PR

XR 330（BEAM）II

PR-2344

This product manual contains important information about the safe installation and use of this projector. Please read and follow these instructions carefully and keep this 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
G clamps	2	Pcs	
XLR connector	1	Pcs	Mate and female
Safety cord	2	Pcs	
This manual	1	Pcs	
Ω clamps	2	Pcs	Optional

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.

1. SAFETY AND WARNINGS

NOTE
Before a projector's installation, power-on, operation and maintenance, please carefully read the safety information hereinafter!

The following safety signs are used in the user manual.

Warning	User Manual	Electrical shock	Goggles	Protective Gloves	Flames	High Temperature

● **When unpacking , check if there is transportation damage before using 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 projector is for indoor use only, IP20.
● 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.
●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 12m
●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.

●After running for 30minutes, the temperature of the housing of the projector is **45**℃**.** After stable operation , its temperature is **60**℃**.**

●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.

●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**

If a projector can't start. Please check if the fuse is blown up. If it does, replace it with a new fuse with same ratings. And the projector has over-temperature protective device. If the temperature is too high, the protective device will be triggered to shut the projector off. When it happens, please check if the fans run normally or fan shield is blocked by dust. After the issue is solved, restart the projector.

The accumulation of oil, smoke and dust on the lens will compromise the light output. Cleaning a projector is very necessary to ensure a reliable use of it. Cooling fans need to be cleaned every 15days. Internal lens, reflector and hot mirror need to be cleaned periodically to optimize light output.

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 and internal optical systems every 30/60days. 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.

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

3. APPEARANCE

The projector's Structure

1. Front Lens
2. Lens Cover
3. Head Cover
4. Tilt Lock
5. Handle
6. Arm Cover
7. Pan Lock
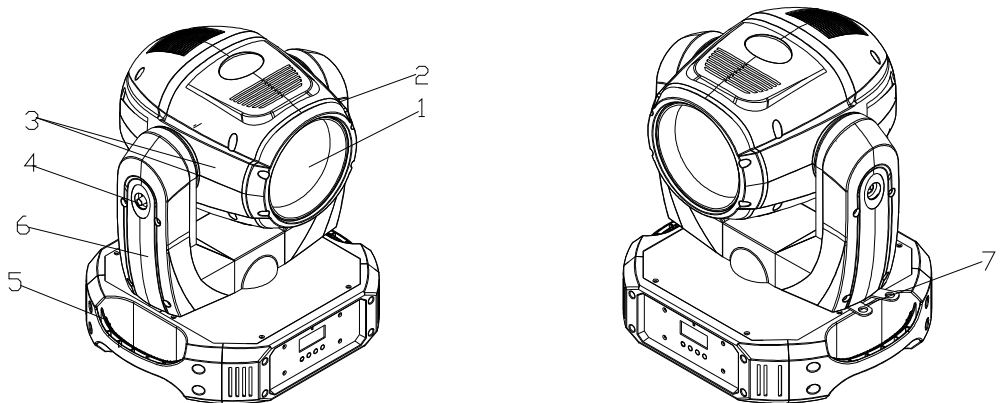
While transportation, the head should be locked-Tilt Lock(4) and Pan Lock(6) should be at locking positions. Before the use of the projector, unlock both.

Rear Panel of the Base
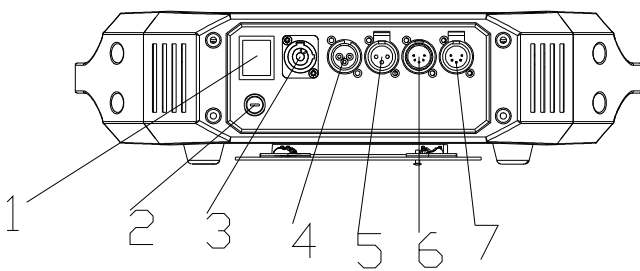
1. Power Switch
2. Fuse Holder
3. Power Socket
4. 3-Pin XLR Socket(Male)
5. 3-Pin XLR Socket(Female)
6. 5-Pin XLR Socket(Male)
7. 5-Pin XLR Socket(Female)

Front Panel of the Base

1. XLR Signal Indication
2. Key Func
3. Key UP
4. Key Down
5. Key Enter
6. Wireless Signal Indication

4. INSTALLATION

● RIGGING

Before moving a projector, Please lock Pan and Tilt. Before its operation, please unlock them. It's forbidden to run a projector with power while it is locked
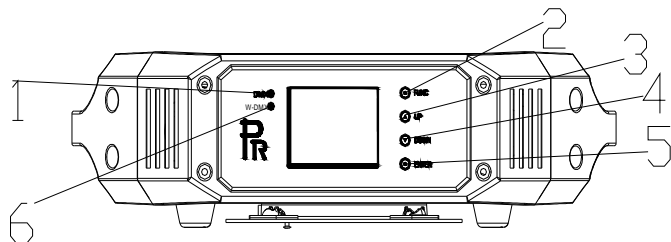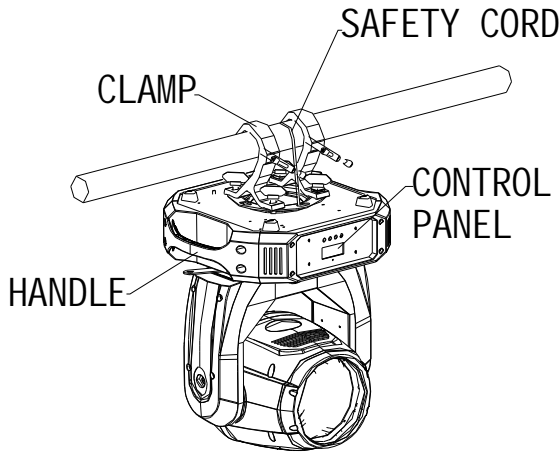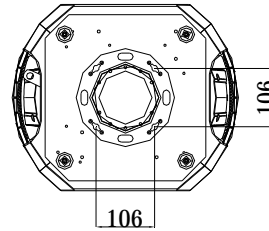

