

**CUBIX 500**

**PR-6600**

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
clamp	1	Pc	
XLR connector	2	Set	Male and female
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 units 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.

						
<b>Warning</b>	<b>User Manual</b>	<b>Electrical shock</b>	<b>Goggles</b>	<b>Protective Gloves</b>	<b>Flames</b>	<b>High Temperature</b>



- 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 and for its IP rating .please refer to Technical Data section of this user manual.
- Use only in dry locations. Keep this unit away from rain and moisture, excessive heat, humidity and dust. Do not allow contact with water or any other liquids.
- It's forbidden to make the unit with lower protection level directly or indirectly contact water or other liquids.
- The projector should be kept away from high temperature, fire, electrical surge, vibration and strong light while being operated
- The projector is only intended for installation, operation and maintenance by qualified personnel. And the operation must strictly follow the procedures in the manual
- No repairable parts in the projector and do not open covers for maintenance by yourself.



- Don't look straightly into the light sources especially for epileptics, otherwise eyes will be burned.
- 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
- lens and other optical parts shall be replaced immediately if they have deformed or been damaged, otherwise the light output will be compromised.



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



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



- There are safety cord holes at the bottom of the base of a projector. In view of safety, please run the safety 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.



- Under normal temperature, after being stable, the unit's surface temperature will be 50°C
- 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.

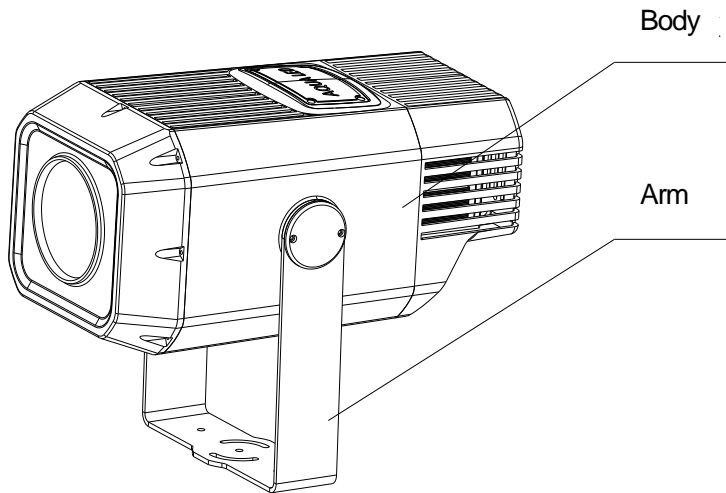


- To avoid internal damage, sun light or other light mustn't penetrate into the projector via front lens whether it runs or not
- Do not use alcohol or other organic solvent to clean the housing to avoid damage.
- Do not use any solvent with chemical elements to clean color filters or hot mirror.

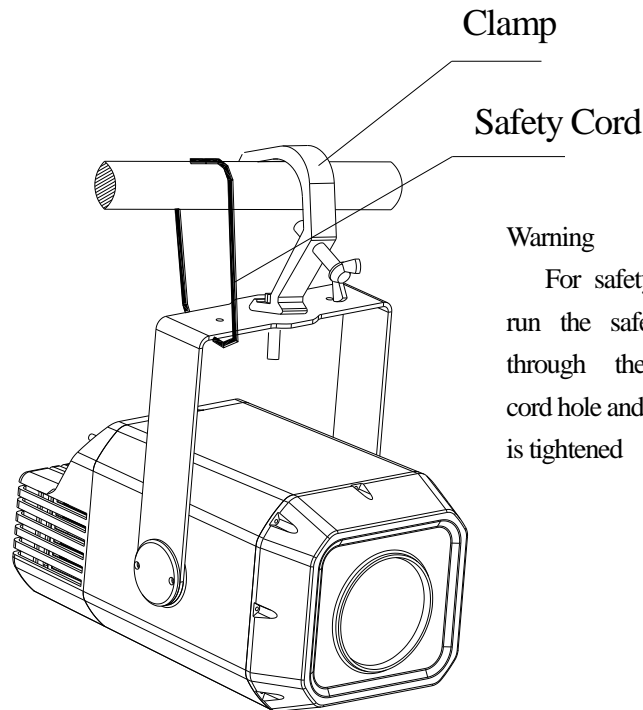
### •TROUBLESHOOTING

PROBLEM	ACTION
The projector doesn't switch on	<ul style="list-style-type: none"> <li>➢ Check the power cord connection</li> <li>➢ Power Switch fails or is not connected well, call a professional technician for repairing and checking</li> <li>➢ Control board is not connected normally, call a professional technician for repairing and checking ,</li> </ul>
The project can be turned on, but the LED lamps can't be on	<ul style="list-style-type: none"> <li>➢ LED lamp board is not connected well, call a professional technician for repairing and checking</li> </ul>
The LED lamps can be on, but not controlled by DMX	<ul style="list-style-type: none"> <li>➢ Check if DMX Start Address is properly set</li> <li>➢ Check if XLR cable fails or not</li> </ul>
The brightness decreases obviously	<ul style="list-style-type: none"> <li>➢ Ambient temperature is too hot which makes the projector too hot, please take appropriate ventilation measures</li> </ul>

