



SPL-LED-4040 IP



User Manual

Please read the instruction carefully before use

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01/ Safety Information

Please keep this User Manual for future consultation. If you sell the unit to another user, be sure that they also receive this instruction 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.

Unpack and check carefully to ensure that there is no transportation damage before using the unit.

This product is suitable for wet locations. Do not immerse in water.

DO install and operate by qualified operator.

DO NOT allow children to operate the fixture.

Use safety chain (made of steel, min. diameter 4.0mm) when fixing the unit. Handle the unit by carrying its base instead of head only.

The unit must be installed in a location with adequate ventilation, at least 50cm from adjacent surfaces.

Be sure that no ventilation slots is blocked, otherwise the unit will be overheated.

Before operation, ensure that you are connecting this product to the proper voltage in accordance with the specifications in this manual or on the product's specification label.

It's important to ground the yellow/green conductor to earth in order to avoid electric shock.

Minimum ambient temperature TA: -10°C. Maximum ambient temperature TA: 40°C. Do not operate this product at a lower or higher temperature.

DO NOT connect the device to any dimmer pack.

Keep flammable materials away from the fixture while operating to avoid fire hazard.

Make sure the power cord is not crimped or damaged; replace it immediately if damaged.

Unit's surface temperature may reach up to 70°C. DO NOT touch the housing bare-handed during its operation.

Avoid any flammable liquids, water or metal from entering the unit. Once it happens, cut off the mains power immediately.

DO NOT operate in a dirty or dusty environment. DO clean the fixture regularly.

DO NOT touch any wire during operation as there might be a hazard of electric

shock.

Avoid entanglement of the power cord with other wires.

The minimum distance to objects/surface must be more than 4 meters.

In the event of serious operating problem, stop using the unit immediately.

Never turn on and off the unit time after time.

The housing, the lenses, or the ultraviolet filter must be replaced if they are visibly damaged.

DO NOT open the housing as there are no user serviceable parts inside.

DO NOT attempt to operate this unit if it becomes damaged. DO NOT attempt any repairs yourself. Repairs carried out by unskilled people can lead to damage or malfunction. Please contact the nearest authorized technical assistance center if needed.

Disconnect this product from its power source before servicing.

DO use the original packaging if the device is to be transported.

Check that the head tilt lock is released before packing for transportation.

Avoid direct eye exposure to the light source while the product is on.

DO NOT operate this product if you see damage on the housing, shields, or cables.

Have

the damaged parts replaced by an authorized technician at once.

External sources of light beams from direct sunlight or any other strong light source, which penetrate the front lens of lighting fixtures, can cause severe internal damage.

DO

NOT expose the fixture front lens to light beams from direct sunlight or any other strong

light source from any angle while unpacking, installation, use, and extended idle times outdoors. DO NOT focus a light beam from one lighting fixture directly towards another.

02/ Technical Specifications

Input voltage: AC100-240V 50/60Hz

Power consumption: 1500W

Source: LED 1: 392pcs 3W white LED, 7000K

LED 2: 784 RGB 1.5W RGB LED

Color : White+RGB

Average lifespan: 50000 hours

Beam angle: 120°

Electronic Dimming: 0-100%

Strobe: 1S/25

Rotate: Yes

DMX channel: 8CH/11CH/13CH/24CH/30CH/47CH/68CH/74CH/97CH

Control mode: DMX /RDM

Display mode: LED

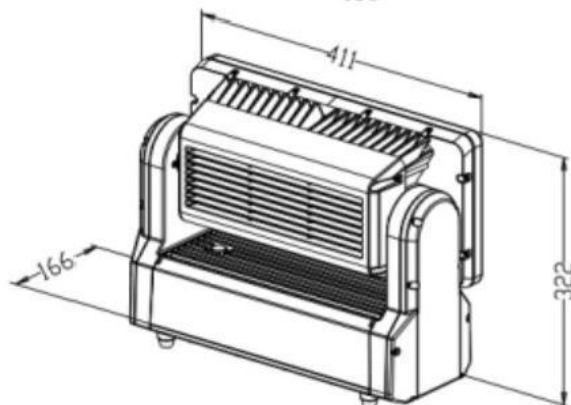
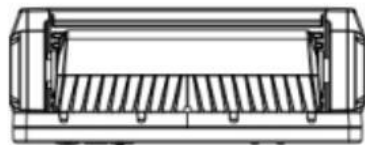
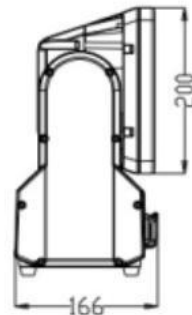
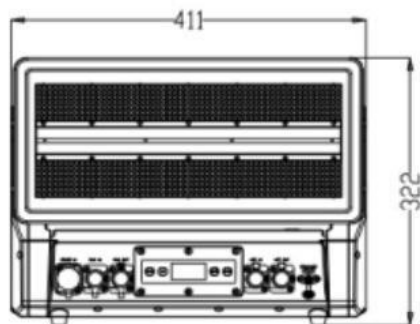
IP rating: IP65

Housing color: black

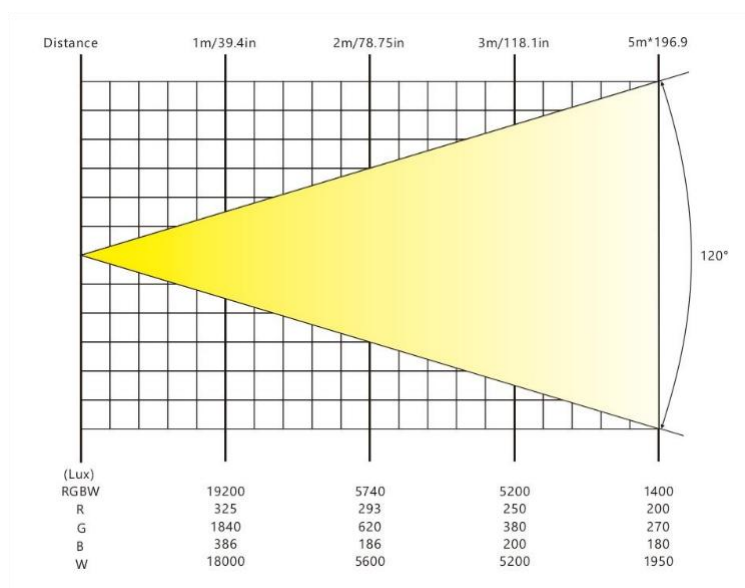
Ambient temperature: -20°C-45°C

Product dimension: 404*350*171 mm

N.W: 15 kG



PHOTOMETRIC DIAGRAM:



03/ Connecting Power and Data

To apply power, first check that the head pan and tilt locks are released.

This fixture can operate on any 180-240Vac; 50/60Hz AC mains power supply.

The maximum power consumption is 1400W.

The fixture must be grounded/earthed and able to be isolated from AC power. The AC power

supply must incorporate a fuse or circuit breaker for fault protection.

Wiring and connection work must be carried out by a qualified electrician.

The power cable color coding is given in the figure below:

Wire	Color (US)	Wire	Color (EU)	Symbol	Conductor
	black		brown	L	live
	white		blue	N	neutral
	green		yellow/green	⏏ or ⏚	ground (earth)

Power cord set should be used: Listed SJOW flexible cord with rating: 300V, 105°C, VW-1,

14AWG x 3C, molded with 5-20P attachment plug and terminated with cord connector model RCAC3F-X-000-01 with rating 250V, 16A by Neutrik Technology (Ningbo) Co., Ltd.

