

380 BWS+CMY

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ACCESSORIES

The following items are supplied with the projector and please check:

Name	Quantity	Unit	Remark
Safety cord	1	Pc	
Signal Cable	1	Pc	Optional
User manual	1	Pc	

Please note that as part of our ongoing commitment to continuous product development, specifications are subject to change without notice. Whilst every care is taken in the preparation of the manual we reserve the right to change specifications in the course of product improvement. The publishers cannot be held responsible for the accuracy of the information herein, or any consequence arising from them.








Every unit is tested completely and packed properly by the manufacturer. Please make sure the packing and / or the unit are in good condition before installation and use. Should there be any damage caused by transportation, consult your dealer and do not use the unit. Any damage caused by improper use will not be assumed by the manufacturer and / or dealer.

Any future technical change in the user manual won't be with any notice.

Note: Products are calculated on the date of delivery by the company, the warranty for the whole product is one year starting from the delivery date but the light source is not within the warranty

1. SAFETY AND WARNINGS

The following safety signs are used in the user manual.

						
Warning	User Manual	Electrical shock	Goggles	Protective Gloves	Flames	High Temperature



- When unpacking, check if there is transportation damage before using the projector. Should there be any damage caused by transportation, consult your dealer and do not use it.
- The manufacturer is not responsible for loss caused by the user not following the manual or changing the projector as he/she likes
- Please be noted that the damage caused by changing the projector will not be warranted.
- Do not hesitate to contact the dealer or the manufacturer if any questions or advice.
- If a lamp is damaged or deformed because of heat, it should be replaced.



- The projector is for indoor use only, IP20.
- Use only in dry locations. Keep this unit away from rain and moisture, excessive heat, humidity and dust. Do not allow contact with water or any other liquids.
- The projector should be kept away from high temperature, fire, electrical surge, vibration and strong light while being operated
- The projector is only intended for installation, operation and maintenance by qualified personnel. And the operation must strictly follow the procedures in the manual
- No repairable parts in the projector and do not open covers for maintenance by yourself.



- Don't look straightly into the light sources especially for epileptics, otherwise eyes will be burned.
- Don't connect a projector to any type of dimmer pack.
- If the lamp, lens and screen protective cover of the projector have obvious damage, i.e., to the extent that it hurts the performance like cracking or deformation. Please stop using it and replace them with the original parts, otherwise its performance will be compromised.
- For the installation location of a projector, it shouldn't be seen in the distance of less than 4 meters for a long time.



- Before operation, please confirm that all covers (housing) are on and screws tightened. It's forbidden to use a projector while covers (housing) are off
- Keep the lamp clean and do not touch it with bare hands.
- While operating it, wear protective items.



- Any electrical connection must be carried out by a qualified person.
- Before installation, please confirm the voltage supplied matches what is required for the projector
- Each projector must be properly earthed and installed as per related electrical standards.
- Do not use power cord with its insulator damaged and connect the power cord with other cables.
- If the projector is not used or under cleaning, please hold the plug and unplug it. Do not unplug it forcefully or by pulling the power cable.
 - All power cords must conform to related safety and regulations
 - While being operated, the projector should not be under rain or in humidity.

• Do not switch on and off the projector constantly in very short intervals, otherwise the light source's and other electrical parts' life will be shortened.



• There are safety cord holes at the bottom of the base of a projector. In view of safety, please run the safety cords supplied through the safety cord holes for safety support.
 • Before any installation, maintenance and cleaning work, please ensure the projector is disconnected from power mains.



While the lamp is strucken for the first time, there will be smoke and strange smell. It's normal and does not mean the projector has some defects.
 While running, don't touch the metal housing to avoid being burned!

• After stable operation under normal situation, its temperature is 80°C.
 • A projector should be installed with good ventilation and the minimum distance between the projector and walls is 50cm. At the same time, please ensure the fans and air inlets and outlets are workable.
 • Do not let the front lens under sunlight or other strong light sources at any angle, otherwise the danger of fire can be caused by the focused beam by the lens inside a projector.



• Do not mount the projector directly on inflammable surface.
 • Do not project the beam straightly on combustible items and the minimum distance between the projector and illuminated items is 8m.
 • A projector should be installed with good ventilation and the minimum distance between the projector and walls is 50cm. At the same time, please ensure the fans and air inlets and outlets are workable.
 • Do not let the front lens under sunlight or other strong light sources at any angle, otherwise the danger of fire can be caused by the focused beam by the lens inside a projector.



• The product meets The General Technical Requirements and Standards for Recycle and Use Of Expired Appliance and Electronic Products.
 • When the product meets disposal standards and needs to be disposed, a client needs to dispose and recycle it.

2 INSTRUCTIONS

• CLEANING AND MAINTENANCE

Keeping a projector is necessary and the dust, oil and smoke should not accumulate on or in it, otherwise its light output will be greatly compromised. Regular cleaning will ensure light output at maximum and reliable running during its whole life span. It's advised to use soft cloth with good quality detergent. Under whatever circumstances, it should not use alcohol or other solvent.

For the accumulation of oil and smoke on the front lens, thus sharp decrease in light output, the front lens should be cleaned once every week. Cooling fans cleaned once every month. Internal items inside the projector should be cleaned once every year using vacuum or blower. Color filters, rotators and internal mirrors should be cleaned once every month.

Regular inspection of air filters and clean them before they fully blocked. Clean air filters at the bottom of the base. Please vacuum or compressed air to clean and put them back after cleaning.



• Before any maintenance and cleaning, please ensure the projector is off the power.
 • Only qualified person is allowed to do maintenance.
 • During maintenance and before maintenance, the projector must be off power.



• To avoid internal damage, sun light or other light mustn't penetrate into the projector via front lens whether it runs or not.
 • Do not use alcohol or other organic solvent to clean the housing to avoid damage.
 • Do not use any solvent with chemical elements to clean color filters or hot mirror.
 • Hot mirror should be cleaned every 3 days and coated with

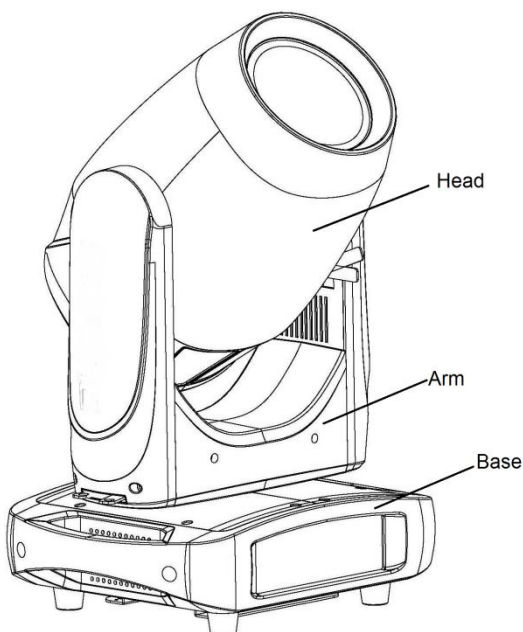
• LUBRICATION

To ensure smooth movement of gobos and zoom and focus lens, it's advised rotators' bearings and 2 sliding bars for zoom and focus lens be lubricated every 2 months. High quality and high temperature lubricant/grease is advised.

