7r 230w beam moving head light

Menu structure main ---set up ----run mode ----DMX address ----channel mode ----X Reverse ----Y Reverse ----Y Reverse ---- XY speed ----none DMX signal ----screen saver ----lamp on --A linear change color wheel -- Default Settings --hand --system --software version -- DMX Channel value monitoring --System error record -- A total of time -- The use of time -- Total light soaking time -- The light soaking time --advan¢ed --Reset the calibration -- The biggest bright time --Bright time reset --sensor monitoring --Chinese-English shift

--Rotate

> Set up

option		Description	
Run mode	DMX	From the machine status: receiving DMX signal from the	
		controller or host	
	Auto run 1	Host status: since go and send the DMX signal from machine	
	Auto run 2		
	Auto run 3		
	Auto run 4		
	8		
	0		
	8		
	8		
	Auto run		
	Voice control		
DMX address	1~512	Press "enter" button to enter edit state. At this point is selected	
		one hundred, press the "up" "down" key to change the address	
		code. Press the "enter" button once again and selected 10	
		editor. Press the "enter" button once again and select bits	
		editor. According to the state of an exit the editor again	
CH mode	Standard 16CH	Standard 16CH, 17 ~ 20 channel is invalid	
	Extend 20CH	Extend 20CH, 17 ~ 20 channel control speed	
X Reverse	off	•	
	on		
Y Reverse	off		
	on		
XY change	off		
Ü	on	The exchange of XY channels (including fine-tuning)	
XY encoder	on	Using encoder (light coupling) judging out-of-step and	
		automatically correct position	
	off	Do not use the encoder (light coupling) correct position	
None dmx	keep	According to the original state continues to run	
signal	reset	The motor return, stop running	
C		, and the state of	
Screen saver	on	Close the back lit idle for 30 seconds	
	off	Back lit yongliang	
Lamp on	off	After power on reset directly, not light bulb (menu or control	
1		table has to be used to manually light bubble)	
	on	Electric light automatically after the bubble, and to wait for	
		the light bulb lights up the success had only then to reset	
A linear change	on	A linear change color wheel	
color wheel	off	Nonlinear change color wheel, a color change	
Default Settings		Click 'enter" button after see confirmation dialog, press the	
		"enter" key again to restore the default Settings	
		The stay again to restore the default bettings	

manual control

This interface is used to control the current of lamps and lanterns, and at the same time automatically enter the host status (not receiving DMX signal, sent a DMX signal to the bus to from the machine).

Manual menu will according to the standards set by the Settings menu 16 channel or extended 20 channel model, the corresponding display 16 channels or 20.

option		Description
1CH. Color wheel	0~25	Press "enter" button to enter edit state. At this point is
	5	selected one hundred, press the "up" "down" key
•••••	0~25	values change channels. Press the "enter" button once
	5	again and selected 10 editor. Press the "enter" button
14CH.Marco	0~25	once again and select bits editor. According to the state
	5	of an exit the editor again
15CH.reset		Press "enter" after seeing confirmation dialog box,
		press the "enter" key once again, into the reset
		interface, reset all motor
16CH.lamp control	on	
	off	
17CH. XY speed	0~25	Channel mode "extend CH20"
	5	
18CH. Color wheel speed	0~25	Channel mode "extend CH20"
	5	
19CH. That move light - the	0~25	Channel mode "extend CH20"
prism - spray speed	5	
20CH. Gobo wheel speed	0~25	Channel mode "extend CH20"
	5	

system information

option	Description
software version	The current software version
DMX value	This child into the interface, display as a percentage value and channel
	value for viewing
System error record	If the ERR red light shine, lamps and lanterns is operation error, can enter
	the child interface for details. After the view can press "clear" the error
	record to empty
	Note: sometimes it's not really the installation of hall or light
	coupling problem, but to meet the electrical wire
A total of time	Cumulative time (accurate to minutes)
The use of time	The use of this boot since time (down to minute)
Total light soaking	Total light bubble time (accurate to minutes)
time	
The light soaking	The light soaking time (accurate to minutes)
time	