### 3. APPEARANCE



### 4. INSTALLATION



#### Warning

For safety, please run the safety cord through the safety cord hole and ensure it is tightened

#### ●RIGGING

Take 1 clamp and 1 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 then tighten it. The installation is completed. (If the unit is with 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 the big knob and adjust the angle between the arm and unit as desired and then tighten it. (If the unit is with wireless control, after the unit is placed on a flat surface the antenna should face up)

#### ●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

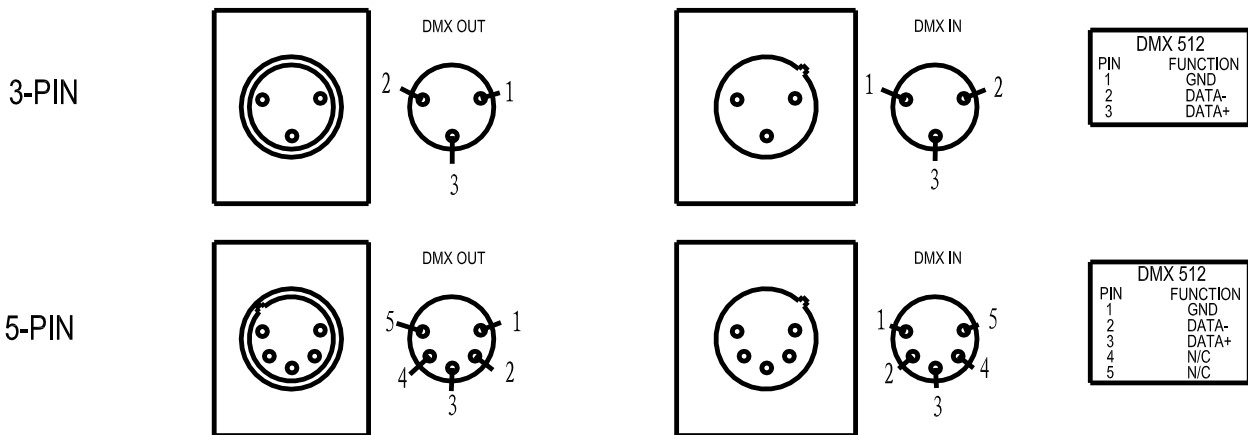
Before power connection, please ensure the power supplied must match what the nameplate says. It is recommended that each projector be connected with power separately so that they may be individually switched on and off.

**Note:** If projectors are connected in series, please connect POWERIN port of the 1<sup>st</sup> projector with the Power Mains, then connect its POWER OUT with POWER IN of the 2<sup>nd</sup> 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<sup>2</sup>.



- 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.

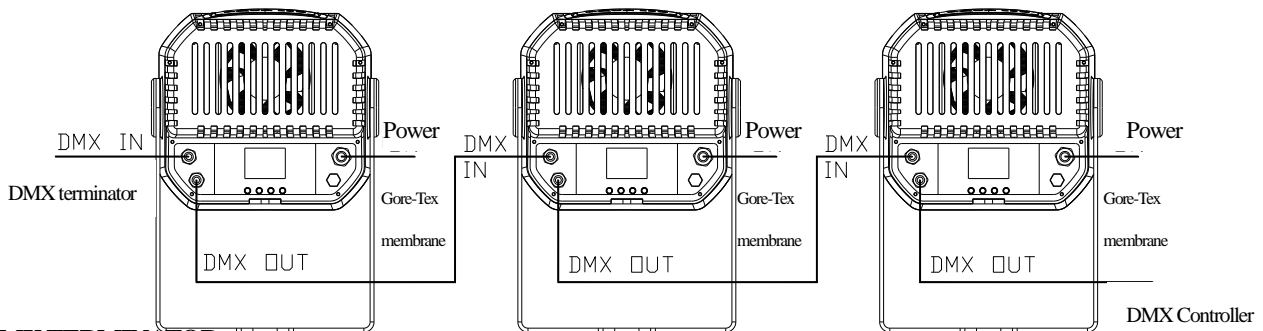
**•DMX CONTROL CONNECTION:**



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.

