

ARC LED 1536

PR-6260

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.

PR LIGHTING LTD.
<http://www.pr-lighting.com>

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ACCESSORIES

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

Name	Quantity	Unit	Remark
XLR cable	1	pc	With plug and socket
Safety cord	1	pc	
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.

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 a projector. Should there be any damage caused by transportation, consult your dealer and do not use it.
- The manufacturer is not responsible for any loss caused by the user not following the manual or changing a projector as he/she likes.
- Please be noted that the damage caused by changing a projector at will is not warranted.
- Do not hesitate to contact the dealer or the manufacturer if any questions or advice.



- A projector with IP67 can be used indoors and outdoors.
- A projector should be kept away from high temperature, fire, electrical surge, vibration and strong light while running.
- Only qualified technicians can install, operate and maintain a projector strictly as per the processes stipulated in the manual.
- Any maintenance and repair of a projector shouldn't be carried out by a user and the user shouldn't open it for any repair work.



- Don't look straightly into the light sources especially for epileptics, otherwise eyes will be burned.
- Do not connect a projector to any type of dimmer pack.
- If the lamp, lens and screen protective cover of the a 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.
- While operating it, wear protective items like eye goggles, gloves and etc..



- Any electrical connection must be carried out by a qualified person.
- Before installation, please confirm the voltage supplied matches what is required for a 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 a 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 a projector constantly in very short intervals, otherwise the light source's and other electrical parts' life will be shortened .



- There are safety cord holes in either arm 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 a projector is disconnected from power mains.



- While running normally under normal ambient temperature, the temperature of the external surface of the metal housing of a projector(the surface of the heat sink)may reach 60°C.
- While it running, don't touch the metal housing with bare hands to avoid being burned!



- Do not mount a projector directly on inflammable surface.
- Do not project the beam straightly on combustible items and the minimum distance between a projector and illuminated items is 10m.
- A projector should be installed with good ventilation and the minimum distance between a projector and a wall is 50cm. At the same time, please ensure the fans and air inlets and outlets are workable.

2. INSTRUCTIONS

●CLEANING AND MAINTENANCE

Under normal running, the protective units of a projector should be inspected regularly like power fuse. If it is burned, please install a new one and ensure it is the same rating as the burned one.

For a projector with an over-temperature protective unit, please inspect cooling units regularly like cooling fans, heat sink and other cooling parts. Please check if the fans run normally or fans and air inlets are blocked by dust. To keep air inlets /outlets clean, cooling fans should be cleaned every 15days.

For waterproof projectors, unless confirmed by a professional technician for the replacement of some internal components, it's forbidden to dismantle it. For the projectors like this, just keep them clean if no fans for cooling.

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. For a projector with high IP rating, if no damage inside, it is advised to clean the surfaces of its housing in principle. Keep lens clean and do not touch optical parts with bare hands.

SPECIAL NOTE:

For waterproof projectors, it's normal for their front lens to have mild mist during operations.



- Before any maintenance and cleaning, please ensure a project is off the power.
- Only a qualified person is allowed to do maintenance.



- 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 coated filters.

●TROUBLESHOOTING

PROBLEM	ACTION
The projector doesn't switch on	➤ Check the fuse on the power socket. ➤ Check the LED lamps.
The LED lamps are on but the projector doesn't respond to the controller	➤ Make sure that the projector's start address is right ➤ Replace or repair the XLR signal cable.
The projector functions intermittently	➤ Make sure the fan is working well or fans and their shields are not blocked
Beam appears dim, Low in brightness	➤ Make sure the LED lamps are within their lifespan ➤ Remove dust or grease from the lenses.
The project image appears to have a halo	➤ Carefully clean optical lenses and other components.
Heavily Defective Beam	➤ Check if lens are in good condition(not cracked) ➤ Clean dust or grease on the lens.