The power cord shall be at least 914mm (It is to be measured from the face of attachment

plug to the face of connector).

CAUTION!

DO NOT CONNECT THE FIXTURE TO AN ELECTRICAL DIMMER SYSTEM AS DOING SO MAY CAUSE DAMAGE.

04/ Connecting Data

The fixture is equipped with 5-pin (or 3-pin) XLR sockets for DMX input and output.

Use a

high-quality DMX cable designed for RS-485 and 5-pin (or 3-pin) XLR-plugs and connectors

in order to connect the controller with the fixture or one fixture with another. For outdoor

installations, use only IP-rated XLR connectors suitable for outdoor use.

Building a serial DMX chain:

Connect the DMX data output from the controller to the fixture's data input socket.

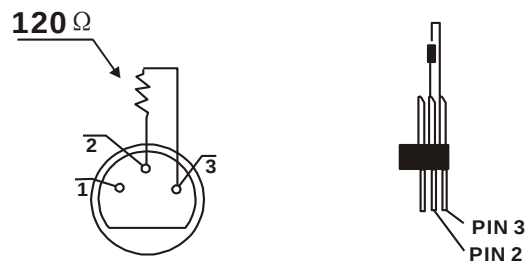
Connect

the DMX output of the first fixture in the DMX chain with the DMX input of the next fixture.

Always connect one output with the input of the next fixture until all fixtures are connected.

Up to 32 fixtures can be connected to the same DMX link. Terminate the DMX out cable of

the last fixture in the data link with a 120 ohm DMX terminator.



05/ Address Setting

All fixtures should be given a DMX starting address when operating with a DMX controller, in order to ensure that the correct fixture responds to the correct control signal. Incorrect settings will result in unpredictable responses from the lighting controller.

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

Setting all fixtures to the same DMX address will cause all fixtures to react in the same way. In this case, please note that changing the settings of one channel will affect all the fixtures simultaneously.

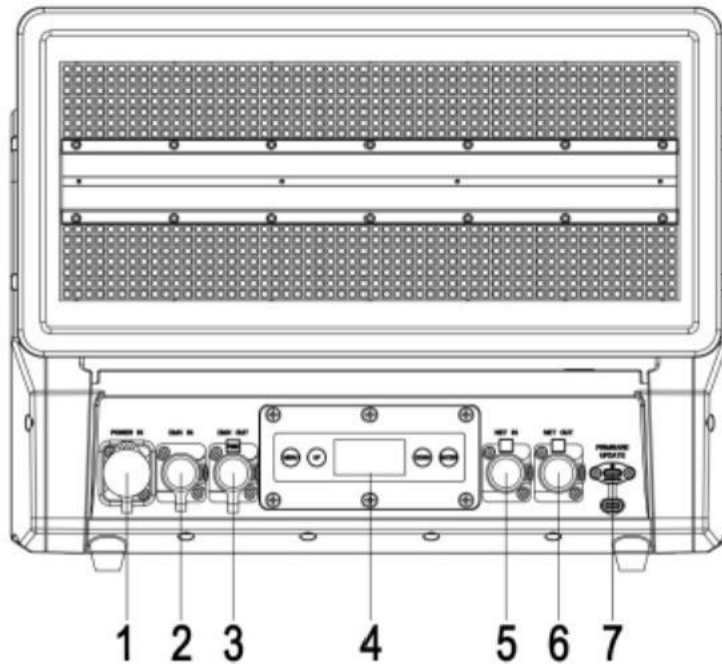
If you set each fixture to a different DMX address, each unit will “listen” starting at the channel number you have set, based on the quantity of DMX channels of each fixture. That means changing the settings of one channel will only affect the selected fixture.

For example, if the first fixture is set to 43 ch DMX mode with a start DMX address of 1, the following fixture in the DMX chain should then be set to a DMX address of 44. As the first fixture uses all the first 43 DMX channels, the next available channel is 44 ($43+1=44 \gg 44$).

See the chart below for more details:

Channel Mode	Unit 1 Address	Unit 2 Address	Unit 3 Address	Unit 4 Address	Unit xxx Address
43 channels	1	44	87	130	
34 channels	1	35	69	103	
32 channels	1	33	65	97	
23 channels	1	24	47	90	

06/ Overview



1.Panel operation buttons: Mode, UP, Down, Enter

2.power input: IP65 power CON Cable input voltage: 100-240V 50/60HZ

3.Power output: IP65 Power CON power cord output voltage: 100-240V 50/60Hz ART-NET input: Connect network input

4.DMX input: 3/5-pin DMX waterproof signal line input 6.DMX output: 3/5-pin DMX waterproof signal line output 7.ART-NET output: Connect to network output

The specific operation of the panel function is as follows: Display panel function description

To browse the various Settings options, press the UP and DOWN buttons. Press ENTER to save the Settings or move on to the next menu.

Press the UP or DOWN keys to move.

Pressing the menu button will return to the top menu in sequence.

07/ Display and operation

<u>Main level</u>		<u>Levels</u>		
<u>1</u>	<u>Agreement</u>	<u>DMX512</u> <u>AUTO</u> <u>sACN</u> <u>Art-Net</u>		
<u>2</u>	<u>DMX address</u>	<u>1-512</u>		
<u>3</u>	<u>DMX channel</u>	<u>8CH</u> <u>11CH</u> <u>13CH</u> <u>24CH</u> <u>30CH</u> <u>47CH</u> <u>74CH</u> <u>97CH</u>		
<u>4</u>	<u>Static</u>	<u>Fix the color</u>	<u>R</u> <u>G</u> <u>B</u> <u>GB</u> <u>RB</u> <u>RG</u> <u>RGB</u>	
		<u>Manual color</u>	<u>red</u> <u>green</u> <u>blue</u>	<u>0-255</u>
<u>5</u>	<u>Scene</u>	<u>Scene 1-9</u>		
<u>6</u>	<u>White light frequency brightness</u>	<u>0-255</u>		
<u>7</u>	<u>Stroboscopic duration</u>	<u>0-255</u>		
<u>8</u>	<u>Strobe speed</u>	<u>0-255</u>		
<u>9</u>	<u>Y-axis</u>	<u>0-255</u>		
<u>10</u>	<u>Y-axis calibration</u>	<u>Adjust the reset position of the Y-axis motor to compensate for errors in hardware installation. The adjustment range is -128 to +127, and +0 indicates no adjustment.</u>		
<u>11</u>	<u>Reverse Y-axis</u>	<u>Yes/No</u>		
<u>12</u>	<u>Light board reverse</u>	<u>Light board 1 reverse</u> <u>Light panel 2 is reversed</u> <u>Tube 1 reverse</u> <u>Tube 2 reverse</u>		
<u>13</u>	<u>LED swap</u>	<u>Light board swap</u>		
		<u>Tube swap</u>		
<u>14</u>	<u>Master-slave</u>	<u>Host</u>		