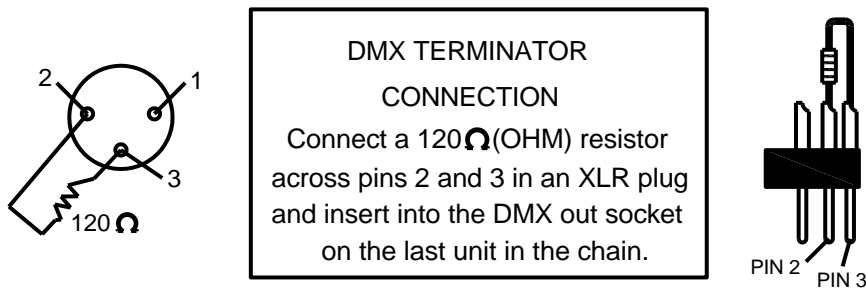


**•DMX TERMINATOR**

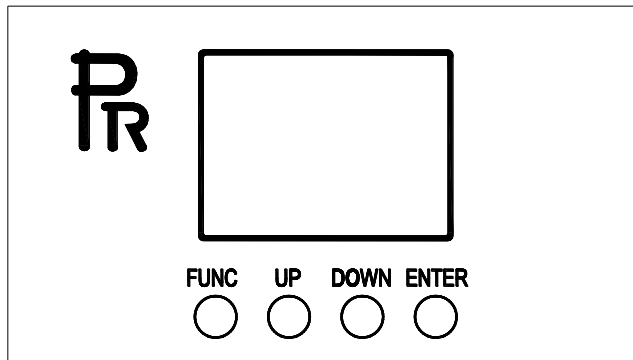
In the Controller mode, at the last fixture in the chain, the DMX output has to be connected with a DMX terminator. This prevents

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.



## 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 1<sup>st</sup> 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. 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 3 DMX modes of short, standard and extended. It has 17 channels, so set the No. 1 projector's address 001, No. 2 projector's address 018, No. 3 projector's address 035, No. 4 projector's address 052, 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

### ●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.

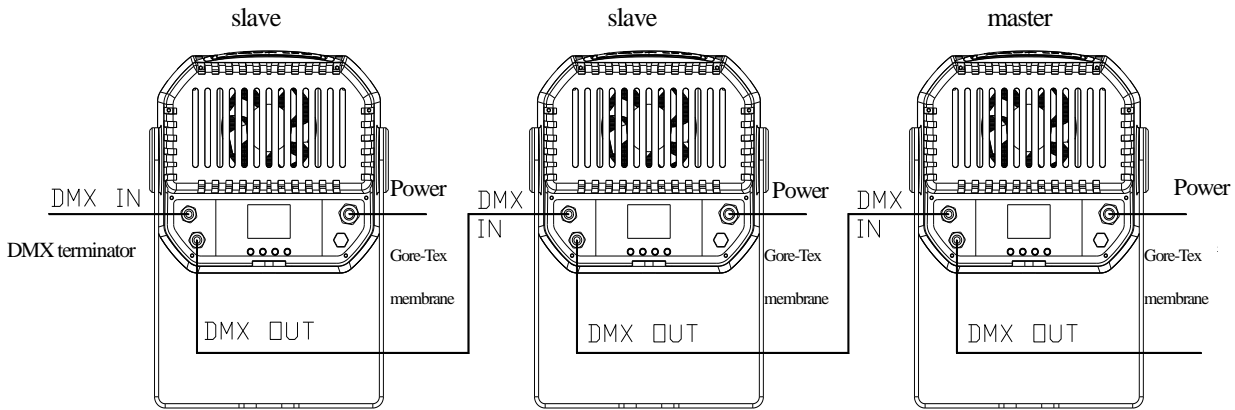
### ●MASTER/SLAVE MODE

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 projectors are connected in this way. Eventually connect the last fixture's DMX output to a DMX terminator. Set 1<sup>st</sup> 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	2nd LEVEL	3rd LEVEL	4th LEVEL	5th LEVEL
Address 	DMX Address			
Reset 	Total Reset	Really Reset? Confirm or Cancel		
	Color System Reset	Really Reset? Confirm or Cancel		
	Gobo Reset	Really Reset? Confirm or Cancel		
	Zo. Fo. Fr. Pr. Reset	Really Reset? Confirm or Cancel		
	Effect wheel reset	Really Reset? Confirm or Cancel		
Config Settings 	DMX Channel Mode	Short Mode		
		Standard Mode		
		Extended Mode		
		View Selected Mode		
	Loss of DMX	Normal time out		
		Hold Last Value		
	Display Config	Display Mode	Off After Delay	
	On Always			



		Display Invert	Invert OFF	
			Invert ON	
			Invert Auto	
	Temperature Unit	Celsius Degree		
		Fahrenheit Degree		
	Defaults	Restore Defaults? Confirm or Cancel		
Option Settings 	Dimmer curve	Dimmer Curve 1		
		Dimmer Curve 2		
		Dimmer Curve 3		
		Dimmer Curve 4		
	Defaults	Restore Defaults? Confirm or Cancel		
Information 	View DMX Values			
	Total Hours	Reset total hours		
	Temperature	Display Board=×××C Driver Board1=×××C Driver Board 2=×××C Head Sensor =×××C		
	Software Version	PCB        Sys    Boot Display Board    xxx    xxx Driver Board1    xxx    xxx Driver Board 2    xxx    xxx		
	Electronic SN	XXXXXX		
	RDM Device Label	ANSI E1.20 RDM		
	Fan Status	Fan        Speed    Status LED Fan    xxx    on/off		
Service 	Manual Effect Control			
	Factory Mode			
	DMX Mode	Change Operation Mode? Confirm or Cancel		