Error information	Description	
Motor reset fails, a serial	Driver board didn't respond. Connect the display board and drive	
port error	board serial port communication line has a problem, or there is	
	something wrong with the driver board.	
The X axis reset failed	X axis photoelectric switch, or X axis motor has a problem	
Y reset failed	Y photoelectric switch, or Y axis motor has a problem	
X Hall error"	The X axis hole has a problem	
Y Hall error	Y hall has a problem	
Color plate reset failed	Color plate hole, or color plate of motor has a problem	
Pattern plate reset failed	Hall, or the pattern plate of motor has a problem	
0 0 0	All kinds of motor reset problem with hall	
Focusing reset failed	Adjustable JiaoHuoEr, or focus motor has a problem	
Prism focusing reset failed	Prism JiaoHuoEr, or prisms focus motor has a problem	
The light bulb control	Bright or destroy dip failure, lighting apparatus, or the light bulb	
failure	has a problem	
Bright soak time is too	Total light bubble time more than the "advanced" menu setting	
long, please change to	the maximum light soaking time, prompt the user to change the	
bubble!	gun. In bubble in the "advanced" menu after light soaking time,	
	clear bright time to time.	

> Advanced

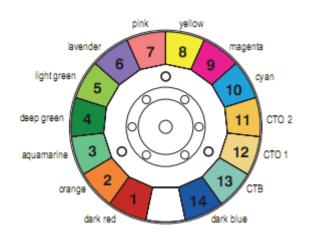
> Set a password here, prevent the non-professional workers wrong operation. The default password is "up and down up and down". Press the "ok" key password authentication.

option	Description	
Reset the	After the child into the interface, it can adjust the reset of X axis and	
calibration	Y axis motor position, in order to make up for the error of hardware	
	installation, adjustment range - 128 ~ + 127, + 0 means no	
	adjustment.	
The biggest	0-9999 hours, operating the largest bright bubble time there will be	
bright time	an alarm system	
Bright time reset	After reset, light soaking time to time	
sensor	Real-time monitor the lamp on all kinds of photoelectric switches,	
monitoring	hall sensors	

Control Board (Channel List)

CHANNE	CHANNEL MODE		
L	16	20	
1	COLOUR WHEEL	COLOUR WHEEL	
2	STOP/STROBE	STOP/STROBE	
3	DIMMER	DIMMER	
4	STATIC GOBO CHANGE	STATIC GOBO CHANGE	
5	PRISM INSERTION	PRISM INSERTION	
6	PRISM ROTATION	PRISM ROTATION	
7	EFFECTS MOVEMENT	EFFECTS MOVEMENT	
8	empty	empty	
9	FOCUS	FOCUS	
10	PAN	PAN	
11	PAN FINE	PAN FINE	
12	TILT	TILT	
13	TILT FINE	TILT FINE	
14	MARCO FUNCTION	MARCO FUNCTION	
15	RESET	RESET	
16	LAMP CONTROL	LAMP CONTROL	
17		PAN-TILT TIME	
18		COLOUR TIME	
19		DIMMER-PRISM-FROST TIME	
20		GOBO TIME	

