

# ***360W MOVING HEAD WASH USER MANUAL***



**KEEP THIS MANUAL FOR FUTURE NEEDS**

## Features:

36 \* 10W high power RGBW 4-in-1 LED

Extremely Long Life:50,000 Hr and low power consumption

DMX channel:15 channels

Zoom function

Pan/tilt movement: 8 bit and 16 bit resolution

For smooth and precise resolution

Pan: 540 optional, Tilt: 265 movement

High speed of pan/tilt movement, speed of pan/tilt movement is adjustable

Scan position memory, auto reposition after unexpected movement

Strobe effect with 18 flashes per second and pulse effect

General dimming and blackout for all four colors

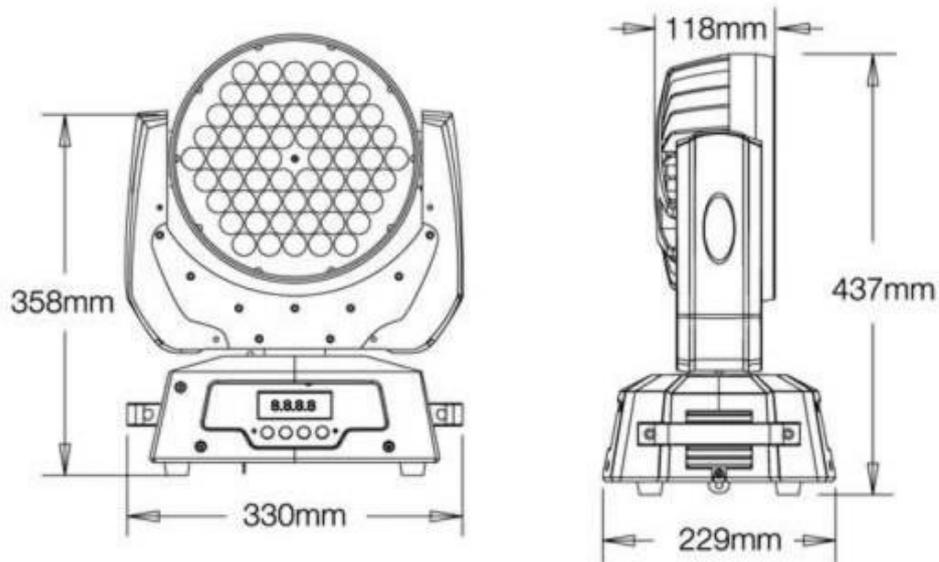
Excellent color mixing and rainbow effect