Operation Mode 	Master Mode	Preset Memory	Change Operation Mode? Confirm or Cancel	
		User Memory 1	Change Operation Mode? Confirm or Cancel	
		User Memory 2	Change Operation Mode? Confirm or Cancel	
	Stand-Alone Mode	Preset Memory	Change Operation Mode? Confirm or Cancel	
		User Memory 1	Change Operation Mode? Confirm or Cancel	
		User Memory 2	Change Operation Mode? Confirm or Cancel	
	Static Scene	Change Operation Mode? Confirm or Cancel		
Ho  User Memories 	Edit User Memory	Edit User Memory 1 / Edit User Memory 2	(1~200Scenes) Scene XX (1~200 Scenes)	Strobe XXX
				Dimmer XXX
				Dimmer Fine XXX
				Color Wheel XXX
				Color Wheel Fine XXX
				Rot. Gobo Wheel XXX
				Rot. Gobo Rotation XXX
				Rot. Gobo Rotation F. XXX
				Effect Wheel XXX
				Effect Wheel Rotation XXX
				Prism XXX
				Prism Rotation XXX
				Focus XXX
				Focus Fine XXX
				Zoom XXX
				Zoom Fine XXX
				Dimmer Curve Mode XXX
				Fade Time XXX
	Hold Time XXX			
	Delay Time XXX			
	Delay Unit XXX ms/s/m			
	Link to Step XXX			
	Edit Static Scene	Strobe XXX		
		Dimmer XXX		
		Dimmer Fine XXX		
		Color Wheel XXX		
		Color Wheel Fine XXX		
Rot. Gobo Wheel XXX				
Rot. Gobo Rotation XXX				
Rot. Gobo Rotation F. XXX				
Effect Wheel XXX				
Effect Wheel Rotation XXX				
Prism XXX				
Prism Rotation XXX				
Focus XXX				
Focus Fine XXX				
Zoom XXX				
Zoom Fine XXX				
Dimmer Curve Mode XXX				
Fade Time XXX				
Hold Time XXX				
Delay Time XXX				
Delay Unit XXX ms/s/m				
Link to Step XXX				

	Init User Memory	Reset User Memory 1	Reset User Memory? Confirm or Cancel	
		Reset User Memory 2	Reset User Memory? Confirm or Cancel	
		Reset Static Scene	Reset Static Scene? Confirm or Cancel	

## 7. DMX PROTOCOL












Short mode	Standard mode	Extended mode	Function	DMX Value	Description
1	1	1	Strobe	000-010	Close
				011-025	Open
				026-225	Strobe from slow to fast
				226-245	Random strobe from slow to fast
				246-255	Open
2	2	2	Dimmer	0-255	Linear dimmer form dark to bright (0-100%)
		3	Dimmer in 16 bit	0-255	Dimmer in 16 bit
3	3	4	Color wheel	000-063	positioning(0-360 degrees )
				064-067	White/Color1
				068-071	Color 1
				072-075	Color 1/ Color 2
				076-079	Color 2
				080-083	Color 2/ Color 3
				084-087	Color 3
				088-091	Color 3/ Color 4
				092-095	Color 4
				096-099	Color 4/ Color 5
				100-103	Color 5
				104-107	Color 5/ Color 6
				108-111	Color 6
				112-115	Color 6/ Color 7
				116-119	Color 7
				120-123	Color 7/ Color
				124-127	White
				128-191	Clockwise rotation from slow to fast
				192-255	Anti-clockwise rotation from fast to slow
	4	5	Color wheel in 16 bit	000-255	Color wheel in 16 bit
4	5	6	Rotating gobo wheel	000-015	White
				016-031	Gobo1
				032-047	Gobo 2
				048-063	Gobo 3
				064-079	Gobo 4
				080-095	Gobo 5

				096-111	Gobo 6
				112-127	Gobo 7
				128-156	Clockwise rotation from slow to fast
				157-185	Anti-clockwise rotation from slow to fast
				186-195	Gobo1shake from slow to fast
				196-205	Gobo2shake from slow to fast
				206-215	Gobo3shake from slow to fast
				216-225	Gobo4shake from slow to fast
				226-235	Gobo5shake from slow to fast
				236-245	Gobo6shake from slow to fast
				246-255	Gobo7shake from slow to fast
5	6	7	Gobo Rotation	000-128	Gobo Indexing(0-360degrees)
				129-188	Clockwise rotation from slow to fast
				189-195	Stop rotation
				196-255	Anti-clockwise rotation from slow to fast
		8	Gobo Rotation in 16 Bit	000-255	Gobo rotation in 16 bit
6	7	9	Effect Wheel	000-020	No
				021-255	Effect Wheel In
7	8	10	Effect Wheel Rotation	000-127	Clockwise rotation from slow to fast
				128	Stop rotation
				129-255	Anti-clockwise rotation from slow to fast
8	9	11	Prism & Frost	000-016	White
				017-127	Linear prism
				128-255	3 facet circular prism
9	10	12	Prism Rotation	000-128	Prism Rotation Indexing(0-360degrees)
				129-191	Clockwise rotation from slow to fast
				192	Stop
				193-255	Anti-clockwise rotation from slow to fast
10	11	13	Effect Marco	000-005	No
				006-030	Effect Macro 1
				031-055	Effect Macro 2
				056-080	Effect Macro 3
				081-105	Effect Macro 4
				106-130	Effect Macro 5
				131-155	Effect Macro 6
				156-180	Effect Macro 7
				181-205	Effect Macro 8
				206-230	Effect Macro 9
				231-255	Effect Macro 10
11	12	14	Focus	000-255	Linear focus
	13	15	Focus in 16 bit	000-255	Focus in 16 bit
12	14	16	Zoom	000-255	Linear Zoom
	15	17	Zoom in 16 bit	000-255	Zoom in 16 bit
13	16	18	Dimmer Curve Mode	000-029	Dimmer Curve 1



