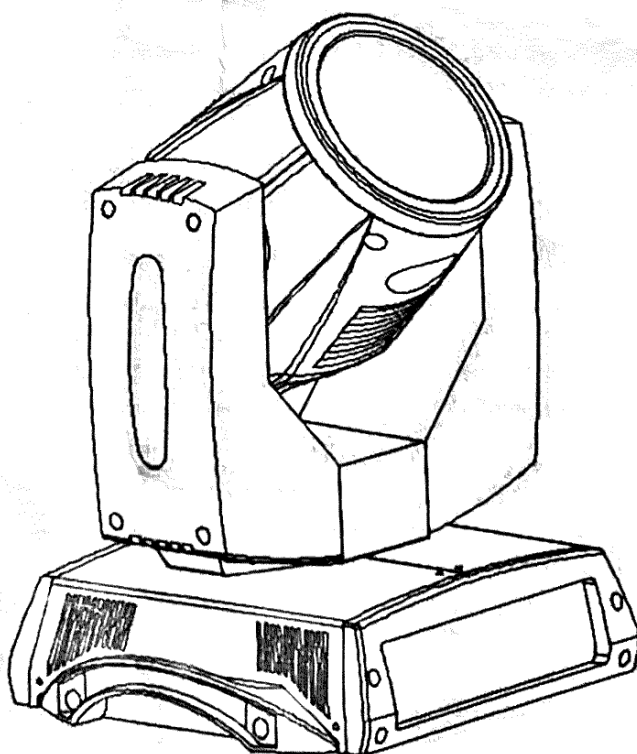


# 5R 7R BEAM MOVE HEAD LIGHT

## USER MANUAL

(TFT DISPLAY & TOUCH)



Please read over this manual before operation the light

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### 1. Maintenance

- To reduce the risk of ele
- Intermittently using will
- Please clear the fan ,fan
- Do not use the alcohol o

### 2. Statement

The product has perfect perfor  
with the warning and operat  
misusing. Any damage result  
problem caused by neglecting

**Note:** All information is su

### 3. Safety Precaution

- In order to guarantee the  
environment over 60degr
- Always mount this unit i
- Install or dismantle shou
- Using lamp, the chang  
high, it will shorten the
- Please restart it 20 minu  
will reduce the life spar  
and lamps.
- In order to make sure th

### 4. Product Instruc

- lamp: 5R or 7R (Colo
- Channel mode:20 DM
- Pan scan: 540°(16bit)
- Tilt scan: 270° (16bit
- Amazing dot matix, fo
- Color wheel: one colo
- Gobo: 17 gobos
- Effect Wheel: Rotat
- 0-100% mechanical c

## Chapter 1 Installation and attention

### 1. Maintenance

- To reduce the risk of electrical shock or fire, do not expose this unit to rain or moisture.
- Intermittently using will extend this item's service life.
- Please clear the fan ,fan net , and optical lens in order to keep good work state.
- Do not use the alcohol or any other organic solvent to wipe the shell.

### 2. Statement

The product has perfect performance and integrity packing. All users should be strictly complying with the warning and operating instructions as stated. Or we aren't in charge of any result by misusing. Any damage resulting by misuse is not within the Company's warranty. Any fault or problem caused by neglecting the manual is also not in the charge of dealers.

**Note:** All information is subject to change without prior notice.

### 3. Safety Precaution

- In order to guarantee the product's life, please don't put it in the damp places or even the environment over 60degrees.
- Always mount this unit in safe and stable matter.
- Install or dismantle should operate by professional engineer.
- Using lamp, the change rate of power voltage should be within $\pm 10\%$ , If the voltage is too high, it will shorten the light's life; If it's not enough, will influence the effect.
- Please restart it 20 minutes later after turning off light , until full-cooling. Frequent switching will reduce the life span of lamps and bulbs; intermittent using will improve the life of bulbs and lamps.
- In order to make sure the product is used well, please read the Manual carefully.