	<u>Settings</u>	<u>Slave</u>
<u>15</u>	<u>Dimming mode</u>	<u>Off</u> <u>Mode 1</u> <u>Pattern 2</u> <u>Pattern 3</u>
<u>16</u>	<u>White balance</u>	<u>On/Off</u> <u>R</u> <u>G</u> <u>B</u>
<u>17</u>	<u>LED frequency</u>	<u>600Hz</u> <u>25KHz</u> <u>6000Hz</u> <u>4000Hz</u> <u>2000Hz</u> <u>1200Hz</u>
<u>18</u>	<u>Fan mode</u>	<u>Auto</u> <u>open</u>
<u>19</u>	<u>Show reverse</u>	<u>Yes/No</u>
<u>20</u>	<u>Backlight</u>	<u>2 minutes</u> <u>30 seconds</u> <u>10 seconds</u> <u>Chang Liang</u>
<u>21</u>	<u>Language</u>	<u>Chinese/English</u>
<u>22</u>	<u>Key lock</u>	<u>On/Off</u>
<u>23</u>	<u>Ethernet Settings</u>	<u>The domain</u> <u>IP</u> <u>Subnets</u>
<u>24</u>	<u>Information</u>	<u>Ver</u> <u>Lamp bead temperature</u> <u>System error</u>
<u>25</u>	<u>Factory Settings</u>	<u>Press the OK key twice to restore the factory Settings</u>

08/ DMX Protoco

8-CHANNEL MODE:

8CH	Functions	Numerical	Effect
<u>1</u>	<u>Tilt</u>	<u>000-255</u>	<u>0-100%</u>
<u>2</u>	<u>Tilt Fine</u>	<u>000-255</u>	<u>0-100%</u>
<u>3</u>	<u>Dimmer</u>	<u>000-255</u>	<u>0-100%</u>
<u>4</u>	<u>Shutter</u>	<u>000-009</u>	<u>Open</u>
		<u>010-079</u>	<u>Stroboscopic, from slow to fast</u>
		<u>080-149</u>	<u>Pulse, from slow to fast</u>
		<u>150-219</u>	<u>Random stroboscopic, from slow to fast</u>
		<u>220-255</u>	<u>Open</u>
<u>5</u>	<u>red</u>	<u>000-255</u>	<u>0-100%</u>
<u>6</u>	<u>green</u>	<u>000-255</u>	<u>0-100%</u>
<u>7</u>	<u>blue</u>	<u>000-255</u>	<u>0-100%</u>
<u>8</u>	<u>white</u>	<u>000-255</u>	<u>0-100%</u>

11-CHANNEL MODE:

11CH	Features	Numerical	Effects
<u>1</u>	<u>Tilt</u>	<u>000-255</u>	<u>0-100%</u>
<u>2</u>	<u>Tilt Fine</u>	<u>000-255</u>	<u>0-100%</u>
<u>3</u>	<u>Dimmer</u>	<u>000-255</u>	<u>0-100%</u>
<u>4</u>	<u>Light board</u> <u>stroboscopic</u> <u>duration</u>	<u>000-009</u>	<u>Classic Shutter</u> <u>Mode: Disable duration control</u>
		<u>010-250</u>	<u>From slow to fast</u>
		<u>251-255</u>	<u>100% open, no flash/stroboscopic</u>
<u>5</u>	<u>The flickering</u> <u>speed of the light</u> <u>board</u>	<u>000-009</u>	<u>100%</u>
		<u>010-250</u>	<u>From slow to fast</u>
		<u>251-255</u>	<u>100%</u>
<u>6</u>	<u>Beam stroboscopic</u> <u>duration</u>	<u>000-009</u>	<u>Classic Shutter</u> <u>Mode: Turn off duration control</u>
		<u>010-250</u>	<u>From slow to fast</u>
		<u>251-255</u>	<u>100% open, no flash/stroboscopic</u>
<u>7</u>	<u>Beam stroboscopic</u> <u>speed</u>	<u>000-009</u>	<u>100%</u>
		<u>010-250</u>	<u>From slow to fast</u>
		<u>251-255</u>	<u>100%</u>
<u>8</u>	<u>red</u>	<u>000-255</u>	<u>0-100%</u>
<u>9</u>	<u>green</u>	<u>000-255</u>	<u>0-100%</u>
<u>10</u>	<u>blue</u>	<u>000-255</u>	<u>0-100%</u>
<u>11</u>	<u>white</u>	<u>000-255</u>	<u>0-100%</u>

13-CHANNEL MODE:

13CH	Functions	Numerical	Effects
<u>1</u>	<u>Tilt</u>	<u>000-255</u>	<u>0-100%</u>
<u>2</u>	<u>Tilt Fine</u>	<u>000-255</u>	<u>0-100%</u>
<u>3</u>	<u>Light board</u>	<u>000-255</u>	<u>0-100%</u>

	<u>Dimmer</u>		
<u>4</u>	<u>Beam Dimmer</u>	<u>000-255</u>	<u>0-100%</u>
<u>5</u>	<u>Light board</u> <u>stroboscopic</u> <u>duration</u>	<u>000-009</u>	<u>Classic shutter</u> <u>Mode: Disable duration control</u>
		<u>010-250</u>	<u>From slow to fast</u>
		<u>251-255</u>	<u>100% open, no flash/stroboscopic</u>
<u>6</u>	<u>Light board</u> <u>stroboscopic speed</u>	<u>000-009</u>	<u>100%</u>
		<u>010-250</u>	<u>From slow to fast</u>
		<u>251-255</u>	<u>100%</u>
<u>7</u>	<u>Beam stroboscopic</u> <u>duration</u>	<u>000-009</u>	<u>Classic Shutter</u> <u>Mode: Turn off duration control</u>
		<u>010-250</u>	<u>From slow to fast</u>
		<u>251-255</u>	<u>100% open, no flash/stroboscopic</u>
<u>8</u>	<u>Beam stroboscopic</u> <u>speed</u>	<u>000-009</u>	<u>100%</u>
		<u>010-250</u>	<u>From slow to fast</u>
		<u>251-255</u>	<u>100%</u>
<u>9</u>	<u>red</u>	<u>000-255</u>	<u>0-100%</u>
<u>10</u>	<u>green</u>	<u>000-255</u>	<u>0-100%</u>
<u>11</u>	<u>blue</u>	<u>000-255</u>	<u>0-100%</u>
<u>12</u>	<u>Beam FX</u>	<u>000-005</u>	<u>No function</u>
		<u>006-042</u>	<u>Quick on and slow on flicker</u>
		<u>043-085</u>	<u>Fast-on slow-off stroboscopic</u>
		<u>086-128</u>	<u>Slow on and slow off stroboscopic</u>
		<u>129-171</u>	<u>Random pulse stroboscopic</u>
		<u>172-214</u>	<u>Lightning</u>
		<u>215-255</u>	<u>Random ordinary stroboscopic</u>
<u>13</u>	<u>Control</u>	<u>000-005</u>	<u>No function</u>
		<u>006-010</u>	<u>Off (Dimmer mode)</u>
		<u>011-015</u>	<u>Dimming 1</u>
		<u>016-020</u>	<u>Dimming 2</u>
		<u>021-025</u>	<u>Dimming 3</u>
		<u>026-030</u>	<u>600HZ</u>
		<u>031-035</u>	<u>1200HZ</u>
		<u>036-040</u>	<u>2000HZ</u>
		<u>041-045</u>	<u>4000HZ</u>
		<u>046-050</u>	<u>6000HZ</u>
		<u>051-055</u>	<u>25KHZ</u>
		<u>056-060</u>	<u>Fan mode Auto</u>
		<u>060-065</u>	<u>Fan mode on</u>
		<u>066-070</u>	<u>Y reset</u>
		<u>071-075</u>	<u>Light board 1 reverse turn off</u>
		<u>076-080</u>	<u>Light panel 1 is turned on when reversed</u>
		<u>081-085</u>	<u>Light panel 2 turns off in reverse</u>
		<u>086-090</u>	<u>Light panel 2 is turned on when reversed</u>
		<u>091-095</u>	<u>White light 1 reverse turn off</u>
		<u>096-100</u>	<u>White light 1 reverses to turn on</u>
		<u>101-105</u>	<u>White light 2 reverse turn off</u>
		<u>106-110</u>	<u>White light 1 is reversed to turn on</u>

