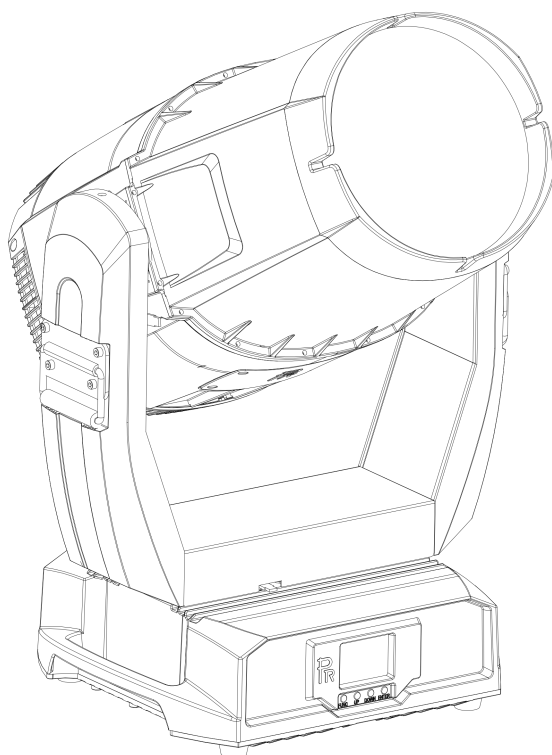




AQUA 480 BEAM

PR-2469

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

1. SAFETY AND WARNINGS.....	3
2. INSTRUCTIONS.....	4
3. APPEARANCE.....	5
4. INSTALLATION.....	5
5. SETUP AND CONFIGURATION.....	9
6. OPERATION MENU.....	11
7. DMX PROTOCOL.....	16
8. SIGNS ON THE TOUCHSCREEN.....	20
9. ERROR MESSAGE.....	20
10. TECHNICAL DATA.....	21
11. CIRCUIT DIAGRAM AND PCB CONNECTIONS.....	25
12. COMPONENT ORDER CODES.....	27

ACCESSORIES

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

Name	Quantity	Unit	Remark
G clamps	2	Pcs	
XLR connector	1	Set	Male and female
Safety cord	1	Pc	
User manual	1	Pc	
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.

Note: For the products made by Guangzhou PR lighting Ltd, the warranty for the whole product is one year starting from the delivery date but the light source is not within the warranty.

1. SAFETY AND WARNINGS



NOTE

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

The following safety signs are used in the user manual.

						
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 damaged or deforms because of heat, it should be replaced. (It applies only to traditional lamps)



- The projector is for indoor and outdoor use, IP66.
- It can be used in humid and dusty areas. And it can contact water and other non-corrosive 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 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.



- While running normally under normal ambient temperature, the temperature of the external surface of the metal housing of a projector including that of the heat sink may reach 75°C at maximum.
- 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 18m.
- 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

Under normal running, the protective units of a projector should be inspected regularly like power fuse. If it is burned, please install a new one and ensure it is the same rating as the burned one.

For a projector with an over-temperature protective unit, please inspect cooling units regularly like cooling fans, heat sink and other cooling parts. Please check if the fans run normally or fans and air inlets are blocked by dust. To keep air inlets /outlets clean, cooling fans should be cleaned every 15days.

For projectors with lens, reflectors and coated filters, the accumulation of oil, smoke and dust on them will compromise the light output. Cleaning a projector is very necessary to ensure a reliable use. Internal and external lens, flat glass, reflector and coated filters 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. For a projector with high IP rating, if no damage inside, it is advised to clean the surfaces of its housing in principle. Keep lens clean and do not touch optical parts with bare hands.

SPECIAL NOTE:

It's normal phenomena that there will be mild water mist on the lens while the waterproof product is in use.



- Before any maintenance and cleaning, please ensure a project is off the power.
- Only a qualified person is allowed to do maintenance.



