XR230 BEAM

PR-2204A

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

INDEX

ACCESSORIES

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

Name	Quantity	Unit	Remark
Safety cord	1	Pc	
Clamp	2	Pc	
Foldable clamp	2	Pc	Optional
User manual	0	Pc	QR code

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 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

<table>
<tr><td>⚠️</td><td colspan="2">NOTE
Before a projector's installation, power-on, operation and maintenance, please carefully read
the safety information hereinafter!</td></tr>
</table>

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.

● If a lamp is deformed by heat or damaged , please replace it with a new one.

● A projector with IP20 can only be used indoors.

●For a projector with IP20, keep it away from rain and moisture, excessive heat, humidity and dust. Do not allow its contact with water or any other liquids.

●A projector should be kept away from high temperature, fire, electrical surge, vibration and strong light while running.

●.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 .

●Keep the lamp clean and do not touch it with bare hands.

●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.

●If a projector is not water and dust proof, while being operated it should not be under rains or in humidity to

avoid short circuit.
●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 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 a projector is disconnected from power mains.

●After stable operation under normal situation , its temperature is 80°C.

●While the lamp is stricken for the first time, there will be smoke and strange smell. It's normal and does not mean a projector has some defects.

●While it running, don't touch the metal housing 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 5m.
●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.
●Do not let the front lens under sunlight or other strong light sources at any angle, otherwise the danger of fire can be caused by the focused beam by the lens inside a projector.

● The product meets The General Technical Requirements and Standards for Recycle and Use Of Expired Appliance and Electronic Products.
● When the product meets disposal standards and needs to be disposed, a client needs to dispose and recycle it.

2.   INSTRUCTIONS
●CLEANING AND MAINTENANCE

Keeping a projector is necessary and the dust, oil and smoke should not accumulate on or in it, otherwise its light output will be greatly compromised. Regular cleaning will ensure light output at maximum and reliable running during its whole life span. It's advised to use soft cloth with good quality detergent. Under whatever circumstances, it should not use alcohol or other solvent.

For the accumulation of oil and smoke on the front lens, thus sharp decrease in light output, the front lens should be cleaned once every week. Cooling fans cleaned once every month. Internal items inside the projector should be cleaned once every year using vacuum or blower. Color filters, rotators and internal mirrors should be cleaned once every month.

Regular inspection of air filters and clean them before they fully blocked. Clean air filters at the bottom of the base. Please vacuum or compressed air to clean and put them back after cleaning.

●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.
. Hot mirror should be cleaned every 3 days and coated with

●**LUBRICATION**

To ensure smooth movement of gobos and zoom and focus lens, it's advised rotators' bearings and 2 sliding bars for zoom and focus lens be lubricated every 2 months. High quality and high temperature lubricant/grease is advised..

●**TROUBLESHOOTING**

PROBLEM	ACTION
The projector doesn't switch on	➢ Check the fuse on the power socket. ➢ Check the lamp.
The lamp is on but the projector doesn't respond to the controller	➢ Make sure that the fixture'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 lamp is within its lifespan ➢ Remove dust or grease from the lenses.
The project image appears to have a halo	➢ Carefully clean the lamp, 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. APPEARANCE

Body

Arm

Base
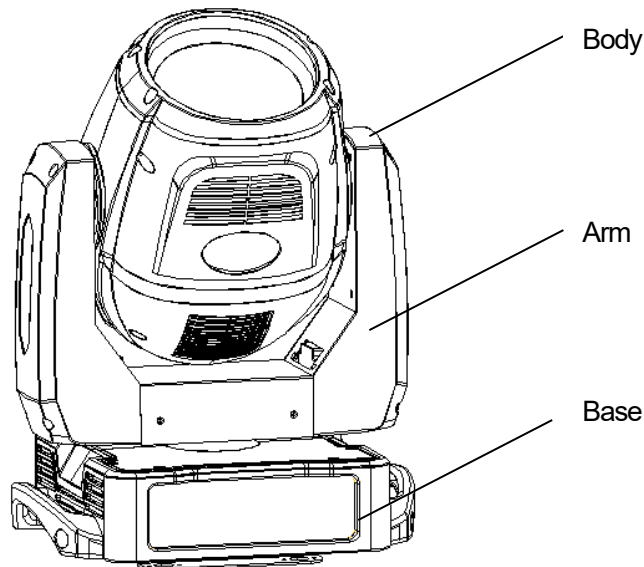
4. INSTALLATION

A projector can be placed on the stage floor directly or mounted on a truss at any direction without impacting its performance. Please use a safety cord, which can support 10 times the weight of the projector, while mounting it on the truss. The safety cord should be used with magazine with a lock. Just as the figures below, please run the safety cord through the holes at the bottom of the base and around the truss.