		<u>111-115</u>	<u>Light board on</u>
		<u>116-120</u>	<u>The light panel is off.</u>
		<u>121-125</u>	<u>Beam on</u>
		<u>126-130</u>	<u>Beam off</u>
		<u>131-255</u>	<u>No function</u>

24-CHANNEL MODE:

<u>24CH</u>	<u>Features</u>	<u>Numerical</u>	<u>Effects</u>
<u>1</u>	<u>Tilt</u>	<u>000-255</u>	<u>0-100%</u>
<u>2</u>	<u>Tilt Fine</u>	<u>000-255</u>	<u>0-100%</u>
<u>3</u>	<u>Dimmer</u>	<u>000-255</u>	<u>0-100%</u>
<u>4</u>	<u>Light board</u> <u>Dimmer</u>	<u>000-255</u>	<u>0-100%</u>
<u>5</u>	<u>Beam Dimmer</u>	<u>000-255</u>	<u>0-100%</u>
<u>6</u>	<u>Light board</u> <u>stroboscopic</u> <u>duration</u>	<u>000-009</u>	<u>Classic Shutter</u> <u>Mode: Disable duration control</u>
		<u>010-250</u>	<u>From slow to fast</u>
		<u>251-255</u>	<u>100% open, no flash/stroboscopic</u>
<u>7</u>	<u>Light board</u> <u>stroboscopic speed</u>	<u>000-009</u>	<u>100%</u>
		<u>010-250</u>	<u>From slow to fast</u>
		<u>251-255</u>	<u>100%</u>
<u>8</u>	<u>Beam stroboscopic</u> <u>duration</u>	<u>000-009</u>	<u>Classic Shutter</u> <u>Mode: Turn off duration control</u>
		<u>010-250</u>	<u>From slow to fast</u>
		<u>251-255</u>	<u>100% open, no flash/stroboscopic</u>
<u>9</u>	<u>Beam stroboscopic</u> <u>speed</u>	<u>000-009</u>	<u>100%</u>
		<u>010-250</u>	<u>From slow to fast</u>
		<u>251-255</u>	<u>100%</u>
<u>10</u>	<u>red</u>	<u>000-255</u>	<u>0-100%</u>
<u>11</u>	<u>green</u>	<u>000-255</u>	<u>0-100%</u>
<u>12</u>	<u>blue</u>	<u>000-255</u>	<u>0-100%</u>
<u>13</u>	<u>Beam FX</u>	<u>000-005</u>	<u>No function</u>
		<u>006-042</u>	<u>Quick on and slow on flickering</u>
		<u>043-085</u>	<u>Fast-on slow-off stroboscopic</u>
		<u>086-128</u>	<u>Slow on and slow off stroboscopic</u>
		<u>129-171</u>	<u>Random pulse stroboscopic</u>
		<u>172-214</u>	<u>Lightning</u>
<u>14</u>	<u>View in front of the</u> <u>light board</u>	<u>000-000</u>	<u>No function</u>
		<u>001-002</u>	<u>White (2700k)</u>
		<u>003-004</u>	<u>White (3200k)</u>
		<u>005-006</u>	<u>White (4200k)</u>
		<u>007-008</u>	<u>White (5600k)</u>
		<u>009-010</u>	<u>White (8000k)</u>
		<u>011</u>	<u>blue</u> <u>G:0</u> <u>W:0</u>
			<u>R: 0</u> <u>B: 255</u>
		<u>012-048</u>	<u>Green + / blue</u> <u>R: 0</u>

			G :+ _____ W: 0	B: 255
		<u>049</u>	Cyan G:255 W:0	R: 0 B: 255
		<u>050-086</u>	Green/blue - G: 255 W: 0	R: 0 B: -
		<u>087</u>	green G:255 W:0	R: 0 B: 0
		<u>088-124</u>	Red + / green G: 255 W: 0	R: + B: 0
		<u>125</u>	yellow G: 255 W: 0	R: 255 B: 0
		<u>126-162</u>	Red/Green - G: - W: 0	R: 255 B: 0
		<u>163</u>	red G: 0 W: 0	R: 255 B: 0
		<u>164-200</u>	Red/blue + G: 0 W: 0	R: 255 B: +
		<u>201</u>	Magenta G: 0 W: 0	R:255 B: 255
		<u>202-238</u>	Red/Blue G: 0 W: 0	R: - B: 255
		<u>239</u>	blue G:0 W:0	R: 0 B: 255
		<u>240-247</u>	Color rendering index, fast to slow	
		<u>248-255</u>	Color capture, fast to slow	
<u>15</u>	Light board foreground tone light	<u>000-255</u>	0-100%	
<u>16</u>	Background color of the light board	<u>000-000</u>	No Function	
		<u>001-002</u>	White (2700 k)	
		<u>003-004</u>	White (3200 k)	
		<u>005-006</u>	White (4200 k)	
		<u>007-008</u>	White (5600 k)	
		<u>009-010</u>	White (8000 k)	
		<u>011</u>	Blue G:0 W:0	R: 0 B: 255
		<u>012-048</u>	Green + / blue G:+ W:0	B:255 R: 0

		<u>049</u>	<u>Cyan</u> <u>G:255</u> <u>W:0</u>	<u>R: 0</u> <u>B: 255</u>
		<u>050-086</u>	<u>Green/blue -</u> <u>G: 255</u> <u>W: 0</u>	<u>R: 0</u> <u>B: -</u>
		<u>087</u>	<u>green</u> <u>G:255</u> <u>W:0</u>	<u>R: 0</u> <u>B: 0</u>
		<u>088-124</u>	<u>Red + / green</u> <u>G: 255</u> <u>W: 0</u>	<u>R: +</u> <u>B: 0</u>
		<u>125</u>	<u>yellow</u> <u>G:255</u> <u>W:0</u>	<u>R: 255</u> <u>B: 0</u>
		<u>126-162</u>	<u>Red/green - G: -</u> <u>W: 0</u>	<u>R: 255</u> <u>B: 0</u>
		<u>163</u>	<u>red</u> <u>R: 255</u> <u>G: 0</u>	<u>B: 0</u> <u>W: 0</u>
		<u>164-200</u>	<u>Red/blue +</u> <u>G: 0</u> <u>W: 0</u>	<u>R: 255</u> <u>B +</u>
		<u>201</u>	<u>Magenta</u> <u>G: 0</u> <u>W: 0</u>	<u>R:255</u> <u>B: 255</u>
		<u>202-238</u>	<u>Red/Blue</u> <u>G: 0</u> <u>W: 0</u>	<u>R: -</u> <u>B: 255</u>
		<u>239</u>	<u>Blue G:0</u> <u>W:0</u>	<u>R: 0</u> <u>B: 255</u>
		<u>240-247</u>	<u>Color rendering index, fast to slow</u>	
		<u>248-255</u>	<u>Color fast to slow, fast to slow</u>	
<u>17</u>	<u>Light board background tone light</u>	<u>000-255</u>	<u>0-100%</u>	
<u>18</u>	<u>Light board 1&2 FX Selection</u>	<u>000-002</u>	<u>Light board pattern effect selection</u>	
		<u>003-255</u>		
<u>19</u>	<u>Light board 1&2 FX move Speed & Direction</u>	<u>000-005</u>	<u>No Functionality</u>	
		<u>006-124</u>	<u>From left to right, from fast to slow</u>	
		<u>125-130</u>	<u>No function</u>	
		<u>131-249</u>	<u>From right to left, from slow to fast</u>	
		<u>250-255</u>	<u>No function</u>	
<u>20</u>	<u>Light Boards 1&2 FX fade Out</u>	<u>000-002</u>	<u>No functionality</u>	
		<u>003-255</u>	<u>Fade out duration: short to long</u>	
<u>21</u>	<u>Beams 1&2 FX Selection</u>	<u>000-002</u>	<u>Beam pattern effect selection</u>	
		<u>003-255</u>		
<u>22</u>	<u>Beam 1&2 FX move speed & direction</u>	<u>000-005</u>	<u>No Functionality</u>	
		<u>006-124</u>	<u>From left to right, from fast to slow</u>	
		<u>125-130</u>	<u>No function</u>	