### 4. Product Instruction

- lamp: 5R or 7R ( Color temperature: 8000K)
- Channel mode:20 DMX512 Channel
- Pan scan: 540°(16bit) Electric correction
- Tilt scan: 270° (16bit) Electric correction
- Amazing dot matix, four tact switch, 180° turning show
- Color wheel: one color wheel, 14 kinds of color chips in one color wheel
- Gobo: 17 gobos
- Effect Wheel: Rotation eight prism, effect move , frost
- 0-100% mechanical dimming, mechanical dimming and free dimming available.

- strobe macro control available.
- Lens optical system achanical focuse .beam angle 0~4°
- Over heat protection
- Power Input: 100-240V, 50/60Hz
- Power Dissipation: 350W
- IP level :IP20
- Magnetic ballast and AC/Dc power supply
- Product Size: 523×337×511mm
- Packing Size: 635X440X725
- Net weight: 19.5KG

### 5. Cable connection (DMX)

Use a cable conforming to specifications EIA RS-485: 2-pole twisted, shielded, 120Ohm characteristic impedance, 22-24 AWG, low capacity. Do not use microphone cable or other cable with characteristics differing from those specified. The end connections must be made using XLR type 3 or 5-pin male/female connectors. A terminating plug must be inserted into the last projector with a resistance of 120Ohm (minimum 1/4 W) between terminals 2 and 3.

**IMPORTANT:** The wires must not make contact with each other or with the metal casing of the connectors. The casing itself must be connected to the shield braid and to pin 1 of the connectors.

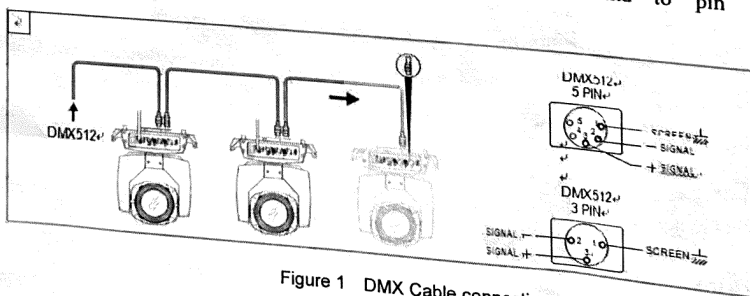


Figure 1 DMX Cable connection

### 6. Rigging (Optional)

This equipment can be positioned and fixed by clamp in every direction of the stage. Locking system makes it easy to fasten to the bracket.

Attention! Two clamps is needed to fix the equipment. Every clamp is locked by fastener of 1/4 kind. Fastener can only be locked clockwise.

Attention! Fasten a safety string to the additional hole of side aluminum piece. The secondary accessory can not hang on the delivery handle. Nip the equipment on bracket.

- Check if rigging clamp (not including the one inside) damaged or not? If stand ten times

weight as the equipments,

- Screws for clamp bracket
- Level the two levers by
- Install on secondary accessory is
- Make sure p flammable m

weight as the equipment. Make sure the architecture can stand ten times weight as all the equipments, clamps, wirings and other additional fixtures.

- Screws for clamping must be fixed firmly. Take one M12 screw (Grade 8.8 or higher) to clamp bracket, and then screw the nuts.
- Level the two hanging points at the bottom of clamp. Insert fastener to the bottom, lock the two levers by 1/4 rotating clockwise; then install another clamp.
- Install on safety string which stands at least ten times weight as equipment. Terminal of the accessory is designed for clamps.
- Make sure pan/tilt lock unlocked or not. Keep the distance more than 1M from equipment to flammable material or lighting source.