				030-059	Dimmer Curve 2
				060-089	Dimmer Curve 3
				090-119	Dimmer Curve 4
				120-255	Default to Unit Setting
				000-019	Reserved
14	17	19	Control function	The following function to be activated after it stays in DMX value between for more than 5s. And after power off, the set-up won't be stored.	
				020-024	Graphic display On
				025-029	Graphic display Off
				030-149	Reserved
				150-159	Colour system reset
				160-169	Gobo wheels reset
				170-179	Reserved
				180-189	Zoom/focus/prism reset
				190-199	Effect wheel reset
				200-209	Total reset
				210-255	Reserved

Note: Effect Macro channel is highest in priority. If it works, color wheel, rotating gobo wheel, effect wheel and prism are invalid.

## 8. LOGOS ON THE TOUCH SCREEN

	Lamp Control		Option Settings
	Chinese/English		Information
	Error Messages		Service
	Address		Operation Mode
	Reset		User Memories
	Config Settings		

## 9. ERROR MESSAGES

The system can detect some errors during the reset, if  displayed, touch  to view the error.  
The error messages are as follows:

Name	Type	Correction
Color Wheel	Timeout	Check if wiring, positioning parts and motors are normal
Rot. Gobo Wheel	Timeout	Check if wiring, positioning parts and motors are normal
Rot. Gobo Rotation	Timeout	Check if wiring, positioning parts and motors are normal
Prism	Timeout	Check if wiring, positioning parts and motors are normal
Prism Rotation	Timeout	Check if wiring, positioning parts and motors are normal

Focus	Timeout	Check if wiring, positioning parts and motors are normal
Zoom	Timeout	Check if wiring, positioning parts and motors are normal
Effect Wheel	Timeout	Check if wiring, positioning parts and motors are normal
LED Fan	Error	Check if fan and its wiring are normal
Driver Board 1	Error	Check signal wire
Driver Board2	Error	Check signal wire
LED Driver Board	Error	Check signal wire
Lapsed Time	Timeout	
Time IC	Error	
Lapsed time	X days	
Use hours Setting	successfully	

## 10. TECHNICAL DATA

### ELECTRIC SPECIFICATIONS

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

Input power: 350W @ 220V

### LIGHT SOURCE SPECIFICATIONS

LED TX5266 250W , White

Power Consumption 250W

Manufacturers Rated Lamp Life 50000hours

Color temperature: 6500K

### COLORS

1pc color wheel(6colors+CTO+Open),

Half color, bi-directional rainbow effect with variable speeds

Stepping /linear color selection

### DIMMER

Linear Dimmer from 0-100%

### STROBE

Electronic Strobe 0-25FPS. With preset strobe pulse effect

### PRISM

1pc 3-facet circular prism+1 pc 4 facet linear prism (bi-directional rotation with variable speeds)

### EFFECT WHEEL

1 fire effect wheel(bi-directional rotation with variable speeds)

Fire gobo exchangeable

### ROTATING GOBO WHEEL

1pc of rotating gobo wheel: 7 gobos +white

Shake with variable speeds, bi-directional scrolling with variable speeds

Gobo exchangeable

**FOCUS**

DMX linear focus

**ZOOM**

DMX linear zoom

**BEAM ANGLE**

Beam angle (1/2θpeak): linear focus 8° ~ 40°

**CONTROL**

International standard DMX512 signal control protocol

DMX512 5pin(Optional 3 pin )interfaces

14channels in short mode,17channels in standard mode and 19 channels in extended mode

Master/Slave synchronized Mode

Stand alone mode, preset mode, self test mode and static scene mode

**OTHER FUNCTIONS**

Color touch screen and its brightness adjustable

DMX 512 port for firmware upgrade, a convenient and quick way for firmware upgrade via DMX cable