		<u>131-249</u>	<u>From right to left, from slow to fast</u>
		<u>250-255</u>	<u>No function</u>
<u>23</u>	<u>Beam 1&2</u> <u>FX fade out</u>	<u>000-002</u>	<u>No functionality</u>
		<u>003-255</u>	<u>Fade out duration: short to long</u>
<u>24</u>	<u>Control</u>	<u>000-005</u>	<u>No function</u>
		<u>006-010</u>	<u>Off (Dimmer mode)</u>
		<u>011-015</u>	<u>Dimming 1</u>
		<u>016-020</u>	<u>Dimming 2</u>
		<u>021-025</u>	<u>Dimming 3</u>
		<u>026-030</u>	<u>600HZ</u>
		<u>031-035</u>	<u>1200HZ</u>
		<u>036-040</u>	<u>2000HZ</u>
		<u>041-045</u>	<u>4000HZ</u>
		<u>046-050</u>	<u>6000HZ</u>
		<u>051-055</u>	<u>25KHZ</u>
		<u>056-060</u>	<u>Fan mode Auto</u>
		<u>060-065</u>	<u>Fan mode on</u>
		<u>066-070</u>	<u>Y reset</u>
		<u>071-075</u>	<u>Light board 1 reverse turn off</u>
		<u>076-080</u>	<u>Light panel 1 is turned on when reversed</u>
		<u>081-085</u>	<u>Light panel 2 turns off in reverse</u>
		<u>086-090</u>	<u>Light panel 2 is turned on when reversed</u>
		<u>091-095</u>	<u>White light 1 reverse turn off</u>
		<u>096-100</u>	<u>White light 1 reverses to turn on</u>
		<u>101-105</u>	<u>White light 2 reverse switch</u>
		<u>106-110</u>	<u>White light 1 is reversed to turn on</u>
		<u>111-115</u>	<u>Light board on</u>
		<u>116-120</u>	<u>Light panel off</u>
		<u>121-125</u>	<u>Beam on</u>
		<u>126-130</u>	<u>Beam off</u>
		<u>131-255</u>	<u>No function</u>

30-CHANNEL MODE:

30CH	Functions	Numerical	Effects
1	Tilt	000-255	0-100%
2	Tilt Fine	000-255	0-100%
3	Dimmer	000-255	0-100%
4	Dimmer of the light board	000-255	0-100%
5	Beam Dimmer	000-255	0-100%
6	Light board stroboscopic duration	000-009	Classic Shutter Mode: Disable duration control
		010-250	From slow to fast
		251-255	100% open, no flash/stroboscopic
7	Light board	000-009	100%
		010-250	From slow to fast

	stroboscopic speed	251-255	100%
8	Beam stroboscopic duration	000-009	Classic Shutter Mode: Turn off duration control
		010-250	From slow to fast
		251-255	100% open, no flash/stroboscopic
9	Beam stroboscopic speed	000-009	100%
		010-250	From slow to fast
		251-255	100%
10	red	000-255	0-100%
11	green	000-255	0-100%
12	blue	000-255	0-100%
13	Beam FX	000-005	No function
		006-042	Quick on and slow on flicker
		043-085	Fast-on slow-off stroboscopic
		086-128	Slow on and slow off stroboscopic
		129-171	Random pulse stroboscopic
		172-214	Lightning
		215-255	Random ordinary stroboscopic
14	View in front of the light board	000-000	No function
		001-002	White (2700k)
		003-004	White (3200k)
		005-006	White (4200k)
		007-008	White (5600k)
		009-010	White (8000k)
		011	blue G:0 W:0 R: 0 B: 255
		012-048	Green + / blue G :+ W: 0 R: 0 B: 255
		049	Cyan G:255 W:0 R: 0 B: 255
		050-086	Green/blue - G: 255 W: 0 R: 0 B: -
		087	green G:255 W:0 R: 0 B: 0
			Red + / green R: +

		088-124	G: 255 W: 0	B: 0
		125	yellow G: 255 W: 0	R: 255 B: 0
		126-162	Red/Green - G: - W: 0	R: 255 B: 0
		163	red G: 0 W: 0	R: 255 B: 0
		164-200	Red/blue + G: 0 W: 0	R: 255 B +
		201	Magenta G: 0 W: 0	R:255 B: 255
		202-238	Red/Blue G: 0 W: 0	R: - B: 255
		239	blue G:0 W:0	R: 0 B: 255
		240-247	Color rendering index, fast to slow	
		248-255	Color capture, fast to slow	
15	Light board foreground tone light	000-255	0-100%	
16	Light board background color	000-000	No Function	
		001-002	White (2700 k)	
		003-004	White (3200 k)	
		005-006	White (4200 k)	
		007-008	White (5600 k)	
		009-010	White (8000 k)	
		011	blue G:0 W:0	R: 0 B: 255
		012-048	Green + / blue G:+ W:0	B:255 R: 0
		049	Cyan G:255 W:0	R: 0 B: 255
		050-086	Green/blue -	R: 0

			G: 255 W: 0	B: -
		087	green G:255 W:0	R: 0 B: 0
		088-124	Red + / green G: 255 W: 0	R: + B: 0
		125	yellow G:255 W:0	R: 255 B: 0
		126-162	Red/Green - G: - W: 0	R: 255 B: 0
		163	red R: 255 G: 0	B: 0 W: 0
		164-200	Red/blue + G: 0 W: 0	R: 255 B +
		201	Magenta G: 0 W: 0	R:255 B: 255
		202-238	Red/Blue G: 0 W: 0	R: - B: 255
		239	blue G:0 W:0	R: 0 B: 255
		240-247	Color rendering index, fast to slow	
		248-255	Color fast to slow, fast to slow	
17	The background color tone of the light board is bright	000-255	0-100%	
18	Light board 1 (pixels 1-7)	000-002	Light panel pattern effect selection	
	FX Selection	003-255		
19	Light board 1 (pixels 1-7) FX move speed & Direction	000-005	No Functionality	
		006-124	From left to right, from fast to slow	
		125-130	No function	
		131-249	From right to left, from slow to fast	
		250-255	No function	
	Light board 1	000-002	No function	

