "Fahrenheit".
6. Press <ENTER>; to confirm or press <MODE/ESC>; to return to the main menu.

## Reset Default

With this function, you can select restore factory set for ON or OFF, the default is OFF.

1. Tap <MODE/ESC>button, access the main menu
2. Tap the <Up/Down>button until "Personality" is displayed. Press ENTER
3. Press <Up/Down>the display will show " Reset Default".
4. Press<ENTER> the display will show " Reset Default".
5. The display show "OFF", Press <Up/Down> the display will show "ON".
6. Press <ENTER>; to confirm or press <MODE/ESC>; to return to the main menu.

## Test

## Home

With this function you can reset the device via the Control Board. You can select the different reset functions by turning the encoder.

1. Tap <MODE/ESC>button, access the main menu
2. Tap the <Up/Down>button until "Test" is displayed. Press ENTER
3. The display show "Reset All", Press <Up/Down>
4. Press <ENTER>; to confirm or press <MODE/ESC>; to return to the main menu.

## Test channel

With this function you can test each channel on its (correct) function.

1. Tap <MODE/ESC>button, access the main menu
2. Tap the <Up/Down>button until " Test" is displayed. Press ENTER
3. Press <Up/Down> the display will show "Test Channel".
4. Press<ENTER> the display will show "Test Channel".
5. The display show "Pan Moving "first channel, Press <Up/Down> can choose other channel.
6. Press <ENTER>; to confirm or press <MODE/ESC>; to return to the main menu

## Manual control

With this function, you can adjust the lamp more easily. All effects will be canceled, the shutter opens and the dimmer intensity will be set to $100 \%$. With the individual functions, you can focus the light on a flat surface (wall) and perform the fine lamp adjustment.

1. Tap <MODE/ESC>button, access the main menu
2. Tap the <Up/Down>button until " Test" is displayed. Press ENTER
3. Press <Up/Down> the display will show "Manual Ctrl.".
4. Press<ENTER> the display will show "Manual Ctrl.".
5. The display show "PAN=XXX".
6. Press <ENTER>; to confirm or press <MODE/ESC>; to return to the main menu.

## Calibration

Please contact service to for more information, in general this function should not be used unless directed by factory rep.

## Preset Programming and Playback

## Preset

## Play Back

DMX Control

1. Tap <MODE/ESC>button, access the main menu
2. Tap the\&<Up/Down>button until "Preset" is displayed. Press ENTER
3. Tap the <Up/Down>button until the display will show "PlayBack". Press ENTER
4. Tap the <Up/Down>button until "DMX Control" is displayed.
5. Press ENTER, the display will show "DMX Control".
6. Tap the <Up/Down>button, choose DMX modes.
7. Press ENTER to confirm or press <MODE/ESC> to return to the main menu

## Set To Slave

With this function, you can define the device as slave.

1. Tap <MODE/ESC>button, access the main menu
2. Tap the <Up/Down>button until "Preset" is displayed. Press ENTER
3. Tap the <Up/Down>button until the display will show "PlayBack". Press ENTER
4. Tap the <Up/Down>button until "Set To Slav" is displayed
5. Press ENTER, the display will show "Set To Slav".
6. Tap the <Up/Down>button, the display will show "Slave1", "Slave2", "Slave3".
7. Press ENTER to confirm or press <MODE/ESC> to return to the main menu

## Auto Program

With this function, you can run the internal program. You can select the desired program under "Select prog.". You can set the number of steps under "Edit prog.". You can edit the individual scenes under "Edit scenes".
With this function, you can run the individual scenes either automatically, i.e. with the adjusted Step-Time.

1. Tap <MODE/ESC>button, access the main menu
2. Tap the <Up/Down>button until "Preset" is displayed. Press ENTER
3. Tap the <Up/Down>button until the display will show "PlayBack". Press ENTER
4. Tap the <Up/Down>button until "Auto Program" is displayed.
5. Press ENTER, the display will show "Auto Program"
6. Tap the <Up/Down> button, the display will show "Master1," "Alone".
7. Press ENTER to confirm or press <MODE/ESC> to return to the main menu

## Select programs

With this function, you can select the program for the Program Run.