• TROUBLESHOOTING

PROBLEM	ACTION
The projector doesn't switch on	<ul style="list-style-type: none"> ➤ Check the fuse on the power socket. ➤ Check the lamp.
The lamp is on but the projector doesn't respond to the controller	<ul style="list-style-type: none"> ➤ Make sure that the fixture's start address is right ➤ Replace or repair the XLR signal cable.
The projector functions intermittently	<ul style="list-style-type: none"> ➤ Make sure the fan is working well or fans and their shields are not blocked
Beam appears dim, Low in brightness	<ul style="list-style-type: none"> ➤ Make sure the lamp is within its lifespan ➤ Remove dust or grease from the lenses.
The project image appears to have a halo	<ul style="list-style-type: none"> ➤ Carefully clean the lamp, optical lenses and other components.
Heavily Defective Beam	<ul style="list-style-type: none"> ➤ Check if lens are in good condition (not cracked) ➤ Clean dust or grease on the lens.

3. APPEARANCE

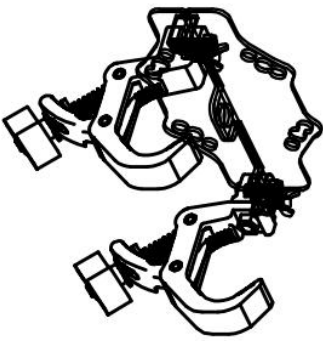
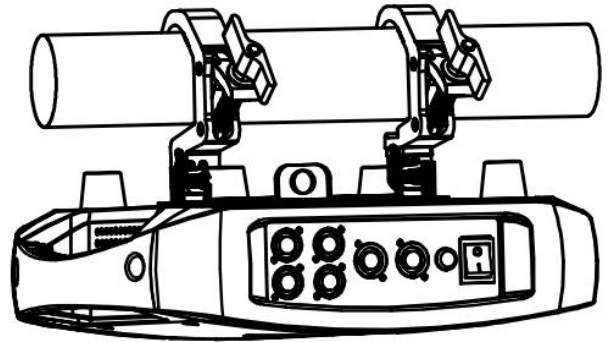
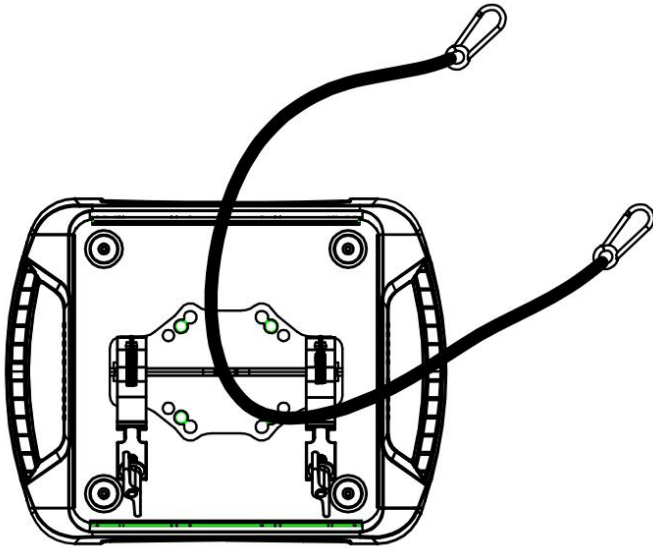


4. INSTALLATION

A projector can be placed on the stage floor directly or mounted on a truss at any direction without impacting its performance. Please use a safety cord, which can support 10 times the weight of the projector, while mounting it on the truss. The safety cord should be used with a magazine with a lock. Just as the figures below, please run the safety cord through the holes at the bottom of the base and around the truss.

- **RIGGING**

1. Use M12 bolt to fix the clamp (1) into the omega holder (3), run the bolt through the holder's holes
2. Push 2 quick-lock fasteners (4) into holes at the bottom of the base, fix them and tighten them clockwise
3. Run safety cord (2) through holes at the bottom of the base and around the truss (6)



Use the spanner supplied with a projector to help installation.



WARNING:

- The projector **MUST** be lifted or carried by the **HANDLES** instead of clamps.
- For safety the safety cord should afford 10 times the Projector's weight

It must use secondary safety accessory like appropriate net. The structures of the secondary accessory must ensure that while malfunction happens, the installed parts won't fall to the ground.

While rigging, mounting or maintaining, the projector mustn't be placed in the areas listed hereinafter: the bridge, high work areas or other dangerous areas.

The operator of the projector or its related safety items must be accepted by safety experts before first launching or re-running after any replacements or repairing.

The operator must ensure a test before acceptance every 4 years and the related safety measures and installation accepted by experts.

The operator must ensure the related safety measures and its installation must be approved by the technicians every year. The projector may be installed in places under which people may walk by or sit. Important! Installations in high places requires wide experience, including but not limited to load limit calculation, the installing materials needed and regular inspection of installing materials and the projectors. If lacking the qualifications, please don't try installation by yourself, but seek help from professionals using designated lifting gears. Abnormal installation may cause body harm or property damages.

The projectors must be installed in places where people can't reach. If they are removed from ceiling or high places, professional truss must be used. It is forbidden to let any projector move freely in a room after installation.

Note: Device falling down can cause heavy body harm! If you have any questions about its safety, don't install any projector! Before installation, please ensure mounting areas can endure 10 times the weight of a project at least.

• POWER CONNECTION

Connect the power cord as follows:

L (live) = brown

E (earth) = yellow/green

N (neutral) = blue

Before power connection, please ensure the power supplied must match what the nameplate says. It is recommended that each projector be connected with power separately so that they may be individually switched on and off.



. The earth wire (yellow/green) must be connected to the ground. And electrical connection must be in accordance with the standards concerned.