Take 2 clamps and 1 safety cords out from the package and mount 2 clamps on the underside of fixture with 4 retainers attached to each clamp. Hang the fixture on the structure and fasten the screws attached to each clamp. (See the **WARNING** on the underside of the base as shown above) Always ensure that the projector is firmly anchored to avoid vibration and slipping whilst functioning. Always ensure that the structure that you are going to mount the projector is secure and is strong enough to support the weight of the fixture.

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 1st projector with the Power Mains, then connect its POWER OUT with POWER IN of the 2nd projector, and so on till all fixtures are connected. If the voltage supplied is 200V-240V, the maximum projectors connected is 8pcs, if it is 100V-120V, the maximum is 4pcs. The diameter of the cores of the wires for the Power in/out cables must be equal or bigger than 2.5mm^{2}.

●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

| 3-PIN | DMX OUT | DMX IN | DMX 512 |
| | | | PIN   FUNCTION |

3-PIN — DMX OUT — DMX IN

DMX 512	
PIN	FUNCTION
1	GND
2	DATA-
3	DATA+

5-PIN — DMX OUT — DMX IN

DMX 512	
PIN	FUNCTION
1	GND
2	DATA-
3	DATA+
4	N/C
5	N/C
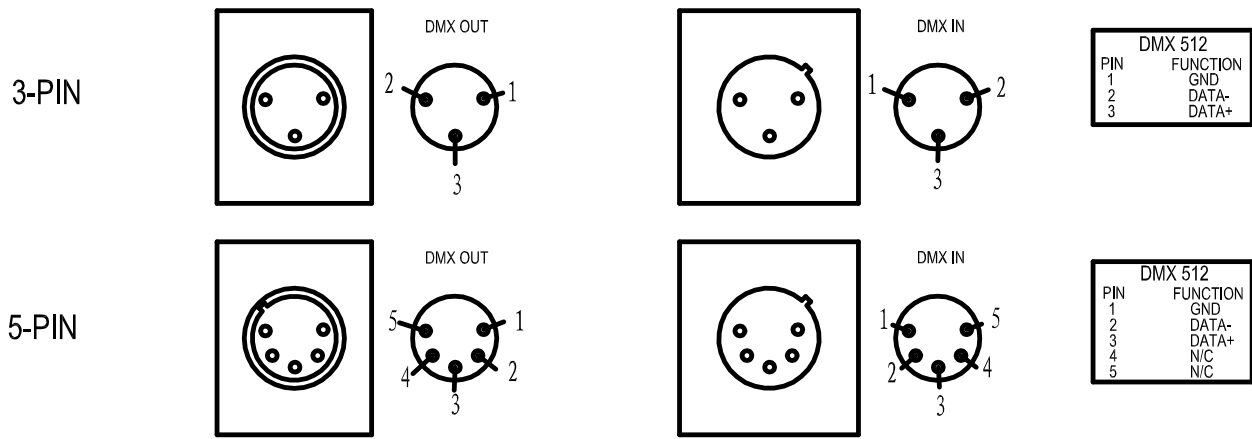
Connection between controller and projector and between one projector and another must be made with a twin-screened cable, with each wire having at least a 0.5mm in diameter. Connection to and from the projector is via cannon 5 pin (which are included with the projector) or 5 pin XLR plugs and sockets. 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 projector 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.

TO CONTROLLER
DMX512   DMX IN   DMX OUT   DMX IN   DMX OUT   DMX IN   DMX OUT   TO TERMINATER
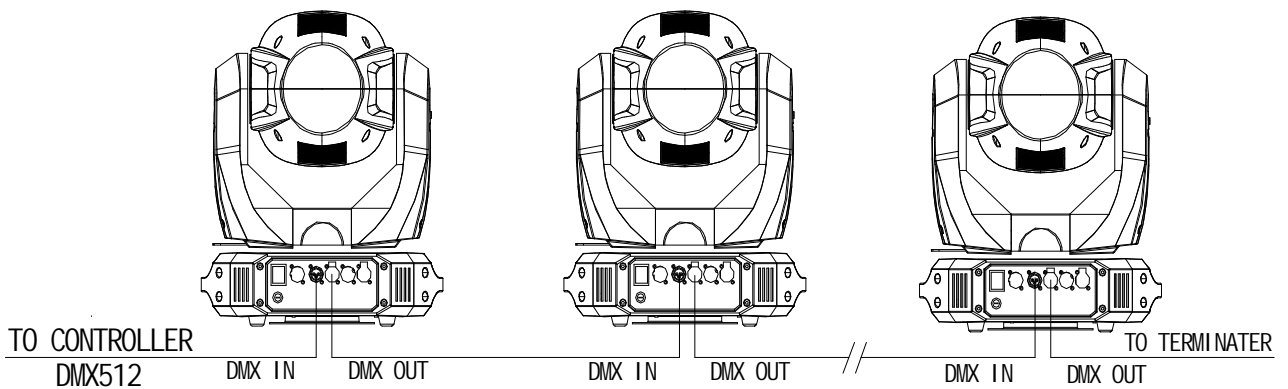
● **DMX TERMINATOR**

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.