Over temperature protection

Fixture time, DMX512 channel value and software version will be displayed a

Display can be inverted

Quick replacement of gobos

**HOUSING**

Cast Aluminum , high temperature resistant/anti-UV ABS, IP65

**NET WEIGHT**

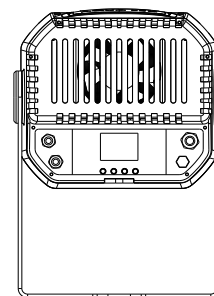
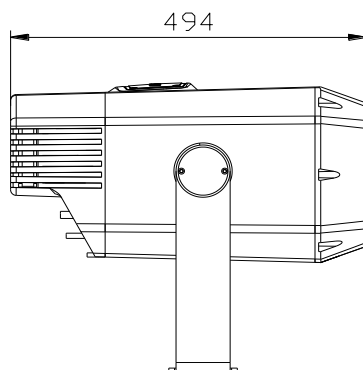
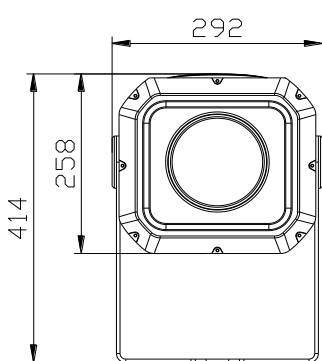
20Kg

Gross weight of 22Kg in cardboard)

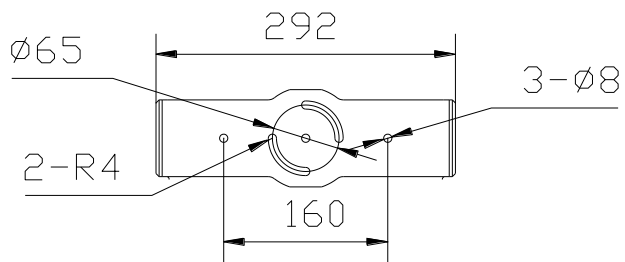
**OPERATION TEMPERATURE:**

Maximum ambient temperature 45 °C

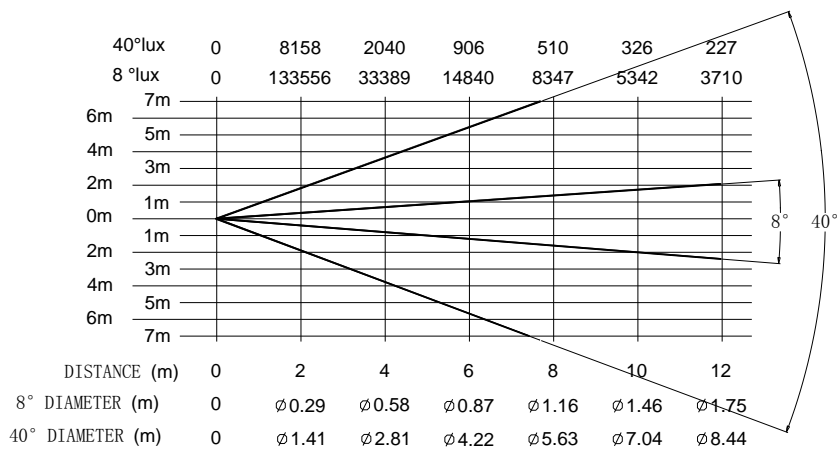
**SIZES:**



**INSTALLATION DIAGRAM:**



**LIGHT OUTPUT:**



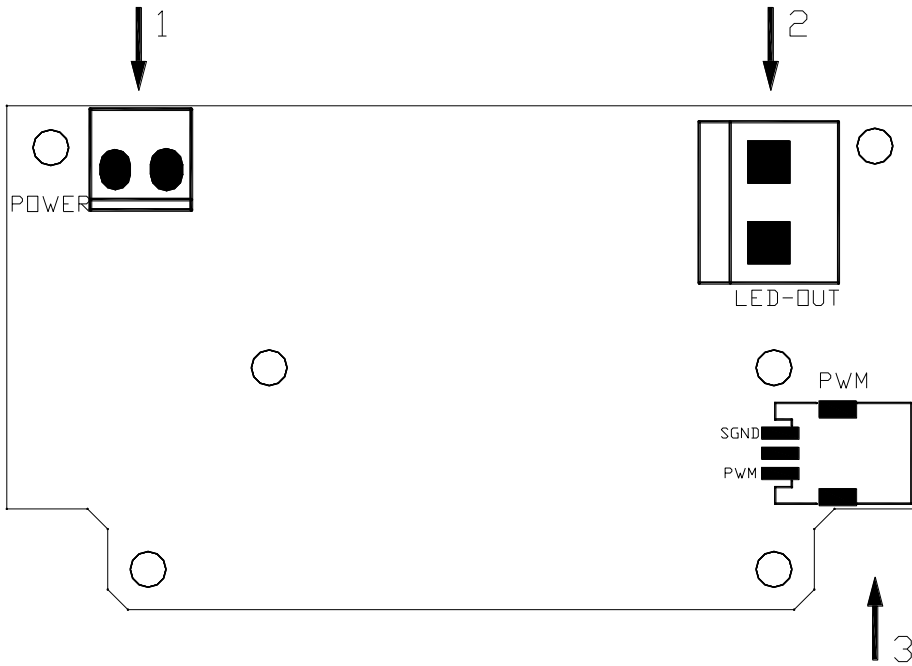
**11. CIRCUIT DIAGRAM AND PCB CONNECTIONS**