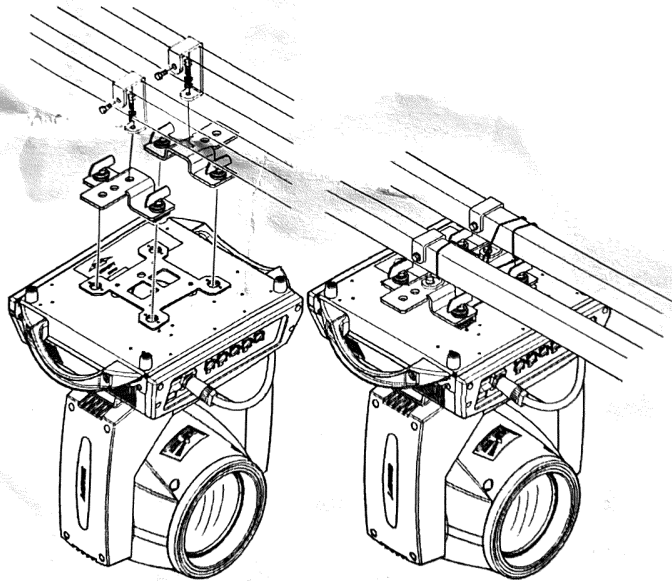


Figure 2 Installation

## Chapter 2 Panel operation

### 1. Brief

The light panel diagram show as Figure 3, Left area is TFT Displayer, support touch, and right area is encoder button, both of touch and coder button can operate light and setting.

Display & operation just like 'Android operation system', touch the item will set or modify setting.

Note: Prevent damage the touch or TFT displayer, Can not use sharp objects chick displayer.

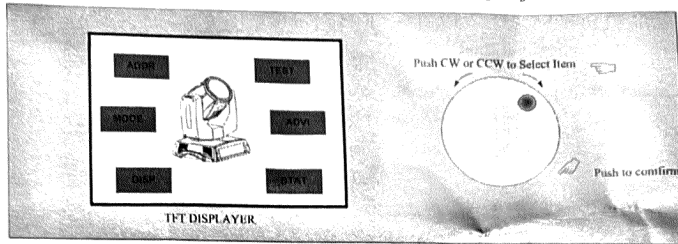


Figure 3 Panel diagram

### 2. Operation

#### 1. Operate light with touch or encoder button

- The left area is TFT Displayer and touch, chick item or value with finger will to complete operation of set light setting(parameters) or view light state.
- The area on the right hand side is rotary encoder with button, As auxiliary input interface, if disable touch function,, the encoder can been choose to set or view the item, and then press the encoder button to confirm the selection, rotary encoder again set the parameter value, finally, Press encoder button one again to save value or setting.

#### 2. Parameter value setting

When the selected item is value need to been modified, the dialog shown in Figure 4 will popup.

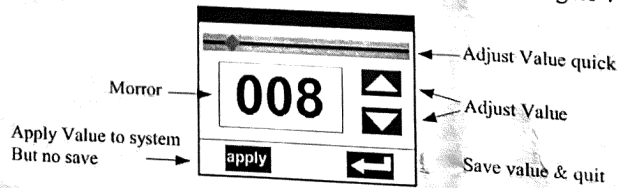


Figure 4 Dialog of value setting

- **Modify value:** Can quickly modify value via pull the slider to the desired position, or click the button of 'up' or 'down' whit finger on the right side to set the exact desired value, another way is roll encoder on the right hand side of panel.
- **Apply value:** When Value had been modified, Then press the bottom of 'apply' in the left corner to apply to the light, but hav't saved;
- **Save Value:** Any time, click on the lower right corner of the "OK" button, the setting will

been saved i

### 3. Boolean

- when the se
- setting by ch
- When the p
- been popup

### 4. Sub M

Chick item of m

includes class of

- ADDRESS
- WORKMO
- DISPLAY:
- TEST: U
- function
- ADVANC
- STATUS:

Address
WorkMode
Display
Test
Advance
Status
Escape

Address
WorkMod
Display
Test
Advanc
Statu
Escap

### 3. Ope

Via foll

- In main
- In sub
- sub me

been saved into internal memory.

