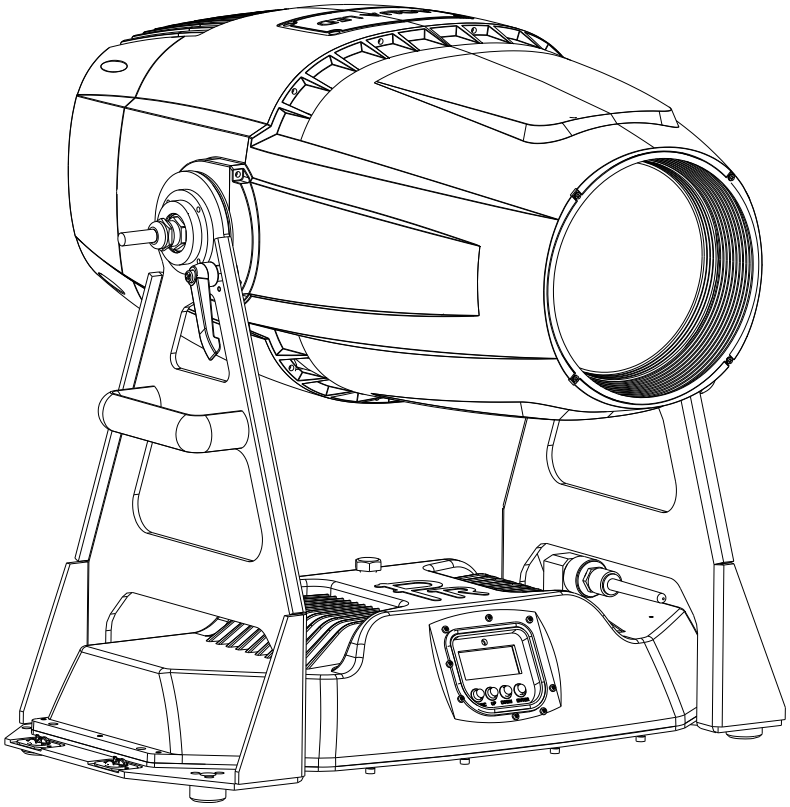
珠江灯光



TANGO SPOT

PR-6610

The user manual contains important information about the safe installation and use of a projector. Please read and follow these instructions carefully and keep the manual in a safe place for future reference.

INDEX

ACCESSORIES

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

Name	Quantity	Unit	Remark
Clamp	2	pcs	
Power cord	1	Pc	
XLR loop cable	2	pcs	
Safety cord	2	pcs	
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 further notice.

Note: For the products made by Guangzhou PR lighting Ltd, the warranty for the whole product is one year starting from the delivery date but the light source is not within the warranty

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1. SAFETY AND WARNINGS

NOTE

Before a projector's installation, power-on, operation and maintenance, please carefully read the safety information hereinafter!

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 manufacture 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 at will is not warranted.

● Do not hesitate to contact the dealer or the manufacturer if any questions or advice.

●The unit can be used indoors and outdoors with IP65.

●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.

●Do not connect this device to any type of dimmer pack

●After lamp switched on, the minimum distance between the projector and illuminated surface is 1.5m

●If there are obvious damages on light source, lens and display cover to the extent like cracking and deformation that the operation has been compromised, please stop using it and contact the manufacturer for original aprts.

●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

●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 cord 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 ambient temperature is stable, the temperature of the housing will be 55℃ after 5-minute-opeartion; under stable condition, the temperature will be 70℃
●While the lamp is stricken for the first time, there will be smoke and strange smell. It's normal and does not mean the projector has some defects.
●While operated, do not touch the metallic housing. It is very hot during operation.

●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 10m.
●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.

2. INSTRUCTIONS

●CLEANING AND MAINTENANCE

For the units with optical lens, because of the accumulation of the smoke, oil and dust on lens, the light output will be compromised. For the reliable use of the unit, it is very necessary to keep it clean. The unit is IP65 rating waterproof device. Unless approval by some professional technician for necessary internal component replacement, it's forbidden to dismantle the unit.

Cleaning frequency is to be decided by operations and its environment. Use soft cloth and normal detergent for glass for cleaning work. It's advised external optical system be cleaned every 20days. Keep lens clean and do not touch optical parts with bare hands.

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

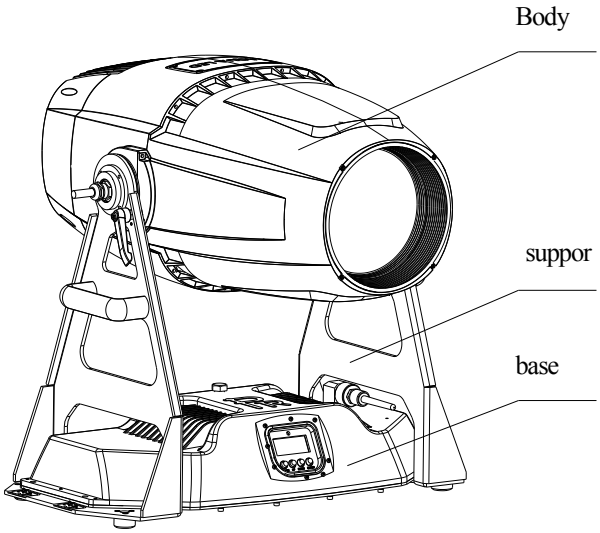
●To avoid internal damage, sun light or other light mustn't penetrate into the projector via front lens whether it runs or not
●Do not use alcohol or other organic solvent to clean the housing to avoid damage.