● **RIGGING**

1. Use M12 bolt to fix the clamp(1) into the omega holder (3), run the bolt through the holder's holes

2. Push 2 quick-lock fasteners(4) into holes at the bottom of the base, fix them and tighten them clockwise

3. Run safety cord(2) through holes at the bottom of the base and around the truss(6)

376 700 132

288

615 ② 505 ① 307 465 343 235

364

±135° **rotate**

0° ~540° **rotate** (700) ③
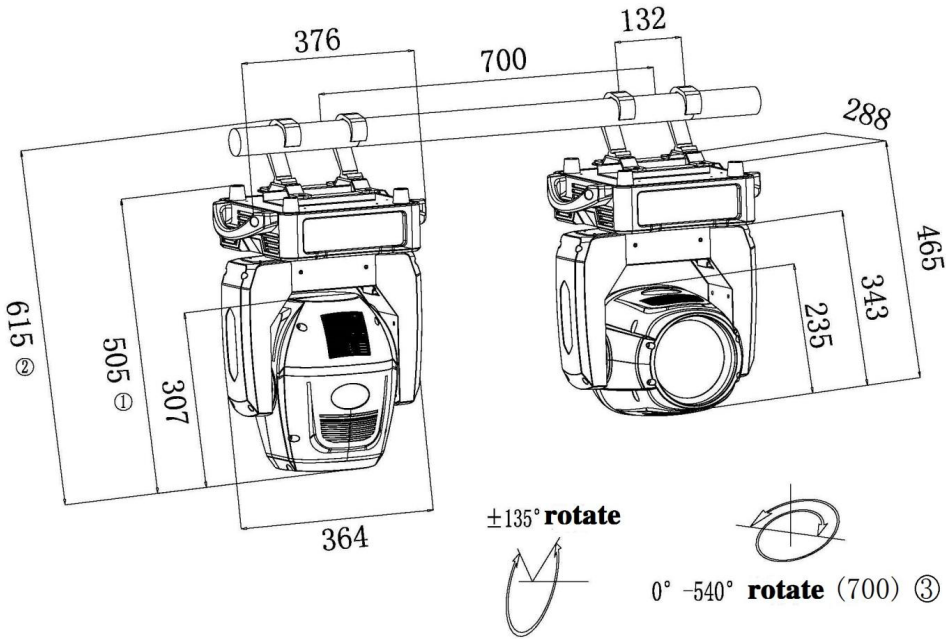
Note:
1. the distance between the foot of the base and the front lens cover(the head facing downward)
2. the distance between mounting truss and the front lens cover(the head facing downward)
3. The maximum diameter of the rotating head (minimum spacing between fixtures)

2

5

6

1
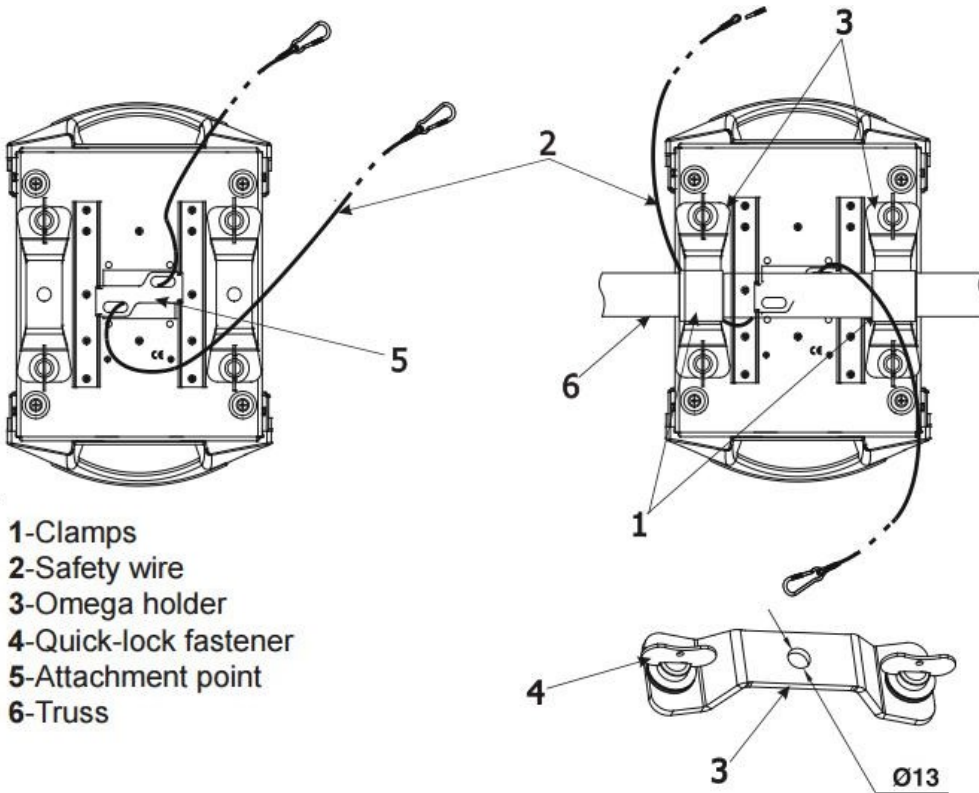
1-Clamps
2-Safety wire
3-Omega holder
4-Quick-lock fastener
5-Attachment point
6-Truss

3

4

3 Ø13

Use fixing devices like spanner for safe installation.
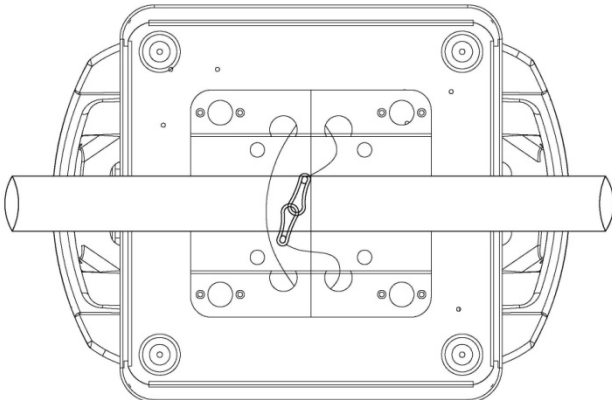
WARNING:
● The projector MUST be lifted or carried by the HANDLES instead of clamps.
● For safety the safety cord should afford 10 times the Projector's weight.

It must use secondary safety accessory like appropriate net. The structures of the secondary accessory must ensure that while malfunction happens, the installed parts won't fall to the ground.

While rigging, mounting or maintaining, the projector mustn't be placed in the areas listed hereinafter: the bridge, high work areas or other dangerous areas.

The operator of the projector or its related safety items must be accepted by safety experts before first launching or re-running after any replacements or repairing.

The operator must ensure a test before acceptance every 4 years and the related safety measures and installation accepted by experts.