- To avoid sunlight or other light penetrating into the head via the front lens, resulting in high temperature internally causing damages to a projector. Before power-off, please use Tilt channel to move the head and make the head facing downward.
- 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 coated filters.

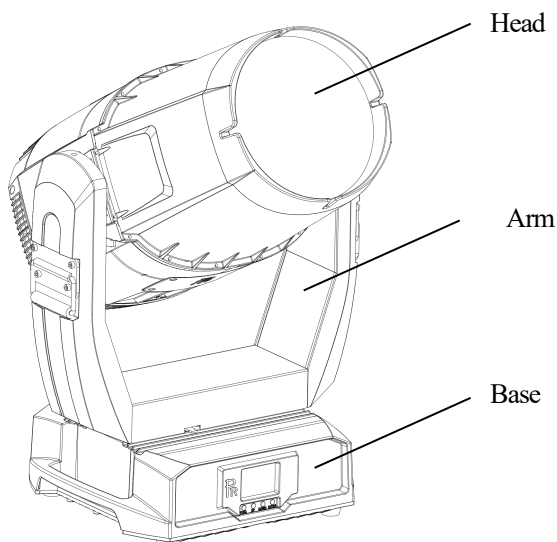
•LUBRICATION

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
A projector doesn't switch on	➤ Check the fuse on the power socket. ➤ Check the lamp.
The lamp is on but a projector doesn't respond to the controller	➤ Make sure that the fixture's start address is right ➤ Replace or repair the XLR signal cable.
A 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.

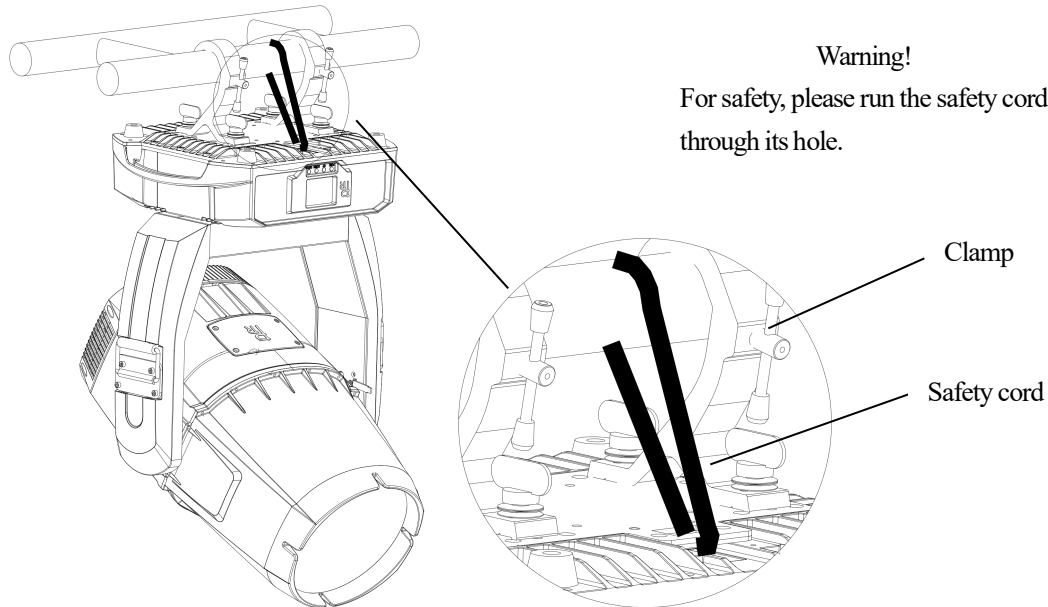
3. APPEARANCE



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 the safety cord out from the package and mount 2 clamps on the underside of fixture with 2 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) **To pass the SAFETY CORD through the HOLES for safety!** 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 to is secure and strong enough to support the weight of a XR 1000 Framing.