DMX TERMINATOR
CONNECTION
Connect a 120Ω(OHM) resistor across pins 2 and 3 in an XLR plug and insert into the DMX out socket on the last unit in the chain.
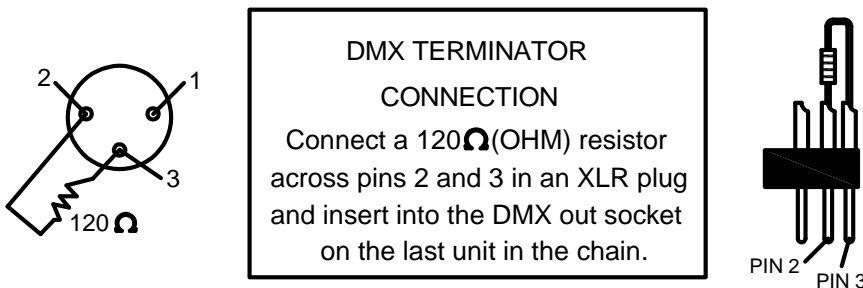
● ALIGNMENT/INSTALLATION/REPLACEMENT OF A LAMP

Lock the yoke before fitting/replacingthe lamp. Just as Shown by Figure 1, after Opening the cover at the rear of the projector by loosening 8 fastfit screws, you can open the head. To adjust the lamp as per Figure 2. Take out the lamp as per the figure 3.

Before lamp installation, tighten its power wires well. Lamp in and out are opposite orders

●Don't touch the internal surface of the reflector and the burner of the lamp with bare hands so as not to impair the beam output. While lamp's installation, do not damage the metal wire around the burner.

●Please read "Instructions " enclosed with the lamp

●Do operate the projector while adjusting the lamp

● **Replacement of Gobos**

DANGER!

Before replacement of gobos, the projector must be off the power.

5. SETUP AND CONFIGURATION

●Front Panel Operation
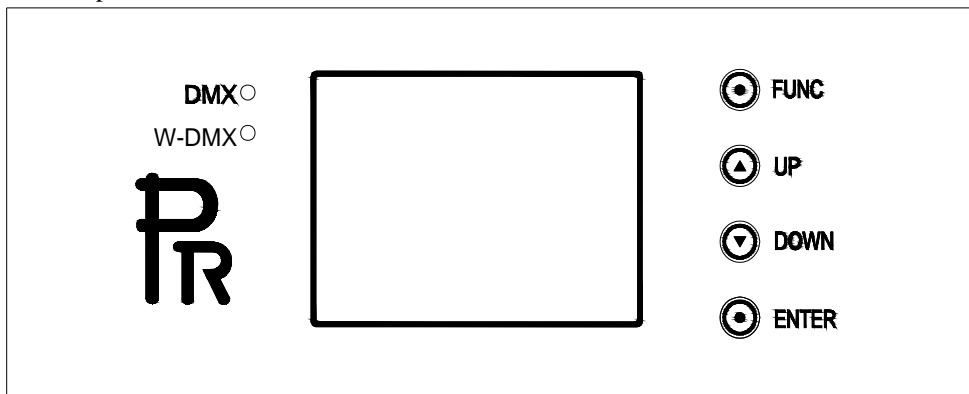
Projector configuration can be set conveniently via push button and LCD display.

Launch the projector and press button ENTER for more than 2 seconds to unlock the panel, the LCD will show the function menu of the projector, each main menu has its submenus and each submenu has a specific function. For details, please see the "OPERATION MENU" section.

Press button UP or DOWN if you want to browse through the various Setup Options.

Press button ENTER to save your settings or enter the submenu.

Press button UP or DOWN to change values(plus or minus)

Press button FUNC, it will return to the upper menu. If button FUNC not pressed, the default will show display status automatically.

● DMX START ADDRESS

Each XR 250 Beam 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 XR 330 BWS has 2 DMX modes. There are standard mode and extended mode. For example standard mode has **19 c**hannels, so set the No. 1 projector's address 001, No. 2 projector's address 020, No. 3 projector's address 039, No. 4 projector's address058, and so on.

Launch the projector. Press button ENTER more than 2seconds to unlock panel.

Press button ENTER to display DMX address;

Press button UP and DOWN, you can set the address;

Press button ENTER to confirm; after powered on next time, the default will be last value saved

Press button FUNC, it will return to the upper menu

.

●**DMX WIRELESS CONTROL** (If the projector has the function)

The projector has wireless control function with wireless receiver module and antenna for remote control.