## Edit program

With this function, you can edit the internal programs.

## Edit scenes

With this function, you can edit the scenes of the internal programs.

## Scenes Input

The moving head features an integrated DMX-recorder by which you can transmit the programmed scenes from your DMX-controller to the moving head. Adjust the desired scene numbers via the encoder (from - to). When you call up the scenes at your controller, they will automatically be transmitted to the moving head.

## Example Program

## Example:

A Master unit can send up to 3 different data groups to the Slave units, i.e. a Master unit can start 3 different Slave units, which run 3 different programs. The Master unit sends the 3 program parts in a continuous loop.


The Slave unit receives data from the Master unit according to the group which the Slave unit was assigned to. If e.g. a Slave unit is set to "Slave 1" in the menu "Set to Slave", the Master unit sends "Auto Program Part 1" to the Slave unit. If set to "Slave 2 ",the Slave unit receives "Auto Program Part 2".

To start an Auto Program please proceed as follows:

## 1. Slave-Setting

- Select "Function Mode" by turning the encoder.
- Press the Enter button to confirm.
- Select "Set to slave" by turning the encoder.
- Press the Enter button to confirm
- Turn the encoder to select "Slave 1", "Slave 2" or "Slave 3"
- Press the Enter button to confirm. $\cdot$ Press the MODE/ESC button in order to return to the main menu.


## 2. Automatic Program Run

- Select "Function Mode" by turning the encoder.
- Press the Enter button to confirm
- Select "Auto Program" by turning the encoder.
- Press the Enter button to confirm.
- Turn the encoder to select "Master" or "Alone". The selection "Alone" means Stand Alone-mode and "Master" that the device is defined as master
- Press the Enter button to confirm. Press the MODE/ESC button in order to return to the main menu.


## 3. Program selection for Auto Pro Part

- Select "Edit program" by turning the encoder.
- Press the Enter button to confirm
- Select "Select programs" by turning the encoder.
- Press the Enter button to confirm.
- Turn the encoder to select "Auto Pro Part 1", "Auto Pro Part 2" or "Auto Pro Part 3", and thus select which Slave program is to be sent. Selection "Part 1" means, that the Slave unit runs the same program as the master units.
- Press the Enter button to confirm.
- Press the MODE/ESC button in order to return to the main menu.


## 4. Program selection for Edit Program

- Select "Edit program" by turning the encoder.
- Press the Enter button to confirm.
- Select "Edit program" by turning the encoder.
- Press the Enter button to confirm.
- Turn the encoder to select the desired program. With this function you can edit specific scenes into a specific program.
- Press the Enter button to confirm.
- Press the MODE/ESC button in order to return to the main menu.


## 5. Automatic Scene Recording

- Select "Edit program" by turning the encoder.
- Press the Enter button to confirm.
- Select "Edit scenes" by turning the encoder.
- Turn the encoder to select the desired scene numbers. You can program a maximum number of 250
- Press the Enter button to confirm.
- Press the MODE/ESC button in order to return to the main menu.


## Example:

Program 2 includes scenes: 10, 11, 12, 13

Program 4 includes scenes: 8, 9, 10

Program 6 includes scenes: 12, 13, 14, 15

Auto Pro Part 1 is Program 2;

Auto Pro Part 2 is Program 3;

Auto Pro Part 3 is Program 6

The 3 Slave groups run the Auto Program in certain time segments, as shown in the following picture:


## Part 2:



## Part 3:



## DMX Protocol

| Channel | Ch. Name | Description | Dec. <br> Low | Dec. <br> High | Percent <br> Low | Percent <br> High | Hex Low | Hex <br> High | Ctrl. <br> Dflt |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 1 | Pan | Pan Coarse | 0 | 255 | 0\% | 100\% | 00h | FFh | 128 |
| 2 | Pan | Pan Fine | 0 | 255 | 0\% | 100\% | 00h | FFh | 0 |
| 3 | Tilt | Tilt Coarse | 0 | 255 | 0\% | 100\% | 00h | FFh | 128 |
| 4 | Tilt | Tilt Fine | 0 | 255 | 0\% | 100\% | 00h | FFh | 0 |
| 5 | Mix Color Function | RGB | 0 | 15 | 0\% | 6\% | 00h | 0Fh | 100 |
|  |  | RBG | 16 | 30 | 6\% | 12\% | 10h | 1Eh |  |
|  |  | BRG | 31 | 45 | 12\% | 18\% | 1Fh | 2Dh |  |
|  |  | BGR | 46 | 60 | 18\% | 24\% | 2Eh | 3Ch |  |
|  |  | GRB | 61 | 75 | 24\% | 29\% | 3Dh | 4Bh |  |
|  |  | GBR | 76 | 90 | 30\% | 35\% | 4Ch | 5Ah |  |
|  |  | CMY | 91 | 105 | 36\% | 41\% | 5Bh | 69h |  |
|  |  | CYM | 106 | 120 | 42\% | 47\% | 6Ah | 78h |  |
|  |  | YCM | 121 | 135 | 47\% | 53\% | 79h | 87h |  |
|  |  | YMC | 136 | 150 | 53\% | 59\% | 88h | 96h |  |
|  |  | MCY | 151 | 165 | 59\% | 65\% | 97h | A5h |  |
|  |  | MYC | 166 | 180 | 65\% | 71\% | A6h | B4h |  |
|  |  | Cycle | 181 | 195 | 71\% | 76\% | B5h | C3h |  |
|  |  | Random | 196 | 210 | 77\% | 82\% | C4h | D2h |  |
|  |  | Reserved | 211 | 255 | 83\% | 100\% | D3h | FFh |  |
| 6 | Shutter/ <br> LED <br> Functions | Normal Strobe Functions | 0 | 31 | 0\% | 12\% | 00h | 1Fh | 0 |
|  |  | Random strobe | 32 | 63 | 13\% | 25\% | 20h | 3Fh |  |
|  |  | Synchronous Random Strobe | 64 | 95 | 25\% | 37\% | 40h | 5Fh |  |
| 7 | Shutter | Close | 0 | 23 | 0\% | 9\% | 00h | 17h | 255 |
|  |  | Strobe Rate (slow to fast) | 24 | 229 | 9\% | 90\% | 18h | E5h |  |
|  |  | Open | 230 | 255 | 90\% | 100\% | E6h | FFh |  |
| 8 | Dim Coarse | Close | 0 |  | 0\% |  | 00h |  | 0 |
|  |  | Open | 255 |  | 100\% |  | FFh |  |  |
| 9 | Dim Fine |  | 0 |  | 0\% |  | 00h |  | 0 |
|  |  |  | 255 |  | 100\% |  | FFh |  |  |
| 10 | Mspeed | Disable | 0 | 3 | 0\% | 1\% | 00h | 03h | 0 |
|  |  | Longest (252.7 seconds) | 4 |  | 2\% |  | 04h |  |  |
|  |  | Shortest (0.15 seconds) | 255 |  | 100\% |  | FFh |  |  |
| 11 | Inclusive <br> Macro <br> (Note 1) | Macro off | 0 |  | 0\% |  | 00h |  | 0 |
|  |  | Macro 1 | 1 |  | 0\% |  | 01h |  |  |
|  |  | Macro 2 | 2 |  | 1\% |  | 02h |  |  |
|  |  | Macro 3 | 3 |  | 1\% |  | 03h |  |  |
|  |  | Macro 4 | 4 |  | 2\% |  | 04h |  |  |
|  |  | Macro 5 | 5 |  | 2\% |  | 05h |  |  |
|  |  | $\ldots$ |  |  |  |  |  |  |  |
|  |  | Macro 142 | 142 |  | 56\% |  | 8Eh |  |  |
|  |  | TBD | 143 | 255 | 56\% | 100\% | 8Fh | FFh |  |
|  |  | Static Macro Operation (Note 1) |  |  |  |  |  |  | 192 |
|  |  | Disable | 0 | 3 | 0\% | 1\% | 00h | 03h |  |