The operator must ensure the related safety measures and its installation must be approved by the technicians every year. The projector may be installed in places under which people may walk by or sit. Important! Installations in high places requires wide experience, including but not limited to load limit calculation, the installing materials needed and regular inspection of installing materials and the projectors. If lacking the qualifications, please don't try installation by yourself, but seek help from professionals using designated lifting gears. Abnormal installation may cause body harm or property damages.

The projectors must be installed in places where people can't reach. If they are removed from ceiling or high places, professional truss must be used. It is forbidden to let any projector move freely in a room after installation.

Note: Device falling down can cause heavy body harm! If you have any questions about its safety, don't install any projector! Before installation, please ensure mounting areas can endure 10 times the weight of a project at least.

● **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.

● **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**
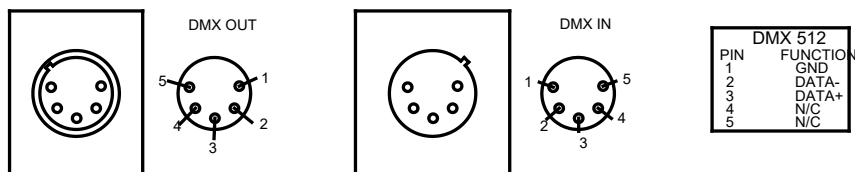
Connection between controller and projector and between one projector and another must be made with a twin-screened cable, with each wire having at least a 0.5mm in diameter. Connection to and from the projector is via cannon 5 pin (which are included with the projector) or 5 pin XLR plugs and sockets. 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 XR330BWS 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 input   DMX output   DMX input

DMX controller   DMX output   DMX terminator

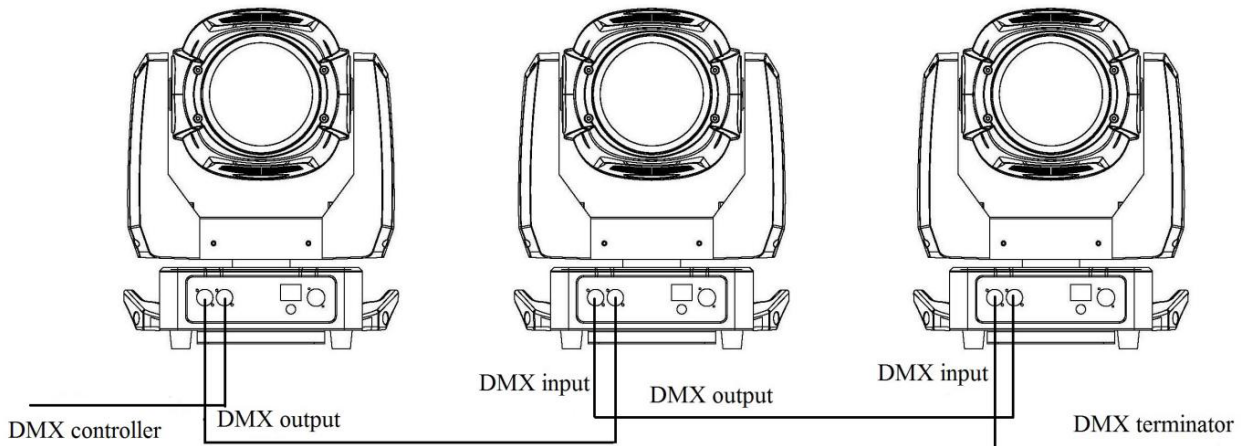●**DMX TERMINATOR**

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.

● **ADJUSTMENT/INSTALLATION/REPLACEMENT OF A LAMP**

Loosen 8 screws for the plastic cover   **Loosen 4 screws for the fan frame**   **Adjusting screws for the lamp**   **Clipping plate for the lamp**
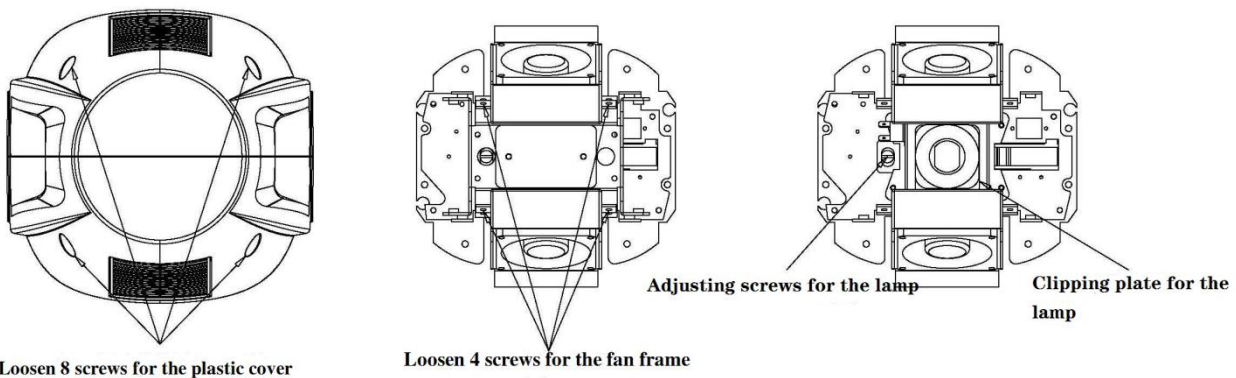
The procedures for the replacement/adjustment of a lamp
1. Select LAMP OFF under the menu after a fixture is on mains power. Then shut it off from the mains power
2. Loosen 8 screws of the plastic cover
3. Loosen 4 screws of the fan frame, unplug the fan and remove the module
4. Push the upper lamp clipping plate making the spring contract, at the same time push the lamp towards the opposite direction till it is off the plate. At last remove the lamp obliquely.
5. The installation of the lamp is like its removal

6. After the lamp is in the right position, install the fan module, fix it using screws, plug the fan with fan wires, check if the lamp wires are plugged properly and strike the lamp at last.
7. After lamp on, focus a gobo well. If the light spot is not centered, use flat screwdriver to adjust the lamp's adjusting screws
8. After lamp adjustment, set LAMP OFF under menu. Shut the fixture off the main power and fix the plastic cover to complete it.