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

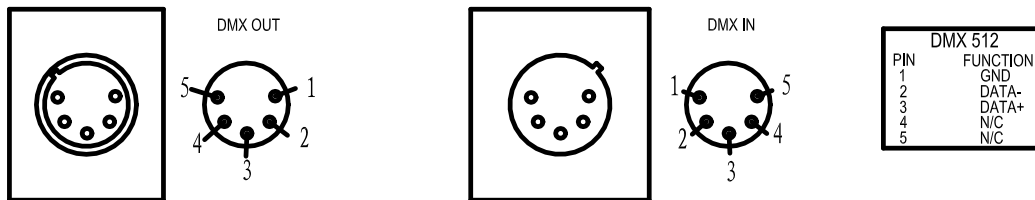
Before power connection, please ensure the power supplied must match what the nameplate says. It is recommended that each projector be connected with power separately so that they may be individually switched on and off.



•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.

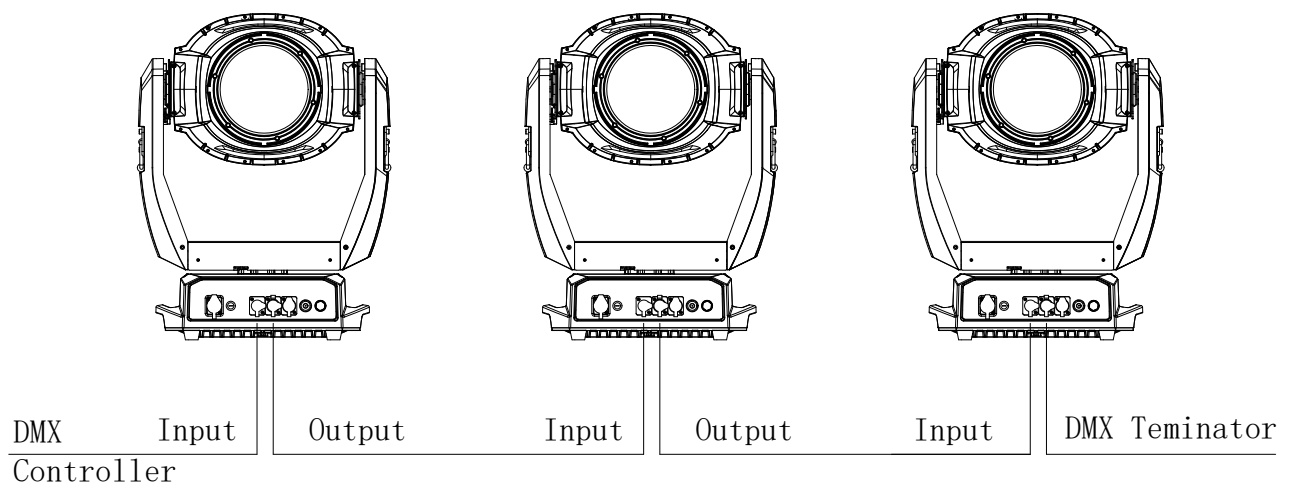
•DMX CONTROL CONNECTION:



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).

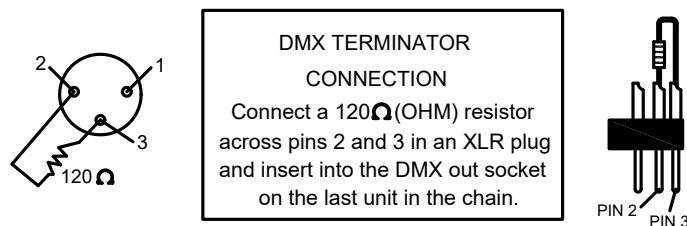
Connect the controller's DMX output to the first fixture's DMX input, and connect the first fixture's DMX output to the second fixture's DMX input and connect the rest fixtures in the same way. Eventually connect the last fixture's DMX output to a DMX terminator as shown in the figure below.



•DMX 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.



•ALIGNMENT/INSTALLATION/REPLACEMENT OF A LAMP

Please hold the projector well before adjustment/installation/replacement of lamp. As shown in figure1, remove fan cover of the head and heat sink.