The setup of it is below:

1. Enter into the projector's menu. Select the menu "Config Settigns" via the bottoms of UP and DOWN

2. Select **DMX control Mode**---- **Wireless First** (Note: do not select **XLR ONLY**),then wireless indication in the front panel will be on, meaning wireless control function is activated.

Only after the projector is linked with a transmitter, can it receive wireless signal sent by the transmitter. If unlinking it, Press "Enter" for the menu of Unlink Wireless under the upper level menu of Config Settigns .

●**STAND-ALONE MODE**

Operate the projector without connecting with a controller, enable the master mode through the operation panel, the projector will run in Stand-Alone mode automatically.

DMX address can be set at any number within 512.

●**MASTER/SLAVE MODE**

Many projectors can run synchronously in the Master/Slave mode by linking them with each other. First, connect the first fixture's DMX output to the second fixture's DMX input using XLR-XLR control cable and then connect the second fixture's DMX output to the third fixture's DMX input, and so on until all projector are connected in this way. Eventually connect the last fixture's DMX output to a DMX terminator. Set 1st projector as the master and others are Slaves.

Start Addresses of all Slaves are 001; Operation mode of the Master can be set any mode for a Master' and Slaves' operation mode can be set accordingly.

After Powered on, the group will run in Master/Slave Mode

TO CONTROLLER
DMX512   DMX IN   DMX OUT   DMX IN   DMX OUT   DMX IN   DMX OUT
                                                                        TO TERMINATER
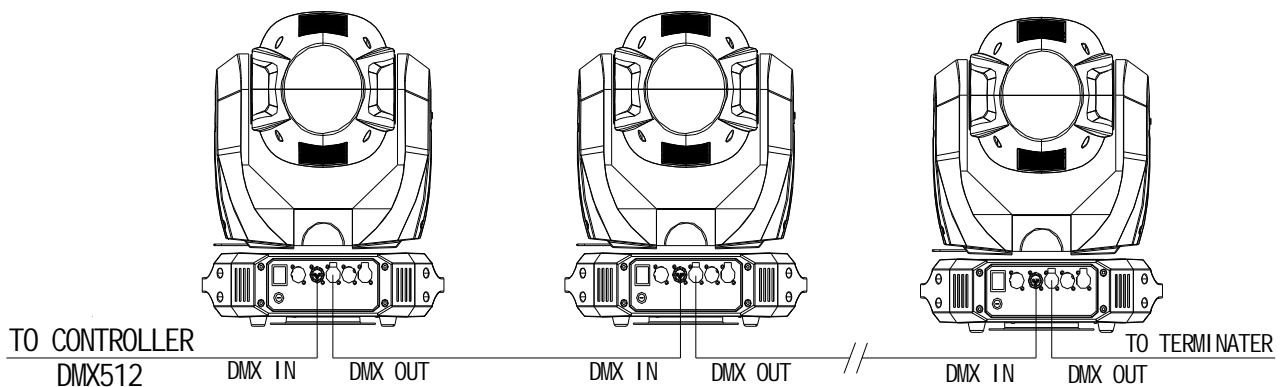
6. OPERATION MENU

1ˢᵗ level Menu	2ⁿᵈ level menu	3ʳᵈ level menu	4ᵗʰ level menu
PortSet	DMK Address Set	1-494	
Reset	Are you Sure		
Config Set	DMK mode	Standard 19	
		Short 15	
	LampControlSe（Default：ByControlChannel）	ByControlChann	
		ByPowerOn	
		ByDMKPresent	
	Loss of DMK（Default：NormalTimeOut）	NormalTimeOut	
		HoldLastValue	
	signal Select（Default：XLR First，Wireless Optional）	XLR First	
		XLR Only	
		Wireless Only	
		WirelessFirst	
		WirelesstoXLR	
	Master/Slave（Default：Slave）	Slave	

		Master	
	Display Mode （Default：OffAfterDelay）	**OffAfterDelay**	
		On Always	
	DisplayContrast （Default：16）	1-31	
	Pan Amend	0-255	
	Tilt Amend	0-255	
	UnlinkWireless	Yes	
	ResetLampHours	Yes	
	ResetUserData	Yes	
	ResetOptionSet	Yes	
	FactorySettings	Yes	
	ParameterTransm	Yes	
	Touch Rgeulate	Yes	
Option Set	ColorPositions （Default：Step）	Step	
		Linear	
	Pan DMX Invert （Default：Off）	Off	
		On	
	Tilt DMX Invert （Default：Off）	Off	
		On	
	Pan Tilt Swap （Default：Off）	Off	
		On	

		Dimmer Invert （Default：Off）	Off	
			On	
		LampHours	XX	
		Power On Hours	XXXXX	
		Software Version	MainBoard XXX	
			Pan & Tilt XXX	
			Driver 1 XXX	
			TFT Touch XXX	
		Temperature	Head Sensor XXX	XX
			MainBoard XXX	XX
			Pan & Tilt XXX	XX
Info		View DMX Vlaue	1=0	
		Electronic	SN=XXXXX	
		RDM Device Lable	Version XX	
		Fan Error View	Fan1 OK/Error	
			Fan2 OK/Error	
			Fan3 OK/Error	
		Sensor Error View	X Opto OK/Error	
			EffecRHall OK/Error	
			Y Opto OK/Error	
			Effec Hall OK/Error	
			X Hall OK/Error	
			Focus Hall OK/Error	