3. INSTALLATION

●POWER CONNECTION

Connect the power cord as follows:

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

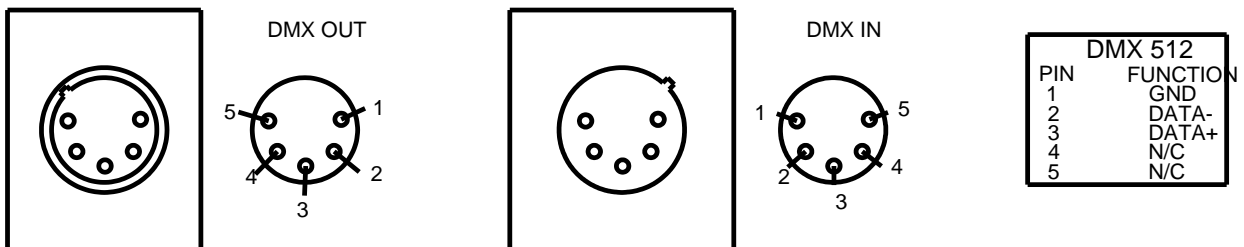
Before power connection, please ensure the power supplied must match what the nameplate says. It is recommended that each projector be connected with power separately so that they may be individually switched on and off.

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 2.5mm²



- 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.

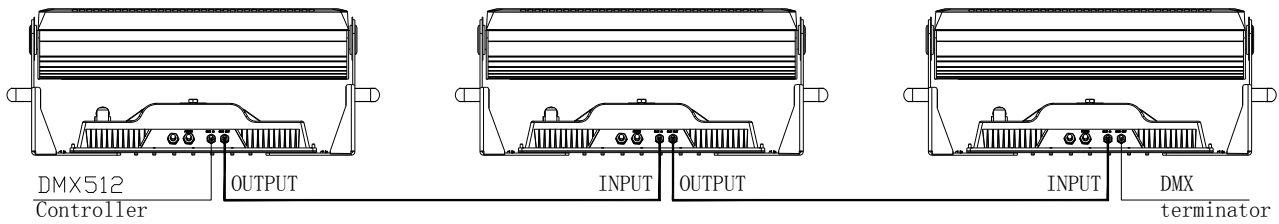
●DMX CONTROL CONNECTION:



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).

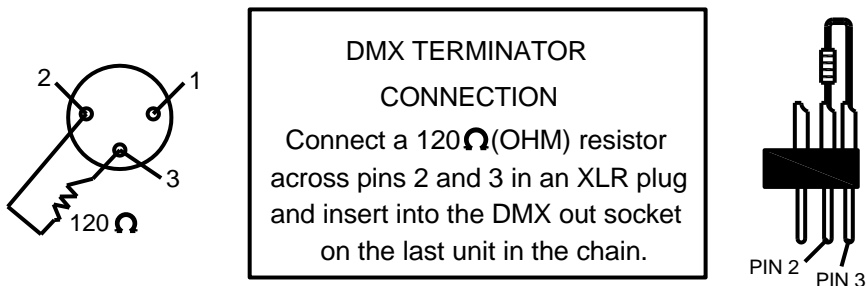
Connect the controller's DMX output to the first fixture's DMX input, and connect the first fixture's DMX output to the second fixture's DMX input and connect the rest fixtures in the same way. Eventually connect the last fixture's DMX output to a DMX terminator as shown in the figure below.



●DMX TERMINATOR

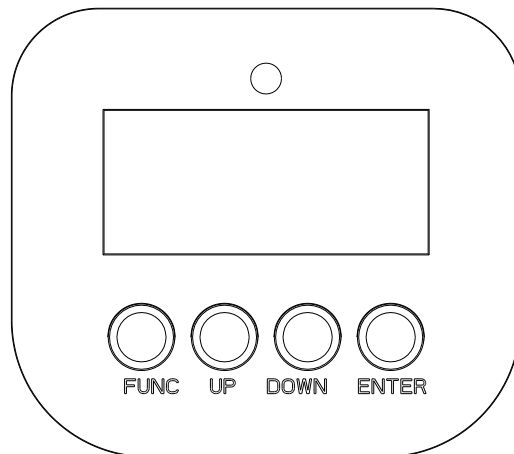
In the Controller mode, at the last fixture in the chain, the DMX output has to be connected with a DMX terminator. This prevents electrical noise from disturbing and corrupting the DMX control signals.

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.