| 12 | Inclusive <br> Macro <br> Speed | Longest (252.7 seconds) | 4 |  | 2\% |  | 04h |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  | Shortest (0.15 seconds) | 255 |  | 100\% |  | FFh |  |  |
|  |  | Animated Macro Operation (Note 1) |  |  |  |  |  |  |  |
|  |  | Reverse Play Speed Fast to x1 | 0 | 62 | 0\% | 24\% | 00h | 3Eh |  |
|  |  | Reverse Play Speed x1 | 63 |  | 25\% | 0\% | 3Fh | 00h |  |
|  |  | Reverse Play speed x 1 to slow | 64 | 126 | 25\% | 49\% | 40h | 7Eh |  |
|  |  | Stop | 127 | 128 | 50\% | 50\% | 7Fh | 80h |  |
|  |  | Forward Play Speed slow to x 1 | 129 | 191 | 51\% | 75\% | 81h | BFh |  |
|  |  | Forward Play speed x 1 | 192 |  | 75\% | 0\% | C0h | 00h |  |
|  |  | Forward Play speed x 1 to fast | 193 | 255 | 76\% | 100\% | C1h | FFh |  |
| 13 | Inclusive Macro <br> X fade | Static Macro Operation (Note 1) |  |  |  |  |  |  | 128 |
|  |  | Disable | 0 | 3 | 0\% | 1\% | 00h | 03h |  |
|  |  | Longest (252.7 seconds) | 4 |  | 2\% |  | 04h |  |  |
|  |  | Shortest (0.15 seconds) | 255 |  | 100\% |  | FFh |  |  |
|  |  | Animated Macro <br> Operation (Note 1) |  |  |  |  |  |  |  |
|  |  | Stop | 0 |  | 0\% |  | 00h | 00h |  |
|  |  | Decreasing xfade time | 1 | 127 | 0\% | 50\% | 01h | 7Fh |  |
|  |  | Programmed xfade time x1 | 128 |  | 50\% |  | 80h |  |  |
|  |  | Increasing xfade time | 129 | 255 | 51\% | 100\% | 81h | FFh |  |
| 14 | Control <br> (Note 2) | The Control channel should not be crossfaded. No shutter channel requirement. |  |  |  |  |  |  | 0 |
|  |  | Safe (normal operation ) | 0 | 15 | 0\% | 6\% | 00h | 0Fh |  |
|  |  | Pan \& Tilt Mspeed Off Display/LED's Off (send 20 packets) | $\begin{aligned} & 16 \\ & 32 \end{aligned}$ | 31 47 | $\begin{aligned} & 6 \% \\ & 13 \% \end{aligned}$ | $12 \%$ $18 \%$ | 10 h 20h | 1Fh 2Fh |  |
|  |  | Display/LED's On (send 20 |  |  |  |  |  |  |  |
|  |  | packets) | 48 | 63 | 19\% | 25\% | 30h | 3Fh |  |
|  |  | Home All (send 20 packets) | 64 | 79 | 25\% | 31\% | 40h | 4Fh |  |
|  |  | Shutdown (send 80 packets) | 80 | 95 | 31\% | 37\% | 50h | 5Fh |  |
|  |  | TBD | 96 | 111 | 38\% | 44\% | 60h | 6Fh |  |
|  |  | Module X Mirror On (Note 3) | 112 | 127 | 44\% | 50\% | 70h | 7Fh |  |
|  |  | Module X Mirror Off (Note 3) | 128 | 143 | 50\% | 56\% | 80h | 8Fh |  |
|  |  | Module Y Mirror On (Note 3) | 144 | 159 | 56\% | 62\% | 90h | 9Fh |  |
|  |  | Module Y Mirror Off (Note 3) | 160 | 175 | 63\% | 69\% | A0h | AFh |  |
|  |  | Module X/Y Swap On | 176 | 191 | 69\% | 75\% | B0h | BFh |  |
|  |  | Module X/Y Swap Off | 192 | 207 | 75\% | 81\% | C0h | CFh |  |
|  |  | Home Modules (only modules home LEDs off) (send 20 packets) | 208 | 223 | 82\% | 87\% | D0h | DFh |  |
|  |  | Motion Only Macro Mode | 224 | 239 | 88\% | 94\% | E0h | EFh |  |
|  |  | TBD | 240 | 255 | 94\% | 100\% | F0h | FFh |  |
|  |  | Indigo Highlighter Dim Track | g Mod |  |  |  |  |  | 0 |
|  |  | Continuous | 0 | 15 | 0\% | 6\% | 00h | 0Fh | 0 |