		Y Hall OK/Error	
		F-GoboHall OK/Error	
		Prism Hall OK/Error	
		Gobo-RHall OK/Error	
		R-goboHall OK/Error	
		colorHall OK/Error	
	MEMS Values	Out_X	
		Ou_Y	
		Out_Z	
TestMode	Self Test	Yes	
	Strobe	Open	
		Strobe1	
		Strobe2	
	Colour Wheel	White	
		Color1– Color13	
		Rotation	
		ReverseRotation	
	Fixed Gobo	White	
		F-gobo 1– F-gobo 16	
		Rotation	
		ReverseRotation	
		Shake1 –Shake 16	
	Rotating Gobo1	White	
		gobo 1– gobo12/	
		Rotation	
		ReverseRotation	
		Shake1 –Shake 12	
	Gobo RotatingI	Stop Rotating	
		Rotation	
		ReverseRotation	
	Effect	White	

		Prism	
		Frost	
		Row Mirror	
	Effect Rotation	Stop Rotating	
		Rotation	
		ReverseRotation	
	Prism	No	
		Have	
	Prism Rotation	Stop Rotating	
		Rotation	
		ReverseRotation	
	Dimming	0-255	
	Focus	0-255	
	Pan Location	0-255	
	Tilt Location	0-255	
	Pan &Tilt Speed	0-255	
OperationMode	DMX Operation		
	Preset Memory		
	User Memory		
	Static Scene1-Static Scene16		
		Strobe 0	
		dimmer	
		ColourWheel 0	
		Fixed Gobo 0	

		R-Gobo 0	
		G-Rotating 0	
		Effect 0	
		Effect_Rota 0	
		Prism 0	
		Prism_Rota 0	
		Focus 0	
		PanLocation 0	
		TiltLocation 0	
		P&T Speed	
		Keeptime 0	
LampSet	Lamp State	Stae=XX contrl=XX	
	Turn Lamp on	Yes	
	Turn Lamp Off	Yes	
Display Inversion			
中文/English			

The descriptions of other icons：

1. Escape

2. Enter

3. Page Up/ Increase Number

4. Page Down/Decrease Number

Remark:
1. In the synchronous control of multiple projectors parameters can be transmitted from the master including: DMX mode, display setting, operation mode(user memory);
2. all projectors Accepting parameters will automatically be set to slave mode.

Specifications for the SIGN on the top right:
S: Slave   M:Master
D:DMX512   I: Preset Memory
U:User Memory   T: Test Mode

The sign of LOCK::   All keys are locked, Press Enter key for more than 3s to unlock the keys with the sign of LOCK disappearing.

Error information
FanBoardNoSignal

Fan 1 Error
Fan 2 Error
Fan3 Error
After any error displayed, only can the lamp be turned on after all the 3 errors disappear.

7. DMX PROTOCOL

Short mode	Standard mode	FUNCTION	DMX	DESCRIPTION
1	1	Strobe	000-010	Close
			011-025	Open
			026-225	Strobe from slow to fast
			226-246	Strobe Macro(Strobe at random)
			247-255	Open
2	2	Dimmer	000-255	From dark to bright
3	3	Color Wheel	000-006	White
			007-010	White /Color 1
			011-015	Color 1
			016-019	Color 1/Color 2
			020-024	Color 2
			025-028	Color 2/Color 3
			029-033	Color 3
			034-037	Color 3/ Color 4
			038-042	Color 4
			043-047	Color 4/ Color 5
			047-051	Color5
			052-055	Color5/ Color6
			056-060	Color 6
			061-064	Color 6/ Color 7
			065-069	Color7
			070-073	Color 7/ Color 8
			074-078	Color 8
			079-082	Color 8/ Color 9
			083-087	Color 9
			088-091	Color 9/ Color 10
			092-096	Color 10
			097-100	Color 10/ Color 11
			101-105	Color 11
			106-109	Color 11/ Color 12
			110-114	Color 12
			115-118	Color 12/ Color 13
			119-123	Color 13
			124-127	Color 13/ White
			128-191	Reverse Rotation （From slow to Fast）

			192-255	Rotation （From slow to Fast）
			000-008	White
			009-015	Gobo 1
			016-022	Gobo 2
			023-029	Gobo 3
			030-036	Gobo 4
			037-043	Gobo 5
			044-050	Gobo 6
			051-057	Gobo 7
4	4	Fixed Gobo Wheel	058-064	Gobo 8
			065-071	Gobo 9
			072-078	Gobo 10
			079-085	Gobo 11
			086-092	Gobo 12
			093-099	Gobo 13
			100-106	Gobo 14
			107-113	Gobo 15
			114-120	Gobo 16
			121-127	White
			128-159	Rotation （From slow to Fast）
			160-191	Reverse Rotation （From slow to Fast）
			192-195	Shake 1（From Fast to slow）
			196-199	Shake 2 （From Fast to slow）
			200-203	Shake 3（From Fast to slow）
			204-207	Shake 4（From Fast to slow）
			208-211	Shake 5（From Fast to slow）
			212-215	Shake 6（From Fast to slow）
			216-219	Shake 7（From Fast to slow）
			220-223	Shake 8（From Fast to slow）
			224-227	Shake 9（From Fast to slow）
			228-231	Shake 10（From Fast to slow）
			232-235	Shake 11（From Fast to slow）
			236-239	Shake 12（From Fast to slow）
			240-243	Shake 13（From Fast to slow）
			244-247	Shake 14（From Fast to slow）
			248-251	Shake 15（From Fast to slow）
			252-255	Shake 16（From Fast to slow）
			000-007	White
			008-017	Gobo 1
			018-027	Gobo 2
			028-037	Gobo 3
			038-047	Gobo 4