Removal/Installation of lamp as shown in figure2

Adjust the lamp as shown in figure3

Before the removal of the lamp, unplug the lamp wires. And plug lamp wires after a new one is in.



- 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. There is a protruding metal wire in the lamp, while installation do not damage it. Hold the lamp body well before its removal. It's forbidden to use force on the ceramic stand, otherwise it will loosen or fall off.
- Please read "Instructions " enclosed with the lamp
- While adjusting the lamp, it is forbidden to carry out the functions not associated with lamp adjustment.

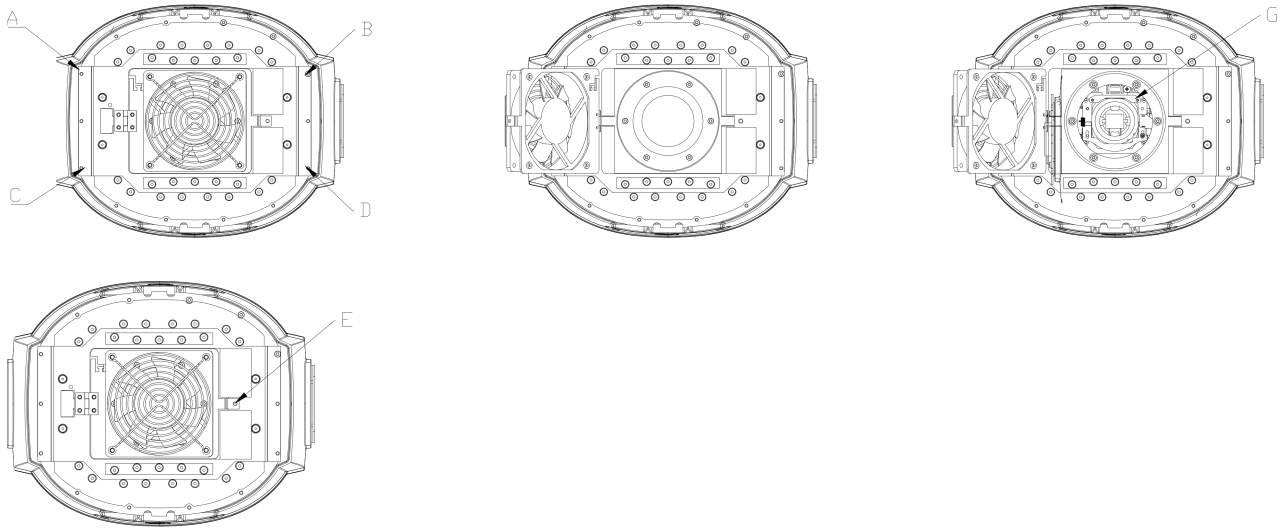


Figure1:After loosening the 4 screws marked as A,B,C,D, remove the cover at the lamp end of the head. Pull the fan assembly after loosening the screw marked as E and the lamp chamber exposed.

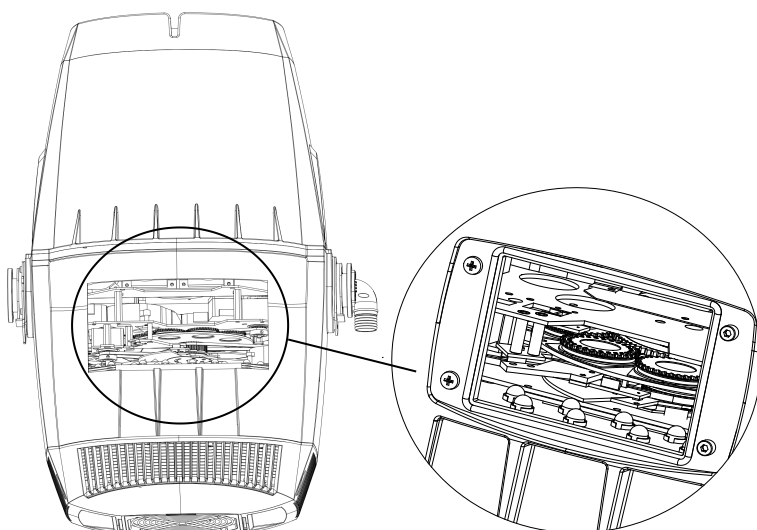
Figure2:Pull the fan assembly and remove the lamp chamber cover after loosening its 6 screws marked as F and be careful not to let its seal fall down.