●TROUBLESHOOTING

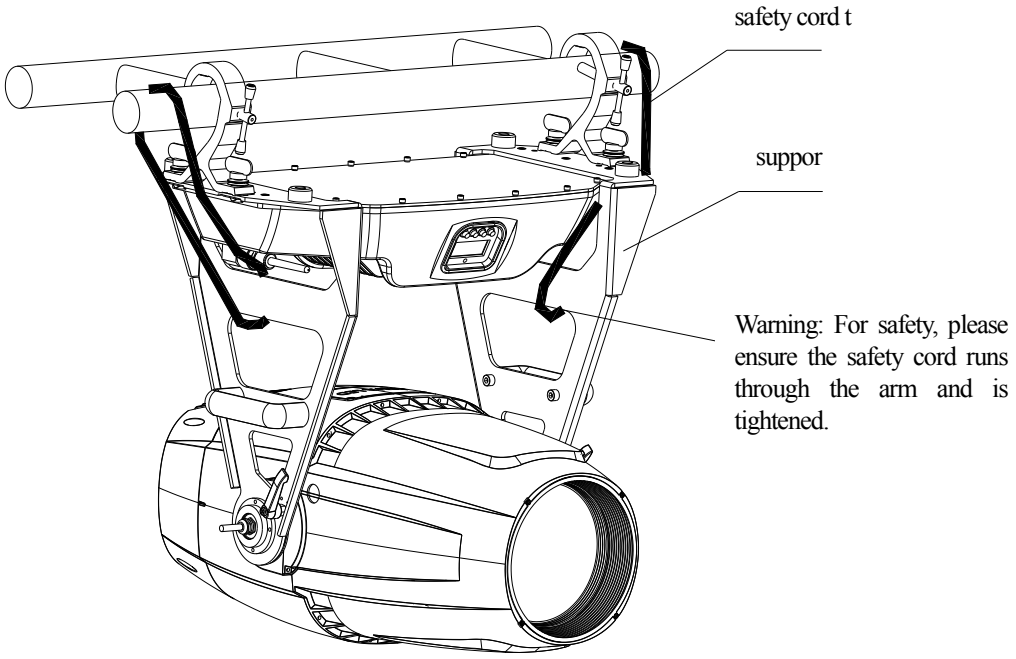
PROBLEM	ACTION
The projector doesn't switch on	➢ Check the power cord connection ➢ Power Switch fails or is not connected well, call a professional technician for repairing and checking ➢ Control board is not connected normally, call a professional technician for repairing and checking ,
The project can be turned on, but the LED lamps can't be on	➢ LED lamp board is not connected well, call a professional technician for repairing and checking
The LED lamps can be on, but not controlled by DMX	➢ Check if DMX Start Address is properly set ➢ Check if XLR cable fails or not
The brightness decreases obviously	➢ Ambient temperature is too hot which makes the projector too hot, please take appropriate ventilation measures

3. APPEARANCE

(The fixture has 2 versions with one having wireless control and the other not. Both versions must't be exchanged after ex-factory)



4. INSTALLATION



●RIGGING

Take 2 clamp and 2 safety cord out from the package and tighten the clamp with the arm, and then mount the whole unit on the truss, tighten the clamp's retainers to keep the unit stable. (See the **WARNING** on the underside of the base as shown above) **To pass the SAFETY CORD through the ARM for safety!** Always ensure that the unit is firmly anchored to avoid vibration and slipping whilst functioning. Always ensure that the structure that you are going to mount the unit to is secure and strong enough to support the weight of the unit Loosen the big knob and adjust the head's angle for the effect desired and the tighten it. The installation is completed.
(if the unit is wit wireless control, while being hung, the antenna should face down)

●PLACE A UNIT ON A FLAT SURFACE

Before placing a unit on a flat surface, loosen the small knob with the support and make the angle between the arm and the support 60degrees. Tighten the small knob. Loosen he big knob and adjust the angle between the arm and unit as desired and then tighten it.(if the version is with wireless control, the antenna should face up if the fixture is placed on flat surface)

●TRANSPORTATION

Before transportation, tighten both knobs after the arm and support are overlapped.

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.

● POWER CONNECTION

Connect the power cord as follows:

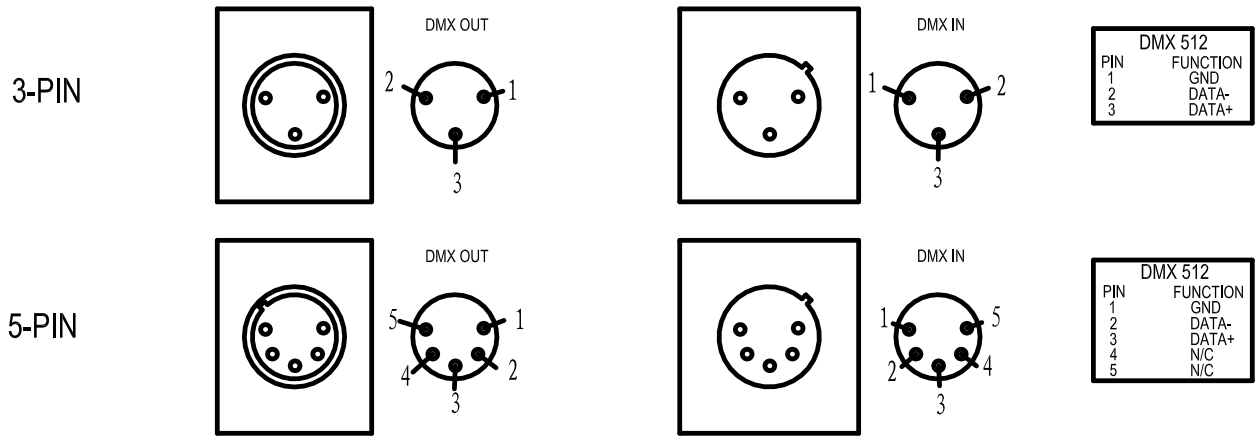
L (live) =brown
E (earth) =yellow/green
N (neutral) =blue

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.

Note: If projectors are connected in series, please connect POWERIN port of the 1st projector with the Power Mains, then connect its POWER OUT with POWER IN of the 2nd projector, and so on till all fixtures are connected. If the voltage supplied is 200V-240V, the maximum projectors connected is 8pcs, if it is 100V-120V, the maximum is 4pcs. The diameter of the cores of the wires for the Power in/out cables must be equal or bigger than 2.5mm^2.