			048-057	Gobo 5
5	5	Rotating Gobo Wheel	058-067	Gobo 6
			068-077	Gobo 7
			078-087	Gobo 8
			088-097	Gobo 9
			098-107	Gobo 10
			108-117	Gobo 11
			118-127	Gobo 12
			128-143	Rotation （From slow to Fast）
			144-159	Reverse Rotation （From slow to Fast）
			160-167	Shake 1（From Fast to slow）
			168-175	Shake 2 （From Fast to slow）
			176-183	Shake 3（From Fast to slow）
			184-191	Shake 4（From Fast to slow）
			192-199	Shake 5（From Fast to slow）
			200-207	Shake 6（From Fast to slow）
			208-215	Shake 7（From Fast to slow）
			216-223	Shake 8（From Fast to slow）
			224-231	Shake 9（From Fast to slow）
			232-239	Shake 10（From Fast to slow）
			240-247	Shake 11（From Fast to slow）
			248-255	Shake 12（From Fast to slow）
6	6	Gobo Rotation	000-127	Gobo Indexing(0-540°)
			128	Stop
			129-188	Rotation （From slow to Fast）
			189-195	Stop
			196-255	Reverse Rotation （From slow to Fast）
	7	Gobo Rotation Fine	000-255	Gobo Rotation in 16 bit
7	8	Effect Wheel	000-063	White
			064-127	Prism
			128-191	Frost Filter
			192-255	Linear Prism
8	9	Effect Wheel Rotation	000-127	Indexing
			128	Clockwise rotation from slow to fast till stop
			129-188	Anti- Clockwise rotation from slow to fast
			189-195	Stop
			196-255	Clockwise rotation from slow to fast
9	10	Prism	000-016	White
			017-255	Prism
10	11		000-063	Stop
			064-127	Anti-Clockwise Rotation （From slow

		Prism Rotation		to Fast）
			128-191	Stop
			192-255	clockwise Rotation （From slow to Fast）
11	12	Focus	000-255	Linear Focus
	13	Focus Fine	000-255	Focus in 16 bit precision
12	14	Pan	000-255	Pan(0°~540°)
	15	Pan Fine	000-255	Pan in 16 bit precision
13	16	Tilt	000-255	Tilt(0°~270°)
	17	Tilt Fine	000-255	Tilt in 16 bit precision
14	18	Pan & Tilt Speeds	000-255	Pan & Tilt Speed from Fast to Slow
15	19	Control	000-047	Reserved
			048-080	Reset(Stop for 5S)
			081-112	Reserved
			113-144	Lamp Off (Stop for 5S)
			145-168	Reserved
			169-200	Hal f power
			201-244	Reserved
			245-255	Lamp on (Stop for 5S) （

Note:

1.If Prism or Frost or CTO is used, Prism is 1st in priority, Frost 2nd and CTO 3rd .

8. LED INDICATION

	On	DMX signal OK
Green	Off	No DMX signal
	Flash	DMX signal error
Yellow	On	Setting the panel
Blue	On	Power
Red/Green	Red	Slave mode or Self-Test Mode

9. Error Information

10. TECHNICAL DATA

VOLTAGES:

100V/200V/220V/230V/240V AC，50/60Hz

POWER CONSUMPTION:

430W@220V

LAMP:

Osram	SIRIUS HRI 330W
Colour Temperature	8000°K
Manufacturers Rated Lamp Life	1500hrs

COLOR S:

1 Color Wheel

13dichroic colour filters plus white

variable speed and bi-directional rainbow effect

linear colour changing is available

GOBOS:

1 Fixed gobo wheel :

16 interchangeable gobos+ white

Shaking and bi-directional wheel scrolling at variable speeds

Rotating Gobo Wheel:

1Rotating gobo wheel: 12 gobos+ Open

Shaking and bi-directional wheel scrolling at variable speeds

Gobo changeable. Gobo outer size: Φ12mm, image sizeΦ9mm

PRISM/EFFECT WHEEL

3prisms(standard 8facet prism+16facet prism+ linear prism) (bi-directional rotation) + CTO+ Frost + Open

(Optional 3-16 facet prism or gradient prism)

ZOOM

0-100% linearly adjustable by Dmx

STROBE:

Double shutter blades, 0.3~20 F.P.S

HEAD MOVEMENT:

Pan 540º, Tilt 270º with auto position correction

BEAM ANGLE

0°～3°, Linear zoom

CONTROL:

DMX512, 3 pin and 5 pin interfaces
15channels in short mode, 19channels in standard mode
Adjustable mode

OTHER FUNCTIONS:

Adjustable Pan & Tilt speed

Fixture and lamp usage time display

Modular construction for easy maintenance

DMX512 wireless receiver (optional)
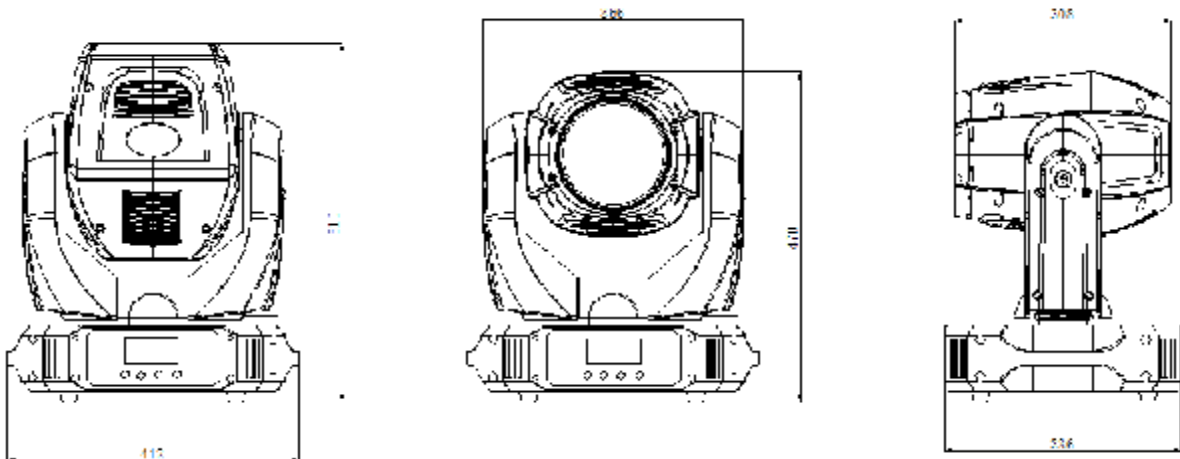
DMX512 wireless transmitter (optional)

HOUSING:

Composite plastic, IP20

Power driven water proof cover, optional, water proof system control by DMX, IP44
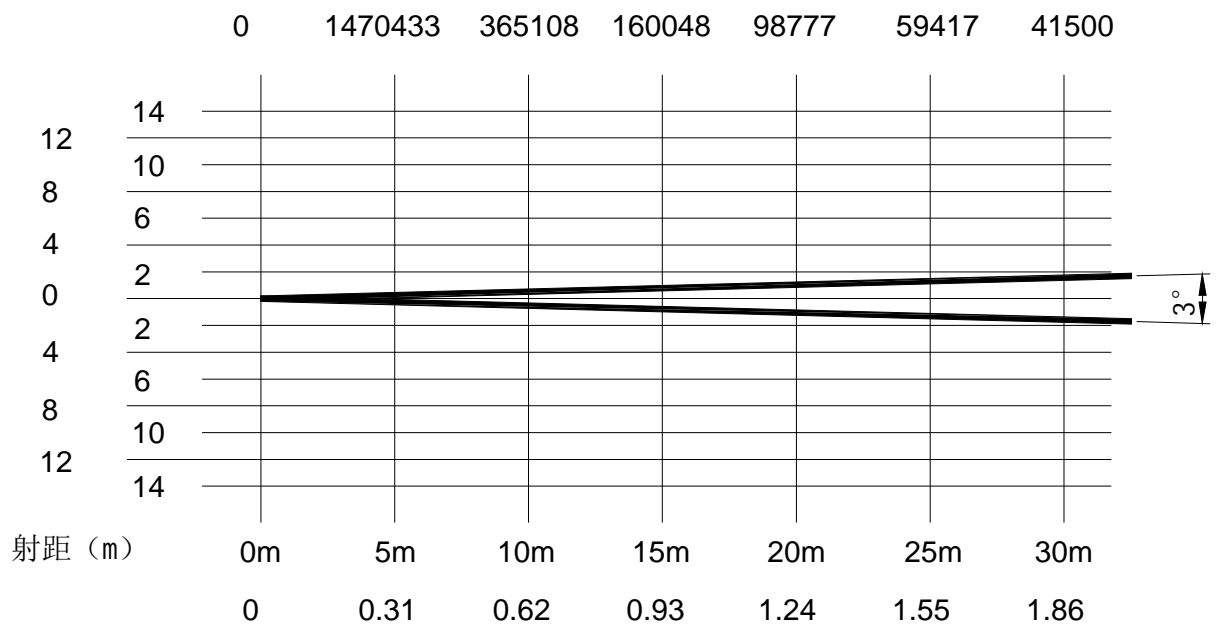
WEIGHT:

16Kg

SIZES:

LIGHT OUTPUT:

	0	1470433	365108	160048	98777	59417	41500

```
14
12
10
8
6
4
2
0
2
4
6
8
10
12
14
```