5. SETUP AND CONFIGURATION
●FRONT PANEL OPERATION
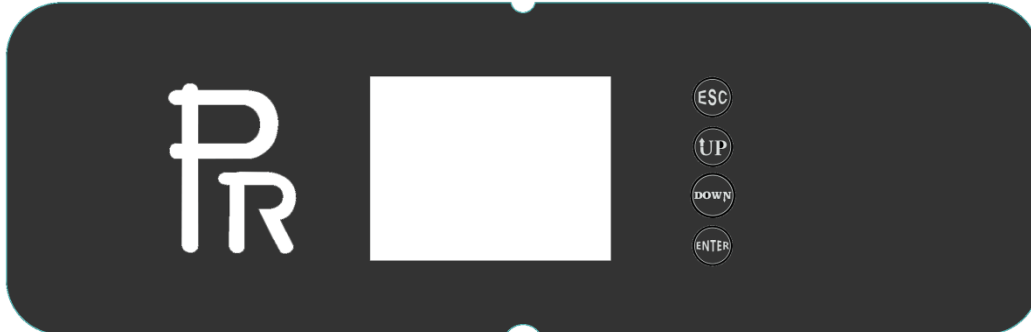
DMX ADDRESS CODE SETTINGS: Set the DMX address（划强调线部分需要与灯具实际英文菜单比对）

CHANNEL MODE: Set DMX channel mode. The numbers stipulated in the menu options mean DMX Channel Number.

RESET: Reset motors
    MOTOR POWER：If **ON** selected, all motors are off power, otherwise all motors will be re-powered and reset. The submenu is used to re-power and reset motors after re-plugged without mains power being shut off.
    PAN TILT : Reset Pan and Tilt motors
    ………..
RUN：Set running mode
    Functions for all submenus are as follows (Note: **AUTO** mode differs in functions between different products)
    DMX ：Running via DMX 512 controller
    AUTO(Factory test) : Running via programs set by the factory and for factory test
    USER : running via programs made by the user. Edit scenes via SELF PROGRAM under **RUN SETTINGS**

LAMP : Turn on or turn off the lamp. After the value changed, it takes about 3s to execute it. The operation can be canceled via getting the value back to the original within 3s. After the lamp-off, it must wait between 1 and 2 minutes to re-strike the lamp. If the lamp is re- stricken within 2minutes, the lamp won't be on. After 2 minutes lapse, the lamp will be on automatically.
    If **ON** selected, after mains power on, the system will try to strike the lamp.

MANUAL ： Set DMX channel values manually
    CHANNEL 1 : Set its DMX value
    CHANNEL 2: Set its DMX value
    CHANNEL 3 : Set its DMX value

    ………..
RUNNING SETTINGS : Set running parameters
    MASTER/SLAVE MODE : Set master/slave mode
    PAN/TILT SETTINGS :
    X REVERSE : If "**Y**" selected, reverse the rotating direction of the pan motor, otherwise the default.
    Y REVERSE : If "**Y**" selected, reverse the rotating direction of the pan motor, otherwise the default.
    X SETTINGS:
    START FROM 0-254
    FINISH AT 0-255
    Y SETTINGS:
    START FROM 0-254
    FINISH AT 0-255
    LINEAR COLOR: If "**Y**" selected, color wheel moves linearly

DIMMER CURVE: Options for dimmer curves(specially for LED fixtures)

SELF PROGRAM:

STEPS

DMX 512 signal detected, it runs in this way.

POWER ON : If there is no DMX signal during the initialization of the fixture, the above-mentioned mode will be executed. Otherwise, keep the last position before power-off last time.

- Middle: the values of all DMX channels at 0 excluding Pan and Tilt at middle point
- Auto(Factory test/gobos/colors): runs programs set by the factory
- User：runs programs edited by a user

RUN TIME: If DMX signal loss, it will execute it at any time

- Keep：Keep last frame of DMX value
- Shutter off：Shutters close.

DISPLAY SETTING: Set LCD display

AUTO IGNITION: If "**NO**" selected, after reset the lamp won't be on, otherwise it will be on automatically.

ADVANCED SETTINGS:

ADJ: factory testing function and it needs password.

LANGUAGE: Set the system's language

HIBERNATION: Set the status of the motors after lamp-off. "Hibernation" means shutting all motors from power but those two for Pan and Tilt(Motors for Pan and Tilt won't be shut off from power and can run normally)

WAITING FOR SIGNALS Set the time without any DMX signal before it goes into HIBERNATION mode

LIGHT CLOSED Set the time after light closed before it goes into HIBERNATION mode

THRESHOLD FOR LIGHT CLOSED: Set the threshold for closed light, i.e., if the value of the Dimmer channel is lower than it, it is regarded as light closed.

INFO

DMX VALUE Shows the value received via DMX signal

DMX CHANNEL Select the DMX channel for view

VALUE shows DMX value of selected channel

ERROR shows error information(If there is any error in the menu, a exclamatory mark will appear on the top-light of the screen)

RAM shows if the RAM works properly. Otherwise, it won't record , read menu, lamp time and the data for user program will lose

RAM ERROR internal memory allotment of the chip fails. If it occurs, please contact the factory

BUS COMMUNICATION If any error, all motors won't run normally. If it appears, please check the wires between the PCBs are connected well or not

LAMP Communication with the lamp striking board, if any error, the main chip can't decide if the lamp is turned off or on normally, which can cause some function failures.