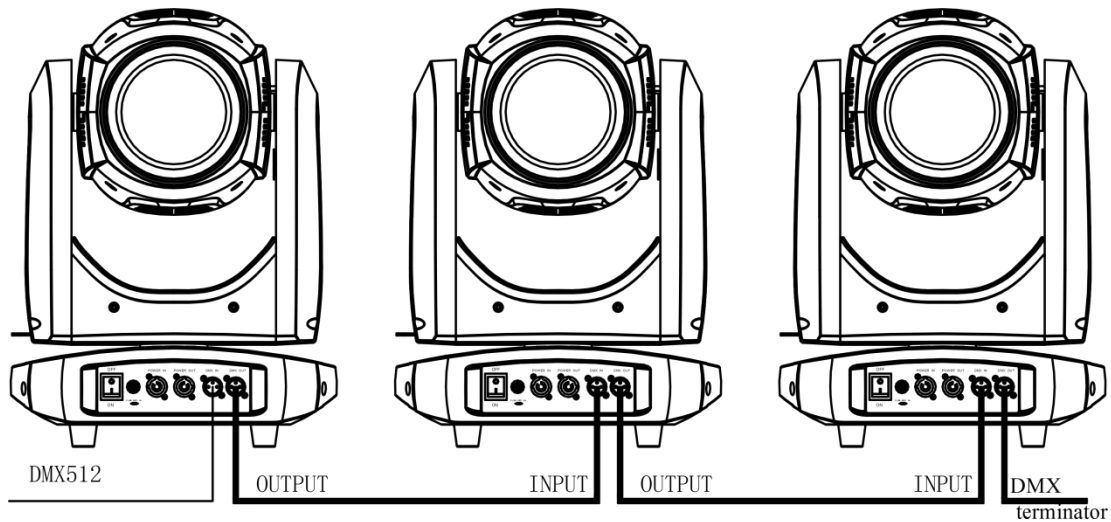
. If any questions about the electrical installation, do not continue but consult a qualified electrician.

• DMX CONTROL CONNECTION

Connection between controller and projector and between one projector and another must be made with a twin-screened cable, with each wire having at least a 0.5mm diameter. Connection to and from the projector is via a cannon 5 pin (which are included with the projector) or 5 pin XLR plugs and sockets. The XLR's are connected as shown in the figure above.

Note: care should be taken to ensure that none of the pins touch the metallic body of the plug or each other. XLR plugs and sockets mustn't be connected in any way other than mentioned in the above figure. The XR330BWS accepts digital control signals in protocol DMX512 (1990).

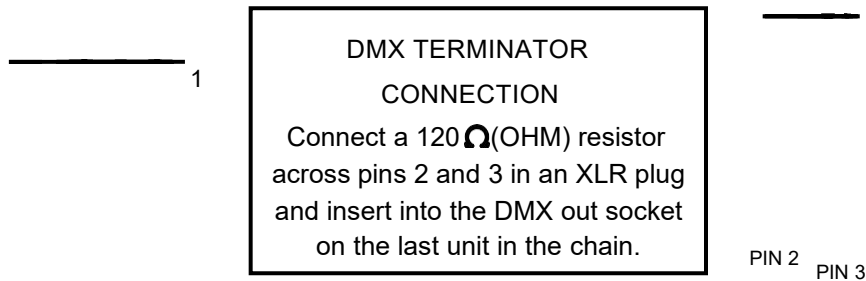
Connect the controller's DMX output to the first fixture's DMX input, and connect the first fixture's DMX output to the second fixture's DMX input and connect the rest fixtures in the same way. Eventually connect the last fixture's DMX output to a DMX terminator as shown in the figure below.



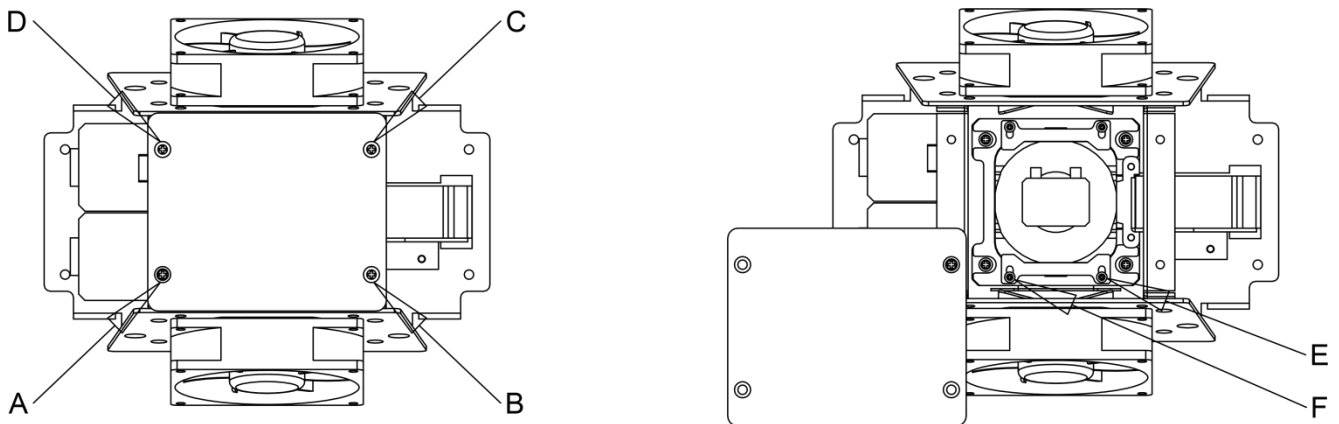
• DMX TERMINATOR

In the Controller mode, at the last fixture in the chain, the DMX output has to be connected with a DMX terminator. This prevents electrical noise from disturbing and corrupting the DMX control signals.

The DMX terminator is simply an XLR connector with a 120Ω (ohm) resistor connected across pins 2 and 3, which is then plugged into the output socket on the last projector in the chain. The connections are illustrated below.