> COLOUR WHEEL - channel 1



140 purplish red 135 brown + purplish red 130 brown 125 fluorescence + brown 120 fluorescence 115 CTO + fluorescence 110 CTO 105 Yellow green + CTO 106 Yellow green 107 Blue green 108 Pale blue purple+blue green 109 Rose red + tan 100 Rose red 100 Rose red 100 ROSEEN 100 GREEN 100 Grunn Huntiples of 5. 100 Linear change: 100 The color digits are alway a multiple of 5. The color digits are alway a multiple of 5. The color digits are alway a multiple of 5. The color digits are alway a multiple of 5. The color digits are alway a multiple of 5. The color digits are alway a multiple of 5. The color digits are alway a multiple of 5. The color digits are alway a multiple of 5. The color digits are alway a multiple of 5. The color digits are alway a multiple of 5. The color digits are alway a multiple of 5. The color digits are alway a multiple of 5. The color digits are alway a multiple of 5. 105 Yellow green + CTO 206 Yellow green 216 H digit is 5: 500 white,50% red; If digit is 6: 400 white,60% red. 217 Non-linear changes: 218 Color to be adjusted as unit with color. 219 Color to be adjusted as unit with color. 220 Color film can be "linear and "non-linear" selected via the Settings menu.	BIT	EFFECT	Remarks	
150	255	Color from slow to fast		
Color from slow to fast flowing water effect purplish red + WHITE purplish red purplish red brown + purplish red Linear change: The color digits are alway a multiple of 5. The color digits are alway and a multiple of 5. The color digits are alway a multiple of 5. The color digits are alway a multiple of 5. The color digits are alway a multiple of 5. The color digits are alway a multiple of 5. The color digits are alway a multiple of 5. The color digits are alway a multiple of 5. The color digits are alway a multiple of 5. The color digits are alway a multiple of 5. The color digits are alway a multiple of 5. The color digits are alway a multiple of 5. The color digits a		flowing water effect		
flowing water effect purplish red + WHITE purplish red purplish red purplish red prown + purplish red prown 125	•••••	•••••		
purplish red + WHITE purplish red Dinam change: The color digits are alway a multiple of 5. The color digits are alway a multiple of 5. The color digits are alway a multiple of 5. The color digits are alway a multiple of 5. The color digits are alway a multiple of 5. The color digits are alway a multiple of 5. The color digits are alway a multiple of 5. The color digits are alway a multiple of 5. The color digits are alway a multiple of 5. The color scale can be adjusted, for example: If digit is 5: 509 white,50% red; If digit is 6: 409 white,50% red. Pale blue green Pale blue purple Pale blue purple Tan + Pale blue purple To tan Color film can be "linear and "non-linear" selected via the Settings menu. Color film can be "linear and "non-linear" selected via the Settings menu. Color film can be "linear and "non-linear" selected via the Settings menu.	150	Color from slow to fast		
140 purplish red 135 brown + purplish red 130 brown 125 fluorescence + brown 120 fluorescence 115 CTO + fluorescence 110 CTO 105 Yellow green + CTO 106 Yellow green 107 Blue green 108 Pale blue purple+blue green 109 Pale blue purple 100 Tan + Pale blue purple 100 Rose red 100 Rose red 100 ROSE Orange 100 GREEN multiples of 5. Initiation of 5. Linear change: The color digits are alway a multiple of 5. The color scale can be adjusted, for example: If digit is 5: 500 white,50% red; If digit is 4: 60% white and 40% red 160 White,60% red. Non-linear changes: Color to be adjusted as unit with color. Color film can be "linear and "non-linear" selected via the Settings menu.		flowing water effect		