- **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.**

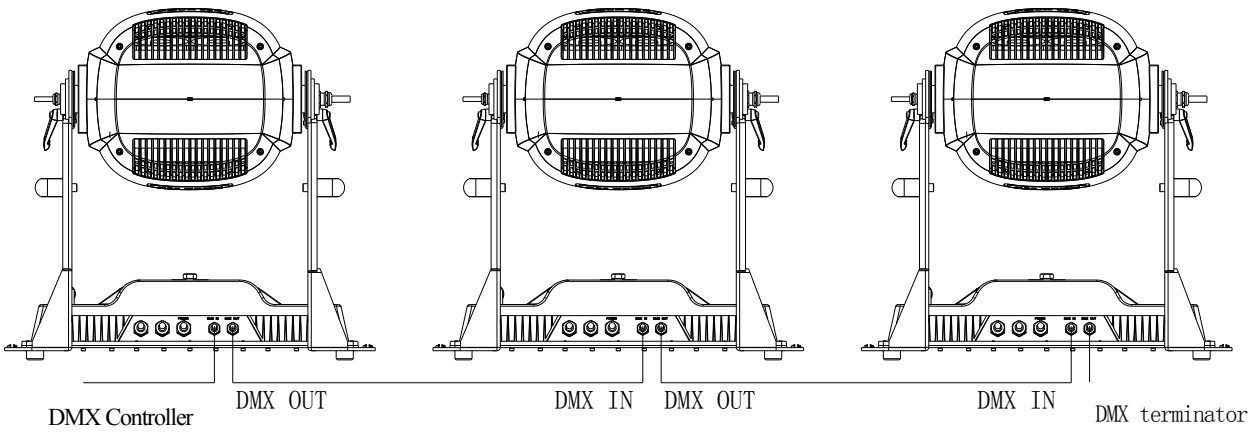
● DMX CONTROL CONNECTION:



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 in diameter. Connection to and from the projector is via 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 unit accepts digital control signals in protocol DMX512 (1990).

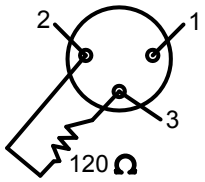
Connect the controller's DMX output to the first fixture's DMX input, and connect the first fixture's DMX output to the second fixture's DMX input and connect the rest fixtures in the same way. Eventually connect the last fixture's DMX output to a DMX terminator as shown in the figure below.



●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.

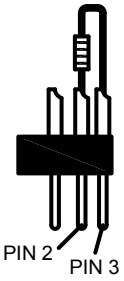
The DMX terminator is simply an XLR connector with a 120Ω (ohm) resistor connected across pins 2 and 3, which is then plugged into the output socket on the last projector in the chain. The connections are illustrated below.



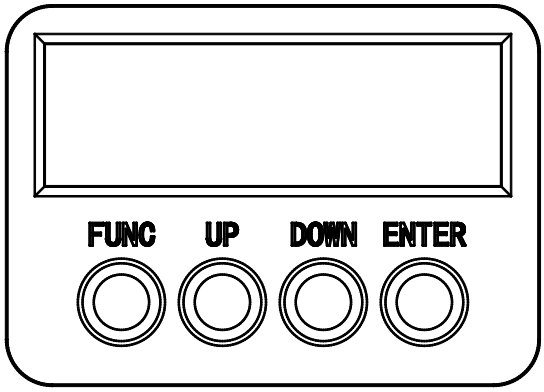
DMX TERMINATOR

CONNECTION

Connect a 120Ω(OHM) resistor across pins 2 and 3 in an XLR plug and insert into the DMX out socket on the last unit in the chain.



5. SETUP AND CONFIGURATION



●FRONT PANEL OPERATION

To browse through or modify the projector's functions, press key ENTER for more than 3 seconds to unlock the control panel and enter the menus. To set or browse through the projector's functions, press key UP or DOWN. Press the key ENTER to enter the submenus and the current parameters will be displayed while flashing. Press key UP or DOWN to change values(plus or minus)

Press key ENTER to save your changes and enter into the upper level menu while flashings stop;

Press key FUNC, it will return to the upper menu(parameters not saved) or browse through 1st level menus;

Press key FUNC for 1 second or none key is pushed for 1minute, the menu will be escaped and current operation mode displayed.

●DMX START ADDRESS

Each Projector must be given a DMX start address so that the correct projector responds to the correct control signals. This DMX start address is the channel number from which the projector starts to "listen" to the digital control information being sent out from the controller. The Unit has 3 DMX modes, which are short ,standard and extended modes. For example standard mode has 21 channels, so set the No. 1 projector's address 001, No. 2 projector's address 022, No. 3 projector's address 043, No. 4 projector's address064, and so on.

Launch the projector. Press button ENTER more than 3seconds to unlock panel.

Press button ENTER to display DMX address;

Press button UP and DOWN, you can set the address;

Press button ENTER to confirm; after powered on next time, the default will be last value saved

Press button FUNC, it will return to the upper menu

If DMX signal is available, LED indication is on. Otherwise it is off.

. **●WIRELESS CONTROL OPERATION**

The optional version of the projector has wireless control function with DMX wireless receiver module and DMX wireless antenna for remote control.

The operation details are as follows:

1. Enter into the menu, then enter into "Config Set" after UP or DOWN is pushed;

2.Select "Wireless mode" —→"Wireless first"(Note: do not select" XLR only); Then the wireless control is activated. Only after the project and wireless transmitter are connected, can the it receive wireless signal. If wireless control is deactivated, press "Yes" under "Unlink wireless" under "config Set". Then the projector will disconnect wit the wireless transmitter.

●STAND-ALONE MODE

Operate the projector without connecting with a controller, enable the master mode through the operation panel, the projector will run in Stand-Alone mode automatically.