20	(pixels 1-7)		
	FX fade out	003-255	Fade duration: from short to long
21	Light board 2 (8-14 pixels)	000-002	Selection of light board pattern effects
	FX Selection	003-255	
22	Light board 2(8-14 pixels) FX move speed & Direction	000-005	No Functionality
		006-124	From left to right, from fast to slow
		125-130	No function
		131-249	From right to left, from slow to fast
		250-255	No function
23	Light board 2 (8-14 pixels)	000-002	No function
	FX fade out	003-255	Fade duration: from short to long
24	Beam 1 (pixels 1-14)	000-002	Beam pattern effect selection
	FX Selection	003-255	
25	Beam 1 (Pixels 1-14) FX move speed & Direction	000-005	No Functionality
		006-124	From left to right, from fast to slow
		125-130	No function
		131-249	From right to left, from slow to fast
		250-255	No function
26	Beam 1 (Pixels 1-14) FX fade out	000-002	No functionality
		003-255	Fade out duration: short to long
27	Beam 2 (pixels 15-28) FX selection	000-002	Beam pattern effect selection
		003-255	
28	Beam 2 (15-28 pixels) FX move Speed & Direction	000-005	No Functionality
		006-124	From left to right, from fast to slow
		125-130	No function
		131-249	From right to left, from slow to fast
		250-255	No function
29	Beam 2 (pixels 15-28) FX fade out	000-002	No functionality
		003-255	Fade out duration: short to long
30	Control	000-005	No function
		006-010	Off (Dimmer mode)
		011-015	Dimming 1
		016-020	Dimming 2
		021-025	Dimming 3
		026-030	600HZ
		031-035	1200HZ
		036-040	2000HZ

		041-045	4000HZ
		046-050	6000HZ
		051-055	25KHZ
		056-060	Fan mode Auto
		060-065	Fan mode on
		066-070	Y reset
		071-075	Light board 1 reverse turn off
		076-080	Light panel 1 is turned on when reversed
		081-085	Light panel 2 turns off in reverse
		086-090	Light panel 2 is turned on when reversed
		091-095	White light 1 reverse turn off
		096-100	White light 1 reverses to turn on
		101-105	White light 2 reverse turn off
		106-110	White light 1 is reversed to turn on
		111-115	Light board on
		116-120	The light panel is off.
		121-125	Beam on
		126-130	Beam off
		131-255	No function

47-CHANNEL MODE:

47CH	Functions	Numerical	Effects
1	Tilt	000-255	0-100%
2	Tilt Fine	000-255	0-100%
3	Dimmer	000-255	0-100%
4	Light board Dimmer	000-255	0-100%
5	Beam Dimmer	000-255	0-100%
6	Light board stroboscopic duration	000-009	Classic Shutter Mode: Disable duration control
		010-250	From slow to fast
		251-255	100% open, no flash/stroboscopic
7	Light board stroboscopic speed	000-009	100%
		010-250	From slow to fast
		251-255	100%
8	Beam stroboscopic	000-009	Classic Shutter Mode: Turn off duration control
		010-250	From slow to fast
		251-255	100% open, no flash/stroboscopic

	duration		
9	Beam stroboscopic speed	000-009	100%
		010-250	From slow to fast
		251-255	100%
10	Light reverse board	000-005	Properly aligned
		006-124	Reverse light board 1&2
		125-130	Reverse light board 1, Light board 2 are properly aligned
		131-249	Reverse light board 2 and light board 1 are properly aligned
		250-255	No Function
11	Beam reverse	000-005	Normal alignment
		006-124	Reverse beams 1&2
		125-130	Reverse beam 1, Beam 2 are properly aligned
		131-249	Reverse beam 2, beam 1 is properly aligned
		250-255	No function
12	Light board pixel 1&8 red	000-255	0-100%
13	Light board pixels 1&8 green	000-255	0-100%
14	Light board pixel 1&8 blue	000-255	0-100%
15	Light board pixels 2&9 red	000-255	0-100%
16	Light board pixel 2&9 green	000-255	0-100%
17	Light board pixel 2&9 blue	000-255	0-100%
18	Plate pixels 3&10 red	000-255	0-100%
19	Light plate pixel 3&10 green	000-255	0-100%
20	The pixel of the light board is 3&10 blue	000-255	0-100%
21	Light board pixels 4&11 red	000-255	0-100%
22	Light board pixel 4&11 green	000-255	0-100%
23	Light board pixel	000-255	0-100%

	4&11 blue		
24	Light board pixels 5&12 red	000-255	0-100%
25	Light board pixel 5&12 green	000-255	0-100%
26	Light board pixel 5&12 blue	000-255	0-100%
27	Light board pixels 6&13 red	000-255	0-100%
28	Light board pixel 6&13 green	000-255	0-100%
29	The pixel of the light board is 6&13 blue	000-255	0-100%
30	Light board pixels 7&14 red	000-255	0-100%
31	Light board pixels 7&14 green	000-255	0-100%
32	Light board pixels 7&14 blue	000-255	0-100%
33	Beam pixels 1&15	000-255	0-100%
34	Beam pixels 2&16	000-255	0-100%
35	Beam pixels 3&17	000-255	0-100%
36	Beam pixels 4&18	000-255	0-100%
37	Beam pixels 5&19	000-255	0-100%
38	Beam pixels 6&20	000-255	0-100%
39	Beam pixels 7&21	000-255	0-100%
40	Beam pixels 8&22	000-255	0-100%
41	Beam pixels 9&23	000-255	0-100%
42	Beam pixels 10&24	000-255	0-100%
43	Beam pixels 11&25	000-255	0-100%
44	Beam pixels 12&26	000-255	0-100%
45	Beam pixels 13&27	000-255	0-100%
46	Beam pixels 14&28	000-255	0-100%
47	Control	000-005	No function
		006-010	Off (Dimmer mode)
		011-015	Dimming 1
		016-020	Dimming 2

		021-025	Dimming 3
		026-030	600HZ
		031-035	1200HZ
		036-040	2000HZ
		041-045	4000HZ
		046-050	6000HZ
		051-055	25KHZ
		056-060	Fan mode Auto
		060-065	Fan mode on
		066-070	Y reset
		071-075	Light board 1 reverse turn off
		076-080	Light panel 1 is turned on when reversed
		081-085	Light panel 2 turns off in reverse
		086-090	Light panel 2 is turned on when reversed
		091-095	White light 1 reverse turn off
		096-100	White light 1 reverses to turn on
		101-105	White light 2 reverse turn off
		106-110	White light 1 is reversed to turn on

74-CHANNEL MODE:

74CH	Functions	Numerical	Effects
1	Tilt	000-255	0-100%
2	Tilt Fine	000-255	0-100%
3	Dimmer	000-255	0-100%
4	Shutter	000-009	Open
		010-079	Stroboscopic, from slow to fast
		080-149	Pulse, from slow to fast
		150-219	Random stroboscopic, from slow to fast
		220-255	Open
5	Light board pixel 1 red	000-255	0-100%
6	The light board pixel 1 is green	000-255	0-100%
7	Light board pixel 1 blue	000-255	0-100%
8	Light board pixel 2 red	000-255	0-100%
9	Light board pixel 2 green	000-255	0-100%
10	Light board pixel 2 blue	000-255	0-100%

11	Plate pixel 3 red	000-255	0-100%
12	Light plate pixel 3 green	000-255	0-100%
13	Light board pixel 3 blue	000-255	0-100%
14	Light board pixel 4 red	000-255	0-100%
15	Light board pixel 4 green	000-255	0-100%
16	Light board pixel 4 blue	000-255	0-100%
17	Light board pixel 5 red	000-255	0-100%
18	Light board pixel 5 green	000-255	0-100%
19	Light panel pixel 5 blue	000-255	0-100%
20	Light board pixel 6 red	000-255	0-100%
21	Light board pixel 6 green	000-255	0-100%
22	The light board has a pixel of 6 and is blue	000-255	0-100%
23	Light board pixel 7 red	000-255	0-100%
24	Light board pixel 7 green	000-255	0-100%
25	Light board pixel 7 blue	000-255	0-100%
26	Light board pixel 8 red	000-255	0-100%
27	Light board 8 pixels green	000-255	0-100%
28	Light board 8 pixels blue	000-255	0-100%
29	Light board pixel 9 red	000-255	0-100%
30	Light board pixel 9 green	000-255	0-100%
31	Light board pixel 9 blue	000-255	0-100%
32	Light board pixel 10 red	000-255	0-100%