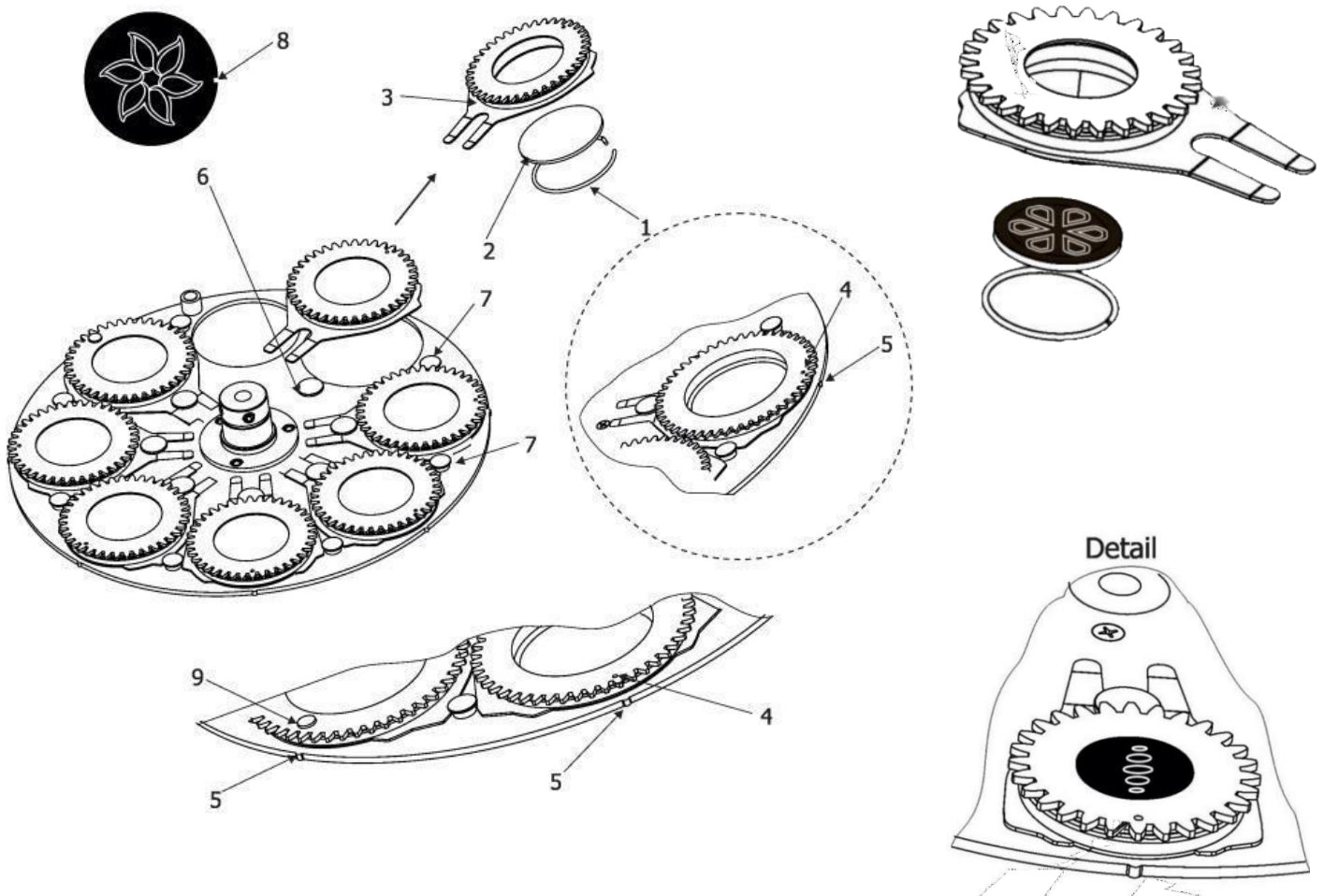
• ALIGNMENT/INSTALLATION/REPLACEMENT OF A LAMP



1. Loosen and remove screws B, C and D. Loosen screw A which can only be loosened but can't be removed, for details please see the figure on the right. Then the lamp and its supporting frames can be seen.
2. Loosen screws E and F and push the lamp supporting frames downward to expose the lamp's side, and remove the lamp after pushing it downward. After unplugging the lamp, remove it. Plug a new lamp with lamp wires after it is in place, push the supporting frames upward and tighten the screws to fix the new lamp. Tighten the screws after the lamp chamber cover is on. At last restore the projector's original appearance based on the opposite sequences of dismantling.

• **GOBO REPLACEMENT**

1. Disconnect the projector with mains power and let it cool
 2. After loosening 4 1/4 fasteners of the head cover, remove it
 3. Gently pull the gobo holder (3) from rotating gobo wheel upward.
 4. Use appropriate tool like flat screwdriver of small size to remove spring lock (1). Do not use bare hand to touch pattern side of the gobo.
 5. Remove the old gobo (2) and insert new one with the smooth side facing light source. At the edge of the Glee-lite gobo, there is small positioning point (8), which must overlap with gobo holder's positioning point (4). Insert spring lock and fix the gobo inside the gobo holder.
 6. Insert the gobo holder into the rotating gobo wheel via locking pins (6 and 7) and ensure positioning point (4) overlaps extruding point in the shape of tooth at the edge of the rotating wheel (5). Important! After inserting rotators into the wheel, the neighboring rotators must be positioned based on same rules, which means positioning point (4) must overlap extruding point (5) at the edge of the wheel. With 2 markings (4) and (5), when the wheel is at proper position where the rotators can be inserted, the rotators can be placed one by one.
 7. Before power on, please install the head cover.
 8. Use menu to fine tune replaced gobos (Service->Calibration->Standard effect->R.Gobo Indexing 1...R.Gobo Indexing (6)
- Note: The magnet (9) in the gobo holder is of the same function as the positioning point (4).

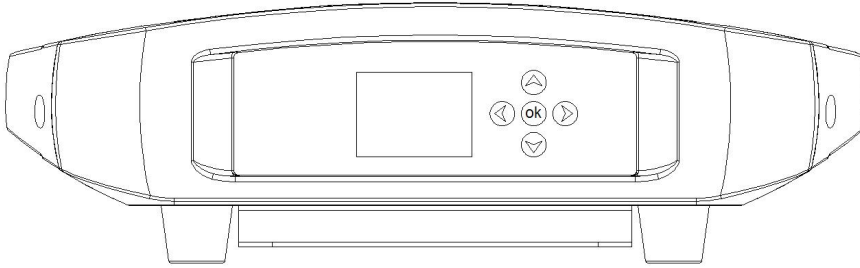


DANGER!
BEFORE GOBO REPLACEMENT, IT MUST BE OFF POWER!



5. SETUP AND CONFIGURATION

• FRONT PANEL OPERATION



To browse through or view a projector's function settings, push any key to activate the screen after power-on.. After screen unlocked, push both key and to enter into menus. Each main menu has its sub-menus with different special functions, for details please see the 5th point thereinafter OPERATION MENU.

1、 Under menu page for function settings, push ▲ or ▼ to select function desired.

2、 During menu operation ► key is to escape, ○ key means ENTER, push ○ key to save settings or enter into submenus, push ▲ or ▼ key to change values (plus or minus) .

Push ► key to go back to upper menu. If not, the screen will go back to initial display automatically.