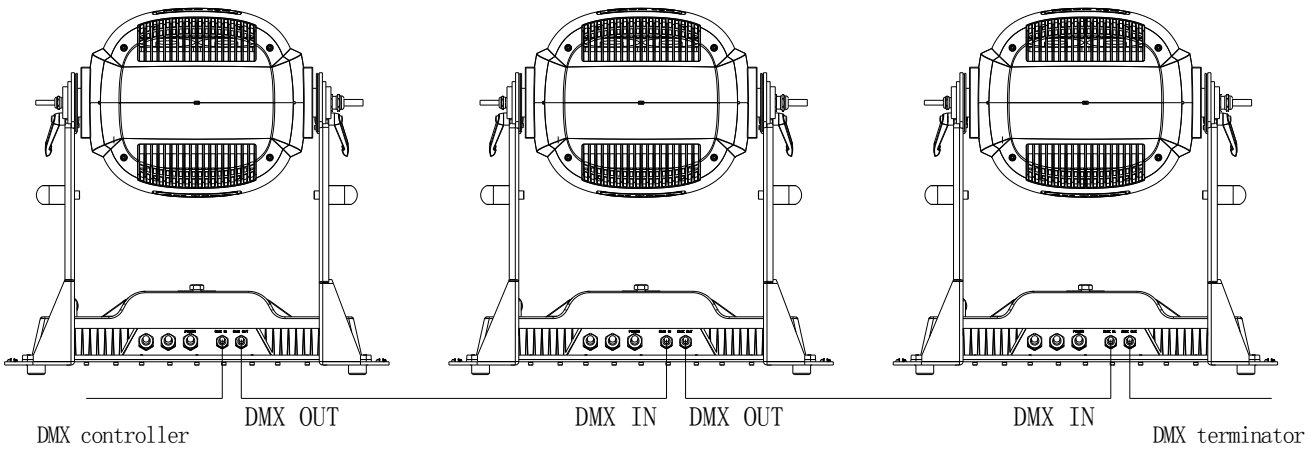
DMX address can be set at any number within 512.

●MASTER/SLAVE MODE

Many projectors can run synchronously in the Master/Slave mode by linking them with each other. First, connect the first fixture's DMX output to the second fixture's DMX input using XLR-XLR control cable and then connect the second fixture's DMX output to the third fixture's DMX input, and so on until all projector are connected in this way. Eventually connect the last fixture's DMX output to a DMX terminator. Set 1st projector as the master and others are Slaves.

Start Addresses of all Slaves are 001; Operation mode of the Master can be set any mode for a Master' and Slaves' operation mode can be set accordingly

After Powered on, the group will run in Master/Slave Mode



6. OPERATION MENU

1st level menu	2nd level menu	3rd level menu	4th level menu
ADDR	1-492		
Rese (Reset)	YES		
CONF (Configuration)	DMXM （DMX mode Default：Standard ）	Std 21 (Standard)	
		Ext 23 (Extended)	
		Shor 18 (Short)	
	LOSS （DMX signal loss Default：Out）	Out (Normal time out)	
		Hold (Hold last value)	
	SIGS （Wireless Mode Default：XLR First）	XLRF (XLR first)	
		XLRO (XLR only)	
		Wi O (Wireless only)	
		WI F (Wireless First)	
		WTOX (Wireless to XLR)	
	MORS （Master/Slave Default：SLAV）	Slav (Slave)	
		Mast (Master)	
	DISM （Display mode Default：Dela）	Dela (Off after delay)	
		On (Always on)	
	DimA (Dimmer calibration)	XXX 0-128	
	UNLW (Unlink wireless)	YES	
	ResL *(Reset lamp hours)*	*YES*	
	ResU (Reset user memory)	YES	
	ResO (Reset options)	YES	
	FactS (Factory settings)	YES	
	ParT 29 (Parameter transmission)	YES	
Opti (Options)	CoLP 1 （Color wheel Default：Step）	Step	
		Linear	
	DimI （Dimmer invert Default：Off）	Off	
		On	
	IRII （Iris invert Default：Off）	Off	
		On	
	ZooI （Zoom invert Default：Off）	Off	
		On	
Info	PowH	XXXX	

(Information	(Fixture hours)		
	VER (Software versions)	A XXX (Display board)	
		C XXX (Motor board1)	
		D XXX (Motor board2)	
		E XXX (Motor board3)	
		F XXX (Fan board)	
	TEMP （Temperature）	H XXX (Head)	XX
		A XXX (Display board)	XX
		C XXX (Motor driver board1)	XX
		D XXX (Motor driver board2)	XX
		E XXX (Motor driver board3)	XX
		F XXX (Fan board)	XX
	DMXV (DMX value)	Channel XXX=XXX	
	E SN (Electronic ID)	SN=XXXXXXXXXXXX	
	RDMD (RDM label)	XX (RDM version)	
	SENE (Position sensor)	CoLH (Color wheel magnet sensor)	
		EFFH (Effect wheel magnet sensor)	
		RG H (Rotating gobo wheel magnet sensor)	
		GR H (Gobo rotation magnet sensor)	
		FOCH (Focus magnet sensor)	
		ZOOH (Zoom magnet sensor)	
		PR1H (Prism 1 in/out sensor)	
		RR1H (Prism 1 rotation sensor)	
		PR2H (Prism 2 in/out sensor)	
		RR2H (Prism2 rotation sensor)	
TEST (Test Mode)	SelT (Self test)	YES	
	Stro (Strobe)	Open	
		Str1 (Srobe1)	
		Str2 (Srobe2)	
	CoLW (Color wheel)	Whit (White)	
		Col1- Col6 (Color1-6)	
		Rota (forward rotation)	
		Reve (Reverse rotation)	

	IRIS (Iris)	Whit (White)	
		IRI1 (Iris effect1)	
		IRI2 (Iris effect2)	
		IRI3 (Iris effect3)	
	R-G (Rotating gobo wheel)	White	
		GOB1- 6 (Gobo 1-6)	
		Rota (Forward rotation)	
		Reve (Reverse rotation)	
		SHA1-6 (Shake effect1-6)	
	RGR (Gobo rotation)	Stop	
		Rota (Forward rotation)	
		Reve (Reverse rotation)	
	Pri1 (Prism1)	No	
		Have (In)	
	Pr1R (Prism1 rotation)	Stop	
		Rota (Forward rotation)	
		Reve (Reverse rotation)	
	Pri2 (Prism2)	No	
		Have (In)	
	Pr2R (Prism2 rotation)	Stop	
		Rota (Forward rotation)	
		Reve (Reverse rotation)	
	EffE (Effect wheel)	No	
		Have (In)	
	Ef1R (Effect wheel1 rotation)	Stop	
		Rota (Forward rotation)	
		Reve (Reverse rotation)	
	Ef2R (Effect wheel2 rotation)	Stop	
		Rota (Forward rotation)	
		Reve (Reverse rotation)	