Friendly blue LCD display

Preset program: 8 built in programs can be called up via DMX controller

RDMX: remote DMX addressing, lamp on / off, Sound control switch by controller

## Dimension:



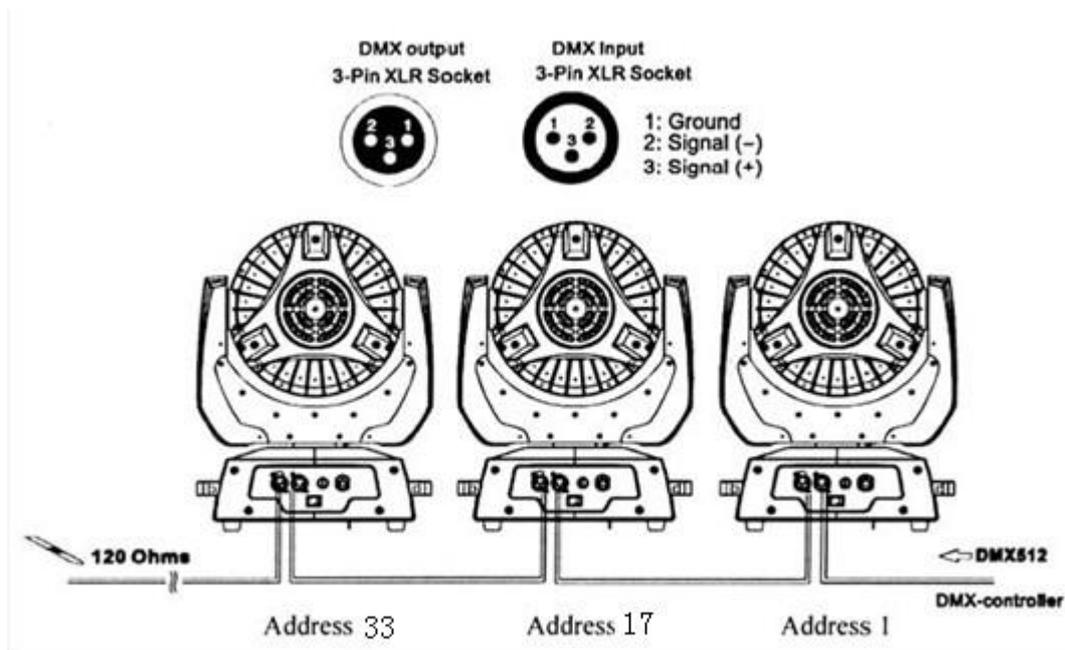
## OVERVIEW



- (1) Lens
- (2) Yoke
- (3) Base
- (4) Carrying handle
- (5) LCD-Display
- (6) Mode/esc-button
- (7) Up-button
- (8) Down-button
- (9) Enter-button
- (10) Control Board
- (11) Housing
- (12) 3-PIN DMX Input socket
- (13) 3-PIN DMX Output socket
- (14) Power switch
- (15) Power supply
- (16) Fuse
- (17) IN 5V

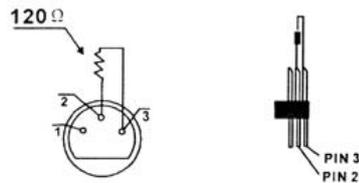
## DMX-512 control connection

Connect the provided XLR cable to the female 3-pin XLR output of your controller and the other side to the male 3-pin XLR input of the moving head. You can chain multiple Moving head 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.



### ***DMX-512 connection with 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 discotheque, 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 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.



### ***Projector DMX starting address selection***

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 the moving head, which is 13 channels fixture when you select the standard channel mode, you should set the starting address of the first unit to 1, the second unit to 17(16+1), the third unit to 33(16+17), and so on.

## **Control Board**

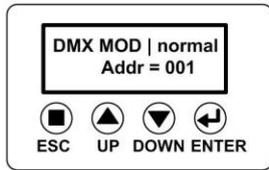
The Control Board offers several features: you can simply set the starting address, switch on and off the lamp, run the pre-programmed program or make a reset.

The main menu is accessed by pressing the **Mode/esc**-button until the display starts flashing. Browse through the menu by pressing the **Up**-button or **Down**-button. Press the **Enter**-button in order to select the desired menu. You can change the selection by pressing the **Up**-button or **Down**-button. Confirm every selection by pressing the **Enter**-button. You can leave every mode by pressing the **Mode/esc**-button. The functions provided are described in the following sections.

To access display Menu via the internal battery, press the UP& DOWN buttons simultaneously.

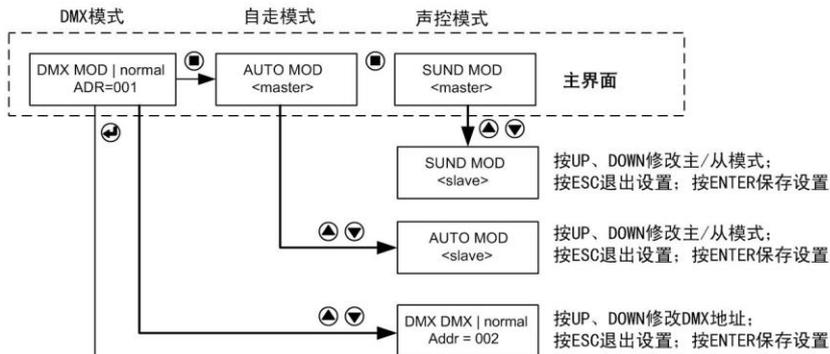
Display will automatically switch off after about 10 seconds from last button press.