### 3. Boolean parameter setting

- when the selected parameters is a Boolean value (such as ON or OFF), can directly modify setting by chick corresponding item, the setting will been saved right now.
- When the parameter is a key item, chick corresponding item, a dialog shown in Figure 5 will been popup ask for the confirm. Chick 'sure' to confirm.

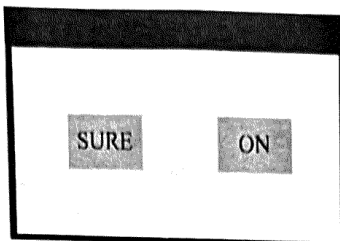


Figure 5 Dialog of confirm

### 4. Sub Menu (Parameter)

Chick item of main menu, enter corresponding sub menu, shown in Figure 6, total 6 sub menu, includes class of parameter and status:

- ADDRESS: Set light DMX address.
- WORKMOD: Set light work mode, master or slave mode when in auto run mode.
- DISPLAY: Set display parameter, eg. select language.
- TEST: Used for test light, modify DMX channel data to test function, the corresponding function of reference channel function table.
- ADVANCE: Set light running parameter.
- STATUS: view light current status.

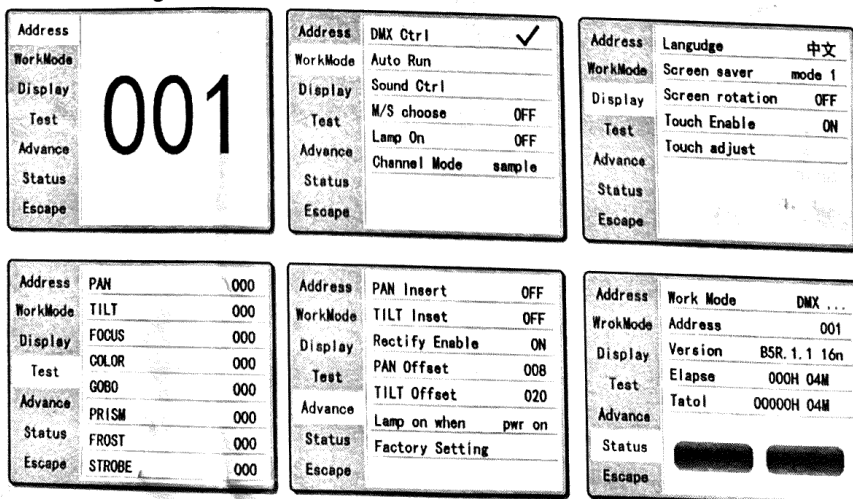


Figure 6 Parameter menu

### 3. Operation and parameter instruction

Via following operation, enter sub menu(parameter menu) shown in Figure 6

- In main menu, chick 1/6 function button into corresponding parameter menu.
- In sub menu(page), chick main item on the left side of displayer, can shift to corresponding sub menu(page) quickly.

### 1. Set DMX Address

Click and select the "ADDR", can enter the page of DMX address setting, range from 1 to 512, the address code shouldn't is not greater than (512- channels quantity), otherwise the light will not be controlled. Following is the operation:

Enter the page of DMX address, as shown in Figure 7, click the blank area in right side of display will pop-up diglog as in Fig. 4, modify value, then click 'ENTER' to confirm and save DMX address code.

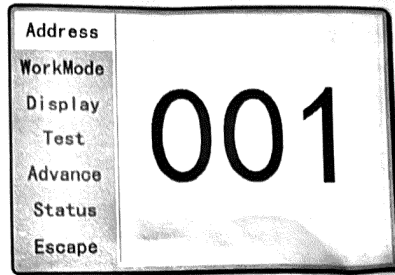


Figure 7 page of DMX Address

### 2. Set Light work mode

Enter the page of 'WORK MOD' as shown in Figure 8 and modify setting. Can set light work mode, control lamp and DMX channel mode..