LAMP STRIKING BOARD Communication with lamp striking board

X RESET if it fails, check if optical coupler or motor works normally

Y RESET if it fails, check if optical coupler or motor works normally

COLOR WHEEL RESET Color wheel reset fails

FIXED GOBO WHEEL RESET Fixed gobo wheel reset fails

FAN FAILURE Blowers fail and the lamp will be turned off automatically some time after the failure

LAMP shows lamp running time

TOTAL TIME shows the total hours of the lamp since last lamp hour reset

RESET HOURS reset total lamp hours to zero

TEST MODE ONLY for product test or temporary use

PROUDCT CODE product's internal code, reference only for production or maintenance or repair

Description of the 1st page of the screen

1- Current DMX address in large font

2- Customer's logo

3- FPS of DMX signal

4- Current DMX channel mode and the numbers mean the number of DMX channels

5- Fan speeds(it will appear or not based on actual product)

6- Current mode(Master/slave)

7- Current running mode(DMX512,auto,user)

8-   Error info. If any info in red with "X", there are errors found during self test(push DOWN key for more details)

9-   Temperature or other info(actual info based on actual product)

10-   SN   (lock and deadline status)

●**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. It's advised that the maximum quantity of projectors in a DMX chain is less than 32.

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
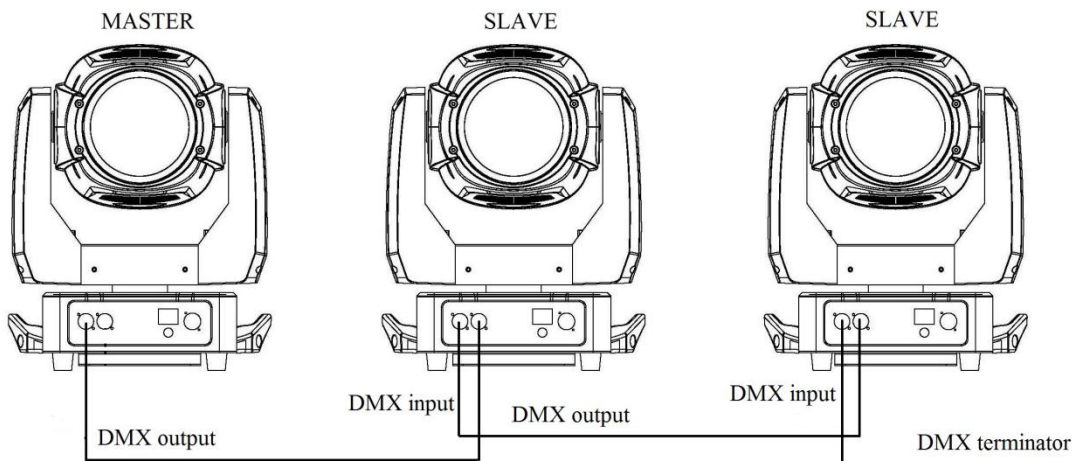
6. OPERATION MENU

	Level 1	Level 2	Level 3	Press the button		
DMX Address code Settings	Address: 001	001-512				
Channel Mode:		16Ch/20CH				
Reset		Motor Power	On/off			
		Reset all	On/off			
		Pan Tilt	On/off			
		Dim	On/off			
		Color	On/off			
		Gobo	On/off			
		Beam Path	On/off			
Run		DMX/User/Auto				
Lamp		On/off				
Manual		Color	0-255			
		Strobe	0-255			
		Dim	0-255			
		Gobo	0-255			
		Prism	0-255			
		Prism Rot	0-255			
		Frost	0-255			
		Foucs	0-255			
		Pan	0-255			
		Pan Fine	0-255			
		Tilt	0-255			
		Tilt Fine	0-255			
		P/T Speed	0-255			
		Functinl	0-255			
Run Settings		Pan/Tilt Settings	Manual Pan/Tilt	On/off		
			X Reverse	N/Y		
			Y Reverse	N/Y		
			Speeed Chn	Yes/No		
		If No DMX	Power On	Middle/On		

	Level 1	Level 2	Level 3	Press the button	
DMX Address code Settings	Address: 001	001-512			
Channel Mode:		16Ch/20CH			
Advanced Settings			Effect/User/ Auto		
		Run Time	Shtter Off/Keep		
	Auto Ignition	On/off			
	Adj	****			
	Language	English/Chinese			
	Ignore	Raster Waveform	Yes/No		
	Adj Recover	****			
Info	DMX Value				
	Error				
	Lamp	Usage Times	****hr		
		Clear Times	****		
	Test Mode	Fan Test			
		Pan/Tilt			
	Product Code	******			

7. DMX PROTOCOL

DMX Chart OF PR-2204			
Short mode	Standard mode	Value	Function
			Color
		000-128	Linear Color
		129-133	Open
		134-137	Color1
		138-141	Color2
		142-145	Color3
1	1	146-149	Color4
		150-153	Color5
		154-157	Color6
		158-161	Color7
		162-165	Color8
		166-169	Color9
		170-173	Color10

		174-177	Color11
		178-181	Color12
		182-185	Color13
		186-193	Color14
		194-225	Clockwise rotation from fast to slow
		226-255	Anti-clockwise rotation from slow to fast
2	2		Strobe
		000-003	Close
		004-103	Strobe from slow to fast
		104-107	Open
		108-207	Pulse strobe from slow to fast
		208-212	Open
		213-225	Slow Random strobe
		226-238	Medium Random strobe
		239-251	Fast Random Strobe
		252-255	Open
3	3		Dimmer
		000-255	Linear Dimmer 0-100%
4	4		Fixed gobo wheel
		000-004	Open
		005-009	GOBO1
		010-014	GOBO2
		015-019	GOBO3
		020-024	GOBO4
		025-029	GOBO5
		030-034	GOBO6
		035-039	GOBO7
		040-044	GOBO8
		045-049	GOBO9
		050-054	GOBO10
		055-059	GOBO11
		060-064	GOBO12
		065-069	GOBO13
		070-074	GOBO14
		075-079	GOBO15
		080-084	GOBO16
		085-089	GOBO17
		090-094	GOBO1 SHAKE: Slow->Fast
		095-099	GOBO2 SHAKE: Slow->Fast
		100-104	GOBO3 SHAKE: Slow->Fast
		105-109	GOBO4 SHAKE: Slow->Fast
		110-114	GOBO5 SHAKE: Slow->Fast
		115-119	GOBO6 SHAKE: Slow->Fast