Figure 3: After loosening 4 screws of lamp's pressuring plate, push the lamp towards one side of the strip-shaped hole till it can be removed. At last unplug its wires. Place a new lamp in the chamber, plug its wires, cover its cover, tighten its screws and ensure the seal in its right place. At last restore its original appearance by the opposite sequence of the lamp removal.



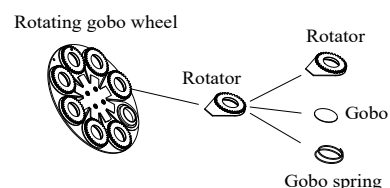
Note: It's normal there is some delay in striking a lamp, which is caused by the lamp itself.

•GOBO REPLACEMENT



Replacement of the Gobos:

Open the chamber cover after loosening 4 screws. Select the rotator for replacement of gobo. Push the rotator at the opposite side of its gear till it is off the holder of the rotating gobo wheel. Remove the rotator gently . After replacement of the gobo, place the rotator into the wheel and ensure it is in the right position and not loose.



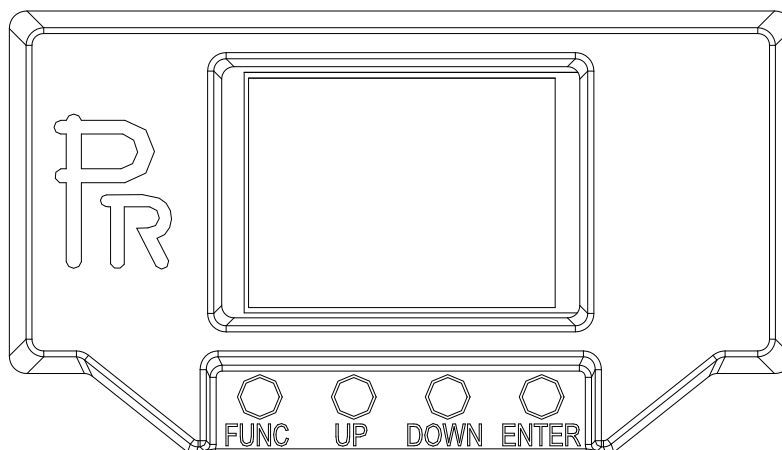


DANGER!

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

5. SETUP AND CONFIGURATION

•FRONT PANEL OPERATION



To browse through or change the projector's settings, press ENTER key for more than 3s (press ENTER key after power on) to unlock the screen, then press UP/DOWN key to enter the projector's function menus. Each main menu has its sub-menus. And each menu stands for special function. For the details, please see the following 6th point "Operation Menu".

1. At the page to set the fixture's functions, press **UP** or **DOWN** key to select the functions desired.
2. While menu operations, the **FUNC** key to escape, and **ENTER** key is used to confirm. Press **ENTER** key to save the changes or enter into the sub menus. Press **UP** or **DOWN** key to change the numbers (minus or plus).

Press FUNC key to go to the upper menu. If no key is pushed, the system will go back to initial status automatically.

•DMX START ADDRESS

Each projector must be given a DMX start address so that the correct projector responds to the correct control signals. This DMX start address is the channel number from which the projector starts to "listen" to the digital control information being sent out from the controller. The projector has 3 DMX modes. There are standard mode, short mode and extended mode. For example standard mode has 26 channels, so set the No. 1 projector's address 001, No. 2 projector's address 027, No. 3 projector's address 053, No. 4 projector's address 079, and so on.