brown + purplish red brown 125	145	purplish red + WHITE	Number is always	
130 brown Linear change: 125 fluorescence + brown 120 fluorescence a multiple of 5. The color scale can be adjusted, for example: If digit is 5: 50% white,50% red; If digit is 5: 50% white,50% red; If digit is 5: 50% white,50% red; If digit is 6: 40% white,60% red. 4: 60% white and 40% red 4: 60% white and 40% red 4: 60% white and 40% red white,60% red. White,60% red. Non-linear changes: Color to be adjusted as unit with color. Color film can be "linear and "non-linear" selected via the Settings menu. Color film can be "linear and "non-linear" selected via the Settings menu. Color film can be "linear and "non-linear" selected via the Settings menu. Color film can be "linear and "non-linear" selected via the Settings menu. Color film can be "linear and "non-linear" selected via the Settings menu. Color film can be "linear and "non-linear" selected via the Settings menu. Color film can be "linear and "non-linear" selected via the Settings menu. Color film can be "linear and "non-linear" selected via the Settings menu. Color film can be "linear and "non-linear" selected via the Settings menu. Color film can be "linear and "non-linear" selected via the Settings menu. Color film can be "linear and "non-linear" selected via the Settings menu. Color film can be "linear and "non-linear" selected via the Settings menu. Color film can be "linear and "non-linear" selected via the Settings menu. Color film can be "linear and "non-linear" selected via the Settings menu. Color film can be "linear and "non-linear" selected via the Settings menu. Color film can be "linear and "non-linear" selected via the Settings menu. Color film can be "linear and "non-linear" selected via the Settings menu. Color film can be "linear and "non-linear" selected via the Settings menu. Color film can be "linear and "non-linear" selected via the Settings menu. Color film can be "linear and "non-linear" selected via the Settings menu. Color film can be "linear and "non-l	140	purplish red	multiples of 5.	
125 fluorescence + brown 120 fluorescence 115 CTO + fluorescence 110 CTO 105 Yellow green + CTO 100 Yellow green 95 Blue green + yellow green 96 Blue green 97 Pale blue purple+blue green 175 Tan + Pale blue purple 170 Tan + Rose red 170	135	brown + purplish red		
120 fluorescence 115 CTO + fluorescence 110 CTO 105 Yellow green + CTO 100 Yellow green 95 Blue green + yellow green 90 Blue green 85 Pale blue purple+blue green 80 Pale blue purple 75 Tan + Pale blue purple 76 Rose red + tan 60 Rose red 50 Orange + rose red 50 GREEN + orange 4 multiple of 5. The color scale can be adjusted, for example: If digit is 5: 50% white,50% red; If digit is 6: 40% white,60% red. 8 hite,50% red; If digit is 6: 40% white,60% red. 8 hon-linear changes: Color to be adjusted as unit with color. Color film can be "linear and "non-linear" selected via the Settings menu.	130	brown	Linear change:	
115 CTO + fluorescence 110 CTO 105 Yellow green + CTO 100 Yellow green 95 Blue green + yellow green 90 Blue green 85 Pale blue purple+blue green 80 Pale blue purple 75 Tan + Pale blue purple 70 tan 65 Rose red + tan 60 Rose red 50 Orange + rose red 50 Orange 40 GREEN	125	fluorescence + brown	The color digits are always	
110 CTO 105 Yellow green + CTO 100 Yellow green 95 Blue green + yellow green 90 Blue green 85 Pale blue purple+blue green 80 Pale blue purple 75 Tan + Pale blue purple 70 tan 65 Rose red + tan 60 Rose red 50 Orange + rose red 50 Orange 40 GREEN example: If digit is 5: 509 white,50% red; If digit is 6: 409 white,60% red. White,50% red; If digit is 6: 409 white,60% red. Color to be adjusted as unit with color. Color film can be "linear and "non-linear" selected via the Settings menu.	120	fluorescence	a multiple of 5. The color	