| 41 | LED 3 <br> Function | TBD | 68 | 127 | 27\% | 50\% | 44h | 7Fh |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  | LED 3 Independent Dim Mode |  |  |  |  |  |  |  |
|  |  | Continuous | 128 | 143 | 50\% | 56\% | 80h | 8Fh |  |
|  |  | Periodic Strobe (slow to fast) | 144 | 169 | 56\% | 66\% | 90h | A9h |  |
|  |  | Random Strobe (slow to fast) | 170 | 195 | 67\% | 76\% | AAh | C3h |  |
|  |  | TBD | 196 | 255 | 77\% | 100\% | C4h | FFh |  |
| 42 | LED 3 Dim Coarse | LED 3 Off | 0 |  | 0\% |  | 00h |  | 0 |
|  |  | LED 3 100\% | 255 |  | 100\% |  | FFh |  |  |
| 43 | LED 3 Dim Fine |  | 0 |  | 0\% |  | 00h |  | 0 |
|  |  |  | 255 |  | 100\% |  | FFh |  |  |
| 44 | LED 4 X | LED 4 X shift (NOTE 5) | 0 | 255 | 0\% | 100\% | 00h | FFh | 127 |
| 45 | LED 4 Y | LED 4 Y shift (NOTE 5) | 0 | 255 | 0\% | 100\% | 00h | FFh | 0 |
| 46 | LED 4 Red <br> (Note 3) | RGB Control |  |  |  |  |  |  | 0 |
|  |  | Red Off | 0 |  | 0\% |  | 00h |  |  |
|  |  | Red Full Saturation | 255 |  | 100\% |  | FFh |  |  |
|  |  | RBG Control |  |  |  |  |  |  |  |
|  |  | Red Off | 0 |  | 0\% |  | 00h |  |  |
|  |  | Red Full Saturation | 255 |  | 100\% |  | FFh |  |  |
|  |  | BRG Control |  |  |  |  |  |  |  |
|  |  | Blue Off | 0 |  | 0\% |  | 00h |  |  |
|  |  | Blue Full Saturation | 255 |  | 100\% |  | FFh |  |  |
|  |  | BGR Control |  |  |  |  |  |  |  |
|  |  | Blue Off | 0 |  | 0\% |  | 00h |  |  |
|  |  | Blue Full Saturation | 255 |  | 100\% |  | FFh |  |  |
|  |  | GRB Control |  |  |  |  |  |  |  |
|  |  | Green Off | 0 |  | 0\% |  | 00h |  |  |
|  |  | Green Full Saturation | 255 |  | 100\% |  | FFh |  |  |
|  |  | GBR Control |  |  |  |  |  |  |  |
|  |  | Green Off | 0 |  | 0\% |  | 00h |  |  |
|  |  | Green Full Saturation | 255 |  | 100\% |  | FFh |  |  |
|  |  | CMY Control |  |  |  |  |  |  |  |
|  |  | Cyan Off | 0 |  | 0\% |  | 00h |  |  |
|  |  | Cyan Full Saturation | 255 |  | 100\% |  | FFh |  |  |
|  |  | CYM Control |  |  |  |  |  |  |  |
|  |  | Cyan Off | 0 |  | 0\% |  | 00h |  |  |
|  |  | Cyan Full Saturation | 255 |  | 100\% |  | FFh |  |  |
|  |  | YCM Control |  |  |  |  |  |  |  |
|  |  | Cyan Off | 0 |  | 0\% |  | 00h |  |  |
|  |  | Cyan Full Saturation | 255 |  | 100\% |  | FFh |  |  |
|  |  | YMC Control |  |  |  |  |  |  |  |
|  |  | Yellow Off | 0 |  | 0\% |  | 00h |  |  |
|  |  | Yellow Full Saturation | 255 |  | 100\% |  | FFh |  |  |
|  |  | MCY Control |  |  |  |  |  |  |  |
|  |  | Magenta Off | 0 |  | 0\% |  | 00h |  |  |
|  |  | Magenta Full Saturation | 255 |  | 100\% |  | FFh |  |  |
|  |  | MYC Control |  |  |  |  |  |  |  |
|  |  | Magenta Off | 0 |  | 0\% |  | 00h |  |  |
|  |  | Magenta Full Saturation | 255 |  | 100\% |  | FFh |  |  |