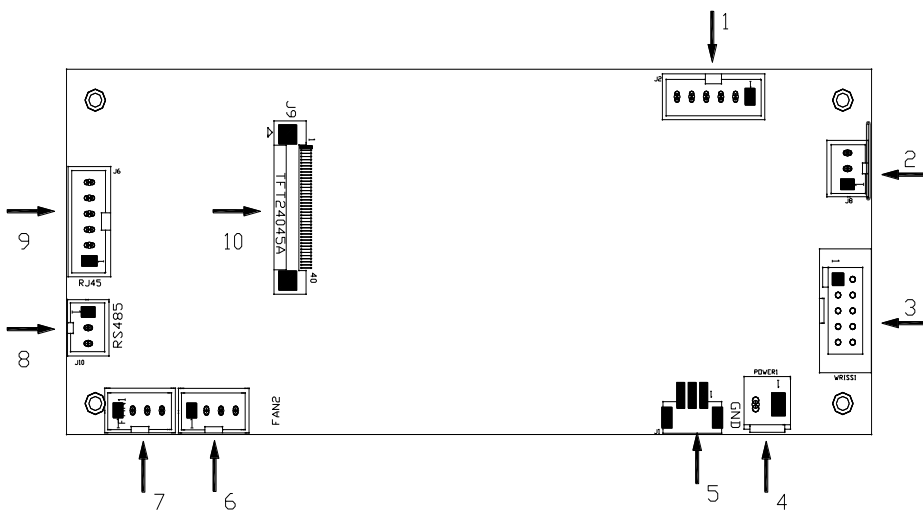
●PCB CONNECTIONS

LED driver board



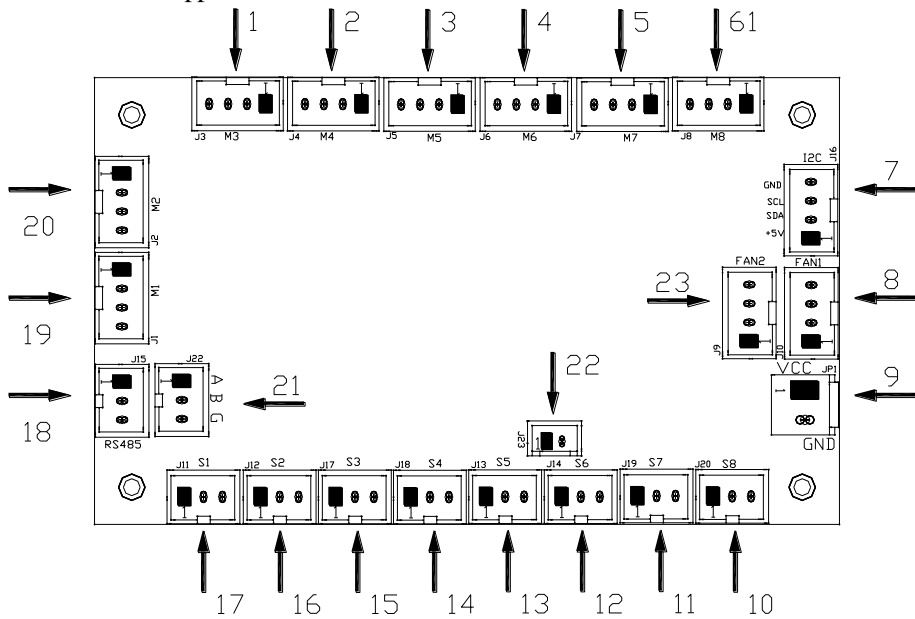
No	Name
1	48V power input
2	Connect with LED
3	PWM input