Yellow green + CTO Yellow green Yellow green Yellow green Story Blue green + yellow green Blue green Pale blue purple+blue green Pale blue purple Tan + Pale blue purple Tan + Pale blue purple Rose red + tan Rose red Story Grange + rose red Tory Grange GREEN + orange White,50% red; If digit is 6: 40% white and 40% red White,60% white and 40% red White,50% red; If digit is 6: 40% white and 40% red Color film can be "Inead and "non-linear" selected via the Settings menu.	115	CTO + fluorescence	scale can be adjusted, for	
100 Yellow green 95 Blue green + yellow green 90 Blue green 85 Pale blue purple+blue green 80 Pale blue purple 75 Tan + Pale blue purple 70 tan 65 Rose red + tan 60 Rose red 55 Orange + rose red 50 GREEN + orange 4: 60% white and 40% red white,60% red. Non-linear changes: Color to be adjusted as unit with color. Color film can be "linear and "non-linear" selected via the Settings menu.	110	СТО	example: If digit is 5: 50%	
Blue green + yellow green Blue purple+blue green Pale blue purple Tan + Pale blue purple Tan + Pale blue purple Rose red + tan Rose red To and "non-linear" selected via the Settings menu. Color film can be "linear and "non-linear" selected via the Settings menu. GREEN + orange GREEN	105	Yellow green + CTO	white,50% red; If digit is	
90 Blue green 85 Pale blue purple+blue green 80 Pale blue purple 75 Tan + Pale blue purple 70 tan 65 Rose red + tan 60 Rose red 55 Orange + rose red 50 Orange 45 GREEN + orange 88 Blue green Non-linear changes: Color to be adjusted as unit with color. Color film can be "linear and "non-linear" selected via the Settings menu.	100	Yellow green	4: 60% white and 40% red;	
85 Pale blue purple+blue green 80 Pale blue purple 75 Tan + Pale blue purple 70 tan 65 Rose red + tan 60 Rose red 55 Orange + rose red 50 orange 45 GREEN + orange GREEN	95	Blue green + yellow green	•	
green 80 Pale blue purple Tan + Pale blue purple 70 tan Rose red + tan 60 Rose red 55 Orange + rose red 50 Orange 45 GREEN + orange Non-linear changes: Color to be adjusted as unit with color. Color film can be "linear and "non-linear" selected via the Settings menu.	90	Blue green	white,60% red.	
80 Pale blue purple 75 Tan + Pale blue purple 70 tan 65 Rose red + tan 60 Rose red 55 Orange + rose red 50 orange 45 GREEN + orange 40 GREEN	85	Pale blue purple+blue		
75 Tan + Pale blue purple 70 tan 65 Rose red + tan 60 Rose red 55 Orange + rose red 50 orange 45 GREEN + orange 40 GREEN		green	=	
75 Tan + Pale blue purple 70 tan 65 Rose red + tan 60 Rose red 55 Orange + rose red 50 orange 45 GREEN + orange 40 GREEN	80	Pale blue purple	, and the second	
65 Rose red + tan 60 Rose red 55 Orange + rose red 50 orange 45 GREEN + orange 40 GREEN	75	Tan + Pale blue purple	unit with color.	
65 Rose red + tan and "non-linear" selected via the Settings menu. 55 Orange + rose red via the Settings menu. 50 orange 45 GREEN + orange 40 GREEN	70	tan	Color film oon be "lineer"	
60 Rose red via the Settings menu. 55 Orange + rose red 50 orange 45 GREEN + orange 40 GREEN	65	Rose red + tan		
55 Orange + rose red 50 orange 45 GREEN + orange 40 GREEN	60	Rose red		
45 GREEN + orange 40 GREEN	55	Orange + rose red	via the Settings menu.	
40 GREEN	50	orange		
	45	GREEN + orange		
1077177777	40	GREEN		
35 AQUAMARINE +	35	AQUAMARINE +		
GREEN		GREEN		
30 AQUAMARINE	30	AQUAMARINE		
25 ORANGE +	25	ORANGE +		
AQUAMARINE		AQUAMARINE		
20 ORANGE	20	ORANGE		
15 RED + ORANGE	15	RED + ORANGE		
10 RED	10	RED		
5 WHITE + RED	5	WHITE + RED		
0 WHITE	0	WHITE		