• DMX START ADDRESS

Push any key to enter into options interface.

If multiple projectors are controlled by DMX controller, each projector must have its own DMX address to receive DMX signals from the controller and respond to them. The projector has 2 DMX modes. There are short mode and standard mode. For example standard mode has 23 channels, so set the No. 1 projector's address 001, No. 2 projector's address 024, No. 3 projector's address 047, No. 4 projector's address 70 and so on.

Turn on a projector and push any key to enter into options interface

Select CHANNEL MODE icon and push ENTER key ○. Select DMX ADDRESS in 2nd level menu to set start address

Push key UP ▲ or DOWN ▼ to set value desired.

Push ENTER key ○ to confirm it.

Push ESCAPE key ► to enter into upper level menus.

• STAND-ALONE MODE

Without connecting a projector with a controller via XLR cable, after preset memories under the master mode enabled, it will run in Stand-Alone mode.

• MASTER/SLAVE MODE

(1) Edit the scene desired

Two ways to edit scene

a. Edit manually

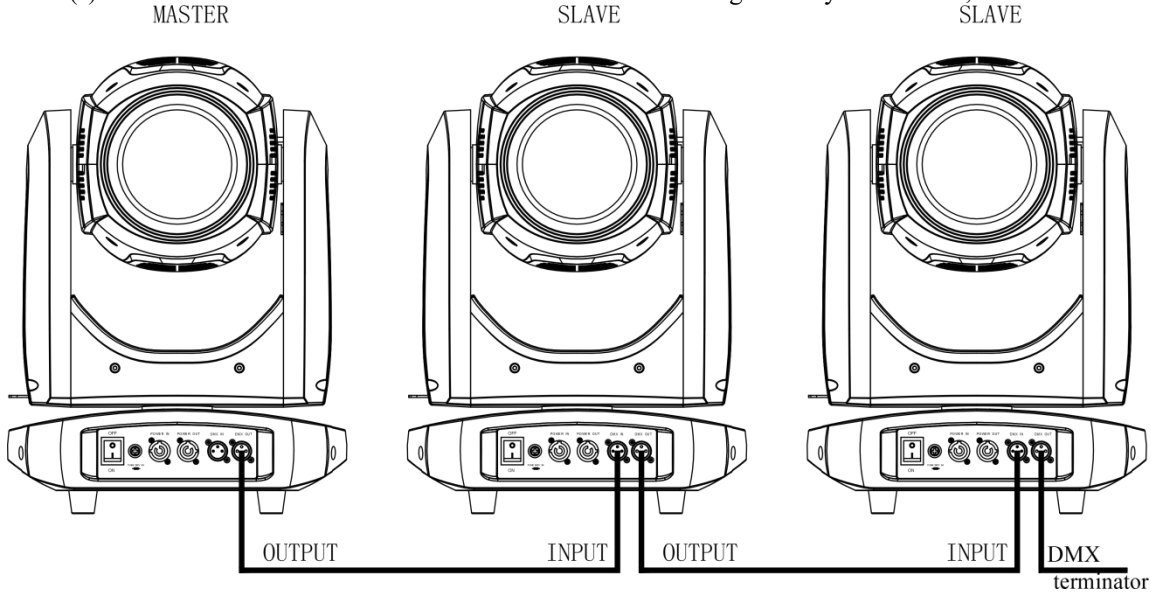
Disconnect projector from XLR cable and enter into scene editing via control panel. A scene has 20 steps and select any step via its sequence No.. Enter into channel control to edit its data. After disconnected from a DMX controller, a projector will respond to data edited simultaneously.

b. Edit with help of a DMX controller

Use a DMX controller to control a projector. After the projector is controlled properly in positions, select the sequence No. of step to be saved and click to store DMX values.

Current DMX data will be automatically saved to its scene's data and the sequence NO. added 1. And so on, it can save 20-step scene.

(2) Select use mode from scene menu. There are 2 modes for selection: single and recycle. If not used, it can be closed.



6. OPERATION MENU

	Level 1	Level 2	Level 3	Press the button		
DMX Address code Settings	Address: 001	001-512				
Channel Mode:		23Ch/28Ch				
Reset		Motor Power	On/off			
		Reset all	On/off			
		Pan Tilt	On/off			
		Dim	On/off			
		Color	On/off			
		Gobo	On/off			
Run		Beam Path	On/off			
Lamp		DMX/User/Auto				
Manual		On/off				
		Pan	0-255			
	Tilt	0-255				

	P/T Speed	0-255			
	Strobe	0-255			
	Dim	0-255			
	Color1	0-255			
	Color2	0-255			
	Color3	0-255			
	Gobo	0-255			
	GoboWheel	0-255			
	Rot Gobo	0-255			
	Prism1	0-255			
	Rot Prism1	0-255			
	Prism2	0-255			
	Rot Prism2	0-255			
	Frost	0-255			
	Zoom	0-255			
	Focus	0-255			
	C	0-255			
	M	0-255			
	Y	0-255			
Run Settings	Pan/Tilt Settings	Manual Pan/Tilt	On/off		
		X Reverse	N/Y		
		Y Reverse	N/Y		
		Speed Chn	Yes/No		
	If No DMX	Power On	Middle/On Effect/Use r/Auto		
		Run Time	Shtter Off/Keep		
	Auto Ignition	On/off			
Advanced Settings	Adj	****			
	LCD Display	Sleep	30sec		
		Flip	NO/Yes		
		Auto Lock	N/Y		
	Language	English/Chinese			
	Ignore	Raster Waveform	Yes/No		
	Adj Recover	****			

Info	DMX Value					
	Error					
	Lamp	Usage Times	****hr			
		Clear Times	****			
	Test Mode	Fan Test				
		Pan/Tilt				
	Product Code	*****				

DMX chart

DMX channel		Value	Function
Short Mode (23)	Standard Mode (28)		
1	1	Pan	
		0-255	0-100%
	2	Pan Fine	
		0-255	0-100%
2	3	Tilt	
		0-255	0-100%

	4	Tilt Fine	
		0-255	0-100%
3	5	Pan and Tilt speed	
		0-255	Fast ->Slow
4	6	Strobe	
		0-3	Close
		4-103	Strobe: Slow->Fast
		104-107	Open
		108-207	Pulse strobe: Slow->Fast
		208-212	Open
		213-225	Strobe at random: slow speed
		226-238	Strobe at random: medium speed
		239-251	Strobe at random: fast speed
252-255	Open		
5	7	Dimmer	
		0-255	0-100%
6	8	C	
		0-255	
7	9	M	
		0-255	
8	10	Y	
		0-255	
9	11	CMY Macro	
		0-255	
10	12	Colors 1	
		0-12	Open
		13-39	White+Color1
		40-66	Color1
		67-93	Color1+Color2
		94-120	Color2
		121-147	Color2+Color3
		148-174	Color3
		175-201	Color3+Color4
		202-228	Color4
		229-255	Color4+C
		Colors 1	
		0-12	Open
		13-39	White+Color1
		40-66	Color1