Master board



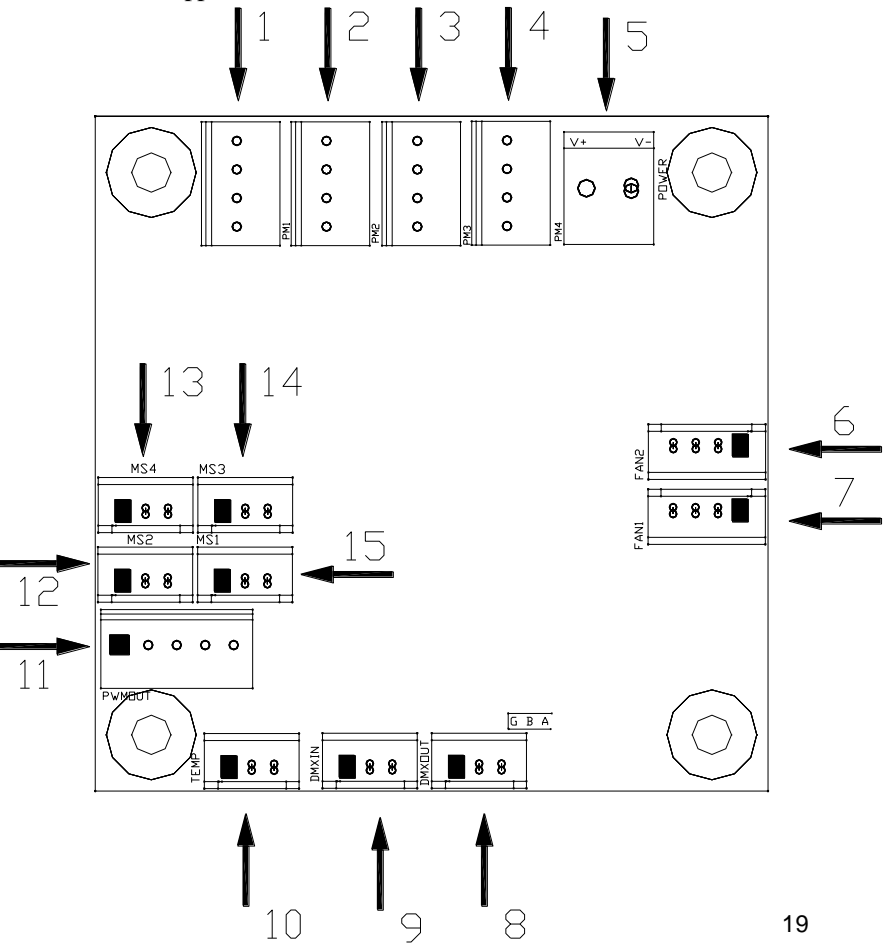
No	Name
1	Reserved
2	DMX signal input
3	Reserved
4	24V power input
5	Reserved
6	Reserved
7	Heat sink fan
8	485 signal output
9	Reserved
10	Touch screen

Stepper motor driver board1



No	Name
1	Rotating gobo wheel motor
2	Effect wheel rotation motor
3	Effect wheel in/out motor
4	3 facet prism in/out motor
5	3 facet prism rotation motor
6	Reserved
7	Reserved
8	Constant current fan
9	24V power input
10	Reserved
11	3 facet prism rotation
12	Magnet sensor for 3 facet prism in/out
13	Magnet sensor for effect wheel in/out
14	Reserved
15	Magnet sensor for rotating gobo wheel rotation
16	Magnet sensor for gobo rotation
17	Magnet sensor for color wheel
18	RS485 signal input
19	Color wheel motor
20	Gobo rotation motor
21	RS485 signal output
22	Reserved
23	Reserved

Stepper motor driver board2



No	Name
1	Focus motor
2	Zoom motor
3	Reserved
4	Reserved
5	24 power input
6	Reserved
7	Reserved
8	RS485 signal input
9	Reserved
10	Thermal sensor for LED lamp board
11	PWM output
12	Magnet sensor for zoom
13	Reserved
14	Reserved
15	Magnet sensor for focus

## 12. COMPONENT ORDER CODES

NO	NAME	CODE NO.	QTY	REMARKS
1	HEAT SINK FAN	030060111	1	
2	DRIVER BOARD FAN	030060088	1	
3	LED DRIVER BOARD	6230000018	1	
4	LED LIGHT SOURCE	6150000006	1	
5	8 CHANNEL MOTOR BOARD	6230000020	1	
6	4 CHANNEL MOTOR BOARD	6230000021	1	
7	LCD MASTER BOARD	6230000019	1	
8	COLOR WHEEL MOTOR	030040183	1	
9	ROTATING GOBO WHEEL MOTOR	030040154A	1	
10	GOBO ROTATION MOTOR	030040154A	1	
11	EFFECT WHEEL MOTOR	030040154A	1	
12	EFFECT WHEEL ROTATION MOTOR	030040183	1	
13	DOUBLE PRISM IN/OUT MOTOR	030040214	1	
14	PRISM ROTATION MOTOR	030040254	1	
15	ZOOM/FOCUS MOTOR	030040213A	2	
16	COLOR WHEEL BELT	290151434	1	
17	ROTATING GOBO WHEEL BELT	290151399	1	
18	GOBO ROTATION BELT	290151370	1	
19	EFFECT WHEEL BELT	290151320	1	
20	EFFECT WHEEL ROTATION BELT	290151253	1	
21	FOCUS BELT	290151386	1	
22	ZOOM BELT	290151395	1	
23	AIR FILTER	290010481	1	
24	COVER SEAL	290190115	1	
25	ROTATING GOBO WHEEL ACCESSORY	6120110003	1	
26	DOUBLE PRISM ACCESSORY	6120110004	1	
27	COLOR WHEEL ACCESSORY	6120110002	1	
28	EFFECT WHEEL	110010096A	1	
29	SWITCHING POWER SUPPLY	6190000003	1	
30	HEAT SINK	6060020001	1	
31	HEAD GLASS	6080000002	1	
32	HEAD GLASS SEAL	6290000009	1	
33	DOUBLE PRISM BELT	290151405	1	



**PR LIGHTING LTD.**

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1582 Xingye Avenue, Nancun Panyu  
Guangzhou, 511442 China  
TEL: +86-20-3995 2888

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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: 20190418