4. SETUP AND CONFIGURATION

●FRONT PANEL OPERATION



To set DMX address and functions simply and conveniently, use touch keys and LCD display.

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;

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

●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 2 DMX modes. There are standard mode and extended mode. For example standard mode has 10 channels, so set the No. 1 projector’s address 001, No. 2 projector’s address 011, No. 3 projector’s address 021, No. 4 projector’s address 031 and so on.

Launch the projector. Press button **ENTER** more than 2seconds 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

●DMX WIRELESS CONTROL

A projector is with DMX wireless control, equipped with DMX receiver module and DMX signal antenna for remote control for a long distance.

Its operations are described in detail below:

1. Enter into main menus and select CONFIG SET via key **UP** or **DOWN**
2. After selecting WIRELESS FIRST under the submenu of SIGNAL SELECT(Note: do not select XLR ONLY), the blue LED indication on the control panel of the base will be on, meaning the connection with a wireless DMX signal.

ONLY after the projector is connected with a wireless transmitter, can it receive signals from the DMX wireless transmitter. Push key **ENTER** for the submenu UNLINK WIRELESS under main menu of CONFIG SET to unlink the projector with a wireless transmitter .

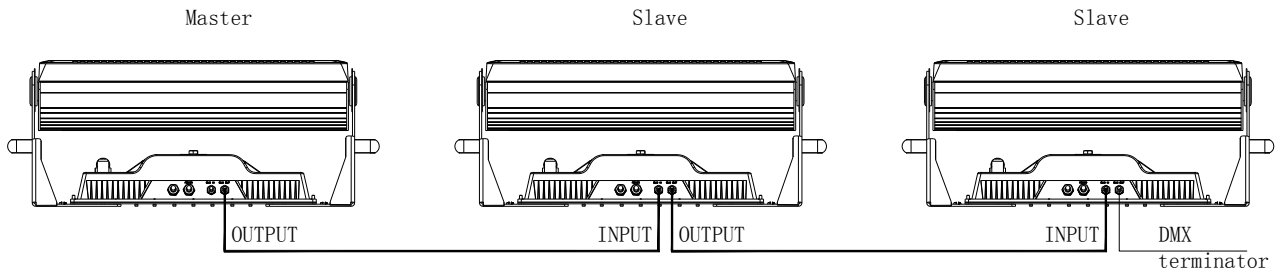
●STAND-ALONE MODE

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



5. OPERATION MENU

1 st level menu	2 nd level menu	3 rd level menu	4 th level menu
DMX Address	DMX Address Set	Standard Mode 1-503	
		Extended Mode 1-490	
Config Set	DMX Mode (Default: Standard)	Standard 10	
		Extended 23	
	Loss of DMX (Default: Normal Time Out)	Normal Time Out	
		Hold Last Value	
	Signal Select (Default: XLR First)	XLR First	
		XLR Only	
		Wireless Only	
		Wireless First	
		Wireless To XLR	
	Master/Slave (Default: SLAV)	Slave	
		Master	
	Display Mode (Default: OffAfterDelay)	OffAfterDelay	
		On Always	
	Display Reverse	Off/On	
	Language	English/Chinese	
	Display Contrast	0-31	
UnlinkWireless	YES		

	ResetUserData	YES	
	FactorySettings	YES	
	Parameter Transm	YES	
Option Set	Time Control (Default: Step)	Off	
		On	
	Light Control (Default: Step)	Off	
		On	
Information	Power On Hours	XXXX	
	Software Version	MainBoard X.X.X	1.0.0
		LampBoard X.X.X	1.0.0
	Temperature	Main Board	XX
		Lamp Board	XX
	View DMX Values	Channel XXX=XXX	
	Electronic SN	SN=XXXXXXXXXXXXXX	
RDM Device Label	Version X.XX		
Test Mode	Self Test	YES	
	Strobe	Open	
		Strobe1	
		Strobe2	
	Lamp	All Off	
		R	
		G	
		B	
		W	
		Yellow	
		Cyan	
Purple			
All On			
OperationMode	DMX Operation		
	Preset Memory		