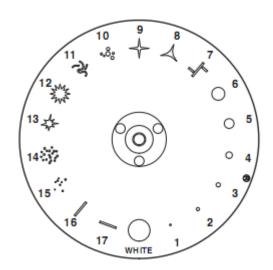
> STOP/STOBE - channel 2

BIT	EFFECT	Remarks
252-255	OPEN	Controlled by the dimmer channel
239-251	RANDOM FAST STROBE	
226-238	RANDOM MEDIUM	
	STROBE	
213-225	RANDOM SLOW STROBE	
208-212	OPEN	Controlled by the dimmer channel
207	FAST PULSATION	
•••••	•••••	
108	SLOW PULSATION	
104-107	OPEN	Controlled by the dimmer channel
103	FAST STROBE	
•••••	•••••	
4	SLOW STROBE	
0-3	CLOSED	

> DIMMER - channel 3

BIT	EFFECT	Remarks
255	100%	
•••••	•••••	
0	0%	

> STATIC GOBO CHANGE - channel 4



SPEED	BIT	EFFECT	Remarks
SPEED			
251		SPEED	
SPEED SPEED SPAKE, FAST SPEED SPEED	•••••	•••••	_
Correction Cor	251	GOBO 17 SHAKE, SLOW	
SPEED		SPEED	
Correction Cor	250	GOBO 16 SHAKE, FAST	
246		SPEED	
SPEED	•••••	•••••	
180	246	GOBO 16 SHAKE, SLOW	
180		SPEED	
SPEED 176	•••••	•••••	
GOBO 2 SHAKE, SLOW SPEED 175 GOBO 1 SHAKE, FAST SPEED	180	GOBO 2 SHAKE, FAST	
176		SPEED	
SPEED GOBO SHAKE, FAST SPEED SPEED SPEED SHAKE, SLOW SPEED SHAKE, SLOW SPEED SLOW ROTATION STOP SOBO STOP SUMBLE OF STOP	•••••	•••••	
175 GOBO 1 SHAKE, FAST SPEED	176	GOBO 2 SHAKE, SLOW	
SPEED		SPEED	
GOBO 1 SHAKE, SLOW SPEED 170 FAST ROTATION 135 SLOW ROTATION 130-134 STOP 129 SLOW ROTATION 90 FAST ROTATION 85 GOBO 17 Number is always multiples of 5. 75 GOBO 15 70 GOBO 14 65 GOBO 13 60 GOBO 12 55 GOBO 11 50 GOBO 10 45 GOBO 9 40 GOBO 8 35 GOBO 6	175	GOBO 1 SHAKE, FAST	
171 GOBO 1 SHAKE, SLOW SPEED		SPEED	
SPEED 170 FAST ROTATION	•••••	•••••	
170 FAST ROTATION 135 SLOW ROTATION 130-134 STOP 129 SLOW ROTATION 90 FAST ROTATION 85 GOBO 17 Number is always multiples of 5. 75 GOBO 16 multiples of 5. 70 GOBO 14 65 65 GOBO 13 60 60 GOBO 12 55 55 GOBO 10 45 45 GOBO 9 40 40 GOBO 8 35 35 GOBO 6	171	GOBO 1 SHAKE, SLOW	
SLOW ROTATION 130-134 STOP 129 SLOW ROTATION		SPEED	
135 SLOW ROTATION 130-134 STOP 129 SLOW ROTATION 90 FAST ROTATION 85 GOBO 17 Number is always multiples of 5. 75 GOBO 16 multiples of 5. 70 GOBO 14 GOBO 13 60 GOBO 12 GOBO 11 50 GOBO 10 GOBO 9 40 GOBO 8 35 GOBO 7 30 GOBO 6	170	FAST ROTATION	
130-134 STOP 129 SLOW ROTATION 90 FAST ROTATION 85 GOBO 17 Number is always multiples of 5. 75 GOBO 16 multiples of 5. 70 GOBO 15 GOBO 14 65 GOBO 13 GOBO 12 55 GOBO 11 GOBO 10 45 GOBO 9 40 GOBO 8 35 GOBO 7 30 GOBO 6	•••••	•••••	
129 SLOW ROTATION 90 FAST ROTATION 85 GOBO 17 Number is always multiples of 5. 70 GOBO 16 multiples of 5. 70 GOBO 14 GOBO 13 60 GOBO 12 GOBO 11 55 GOBO 10 GOBO 9 40 GOBO 8 35 GOBO 7 30 GOBO 6	135	SLOW ROTATION	
90 FAST ROTATION 85 GOBO 17 Number is always multiples of 5. 75 GOBO 15 70 GOBO 14 65 GOBO 13 60 GOBO 12 55 GOBO 11 50 GOBO 10 45 GOBO 9 40 GOBO 8 35 GOBO 6	130-134	STOP	
90 FAST ROTATION 85 GOBO 17 Number is always multiples of 5. 75 GOBO 15 70 GOBO 14 65 GOBO 13 60 GOBO 12 55 GOBO 11 50 GOBO 10 45 GOBO 9 40 GOBO 8 35 GOBO 7 30 GOBO 6	129	SLOW ROTATION	
85 GOBO 17 80 GOBO 16 75 GOBO 15 70 GOBO 14 65 GOBO 13 60 GOBO 12 55 GOBO 11 50 GOBO 10 45 GOBO 9 40 GOBO 8 35 GOBO 7 30 GOBO 6	•••••	•••••	
80 GOBO 16 75 GOBO 15 70 GOBO 14 65 GOBO 13 60 GOBO 12 55 GOBO 11 50 GOBO 10 45 GOBO 9 40 GOBO 8 35 GOBO 7 30 GOBO 6	90	FAST ROTATION	
75 GOBO 15 70 GOBO 14 65 GOBO 13 60 GOBO 12 55 GOBO 11 50 GOBO 10 45 GOBO 9 40 GOBO 8 35 GOBO 7 30 GOBO 6	85	GOBO 17	Number is always
70 GOBO 14 65 GOBO 13 60 GOBO 12 55 GOBO 11 50 GOBO 10 45 GOBO 9 40 GOBO 8 35 GOBO 7 30 GOBO 6	80	GOBO 16	multiples of 5.
65 GOBO 13 60 GOBO 12 55 GOBO 11 50 GOBO 10 45 GOBO 9 40 GOBO 8 35 GOBO 7 30 GOBO 6	75	GOBO 15	
60 GOBO 12 55 GOBO 11 50 GOBO 10 45 GOBO 9 40 GOBO 8 35 GOBO 7 30 GOBO 6	70	GOBO 14	
55 GOBO 11 50 GOBO 10 45 GOBO 9 40 GOBO 8 35 GOBO 7 30 GOBO 6	65	GOBO 13	
50 GOBO 10 45 GOBO 9 40 GOBO 8 35 GOBO 7 30 GOBO 6	60	GOBO 12	
45 GOBO 9 40 GOBO 8 35 GOBO 7 30 GOBO 6	55	GOBO 11	
40 GOBO 8 35 GOBO 7 30 GOBO 6	50	GOBO 10	
35 GOBO 7 30 GOBO 6	45	GOBO 9	
30 GOBO 6	40	GOBO 8	
	35	GOBO 7	
	30	GOBO 6	
25 GOBO 5	25	GOBO 5	
20 GOBO 4	20	GOBO 4	