33	Light board pixel 10 green	000-255	0-100%
34	Light board pixel 10 blue	000-255	0-100%
35	Light board pixel 11 red	000-255	0-100%
36	Light board pixel 11 green	000-255	0-100%
37	Light board pixel 11 blue	000-255	0-100%
38	The light board has a pixel of 12 and is red	000-255	0-100%
39	Light board pixels 12 green	000-255	0-100%
40	Light board pixel 12 blue	000-255	0-100%
41	Light board pixel 13 red	000-255	0-100%
42	Light board pixel 13 green	000-255	0-100%
43	Light board pixel 13 blue	000-255	0-100%
44	Light panel pixel 14 red	000-255	0-100%
45	Light board pixel 14 green	000-255	0-100%
46	Light board pixel 14 blue	000-255	0-100%
47	Beam pixel 1	000-255	0-100%
48	Beam pixel 2	000-255	0-100%
49	Beam pixel 3	000-255	0-100%
50	Beam pixel 4	000-255	0-100%
51	Beam pixel 5	000-255	0-100%
52	Beam pixel 6	000-255	0-100%
53	Beam pixel 7	000-255	0-100%
54	Beam pixel 8	000-255	0-100%
55	Beam pixel 9	000-255	0-100%
56	Beam pixel 10	000-255	0-100%
57	Beam pixel 11	000-255	0-100%
58	Beam pixel 12	000-255	0-100%
59	Beam pixel 13	000-255	0-100%
60	Beam pixel 14	000-255	0-100%

61	Beam pixel 15	000-255	0-100%
62	Beam pixel 16	000-255	0-100%
63	Beam pixel 17	000-255	0-100%
64	Beam pixel 18	000-255	0-100%
65	Beam pixel 19	000-255	0-100%
66	Beam pixel 20	000-255	0-100%
67	Beam pixel 21	000-255	0-100%
68	Beam pixel 22	000-255	0-100%
69	Beam pixel 23	000-255	0-100%
70	Beam pixel 24	000-255	0-100%
71	Beam pixel 25	000-255	0-100%
72	Beam pixel 26	000-255	0-100%
73	Beam pixel 27	000-255	0-100%
74	Beam pixel 28	000-255	0-100%

97-CHANNEL MODE:

97CH	Functions	Numerical	Effects
1	Tilt	000-255	0-100%
2	Tilt Fine	000-255	0-100%
3	Dimmer	000-255	0-100%
4	Color light board Dimmer	000-255	0-100%
5	Beam Dimmer	000-255	0-100%
6	Light board stroboscopic duration	000-009	Classic Shutter Mode: Disable duration control
		010-250	From slow to fast
		251-255	100% open, no flash/stroboscopic
7	Light board stroboscopic speed	000-009	100%
		010-250	From slow to fast
		251-255	100%
8	Beam stroboscopic duration	000-009	Classic Shutter Mode: Turn off duration control
		010-250	From slow to fast
		251-255	100% open, no flash/stroboscopic
9	Beam stroboscopic speed	000-009	100%
		010-250	From slow to fast
		251-255	100%
10	Light board pixel 1 red	000-255	0-100%
11	Light board pixel 1 green	000-255	0-100%
12	Light board pixel 1	000-255	0-100%

	blue		
13	Light board pixel 2 red	000-255	10-100%
14	Light board pixel 2 green	000-255	0-100%
15	Light board pixel 2 blue	000-255	0-100%
16	Plate pixel 3 red	000-255	0-100%
17	Light plate pixel 3 green	000-255	0-100%
18	Light board pixel 3 blue	000-255	0-100%
19	Light board pixel 4 red	000-255	0-100%
20	Light board pixel 4 green	000-255	0-100%
21	Light board pixel 4 blue	000-255	0-100%
22	Light board pixel 5 red	000-255	0-100%
23	The light board has a pixel of 5 and is green	000-255	0-100%
24	Light panel pixel 5 blue	000-255	0-100%
25	Light board pixel 6 red	000-255	0-100%
26	Light board pixel 6 green	000-255	0-100%
27	Light board pixel 6 blue	000-255	0-100%
28	Light board pixel 7 red	000-255	0-100%
29	Light board pixel 7 green	000-255	0-100%
30	Light board pixel 7 blue	000-255	0-100%
31	Light board pixel 8 red	000-255	0-100%
32	Light board 8 pixels green	000-255	0-100%
33	Light board 8 pixels blue	000-255	0-100%
34	Light board pixel 9	000-255	0-100%

	red		
35	Light board pixel 9 green	000-255	0-100%
36	Light board pixel 9 blue	000-255	0-100%
37	Light board pixel 10 red	000-255	0-100%
38	Light board pixel 10 green	000-255	0-100%
39	The light board has a pixel of 10 and is blue	000-255	0-100%
40	Light board pixel 11 red	000-255	0-100%
41	Light board pixel 11 green	000-255	0-100%
42	Light board pixel 11 blue	000-255	0-100%
43	Light board pixel 12 red	000-255	0-100%
44	Light board pixels 12 green	000-255	0-100%
45	Light board pixel 12 blue	000-255	0-100%
46	Light board pixel 13 red	000-255	0-100%
47	Light board pixel 13 green	000-255	0-100%
48	Light board pixel 13 blue	000-255	0-100%
49	Light panel pixel 14 red	000-255	0-100%
50	Light board pixel 14 green	000-255	0-100%
51	Light board pixel 14 blue	000-255	0-100%
52	Beam pixel 1	000-255	0-100%
53	Beam pixel 2	000-255	0-100%
54	Beam pixel 3	000-255	0-100%
55	Beam pixel 4	000-255	0-100%
56	Beam pixel 5	000-255	0-100%
57	Beam pixel 6	000-255	0-100%
58	Beam pixel 7	000-255	0-100%
59	Beam pixel 8	000-255	0-100%

60	Beam pixel 9	000-255	0-100%
61	Beam pixel 10	000-255	0-100%
62	Beam pixel 11	000-255	0-100%
63	Beam pixel 12	000-255	0-100%
64	Beam pixel 13	000-255	0-100%
65	Beam pixel 14	000-255	0-100%
66	Beam pixel 15	000-255	0-100%
67	Beam pixel 16	000-255	0-100%
68	Beam pixel 17	000-255	0-100%
69	Beam pixel 18	000-255	0-100%
70	Beam pixel 19	000-255	0-100%
71	Beam pixel 20	000-255	0-100%
72	Beam pixel 21	000-255	0-100%
73	Beam pixel 22	000-255	0-100%
74	Beam pixel 23	000-255	0-100%
75	Beam pixel 24	000-255	0-100%
76	Beam pixel 25	000-255	0-100%
77	Beam pixel 26	000-255	0-100%
78	Beam pixel 27	000-255	0-100%
79	Beam pixel 28	000-255	0-100%
80	Beam FX	000-005	No function
		006-042	Quick on and slow on flicker
		043-085	Fast-on slow-off stroboscopic
		086-128	Slow on and slow off stroboscopic
		129-171	Random pulse stroboscopic
		172-214	Lightning
		215-255	Random ordinary stroboscopic
81	View in front of the light board	000-000	No function
		001-002	White (2700k)
		003-004	White (3200k)
		005-006	White (4200k)
		007-008	White (5600k)
		009-010	White (8000k)
		011	blue G:0 W:0
		012-048	Green + / blue R: 0 G :+ B: 255 W: 0
		049	Cyan G:255 W:0
		050-086	Green/blue -