11	13	67-93	Color1+Color2
		94-120	Color2
		121-147	Color2+Color3
		148-174	Color3
		175-201	Color3+Color4
		202-228	Color4
		229-255	Color4+M
12	14	Colors 1	
		0-12	Open
		13-39	White+Color1
		40-66	Color1
		67-93	Color1+Color2
		94-120	Color2
		121-147	Color2+Color3
		148-174	Color3
		175-201	Color3+Color4
		202-228	Color4
		229-255	Color4+C

13	15	Fixed gobo wheel	
		0-4	Open
		5-9	GOBO1
		10-14	GOBO2
		15-19	GOBO3
		20-24	GOBO4
		25-29	GOBO5
		30-34	GOBO6
		35-39	GOBO7
		40-44	GOBO8
		45-49	GOBO9
		50-54	GOBO10
		55-61	GOBO1 SHAKE: Slow->Fast
		62-68	GOBO2 SHAKE: Slow->Fast
		69-75	GOBO3 SHAKE: Slow->Fast
		76-82	GOBO4 SHAKE: Slow->Fast
		83-89	GOBO5 SHAKE: Slow->Fast
		90-96	GOBO6 SHAKE: Slow->Fast
		97-103	GOBO7 SHAKE: Slow->Fast
		104-110	GOBO8 SHAKE: Slow->Fast
111-117	GOBO9 SHAKE: Slow->Fast		
118-124	GOBO10 SHAKE: Slow->Fast		
125-187	Clockwise rotation: Fast->Slow		
188-192	Stop		
193-255	Anti-clockwise rotation: slow->fast		
14	16	Rotating GOBO wheel	
		0-9	Open
		10-19	GOBO1
		20-29	GOBO2
		30-39	GOBO3
		40-49	GOBO4
		50-59	GOBO5
		60-69	GOBO6
		70-79	GOBO7
		80-89	GOBO1 SHAKE: Slow->Fast
		90-99	GOBO2 SHAKE: Slow->Fast
		100-109	GOBO3 SHAKE: Slow->Fast
		110-119	GOBO4 SHAKE: Slow->Fast
		120-129	GOBO5 SHAKE: Slow->Fast
		130-139	GOBO6 SHAKE: Slow->Fast
		140-149	GOBO7 SHAKE: Slow->Fast
		150-202	Clockwise rotation: Fast->Slow
		203-255	Anti-clockwise rotation: slow->fast

15	17	GOBO Rotation	
		0-127	Positioning:0-360°
		128-191	Clockwise rotation: Fast->Slow
		192-255	Anti-clockwise rotation: slow->fast
	18	Rotating GOBO Fine	
		0-255	
16	19	Prism 1	
		0-127	No
		128-255	Prism 1 in
17	20	Prism 1 rotation	
		0-127	0-360°
		128-191	Clockwise rotation: Fast->Slow
		192-255	Anti-clockwise rotation: slow->fast
18	21	Prism 2	
		0-127	No
		128-255	Prism 2 in
19	22	Prism 2 rotation	
		0-127	0-360°
		128-191	Clockwise rotation: Fast->Slow
		192-255	Anti-clockwise rotation: slow->fast
20	23	Frost	
		0-255	0-100%
21	24	Zoom	
		0-255	0-100%
	25	Zoom Fine	
		0-255	0-100%
22	26	Focus	
		0-255	0-100%
	27	Focus Fine	
		0-255	0-100%
23	28	Control	
		0-129	NO
		130-139	Lamp on
		200-207	Pan & Tilt reset
		210-219	Head reset
		220-229	Reset All
		230-239	Lamp off
240-255	NO		

6. ERRORMESSAGE

Name	Type	Correction
Pan	Optical sensor error: Pan	Check if wiring, optical sensor and motors are normal
Tilt	Optical sensor error: Tilt	Check if wiring, optical sensor and motors are normal
Pan & Tilt driver board	Communication error: module1	Check if wiring, hall sensor and motors are normal
Motor driver board	Communication error: module2	Check if wiring, hall sensor and motors are normal
Focus	Hall error: Focus	Check if wiring, hall sensor and motors are normal
Zoom	Hall error: Zoom	Check if wiring, hall sensor and motors are normal
Effect wheel	Hall error: Effect wheel	Check if wiring, hall sensor and motors are normal
Color wheel	Hall error: Color wheel	Check if wiring, hall sensor and motors are normal
Fixed gobo wheel	Hall error: Fixed gobo wheel	Check if wiring, hall sensor and motors are normal
Rotating gobo wheel	Hall error: Rotating gobo wheel	Check if wiring, hall sensor and motors are normal
Lamp striking	Lamp striking error	Check if wiring and igniter are normal and if the voltage of the igniter is normal