	Dim (Dimmer)	0-255 (linear)	
	Focu (Focus)	0-255 (linear)	
	Zoom	0-255 (linear)	
Mode (Operation mode)	DMX (DMX mode)		
	PreM (Preset memory)		
	User (User memory)		
	S 1-16 (Static scene1-16)	CH1 Stro (Strobe)	0-255
		CH2 Dimm (Dimmer)	0-255
		CH3 DimS (Dimmer speed)	0-255
		CH4 ColW (Color wheel)	0-255
		CH5 Iris	0-255
		CH7 Iri M (Iris macro)	0-255
		CH8 R-G(Rotating gobo wheel)	0-255
		CH9 G-R(Gobo rotation)	0-255
		CH10 Pri1 (Prism1)	0-255
		CH11 Pr1 R (Prism 1 rotation)	0-255
		CH12 Pri2 (Prism2)	0-255
		CH13 Pr2 R (Prism 2 rotation)	0-255
		CH14 Effe (Effect wheel)	0-255
		CH15 Ef1R (Effect wheel1 rotation)	0-255
		CH16 Ef2R Ef1R (Effect wheel2 rotation)	0-255
		CH17 Focu (Focus)	0-255
		CH18 ZOOm	0-255
		CH19 Ke t (Keep time)	0-255

Note:

1. In one DMX chain, only one unit can be made as the master. Before master works, unplug its XLR cable connected with the console.
2. The parameters transmitted from the master include after several units are synchronized: DMX channel mode, DMX signal mode ,control setting, language status, backlight status of the LCD display, display invert, current timing, timer value, ambient brightness value, user memory. During parameter transmission, set the unit transmitting data as master and others as slave

7. DMX PROTOCOL

Short	Standard	Extended	Function	DMX value	Description
1	1	1	Strobe	000	No
				001-127	Pulse strobe from slow to fast
				128-255	Normal strobe from slow to fast
2	2	2	Dimmer	000-255	Linear dimmer from dark to bright
	3	3	Fine dimmer	000-255	Dimmer in 16 bit
3	4	4	Dimmer speed	000-255	From slow to fast
4	5	5	Color wheel	000-010	White
				011-019	White /Color1
				020-028	Color1(High CRI filter)
				029-037	Color1/Color2
				038-046	Color2（Red）
				047-055	colro2/Color3
				056-064	Color3（Magenta）
				065-073	Color3/Color4
				074-082	Color4（Orange）
				083-091	Color4/Color5
				092-100	color5（Green）
				101-109	Color5/color6
				110-118	Color6（Blue）
				119-127	Color6/White
				128-191	Forward rotation from slow to fast
				192-255	Reverse rotation from slow to fast
5	6	6	Iris	000-255	Iris from big to small
		7	Fine iris	000-255	Iris in 16 bit
6	7	8	Iris macro	000-010	No
				011-072	Macro1:Iris from big to small with speed from slow to fast
				073-136	Macro2:Iris from small to big with speed from slow to fast
				137-206	Macro3:Iris contract with speed from slow to fast
				207-214	Macro4
				215-222	Macro 5
				223-230	Macro 6

				231-255	Open
7	8	9	Rotating gobo wheel	000-018	Open
				019-036	Gobo1
				037-054	Gobo 2
				055-073	Gobo 3
				074-091	Gobo 4
				092-109	Gobo 5
				110-127	Gobo 6
				128-156	Forward rotation from slow to fast
				157-185	Reverse rotation from slow to fast
				186-196	Gobo1 Shake from slow to fast
				197-208	Gobo2 Shake from slow to fast
				209-220	Gobo3 Shake from slow to fast
				221-232	Gobo4 Shake from slow to fast
				233-244	Gobo5Shake from slow to fast
				245-255	Gobo6 Shake from slow to fast
8	9	10	Gobo rotation	000-128	Gobo indexing (0-540degrees)
				129-188	Forward rotation from slow to fast
				189-195	Stop
				196-255	Reverse rotation from slow to fast
	10	11	Fine gobo rotation	000-255	Gobo rotation in 16 bit
9	11	12	Prism1	000-016	Open
				017-255	Prism1
10	12	13	Prism1 rotation	000-128	Gobo indexing (0-540degrees)
				129-191	Forward rotation from slow to fast
				192	Stop
				193-255	Reverse rotation from slow to fast
11	13	14	Prism2	000-016	Open
				017-255	Prism2
12	14	15	Prism2 rotation	000-128	Gobo indexing (0-540degrees)
				129-191	Forward rotation from slow to fast
				192	Stop
				193-255	Reverse rotation from slow to fast
13	15	16	Metal effect wheel	000-019	Open
				020-127	Fade in

				128-170	Shake 1 from slow to fast
				171-213	Shake 2 from slow to fast
				214-255	Shake 3 from slow to fast
14	16	17	Metal effect wheel1 rotation	000-063	Stop
				064-127	Forward rotation from slow to fast
				128-191	Stop
				192-255	Reverse rotation from slow to fast
15	17	18	Metal effect wheel2 rotation	000-063	Stop
				064-127	Forward rotation from slow to fast
				128-191	Stop
				192-255	Reverse rotation from slow to fast
16	18	19	Focus	000-255	Linear focus
		20	Fine focus	000-255	Focus in 16 bit
17	19	21	Zoom	000-255	Linear zoom from big to small
	20	22	Fine zoom	000-255	Zoom in 16 bit
18	21	23	Control function	000-047	Reserved
				048-255	Reset (stop for 5S)