Light includes 3 work mode: DMX MODE, AUTO RUN and SOUND MODE, Parameter definition as following:

- **DMX Mode:** Under this mode, the light receive data from the DMX controller and move.
- **AUTO RUN:** Under this mode, light will run with inside code(data), ignore data from DMX controller.
- **SOUND Ctrl:** Under this mode, light ignore data from DMX controller., When there is a strong sound in stage, the light will run a scene, otherwise it will keep the last scene.
- **M/S Choose:** 'M/S Choose' is available when light just in 'AUTO RUN' or 'SOUND Ctrl' mode. If this item is set as 'OFF', the light don't send data to other light via DMX Cable. When 'ON', the data will send to other slave light immediately.
- **Lamp control:** Turn on lamp when this item is set 'ON', otherwise, turn off lamp. The gap between operation is limited to 30 second.
- **Channel mode:** Light support 2 DMX Channel mode: sample or extend.

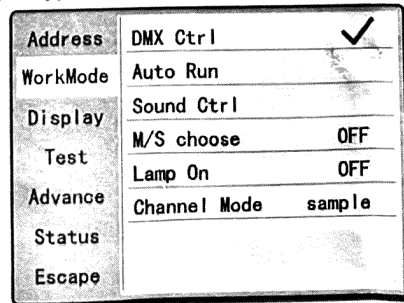


Figure 8 page of work mode

- ### 3. Set displ
- Light support 2 la following:
- **Language:** S
  - **Screen Saver** saver status. Y will display D CTRL). As 'C
  - **Screen Rotat**
  - **Touch enabl** and set param
  - **Touch adjus**

### 4. Test liq

Enter the page a receive the data

- **PAN:** rang
- **TILT:** rang
- **FOCUS:** r
- **COLOR:**
- **GOBO:** ra
- **PRISM:** r
- **FROST:**
- **STROBE**



### 3. Set display

Light support 2 language, rotation display , Enter page as shown in Figure9 to set parameter following:

- **Language:** Select display as simplified Chinese or English.
- **Screen Saver:** when panel is idle(these is no operation in 10 second), displayer will enter saver status. When set as 'mode 1', saver status is close display, as 'mode 2' saver status will display DMX address code(DMX MODE) or display LOGO(AUTO RUN or SOUND CTRL). As 'OFF', keep light up displayer and show main menu.
- **Screen Rotation:** rotate displayer.
- **Touch enable:** Disable or enable touch function, when disable, use encoder to operate light and set parameter.
- **Touch adjust:** adjust touch function, normally, not enter this item.

Address	Langudge	中文
WorkMode	Screen saver	mode 1
Display	Screen rotation	OFF
Test	Touch Enable	ON
Advance	Touch adjust	
Status		
Escape		

Figure9 page of display

### 4. Test light

Enter the page as shown in Figure 10, Light will into test mode, in this mode, the light does not receive the data for DMX controller.:

- PAN: range for 0 to 255;
- TILT: range for 0 to 255;
- FOCUS: range for 0 to 255;
- COLOR: range for 0 to 255;
- GOBO: range for 0 to 255;
- PRISM: range for 0 to 255;
- FROST: range for 0 to 255;;
- STROBE: range for 0 to 255;.

Address	PAN	000
WorkMode	TILT	000
Display	FOCUS	000
Test	COLOR	000
	GOBO	000
Advance	PRISM	000
Status	FROST	000
Escape	STROBE	000

Figure 10 page of Test

## 5. Set light run parameter

Enter the page as shown in Figure 10, set the parameter of light:

- Pan Invert: Reverse PAN move.
- Tilt Invert: Reverse TILT mover.
- Rectify enable: set as 'OFF', PAN or TILT will disable position rectify function. As 'ON', when PAN or TILT lose steps, light will rectify auto.
- Pan Offset: Set PAN original position.
- Tilt Offset: Set TILT original position.
- Lamp up when: Select lamp on mode, includes 3 mode: power on, after reset done and manual;
- Factory setting: restore all parameter to factory setting.