面板示意图

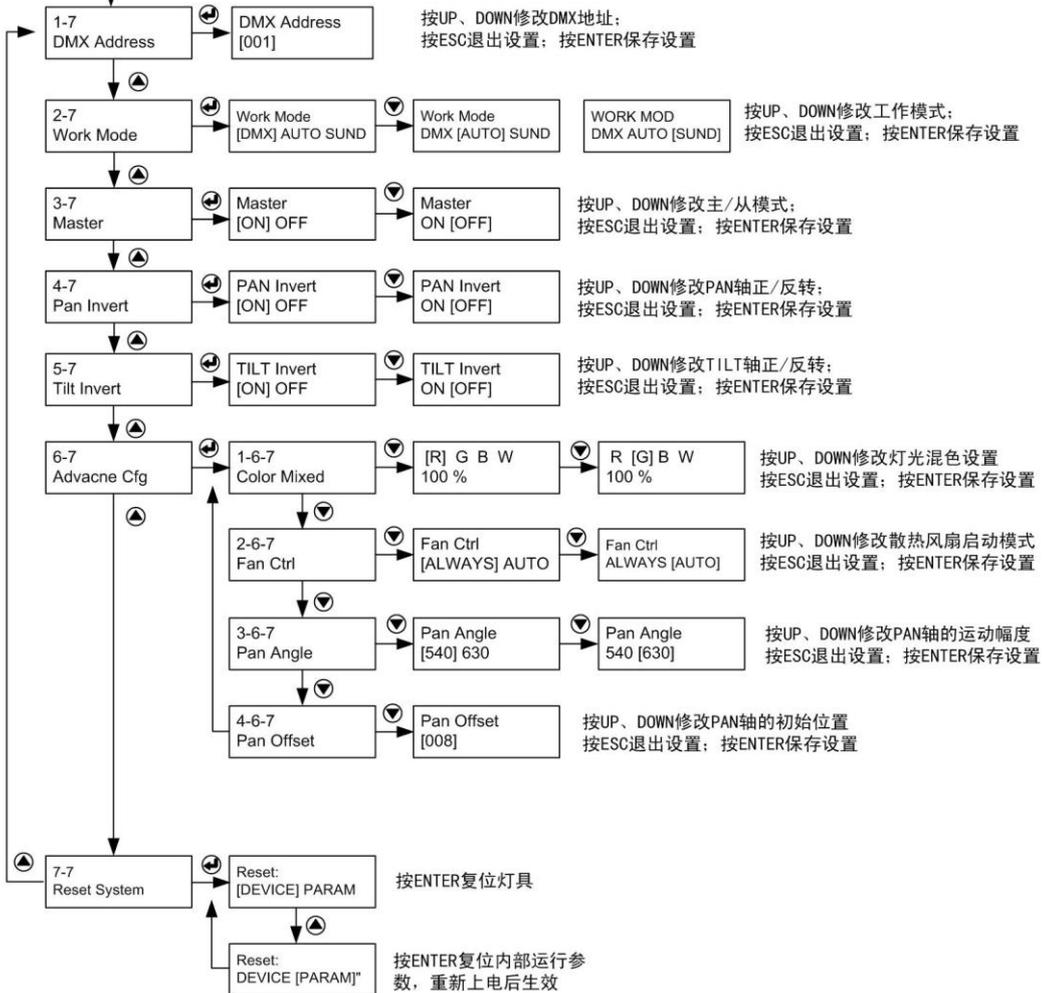


- ESC** a: 在主界面下, 选择工作模式;  
b: 在常规菜单下, 返回上级菜单, 放弃参数设置
- UP** a: 选择菜单;
- DOWN** b: 设置参数数值
- ENTER** a: 进入下一级菜单;  
b: 返回上一级菜单并保存数据

快捷菜单



常规菜单



## Function Mode

### DMX address setting

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

Select via the encoder.

Press the encoder, adjust the DMX address by turning the encoder.

Press the encoder to confirm.

Press the Mode/Esc-button in order return to the main menu.

### Set DMX address

Display the DMX 512 value of each channel

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

### Slave setting

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

### Auto Play

With this function, you can run the Inside program. Music control,Slave control and Mic Sensitivity.

**[Inside program]**With this function,you can run the internal program.

**[Music control]**With this function, you can run sound-controlled.

**[Slave control]**With this function, you can define the device as slave.

### Reset

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

### Pan Reverse

With this function you can reverse the Pan-movement.

### Tilt Reverse

With this function you can reverse the Tilt-movement.

### Fan Control

With this function, you can set the speed of the running fans. The selections have Auto,Low,Mid and high .

### Special Setting

#### [Factory Reset]

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

#### [Calibrate values]

With this function, you can calibrate and adjust the effect wheels to their correct positions.

The password of calibrate values is 018.

### **[Temperature]**

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

### **[Manual Control]**

With this function, user can control the function by manual.

### **Edit program**

With this function, you can run the internal program. You can select the desired program under “Select program”. You can set the number of steps under “Edit program”. You can edit the individual scenes under “Edit scenes”. With this function, you can run the individual scenes by Channel 16.

### **Software version**

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

Select **Software version** by turning the encoder.