15	GOBO 3
10	GOBO 2
5	GOBO 1
0	WHITE

> PRISM INSERTION - channel 5

BIT	EFFECT	Remarks
128-255	PRISM INSERTED	
0-127	PRISM EXCLUDED	

> PRISM ROTATION - channel 6

BIT	EFFECT	Remarks
255	FAST ROTATION	
•••••	•••••	
193	SLOW ROTATION	
191-192	STOP	
190	SLOW ROTATION	
••••	•••••	
128	FAST ROTATION	
0-127	POSITION	

> EFFECTS MOVEMENT - channel 7

BIT	EFFECT	Remarks
255	100%	
	•••••	
0	0%	

> channel 8

BIT	EFFECT	Remarks
	empty	
	empty	

> FOCUS - channel 9

BIT	EFFECT	Remarks
255	100%	
•••••	•••••	
0	0%	

- **PAN channel 10** (...)
- > PAN FINE channel 11 (...)
- > TILT channel 12 (...)
- > TILT FINE channel 13 (...)
- > MACRO FUNCTION channel 14(...)

> RESET - channel 15

BIT	EFFECT	Remarks
128-255	COMPLETE	
	RESET	Reset is activated passing through the
77-127	PAN/TILT	unused range and staying 5 seconds.
	RESET	
26-76	EFFECTS	
	RESET	
0-25	UNUSED	
	RANGE	

LAMP CONTROL- channel 16

BIT	EFFECT	Remarks
101-255	LAMP ON	
10-100	LAMP OFF	Lamp switch passing through the unused
0-9	UNUSED	range and staying 5 seconds.
	RANGE	

> TIMING CHANNELS

	Timing Channel	Channel function	Remark	
17	Pan-Tilt time	Pan-Tilt-(Pan fine-Tilt fine)	255	SLOW SPEED
18	Colour time	Colour wheel	•••••	•••••
19	Beam time	Dimmer-Prism -Frost	0	FAST SPEED
20	Gobo time	Static Gobo		

(Special Instructions)

- Reset process, long press 5 seconds touch screen, or press the OK button 5 seconds, interrupt reset.
- On power-up and hold the Enter key or press the touch screen interrupt reset process and enter Test mode.
- ➤ DMX address is set to 512, back to the main screen, press "512" five seconds on the touch screen, or press the OK button 5 seconds, you can set the "Show" or "Hide" LOGO.
- ➤ Gobo and color wheel with automatic detection of magnetic correction function. Hall's installation needs attention, the channel is zero, even if a reset calibration fine-tuning, but also on the best magnetic, gobo and color wheel to reset the calibration range outside + -20, zero correction functions will not work: if the upper magnetic, so users in a certain light patterns or color wheel disc out of step when found, will push channel value to zero, the system will automatically gobo or color wheel to reset the correction.

Signal lights:

- ERR red light flashes to indicate an error message, go to the "Information" -> "System error" View.
- DMX blue light, normally on said DMX signal is received, Off means no DMX signal.
- Motor driver board the blue light, if one second intervals blinks quickly, the reception to the display panel sent by the serial signal; if slow blinking interval of 2 seconds, indicating no serial signals with flashing lights to indicate the system is running; if the indicator light is on or off, it indicates a problem with the motor driver board.