7. TECHNICALDATA

ELECTRIC PARAMETERS

Input voltage 110V~240VAC, 50/60Hz

Input power 500W@230V

Powerfactor PF>0.90

THE SPECIFICATIONS OF THE LIGHT SOURCE

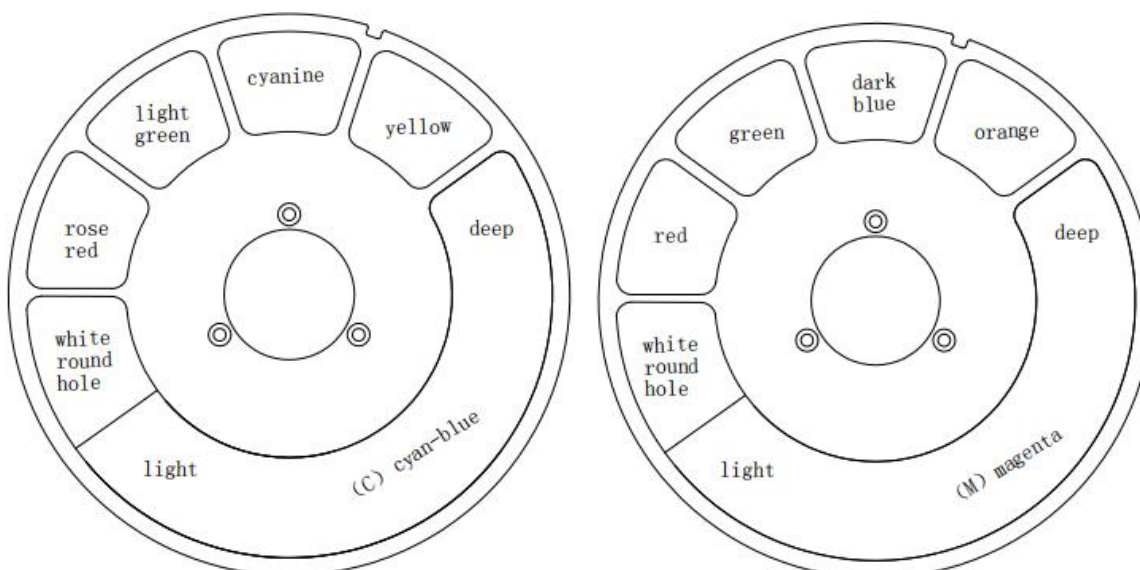
Lamp MSD PlatinumSilver380W LL

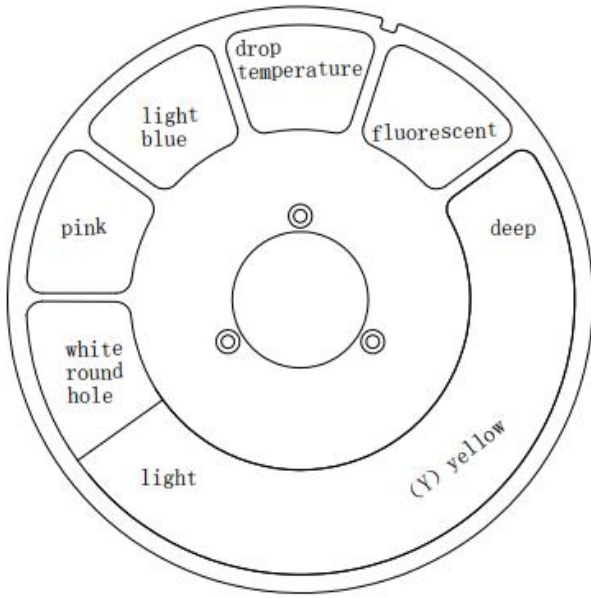
Colortemperature 7800K+/-300K

ratedlife 2000hrs

COLORS

1color wheel: 11 colors+ Open

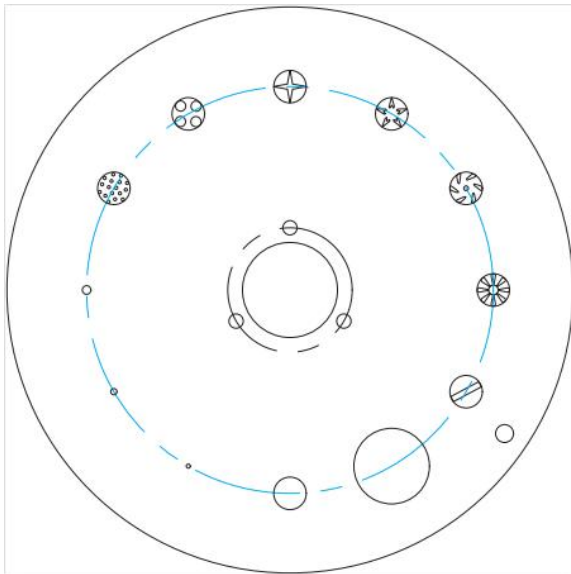




FIXED GOBO WHEEL/EFFECTWHEEL








1 fixed gobowheel: 10 gobos + open, gobodiameter = 6.5mm, its thickness = 0.5mm

1 fire effect wheel



ROTATING GOBO WHEEL

1 rotating gobo wheel:7 gobos +open
Gobo diameter Φ 12.5mm, 2.2mm thick

1	2	3	4	5	6	7
						

PRISM/FROST

1 8-facet prism and 1 16-facet prism, bi-directional rotation from slow to fast

FOCUS

DMX linear focus

DIMMER /STROBE

Strobe at variable speeds(15 F.P.S at maximum)

0-100% linear dimmer

HEAD MOVEMENT

Pan 540°, Tilt 270° with 16 bit control

BEAMANGLE

Beam: 2°~20°

Spot: 6°~ 30°

Wash: 17°~ 45°

CONTROL

Projector and lamp information readable, external DMX value received and thermal sensor built-in for error and malfunction analysis

Preset memory

Unintentional head move to cause power-off, quiet fans for cooling

International standard DMX 512 protocol, 5-pin interface
23channelsinshortmodeand28channelsinstandardmode

OPTIONAL WIRELESS CONTROL MODULE/RDM MODULE

CompliantwithUSITTDMX-512 (1986and1990) and512-AFullDMXforfidelityandDMXframingintegrity