	User Memory		
	Static Scene1-16	CH1 Strobe	0-255
		CH2 Dim	0-255
		CH3 Dim.Speed	0-255
		CH4 CTC	0-255
		CH5 Move Effect	0-255
		CH6 Color Macro	0-255
		CH7 Red	0-255
		CH8 Green	0-255
		CH9 Blue	0-255
		CH10 White	0-255
CH16 Keep Time	0-255 X*40mS		
Time&&Light Set	Boot Hour Set	XXX 0-23	
	Boot Minute Set	XXX 0-59	
	Off Hour Set	XXX 0-23	
	Off Minute Set	XXX 0-59	
	Boot Light Set	XXX 1-100	
	OffLight Set	XXX 1-100	
	Light Value View	XXX 1-101	
	Time Hour Set	XXX 0-23	
	Time Minute Set	XXX 0-59	

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

6. DMX PROTOCOL

Standard mode	Extended mode	Function	DMX Value	Description
1	1	Strobe	000	No
			001-127	Pulse strobe from slow to fast
			128-255	Strobe from slow to fast
2	2	Dimmer	000-255	Linear dimmer(0%-100%)
	3	16 bit dimmer	000-255	Dimmer in 16 bit
3	4	Dimmer speed	000-255	From slow to fast
4	5	CT	000	No
			001-255	Linear CT from low to high

5	6	Animation	000	No
			001-255	Animation effect
6	7	Color macros	000	No
			001-015	CT3200K
			016-031	CT5600K
			032-047	CT7200K
			048-063	CT10000K
			064-079	Red
			080-095	Green
			096-111	Blue
			112-127	Red and green
			128-143	Green and blue
			144-159	Red and blue
			160-175	Red and white
			176-191	Green and white
			192-207	Blue and white
208-223	Red, green, blue and white			
		224-255	Rainbow effect from slow to fast	
7	8	Area 1 red	000-255	Linear adjustment from dark to bright in area 1 red
	9	Area 2 red	000-255	Linear adjustment from dark to bright in area 2 red
	10	Area 3 red	000-255	Linear adjustment from dark to bright in area 3 red
	11	Area 4 red	000-255	Linear adjustment from dark to bright in area 4 red
8	12	Area 1 green	000-255	Linear adjustment from dark to bright in area 1 green
	13	Area 2 green	000-255	Linear adjustment from dark to bright in area 2 green
	14	Area 3 green	000-255	Linear adjustment from dark to bright in area 3 green
	15	Area 4 green	000-255	Linear adjustment from dark to bright in area 4 green
9	16	Area 1 blue	000-255	Linear adjustment from dark to bright in area 1 blue
	17	Area 2 blue	000-255	Linear adjustment from dark to bright in area 2 blue
	18	Area 3 blue	000-255	Linear adjustment from dark to bright in area 3 blue
	19	Area 4 blue	000-255	Linear adjustment from dark to bright in area 4 blue
10	20	Area 1 white	000-255	Linear adjustment from dark to bright in area 1 white
	21	Area 2 white	000-255	Linear adjustment from dark to bright in area 2 white
	22	Area 3 white	000-255	Linear adjustment from dark to bright in area 3 white
	23	Area 4 white	000-255	Linear adjustment from dark to bright in area 4 white

7. SIGNS ON THE LCD DISPLAY

DMX signal indication	D on	DMX signal OK		
	D flashing	No DMX signal		
	S on	Slave mode	SD	DMX operation mode

			SP	Preset memory
			SU	User memory
			SS	Static scene 1-16
	M on	Master mode	MD	DMX operation mode
			MP	Preset memory
			MU	User memory
			MS	Static scene 1-16

8. TECHNICAL DATA

ELECTRIC SPECIFICATIONS

Input voltage: 100V~240V AC, 50/60Hz

Input power: 540W @ 220V

Maximum current:: 2.52A

Power factor: PF> 0.9

LIGHT SOURCE SPECIFICATIONS

Philip LED lamp RGBW 4 in 1, SMT, 15W

Manufacturers Rated Lamp Life 50000hours

STROBE/DIMMER

Electronic Strobe 0.-25FPS(Built-in pulse strobe effects)

MOVEMENT(Varies with different lighting fixtures)