8. TECHNICAL DATA

ELECTRIC SPECIFICATIONS

Input voltage: 100V~240V AC，50/60Hz

Input power: 800W @ 220V

Maximum current:3.7A

Power factor: PF＞ 0.9

LIGHT SOURCE SPECIFICATIONS

Manufacturers Rated Lamp Life	20000hours
Power consumption	620W
Color temperature	7000K

COLORS

1 color wheel(6 exchangeable colors+ white)

Half color effect, bi-directional rainbow effect with varied speeds

Step/linear color change

COLOR TEMPERATURE CORRECTION

0-100% linear CTO system

GOBO

1 rotating gobo wheel:6 exchangeable gobos+ white, glass gobo or metal gobo

Bi-direction rotation and scrolling with varied speeds, indexing, shaking with varied speeds,

Gobo external size:37.5mm

Gobo image size:26mm

PRISM

1pc 4-facet prism, bi-directional rotation with varied speeds, indexing (Options:3 facet prism, color 4 facet prism)

1pc 6 facet linear prism, bi-directional rotation with varied speeds, indexing(Options:3 facet prism with optional angles,4 facet gradient prism)

EFFECT WHEEL

Double effect wheel, individual bi-directional rotation wit varied speeds, shaking with varied speeds

FOCUS

Linear focus

IRIS

5-100% linear iris with macros

STROBE

Electronic Strobe 0.3 -25FP.S

BEAM ANGLE

Beam Angle 8°～ 56°with option for 16 bit control

CONTROL

International standard DMX512 signal control protocol, 3-pin or 5-pin DMX 512 interface

RDM control protocol

Short mode 18channels, standard mode 21channles,extended mode 23channels

Master/Slave synchronized Mode

Stand alone mode

Self test mode

OTHER FUNCTIONS

Fixture hours displayed

Sensor detecting error diagnosis system

Software versions displayed

Input signal isolated

Modular construction for easy maintenance

HOUSING

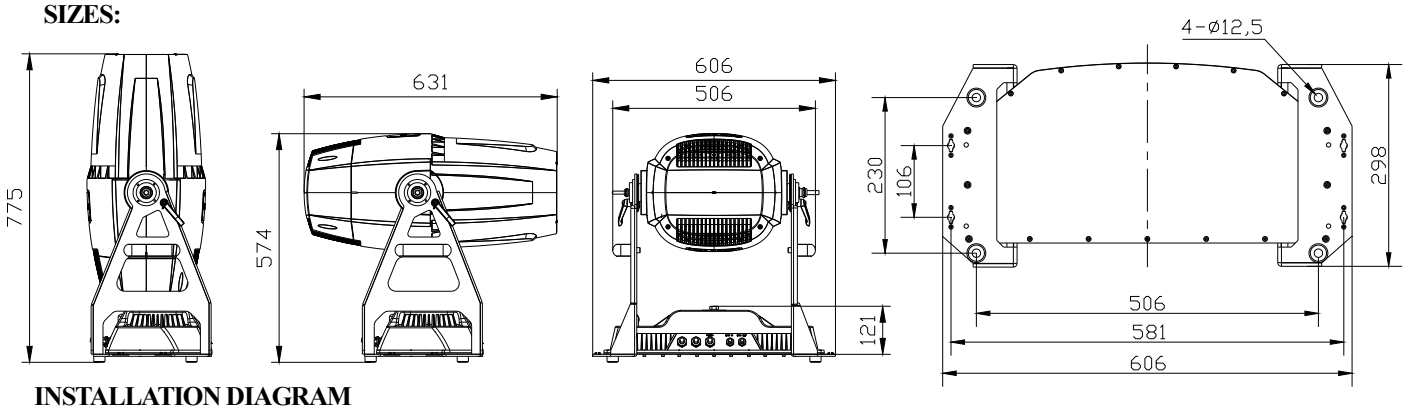
High tensile cast Aluminum alloy +high temperature ABS, IP65

NET WEIGHT

Net weight 37Kg

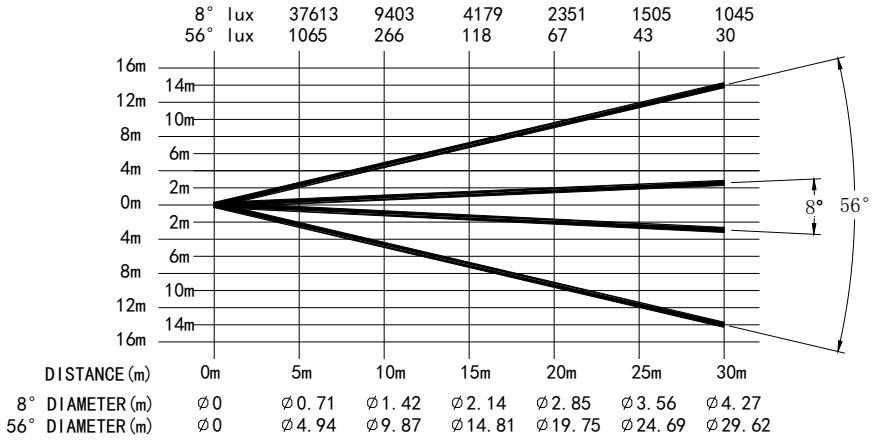
Gross weight 46.8 Kg in cardboard box

SIZES:



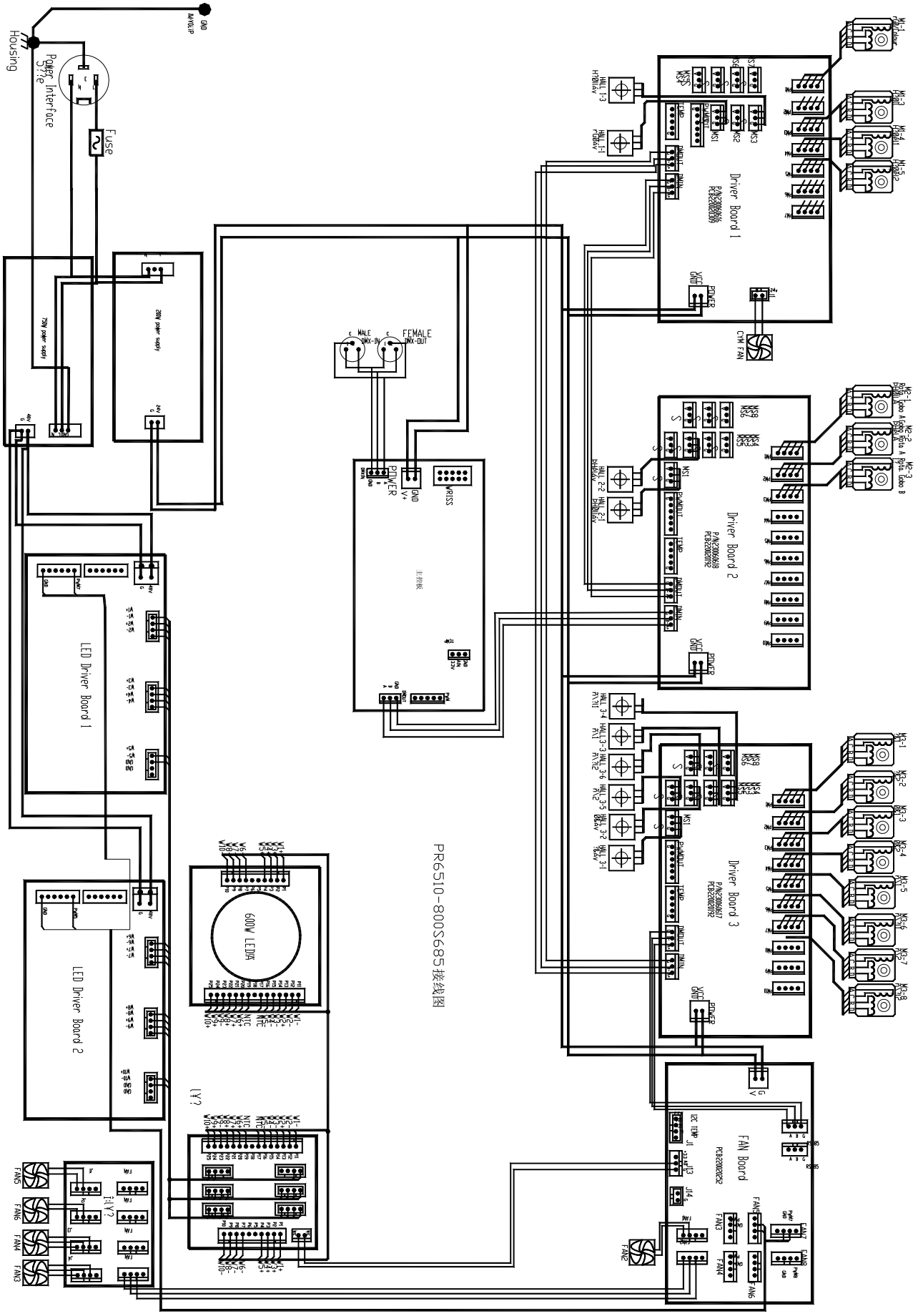
INSTALLATION DIAGRAM

LIGHT OUTPUT:



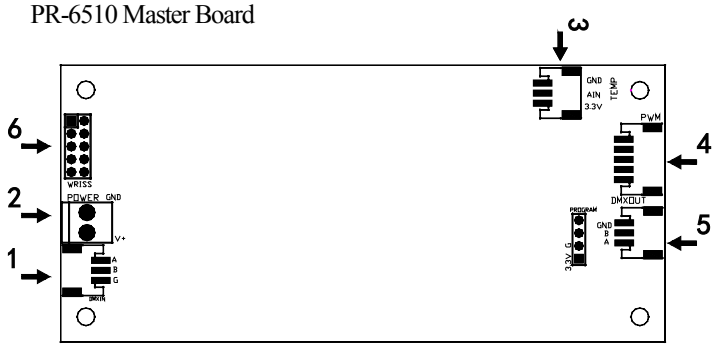
9. CIRCUIT DIAGRAM AND PCB CONNECTIONS

●CIRCUIT DIAGRAM



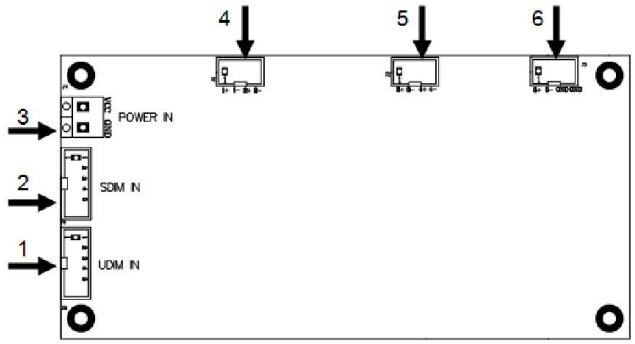
10 PCB CONNECTIONS

PR-6510 Master Board



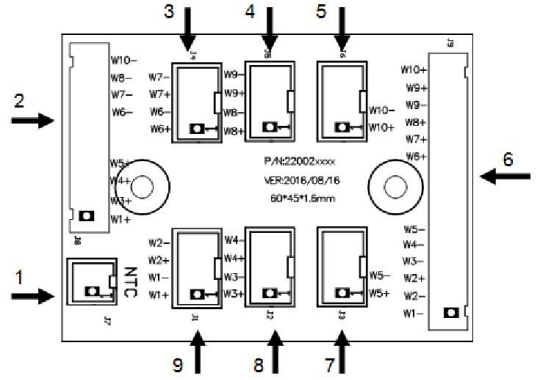
No.	Name
1	Signal input
2	Power input
3	Thermal sensor (Reserved)
4	PWM output(Reserved)
5	Signal output
6	Wireless（Reserved）