Press the encoder, the display shows V-X.X , X.X stands for the version number, e.g.

V-1.0 , V-2.0 .

Turn the encoder in order to read the version of every individual IC.

Press the Mode/Ese-button in order to return to the main menu.

### **Temp. Info.**

#### **Head Temp**

With this function you can display the temperature on the display board of the base (near CMY-filter)in Celsius.

### **No DMX Status**

With this function, when the drive is not DMX signal, the display will be flashing.

### **Fan Voltage**

With this function, you can select fan voltage for high or low, the default is low

**Attention: The model is not recommended when ambient temperature is higher than 15 Celsius degree.**

### **Lamp adjustment**

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.

### **Users Mode**

With this function, you can create user defined channel orders.

### **User mode set**

In this menu, user can select different channels list by different sequence:

For example, after the user enter this manual, if select Auto Program = CH 22, means in this User s mode, the Dimmer is in Channel 16.

<b>Channel</b>	<b>DMX Value</b>	<b>Function</b>
CH1: X scanning	000-255	PAN from 0-540 Or 630 degree scanning
CH2: Y scanning	000-255	TILT from 0-280 degree scanning
CH3: Zoom scanning	000-255	Zoom scanning
CH4: Strobe/Reset	000-009	No Strobe (open)
	010-059	From slow to fast strobe
	060-064	No Strobe (open)
	065-114	From slow to fast Random strobe
	115-119	No Strobe (open)
	120-169	From slow to fast gradually bright Strobe
	170-174	No Strobe (open)
	175-224	From slow to fast gradually fadings trobe
	225-234	No Strobe (open)
	235-244	No strobe, close, Reset after 3 seconds
	245-255	No Strobe (open)
CH5: Toning macro definition	000-002	R
	003-004	RW
	005-007	RG
	008-009	RGW
	010-012	G
	013-014	GW
	015-017	GB
	018-019	GBW
	020-022	B
	023-024	BW
	025-027	RB
	028-029	RBW
	030-039	W
	040-049	RGBW
	050-083	R open、 G slow open、 B close
	084-117	Rslow close、 G open、 B close
	118-151	R close、 G open、 B slow open
	152-185	R open、 G slow close、 B open
	186-218	R slow open、 G close、 B open
219-252	R open、 G close、 B slow close	
253-255	RGBW	
CH6: Dimmer	000-255	0%-100% Dimmer
CH7: red	000-256	0%-100% Dimmer
CH8: green	000-257	0%-100% Dimmer

CH9: blue	000-258	0%-100% <i>Dimmer</i>
CH10: white	000-259	0%-100% <i>Dimmer</i>
CH11: Automatic color changing	000-005	RGBW, color be decided by CH5
	006-127	From slow to fast shade change color
	128-255	From slow to fast jump change color
CH12: pan fine	000-255	
CH13: Tilt Fine	000-255	
CH14: scanning speed	000-255	Motor from fast to slow speed scanning
CH15: Running Mode	000-049	DMX model
	050-099	X master-slave
	100-149	Y master-slave
	150-199	X、Y together master-slave
	200-255	Sound control

## ERROR MESSAGE

When you turn on the fixture, it will make a reset first. The display may show XXer while there are problems with one or more channels. XX stands for channel 1, 2, 3, etc who has the testing sensor for positioning.

For example, when the display shows Red Er, it means there is some error in channel 1. If there are some errors on channel 1, channel 2, channel 5 at the same time, you may see the error message Red Color Er, Green Er,

Pan Er flash repeated for 5 times, and then the fixture will generate a reset signal, all the stepper reset. If the fixture remains error message after performing reset more than 3 times, it will detect whether the fixture has more than 3 errors. If the fixture has more than 3 errors (including 3 errors), all the channels can not work properly; but if the fixture has less than 3 errors, only the channels which have errors can not work properly, others can work as usual.

## TECHNICAL SPECIFICATIONS

### PAN-movement Er

(PAN-yoke movement error) This message will appear after the reset of the fixture if the yoke'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 PAN-movement 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 TILT-movement is not located in the default position after the reset.

**Power supply:** 100V~240V AC, 50Hz / 60Hz

**Power consumption:** max. 430W

**Packing dimensions:** 48x34.5x44cm

**Net weight:** 9KGS

**Gross weight:** 11.5KGS

**Remark:** errors and omissions for every information given in this manual excepted. All information is subject to change without prior notice.