		120-124	GOBO7 SHAKE: Slow->Fast
		125-129	GOBO8 SHAKE: Slow->Fast
		130-134	GOBO9 SHAKE: Slow->Fast
		135-139	GOBO10 SHAKE: Slow->Fast
		140-144	GOBO11 SHAKE: Slow->Fast
		145-149	GOBO12 SHAKE: Slow->Fast
		150-154	GOBO13 SHAKE: Slow->Fast
		155-159	GOBO14 SHAKE: Slow->Fast
		160-164	GOBO15 SHAKE: Slow->Fast
		165-169	GOBO16 SHAKE: Slow->Fast
		170-174	GOBO17 SHAKE: Slow->Fast
		175-214	Clockwise rotation: Fast->Slow
		215-255	Anti-clockwise rotation: slow->fast
5	5		Prism
		000-032	Open
		033-255	Prism in
6	6		Prism rotation
		000-127	Prism indexing 0-360°
		128-190	Clock wise rotation from fast to slow
		191-192	Stop
		193-255	Anti-clockwise rotation from slow to fast
7	7		Color Wheel in 16 bit
		000-255	0-100%
8	8		Frost
		000-255	0-100%
9	9		Focus
		000-255	0-100%
10	10		Pan
		000-255	0-100%
11	11		Pan in 16 bit
		000-255	0-100%
12	12		Tilt
		000-255	0-100%
13	13		Tilt in 16 bit
		000-255	0-100%
14	14		Pan and Tilt Speed
		000-255	Speed from fast to slow
15	15		Reset
		000-099	No
		100-109	Pan and Tilt reset
		110-119	Head reset
		120-127	No
		128-130	Total Reset
		131-255	No

			Lamp Control
16	16	000-064	No
		065-068	Lamp off
		069-178	No
		179-181	Lamp on
		182-255	No
	17		Pan and Tilt speed
		000-255	From fast to slow
	18		Color Wheel Speed
		000-255	From fast to slow
	19		Focus Speed
		000-255	From fast to slow
	20		Fixed Gobo Wheel Speed
		000-255	From fast to slow

8. ERROR MESSAGE

Name	Type	Correction
Pan	Optical sensor error: Pan	Check if wiring, optical sensor and motors are normal
Tilt	Optical sensor error: Tilt	Check if wiring, optical sensor and motors are normal
Pan & Tilt driver board	Communication error: module1	Check if wiring, hall sensor and motors are normal
Motor driver board	Communication error: module2	Check if wiring, hall sensor and motors are normal
Focus	Hall error: Focus	Check if wiring, hall sensor and motors are normal
Color wheel	Hall error: Color wheel	Check if wiring, hall sensor and motors are normal
Fixed gobo wheel	Hall error: Fixed gobo wheel	Check if wiring, hall sensor and motors are normal
Lamp striking	Lamp striking error	Check if wiring and igniter are normal and if the voltage of the igniter is normal

9. TECHNICAL DATA

ELECTRIC PARAMETERS

Input voltage100V~240V AC，50/60Hz

Input power 350W@230V

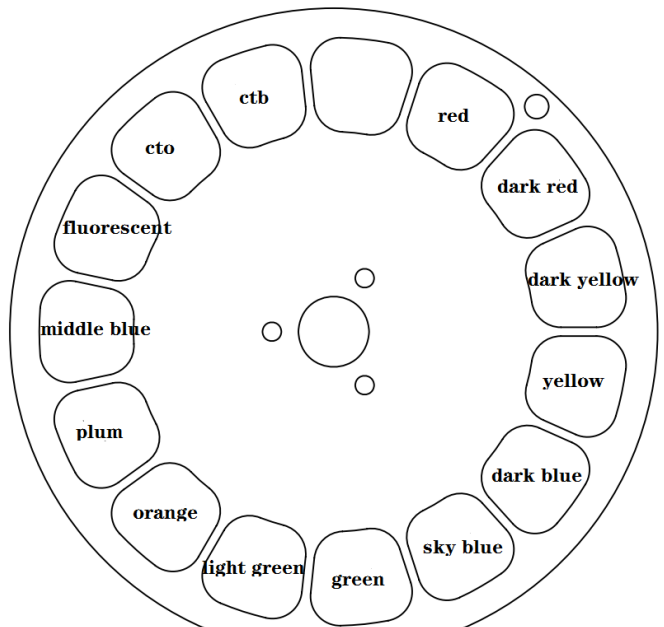Power factor   PF>0.90

THE SPECIFICATIONS OF THE LIGHT SOURCE

Lamp   Osram 7R
Color temperature   8000K
rated life   2000hrs

COLORS

1color wheel: 14colors+ Open

FIXED GOBO WHEEL

1 fixed gobo wheel: 17gobos+open

PRISM/FROST

1   16-facet prism, bi-directional rotation from slow to fast , both can be overlapped

FOCUS

DMX linear focus

DIMMER /STROBE

Strobe at variable speeds(15 F.P.S at maximum)