Address	PAN Inset	OFF
WorkMode	TILT Inset	OFF
Display	Rectify Enable	ON
Test	PAN Offset	008
	TILT Offset	020
Advance	Lamp on when	pwr on
Status	Factory Setting	
Escape		

Figure 11 page of run parameter

## 6. View status

Enter the page as shown in Figure 12:

- View light current status, version;
- DMXClr: Click to clear all DMX data to '0'.
- SysRst: Click to reset light.

Address	Work Mode	DMX ...
WrokMode	Address	001
Display	Version	B5R.1.1 16n
Test	Elapse	000H 04M
	Tatol	00000H 04M
Advance		
Status	DMX Clr	SysRst
Escape		

Figure 12 page of status

## Chapter 3 Channel description

### 1. Channel table

Light support 2 DMX mode: 16ch (Sample) and 20ch (extend), as shown in Table 1:

Table 1 Channel brief

MODE	CH	NAME	BRIEF
Sample 16CH	1	COLOR	Select color or mode
	2	STROBE	Select strobe mode
	3	DIMMING	dimming
	4	GOBO	Select gobo, shake
	5	PRISM	Insert prism
	6	ROTATE PRISM	
	7	NONE	
	8	FROST	Insert frost
	9	FOCUS	
	10	PAN	0~540
	11	PAN FINE	
	12	TILT	0~270
	13	TILT FINE	
	14	P/T SPEED	Adjust PAN&TILT scan speed
	15	RESET	Reset light position
	16	LAMP	Turn on /off lamp
Extend 20CH	17	GOBO SPEED	
	18	COLOR SPEED	
	19	FOCUS SPEED	
	20	RUN MODE	

2. Channel Detail

7. COLOR

The light support color halftone color mixing, forward / reverse rainbow effect, speed adjustable, detailed in Table 2.

Table 2 Detail of color

CH NO.	NAME	VALUE	FUNCTION
CH1	COLOR	0~4	WHITE
		5~9	WHITE+COLOR1
		10~14	COLOR1
		15~19	COLOR1 + COLOR2
		20~24	COLOR2
		25~29	COLOR2 + COLOR3
		30~34	COLOR3
		35~39	COLOR3 + COLOR4
		40~44	COLOR4
		45~49	COLOR4 + COLOR5
		50~54	COLOR5
		55~59	COLOR5 + COLOR6
		60~64	COLOR6
		65~69	COLOR6 + COLOR7
		70~74	COLOR7
		75~79	COLOR7 + COLOR8
		80~84	COLOR8
		85~89	COLOR8 + COLOR9
		90~94	COLOR9
		95~99	COLOR9 + COLOR10
		100~104	COLOR10
		105~109	COLOR10 + COLOR11
		110~114	COLOR11
		115~119	COLOR11 + COLOR12
		120~124	COLOR12
125~129	COLOR12 + COLOR13		
130~134	COLOR13		
135~139	COLOR13 + COLOR14		
140~144	COLOR14		
145~149	COLOR14 + WHITE		
150~199	Rotate forward (Fast -- slow)		
200~255	Rotate reverse (Slow -- fast)		

8. GOBO

Lighting GOBO support pattern / anti flow, support pattern shake, soft to the fast adjustable, see detail is shown in Table 3.