270 °vertical direction, manual adjustment

BEAM ANGLE

45 °

CONTROL

International standard DMX512 signal and 5-pin DMX 512 interface

Standard mode 10 channels , extended mode 23 channels

OTHER FUNCTIONS

Fixture and lamp hours displayed

Modular structure for easy maintenance

DMX 512 wireless receiver

Optional DMX 512 wireless transmitter

HOUSING

High tensile cast Aluminum alloy , IP67

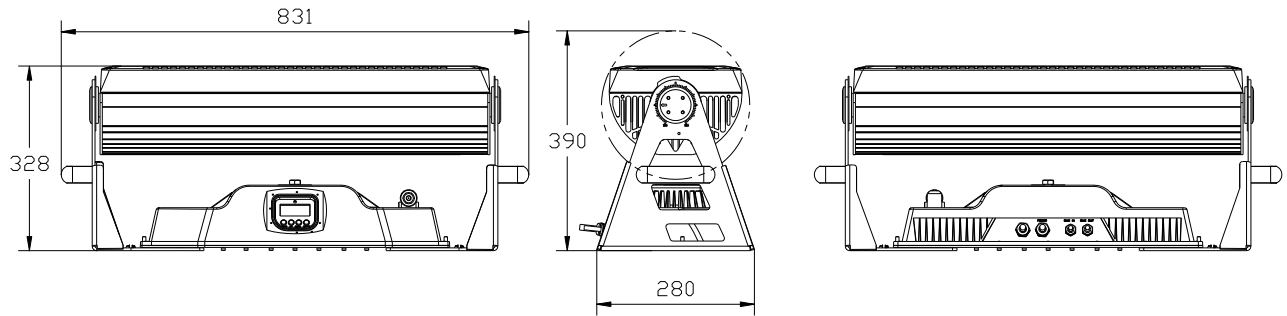
WEIGHT

Net weight : 27Kg

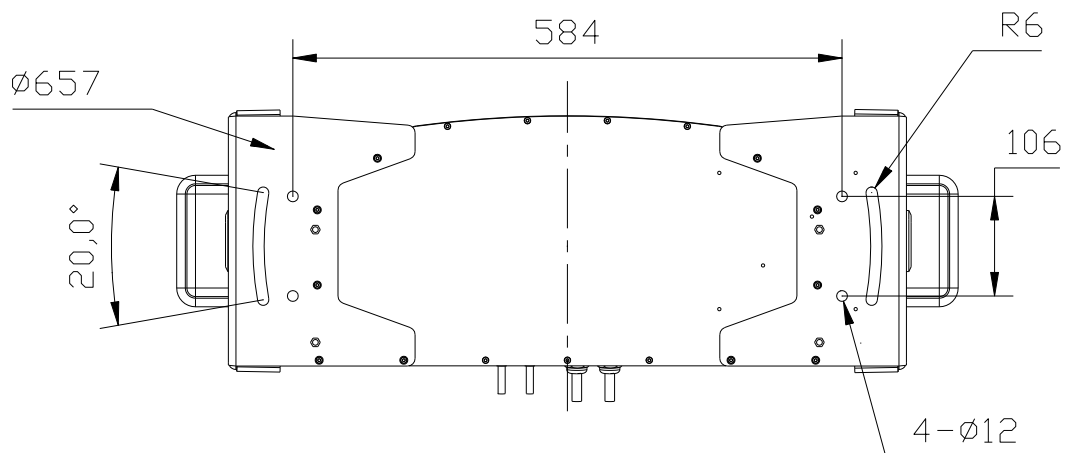
OPERATION TEMPERATURE

Maximum ambient temperature: 40 °C

SIZES



BASE INSTALLATION



9.COMPONENT ORDER CODES

NAME	CODE NUMBER	QTY	REMARKS
SWITCHING POWER SUPPLY	192010215	2	
MAIN BOARD	230061487	1	
LED LAMP BOARD	230061488	4	
HEAT CONDUCTING PAD	6290000019A	4	
FAN	30069005	2	

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PR lighting will try its best to offer accurate and overall information about a product's technical data. Any changes won't be notified if necessary. Patented Products.
Counterfeiting Will be Prosecuted!

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Version: 20201105