0-100% linear dimmer

HEAD MOVEMENT

Pan 540º, Tilt 270º with 16 bit control

BEAM ANGLE

2.5°

CONTROL

International standard DMX 512 protocol, 5-pin interface

16channels in short mode and 20channels in standard mode

HOUSING
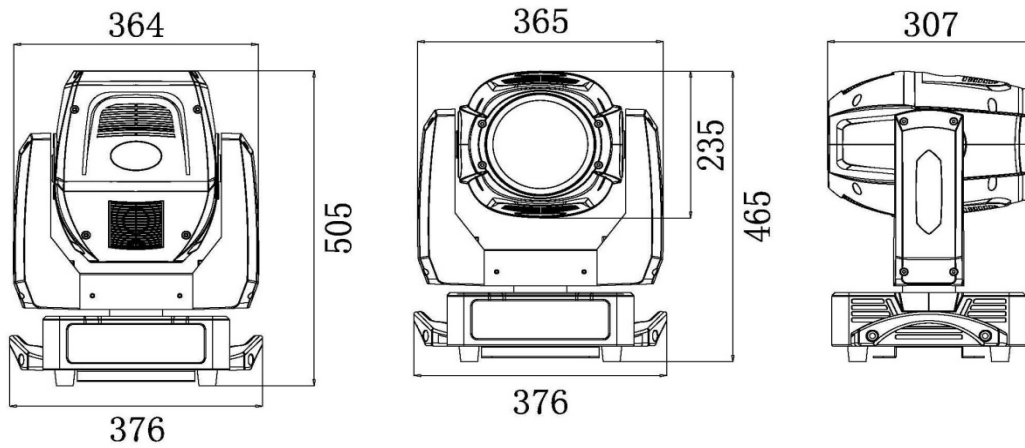
High temperature and anti-UV ABS and aluminum , IP20
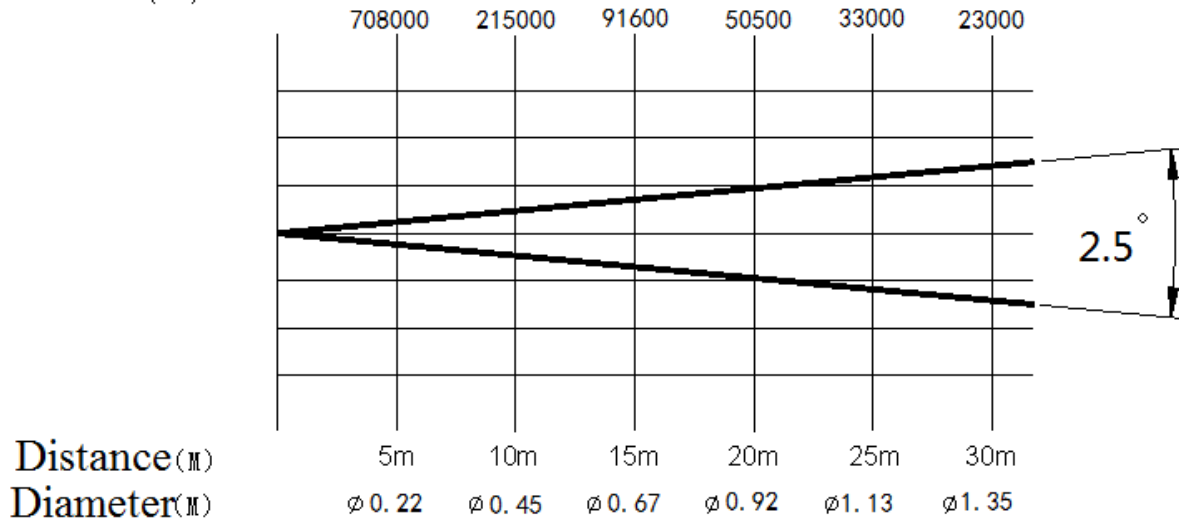
NET WEIGHT

17.5Kg

OPERATION TEMPERATURE
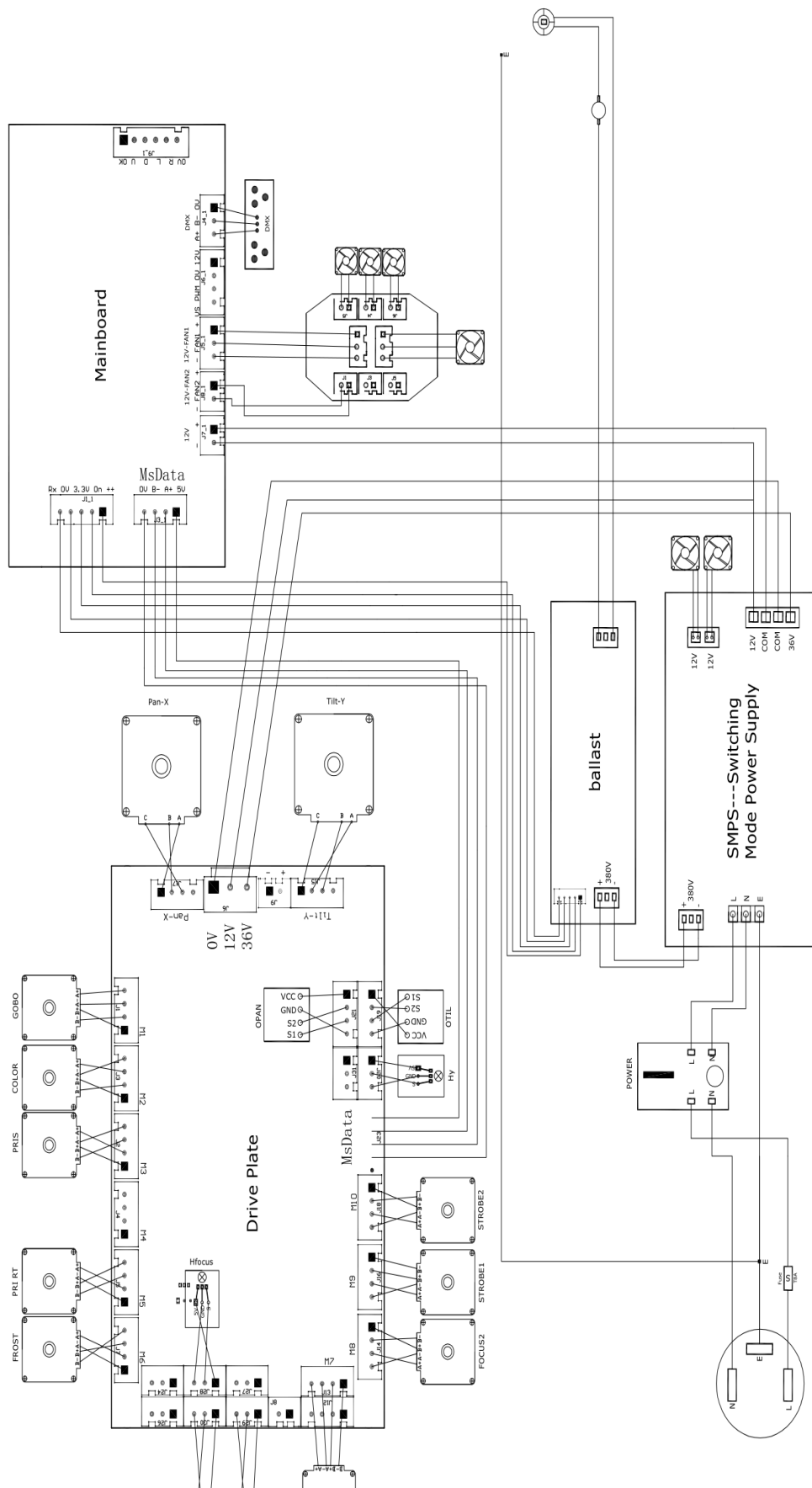
Ambient temperature at maximum：45°C