CH NO.	NAME
CH4	PANT
	Light PAN (54

9. PANT

Table 3 detail of gobo

CH NO.	NAME	VALUE	FUNCTION
CH4	GOBO	0~4	WHITE
		5~9	Gobo1
		10~14	Gobo2
		15~19	Gobo3
		20~24	Gobo4
		25~29	Gobo5
		30~34	Gobo6
		35~39	Gobo7
		40~44	Gobo8
		45~49	Gobo9
		50~54	Gobo10
		55~59	Gobo11
		60~64	Gobo12
		65~69	Gobo13
		70~74	Gobo14
		75~79	Gobo15
		80~84	Gobo16
		85~89	Gobo17
		90~129	Rotate forward (Fast -- slow)
		130~134	stop (white)
		135~169	Rotate reverse (Slow -- fast)
		170~174	Gobo1, shaking slow to fast
		175~179	Gobo2, shaking slow to fast
		180~184	Gobo3, shaking slow to fast
		185~189	Gobo4, shaking slow to fast
		190~194	Gobo5, shaking slow to fast
		195~199	Gobo6, shaking slow to fast
		200~204	Gobo7, shaking slow to fast
		205~209	Gobo8, shaking slow to fast
		210~214	Gobo9, shaking slow to fast
		215~219	Gobo10, shaking slow to fast
		220~224	Gobo11, shaking slow to fast
225~229	Gobo12, shaking slow to fast		
230~234	Gobo13, shaking slow to fast		
235~239	Gobo14, shaking slow to fast		
240~244	Gobo15, shaking slow to fast		
245~249	Gobo16, shaking slow to fast		
250~255	Gobo17, shaking slow to fast		

### 9. PAN/TILT

Light PAN (540 degrees) and TILT (270 degrees) scan, support 16 bit (fine) scanning, the

scanning speed is adjustable. See Table 4 for details.

Table 4 detail of P/T

CH NO.	NAME	VALUE	FUNCTION
CH10	PAN	0~255	0~540°
CH11	PAN FINE	0~255	
CH12	TILT	0~255	0~270°
CH13	TILT FINE	0~255	
CH14	P/T SPEED	0~255	Fast to slow

### 10. DIMMING & STROBE

The light support multiple strobe mode, as shown in Table 5 in detail.

Table 5 detail of strobe

CH NO.	NAME	VALUE	FUNCTION
CH3	DIMMING	0~255	0 ~ 100%
CH2	STROBE	0~3	Dark
		4~103	Slow strobe to fast strobe
		104~107	White
		108~207	Slow strobe to fast strobe(mode 2)
		208~212	white
		213~225	Free strobe ,slow
		226~238	Free strobe ,middle
		239~251	Free strobe ,fast
		252~255	White

### 11. Light effect

The light support electronic focusing, insert prism, insert frost, as shown in Table 6 in detail.

Table 6 detail of light

CH NO.	NAME	VALUE	FUNCTION
CH5	PRISM	0~127	White
		128~255	Insert prism
CH6	PRISM. R	0~127	Angle 0~400
		128~191	Rotate forward (Fast -- slow)
		192~255	Rotate reverse (Slow -- fast)
CH8	FROST	0~255	Insert frost 0~100%
CH9	FOCUS	0~255	From far to near

### 12. Reset & lamp

Via of the DMX cable, can remote reset light, switch lamp, as shown in Table 7. If too long (over 5 minutes) using the dimming to close light, should use the "lamp control" channel to turn off the lamp.

Table 7 detail of remote

CH NO.	NAME	VALUE	FUNCTION
--------	------	-------	----------

CH15	RESET	0~127	none
		128~200	Reset light (stay over 3 second)
		201~255	none
CH16	LAMP	0~9	none
		10~100	Turn off lamp (stay over 3 second)
		101~255	Turn on lamp (stay over 3 second)

**13. Extend**

If channel model is selected "extended", then the channel shown in Table 8 channels available.

Table 8 detail of extend

CH NO.	NAME	VALUE	FUNCTION
CH17	GOBO SPEED	0~255	
CH18	COLOR SPEED	0~255	
CH19	FOCUS SPEED	0~255	
CH20	RUN MODE	000-049	DMX MODE
		050-099	PAN AUTO
		100-149	TILE AUTO
		150-199	AUTO MODE
		200-255	SOUND MODE