3°

射距（**m**）

0m	5m	10m	15m	20m	25m	30m
0	0.31	0.62	0.93	1.24	1.55	1.86
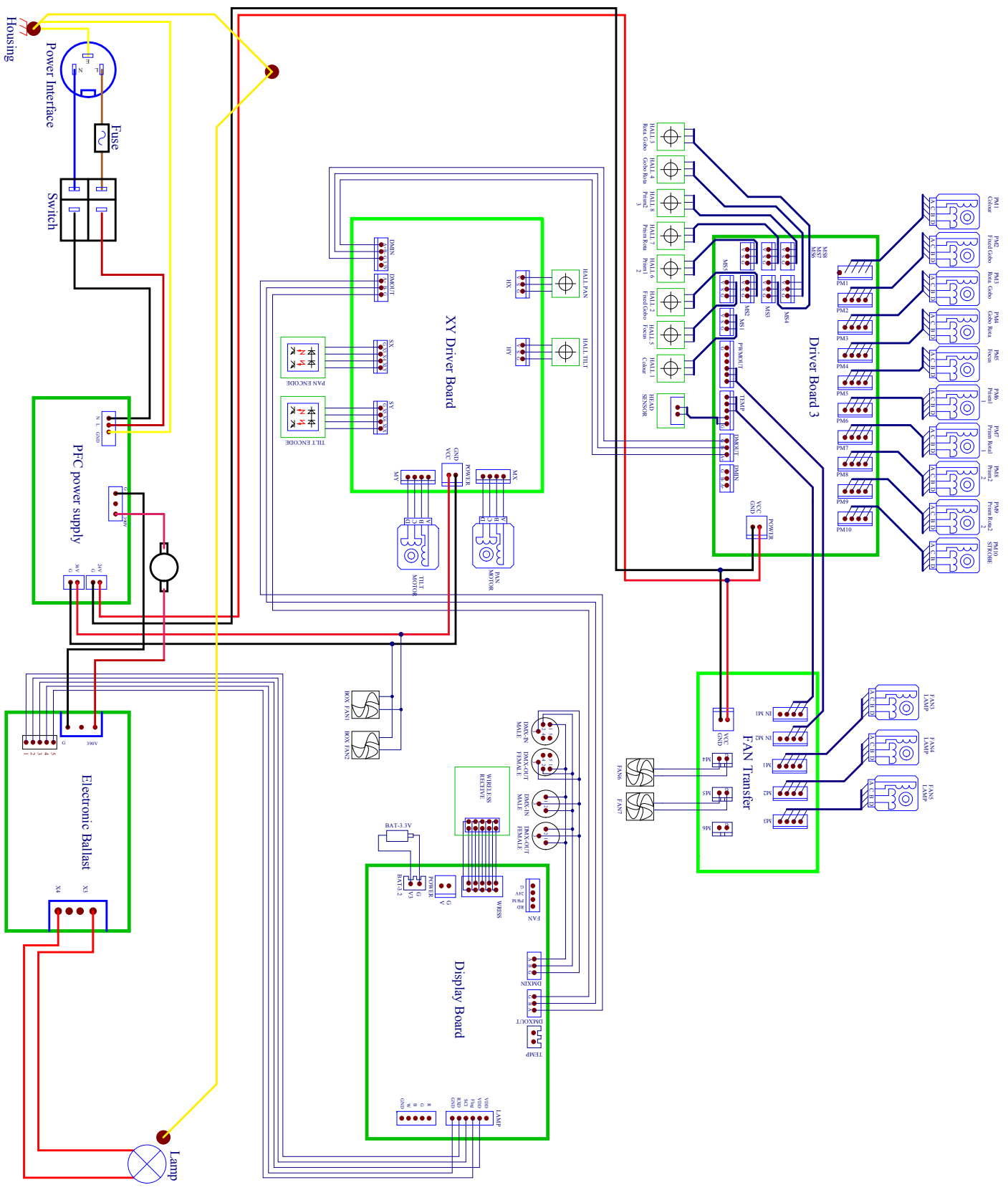
12. COMPONENT ORDER CODES

NAME	PART NO.	QUANTITY	REMARK
OSRAM 330W BALLAST	040070115	1	
OSRAM 330W LAMP	100070030	1	
200W POWER SWITCH	190010133	1	
400W POWER SWITCH	190010116	1	
FUSE	270041065	1	T20A250V 6.3*32mm
PAN DRIVER BELT	290151322	1	HTD-531-3M
TILT DRIVER BELT	290151331	1	HTD-399-3M
PRISM WHEEL BELT	290151255	1	HTD-270-3M
FOCUS BELT	290151310	1	72MXL
FAN	030060055	2	
TURBO-FAN	030060102	1	
TURBO-FAN	030060072	1	
BASE FAN	030060005	2	
PAN MOTOR	030040205	1	
TILT MOTOR		1	
PRISM MOTOR	030040154A	1	
FIXED GOBO WHEEL MOTOR		1	
COLOR WHEEL MOTOR		1	
PRISM ROTATION MOTOR	030040073	1	
FOCUS MOTOR		2	
STROBE MOTOR		2	
PAN & TILT DRIVER BOARD	230060538	1	
Pr-2206 10 CHANNEL DRIVER BOARD	230060537	1	
DISPLAY BOARD	230060683	1	
COLOR WHEEL ACCESSORIES	120110366B	1	
FIXED GOBO WHEEL ACCESSORIES	120110787	1	
PRISM WHEEL ACCESSORIES	120110785	1	
PR-2206 PRISM ACCESSORIES	120110786		

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