Auto-detectingDMXframingsizeandspeed

<5ms DMX delay

Frequency range 110V-240VHz

HOUSING

High temperature ABS and aluminum , IP20

NETWEIGHT

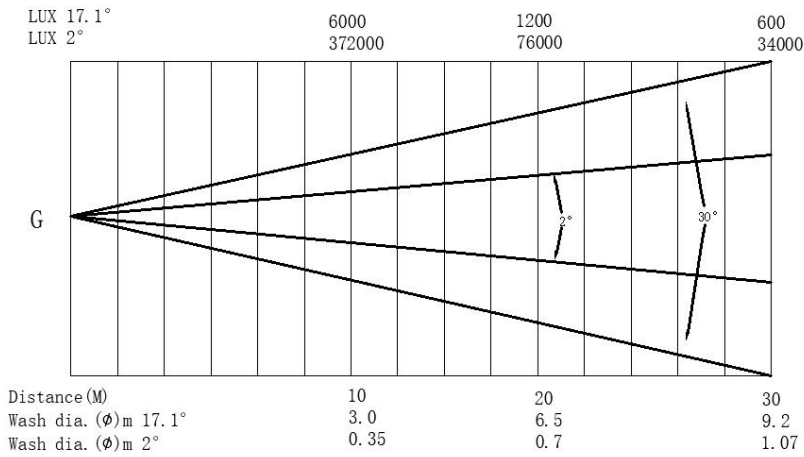
25Kg

OPERATION TEMPERATURE

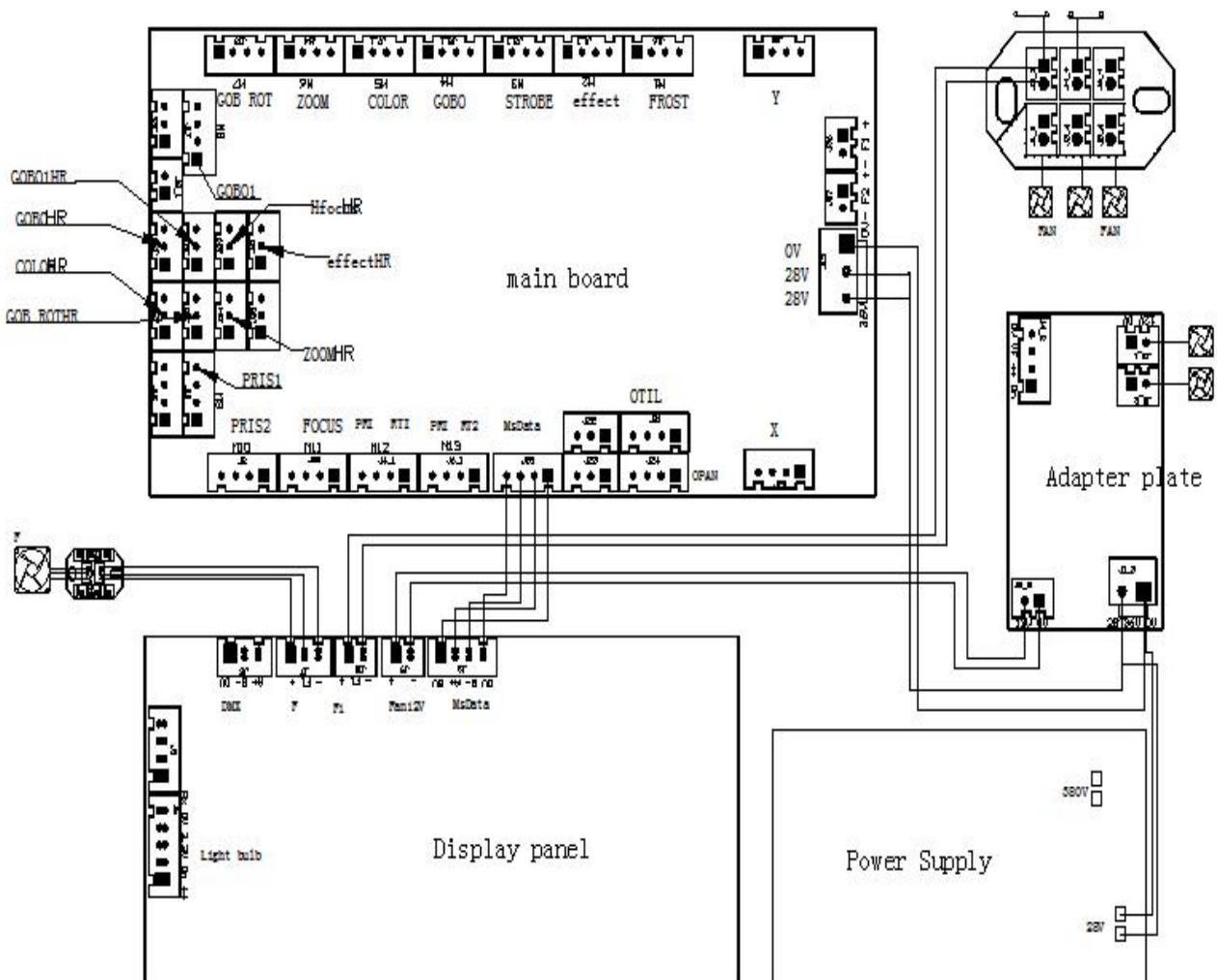
Ambient temperature at maximum: 40°C

SIZES:

LIGHT OUTPUT:



8.CIRCUITDIAGRAM



9.COMONENT ORDERCODES

Name	Code No.	Qty	Remarks
Pan Motor	GL3802DY01	1	
Tilt Motor	GL3802DY02	1	
Rotating gobo wheel	GL3802TA01;	1	7 glass gobos
	GL3802TA02;	1	
	GL3802TA03;	1	
	15020271;	1	
	GL3802TA05;	1	
	GL3802TA06;	1	
	GL3802TA07;	1	
Color wheel	GL3801YSP01;	1	11 colors, each code no. stands for one color
	GL3801YSP02;	1	
	GL3801YSP03;	1	
	GL3801YSP04;	1	
	GL3801YSP05;	1	
	GL3801YSP06;	1	
	GL3801YSP07;	1	
	GL3801YSP08;	1	
	GL3801YSP09;	1	
	GL3801YSP10;	1	
	GL3801YSP11;	1	
Fixed gobo wheel	GL3802TA08; GL3801TA09;	1	
Switching power supply	GL3801DY3	1	
Lamp	50203-00019	1	MSD Platinum Silver 380W LL
Ballast	50406-00018	1	

APPENDIX: SOME ITEMS REQUIRING ATTENTION AS FOR THE USE OF DISCHARGE LAMP

For the effective extension of the lifespan of discharge lamp, some factors impacting its lifespan are specially listed below, based on manufacturing technology and working mechanism of discharge lamps., physical attributions of the lamps including lamp striking theory(ignited by focused high voltage—highly pressurized air broken down and burning—lamponathighttemperaturewiththermalprotection—stablerunning)andlampofftheory(lampoffpower—lampoffathighttemperatureandthermalprotection-highlypressurizedairvaporizingevenly completionoflamp off.

1. Thesequenceoflampstriking:Poweron→lampstrikingbycontroller(advisednottostrikelampviapoweron),the sequence of lamp off: lamp off by controller→mains power shut off (advised not to turn off lamp by shutting off mainspower)
2. Within 1 min after lamp striking, it shouldn't re-strike it frequently. ONLY more than 10 min after the projector is cooledafterlampoff,canthelampbere-strickenagain.
3. Within5minafterlampstriking,itcan'tbeturnedoff.Duringthelampstrikingprocess,it'sforbiddentoturnofflamp viashuttingoffmainspower,butvia controller. Morethan5minaftertheprojectoriscooledafterlampoff,canthe mainspowerbeshutoff.
4. Theprojectorisadvisednottopointtothesamepointforlongtime,i.e.,itshouldn'tbeusedforlongtimeatafixed angle.
5. Theprojectorisadvisednottouseddoublecolorsforlongtime,i.e.,itshouldn'tuse2ormorecolorsforlongtime.
6. Theprojectorisadvisednottokeepshuttersclosedwhilelamponforlongtime,i.e.,itshouldbelessthan1hrafter shutterclosedafterlampon.

It is advised not to use lamp half power function for long time.