			G: 255 W: 0	B: -
		087	green G:255 W:0	R: 0 B: 0
		088-124	Red + / green G: 255 W: 0	R: + B: 0
		125	yellow G: 255 W: 0	R: 255 B: 0
		126-162	Red/green - G: - W: 0	R: 255 B: 0
		163	red R: 255 B: 0	G: 0 W: 0
		164-200	Red/Blue + G: 0 W: 0	R: 255 B +
		201	Magenta G: 0 W: 0	R:255 B: 255
		202-238	Red/blue G: 0 W: 0	R: - B: 255
		239	blue G:0 W:0	R: 0 B: 255
		240-247	Color gradient from fast to slow	
		248-255	The color jumps from fast to slow	
82	The foreground of the light board is tinted with light	000-255	0-100%	
83	Light board	000-000	No Function	
		001-002	White (2700k)	
		003-004	White (3200k)	
		005-006	White (4200k)	
		007-008	White (5600k)	
		009-010	White (8000k)	
		011	blue G:0 W:0	R: 0 B: 255
		012-048	Green + / blue R: 0 G:+ B:255 W:0	R: 0 B: 255

	background color	049	Cyan G:255 W:0	R: 0 B: 255
		050-086	Green/blue - G: 255 W: 0	R: 0 B: -
		087	green G: 255 W: 0	R: 0 B: 0
		088-124	Red + / green G: 255 W: 0	R: + B: 0
		125	Yellow G: 255 W: 0	R: 255 B: 0
		126-162	Red/Green - G: - W: 0	R: 255 B: 0
		163	red G: 0 W: 0	R: 255 B: 0
		164-200	Red/blue + G: 0 W: 0	R: 255 B +
		201	Magenta G: 0 W: 0	R:255 B: 255
		202-238	Red/Blue G: 0 W: 0	R: - B: 255
		239	blue G:0 W:0	R: 0 B: 255
		240-247	Color gradient from fast to slow	
		248-255	The color jumps from fast to slow	
84	Light board background tone light	000-255	0-100%	
85	Light board 1 (pixels 1-7)	000-002	Selection of light board pattern effects	
	FX Selection	003-255		
86	Light board 1 (pixels 1-7) FX move speed & Direction	000-005	No Functionality	
		006-124	From left to right, from fast to slow	
		125-130	No function	
		131-249	From right to left, from slow to fast	

		250-255	No function
87	Light board 1 (pixels 1-7)	000-002	No function
	FX fade out	003-255	Fade duration: from short to long
88	Light board 2 (8-14 pixels)	000-002	Light panel pattern effect selection
	FX Selection	003-255	
89	Light board 2 (pixels 8-14) FX move speed & Direction	000-005	No Functionality
		006-124	From left to right, from fast to slow
		125-130	No function
		131-249	From right to left, from slow to fast
		250-255	No function
90	Light board 2 (8-14 pixels)	000-002	No function
	FX fade out	003-255	Fade duration: from short to long
91	Beam 1 (pixels 1-14)	000-002	Beam pattern effect selection
	FX Selection	003-255	
92	Beam 1 (Pixels 1-14) FX move speed & Direction	000-005	No function
		006-124	From left to right, from fast to slow
		125-130	No function
		131-249	From right to left, from slow to fast
		250-255	No function
93	Beam 1 (Pixels 1-14)	000-002	No functionality
	FX fade out	003-255	Fade out duration: short to long
94	Beam 2 (pixels 15-28)	000-002	Beam pattern effect selection
	FX selection	003-255	
95	Beam 2 (15-28 pixels) FX move Speed & Direction	000-005	No Functionality
		006-124	From left to right, from fast to slow
		125-130	No function
		131-249	From right to left, from slow to fast
		250-255	No function
96	Beam 2 (pixels 15-28)	000-002	No functionality
	FX fade out	003-255	Fade out duration: short to long
97	Control	000-005	No function
		006-010	Off (Dimmer mode)
		011-015	Dimming 1
		016-020	Dimming 2
		021-025	Dimming 3
		026-030	600HZ
		031-035	1200HZ
		036-040	2000HZ
		041-045	4000HZ
		046-050	6000HZ

		051-055	25KHZ
		056-060	Fan mode Auto
		060-065	Fan mode on
		066-070	Y reset
		071-075	Light board 1 reverse turn off
		076-080	Light panel 1 is turned on when reversed
		081-085	Light panel 2 turns off in reverse
		086-090	Light panel 2 is turned on when reversed
		091-095	White light 1 reverse turn off
		096-100	White light 1 reverses to turn on
		101-105	White light 2 reverse turn off
		106-110	White light 1 is reversed to turn on
		111-115	Light board on
		116-120	Light panel off
		121-125	Beam on
		126-130	Beam off
		131-255	No function

Problem	Potential cause(s)	Remedies
Fixture does not respond or appears to be off.	No power to the fixture.	Confirm that the power is switched on and cables are plugged in.
	No output from PSU.	Replace the PSU.
Fixture suddenly turned off.	Power was turned off.	Check the power supply, switches and breakers
Light output cuts out intermittently.	Fixture is too hot.	Check fixture's stored error messages for more information. Allow fixture to cool. Clean fixture. Reduce ambient temperature.
Fixture suddenly stopped responding.	DMX cables were disconnected.	Inspect DMX cables.
Fixture operates irregularly / abnormal.	Incorrect DMX address or DMX mode.	Inspect and enter the correct DMX address or mode
	DMX link is not terminated.	Install a XLR 120ohm DMX termination at the end of the DMX link.
	Bad data link.	Replace or repair defective cables and/or connections
	One of the fixtures is defective and is disturbing data transmission on the link.	Track and isolate the corrupted fixture. Have the fixture serviced by a qualified technician.
Pan / tilt is skipping / shuddering	Pan/ tilt locks are not released.	Release the pan / tilt locks
	Obstacles are within the required pan / tilt clearance.	Inspect and remove any obstacles constraining free operation of the pan / tilt.
	The Hall element is damaged	Replace the Hall element
	The magnetic steel fell out	Replace the magnetic steel

10/ Fixture Cleaning

Regular cleaning is very important for fixture life and performance. Buildup of dust, dirt, smoke particles, fog fluid residues, etc. degrades the fixture's light output and cooling ability.

Cleaning schedules for lighting fixtures vary greatly depending on the operating environment.

It is therefore impossible to specify precise cleaning intervals for the fixture.

Environmental

factors that may result in a need for frequent cleaning include:

- Use of smoke or fog machines.

- High airflow rates (near air conditioning vents, for example).

- Airborne dust (from stage effects, building structures and fittings or the natural environment at outdoor events, for example).

If one or more of these factors is present, inspect fixtures within their first few hours of operation to see whether cleaning is necessary. Check again at frequent intervals. This procedure will allow you to assess cleaning requirements in your particular situation.

Follow these precautions when cleaning the fixture:

- Work in a clean, dry, well-lit area.

- Use gentle pressure only. A soft lint-free cloth dampened with a solution of water and a mild detergent is recommended, under no circumstances should alcohol, solvents or abrasives be used! Use care when cleaning optical components: surfaces are fragile and easily scratched.



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