PR-6510 LED Driver board



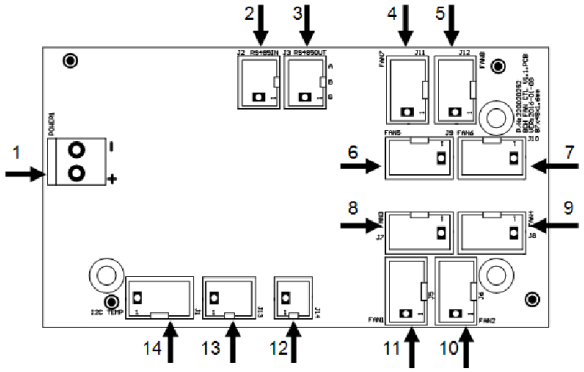
No.	Name
1	PWM dimmer interface
2	FET dimmer interface
3	Power input
4	Driver output
5	Driver output
6	Driver output

PR-6510 LED Module connection board



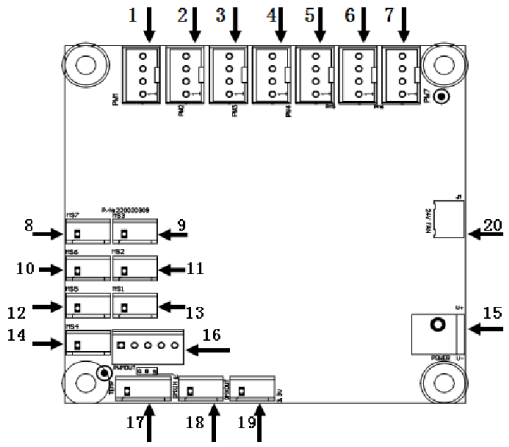
No.	Name
1	Module NTC interface
2	Module LED interface
3	LED driver interface
4	LED driver interface
5	LED driver interface
6	Module LED interface
7	LED driver interface
8	LED driver interface
9	LED driver interface

PR-6510 8 channel fan speed control board



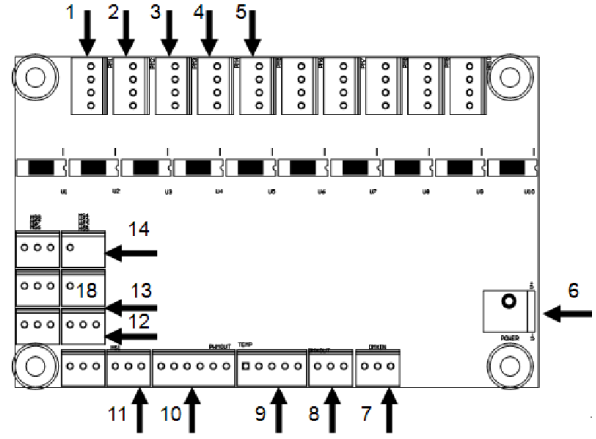
No.	Name
1	Power
2	Signal input
3	Signal output
4-7	PWM output
8-11	Speed controlled fan output
12	Reserved
13	Module NTC interface
14	Reserved

PR-6510 7 channel board(Color wheel)



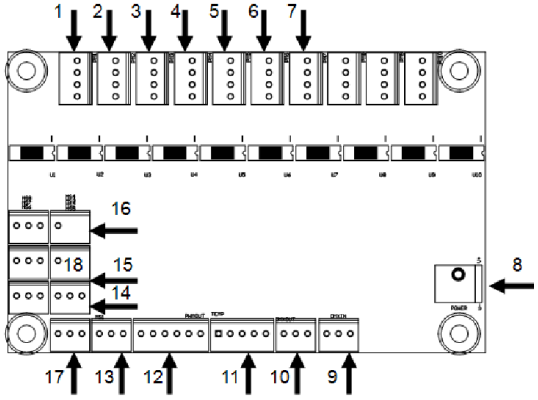
No.	Name
1-7	Motor driver output
8-14	Hall positioning input
15	Power
16	Reserved
17	Reserved
18	Signal input
19	Signal output
20	24V fan interface

PR-6510 5 channel driver board(Gobo wheel)



No.	Name
1-5	Motor driver output
6	Power
7	Signal input
8	Signal output
9-10	Reserved
11-14	Hall positioning input

PR-6510 7 channel driver board



No.	Name
1-7	Motor driver output
8	Power
9	Signal input
10	Signal output
11-12	Reserved
13-15	Hall positioning input
16-17	Reserved

11 COMPONENT ORDER CODES

NAME	CODE NO.	QTY.	REMARKS
SWITCHING POWER SUPPLY	192010206	1	
SWITCHING POWER SUPPLY	6190000004	1	
LED MODULE	150020305	1	
LED MODULE FAN	030060109	2	
TURBO FAN FOR COLOR WHEEL	030040098	1	
TURBO BASE FAN	030060064	1	
LED DRIVER FAN	030060084	4	
LENS FAN	030060050	1	
FOCUS MOTOR	030040213A	2	
ZOOM MOTOR	030040154A	2	
PRISM IN/OUT MOTOR	030040253	2	
PRISM ROTATION MOTOR	030040203	2	
ROTATING GOBO WHEEL MOTOR	030040215A	1	
GOBO ROTATION MOTOR		1	
IRIS MOTOR	030040244	1	
EFFECT WHEEL IN/OUT MOTOR	030040219	1	
EFFECT WHEEL ROTATION MOTOR	030040180	2	
COLOR WHEEL MOTOR	030040131	1	
CONTROL BOARD	6230000076	1	
LED MODULE DRIVER BOARD	230060603	2	
FAN SPEED CONTROL BOARD	230060577	1	
MOTOR DRIVER BOARD 1 (COLOR WHEEL)	6230000073	1	
MOTOR DRIVER BOARD 2（ZOOM AND FOCUS ）	6230000075	1	
MOTOR DRIVER BOARD3（ROTATING GOBO WHEEL）	6230000074	1	
SEAL OF THE BOTTOM FOR BASE	290260072A	1	
HEAD FRONT COVER SEAL	290190117	1	
HEAT SINK SEAL	290190114	1	
SMALL COVER SEAL	290190115	2	
TILT BEARING SUPPORT SEAL	290190124	2	OUT AND INTER SIZES ： Φ2.65XΦ61.5

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