## Error codes

When you turn on the fixture, the startup routine will check all functions. The display may show the "Err channel is XX" message if there are problems found in one or more channels. " $X X$ " stands for channel $1,2,3,4,5,6$ who has the testing sensor for positioning. For example, when the display shows "Err channel is Pan movement", it means there is some error in channel 1 . If there multiple errors found, for example on channel 1, channel 3, channel 11, you may see the error message, "Err channel is Pan movement", "Err channel is Tilt movement" , "Err channel is Shutter", flash repeated for 2 times, and then the fixture will attempt a homing routine. If the fixture error message remains after performing reset more than 2 times, only the channels which have errors will not work properly, others may work as usual. Please contact with dealer or manufacturer for service.

## PAN- movement Er

(PAN-yoke movement error) This message will appear after the reset of the fixture if the yoke's magnetic-indexing circuit malfunction (sensor failed or magnet missing) or the stepping-motor is defective (or its driving IC on the main PCB). The PANmovement is not located in the default position after the reset.

## TILT- movement Er

(TILT-head movement error) This message will appear after the reset of the fixture if the head's magnetic-indexing circuit malfunctions (sensor failed or magnet missing) or the stepping-motor is defective (or its driving IC on the main PCB). The TILTmovement is not located in the default position after the reset.

## LED1 wheel Er

(LED1 wheel - error) This message will appear after a reset of the fixture if the head's magnetic-indexing circuit malfunctions (sensor failed or magnet missing) or the stepper motor is defective (or its driving IC on the main PCB). The LED1 wheel - error is not located in the default position after the reset.

## LED2 wheel Er

(LED1 wheel - error) This message will appear after a reset of the fixture if the head's magnetic-indexing circuit malfunctions (sensor failed or magnet missing) or the stepper motor is defective (or its driving IC on the main PCB). The LED1 wheel - error is not located in the default position after the reset.

## LED3 wheel Er

(LED1 wheel - error) This message will appear after a reset of the fixture if the head's magnetic-indexing circuit malfunctions (sensor failed or magnet missing) or the stepper motor is defective (or its driving IC on the main PCB). The LED1 wheel - error is not located in the default position after the reset.

## LED4 wheel Er

(LED1 wheel - error) This message will appear after a reset of the fixture if the head's magnetic-indexing circuit malfunctions (sensor failed or magnet missing) or the stepper motor is defective (or its driving IC on the main PCB). The LED1 wheel - error is not located in the default position after the reset.