SIZES

LIGHT OUTPUT

Luminous flux(lux)

	708000	215000	91600	50500	33000	23000

2.5°

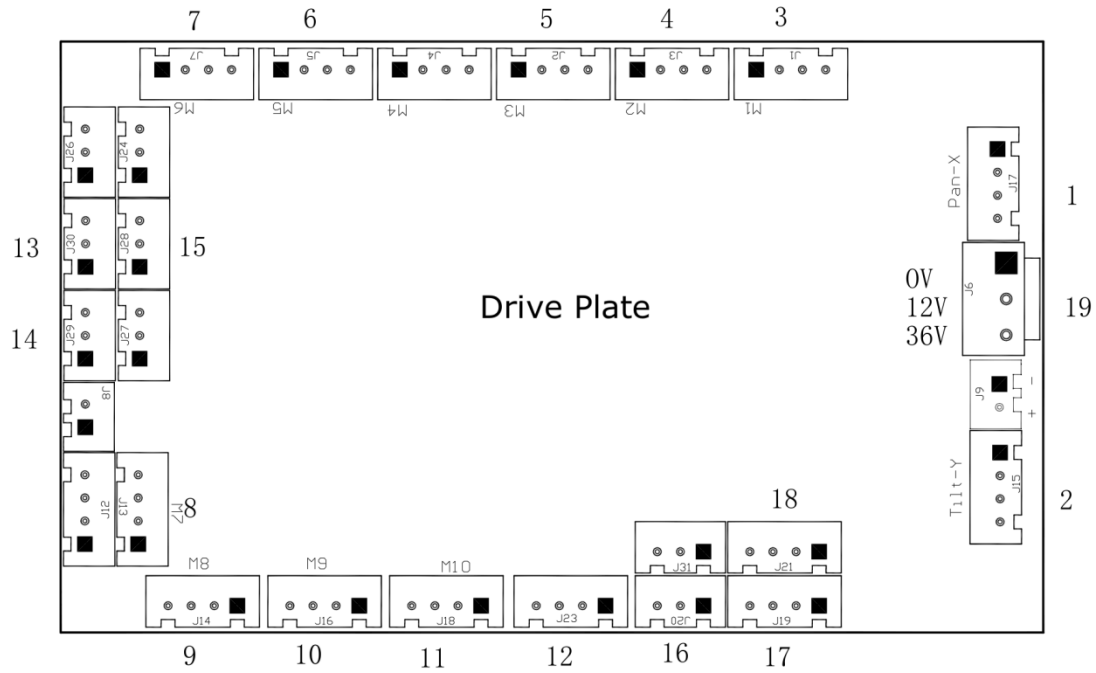| Distance(m)	5m	10m	15m	20m	25m	30m
Diameter(m)	⌀0.22	⌀0.45	⌀0.67	⌀0.92	⌀1.13	⌀1.35

10. CIRCUITDIAGRAM

PCB CONNECTIONS

12-Channel motor driver board：80100-00091

12-channle motor driverboard

12-channel motor driver board			
1	Pan motor	14	Hall for color wheel
2	Tilt motor	15	Hall for focus
3	Fixed gobo wheel motor	16	Hall for Tilt
4	Color wheel motor	17	Magnet sensor for Tilt
5	Prism motor	18	Magnet sensor for Pan
6	Prism rotation motor	19	Voltage input 12V 36V
7	Frost motor		
8	Focus motor1		
9	Focus motor 2		
10	Strobe motor 1		
11	Strobe motor 2		
12	Signal input		
13	Hall for fixed gobo wheel		

11. COMPONENT ORDER CODES

Name	Code No.	Qty	Remarks
Pan Motor	50300-00124	1	
Tilt Motor	50300-00124	1	
Color wheel	50502-00141	1	14colors, each code no. stands for one color, colors start from red and so on
	50502-00142	1	
	50502-00143	1	
	50502-00144	1	
	50502-00145	1	
	50502-00146	1	
	50502-00147	1	
	50502-00148	1	
	50502-00149	1	
	50502-00150	1	
	50502-00151	1	
	50502-00152	1	
	50502-00153	1	
	50502-00154	1	
Fixed gobo wheel	70502-00013	1	
Switching power supply	50400-00030	1	
Lamp	50203-00000	1	Osram 230W VIP lamp
Ballast	50406-00014	1	Osram 230 VIP ballast

PR LIGHTING LTD.

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