Switch on the Projector. Press **ENTER** key more than 3 seconds to unlock panel, then press **UP** or **DOWN** key to enter into the fixture's operation menus.

Select DMX Address icon and press ENTER key on the display and select DMX address at the 2nd level menu for the address setting.

Press **UP** or **DOWN** key for the DMX address desired.

Press **ENTER** key to confirm.

Press the **FUNC** key to go back to the upper level menu.

•DMX WIRELESS CONTROL(Only for fixtures with wireless control)

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

The setup of it is below:

1. Press **ENTER** for more than 3s to unlock the control panel, then press **UP** or **DOWN** key to enter into the operation menu and select “Config Settings”.
2. Select “Wireless Only” from the menu of “Signal Select”.

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 Un-link Wireless under the upper level menu of Config Settings , then the fixture is unlinked with the wireless transmitter.

•STAND-ALONE MODE

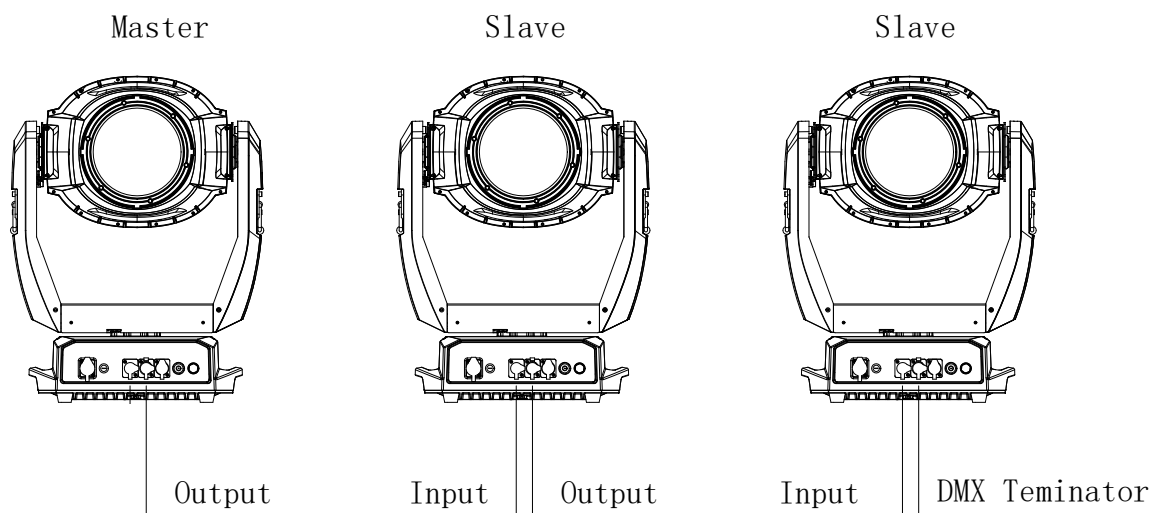
Operate the projector without connecting with a controller, enable the master mode through the operation panel, the projector will run in Stand-Alone mode automatically.
DMX address can be set at any number within 512.

•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



6.OPERATION MENU

1st LEVEL	2nd LEVEL	3rd LEVEL	4th LEVEL	5th LEVEL
Address 	DMX Address	1-484(Short Mode) 1-480(Standard Mode) 1-473(Extend Mode)		
	IP Address	Default IP Address	2.X.X.X/10.X.X.X	
		Custom IP Address	X.X.X.X	
	SubNet Mask	X.X.X.X		
	ArtNet Universe	0-255		
Reset	Total Reset	Really Reset? Confirm or Cancel		

	Pan&Tilt Reset	Really Reset? Confirm or Cancel		
	Colour System Reset	Really Reset? Confirm or Cancel		
	Gobo Reset	Really Reset? Confirm or Cancel		
	Dimmer/Shutter reset	Really Reset? Confirm or Cancel		
	Fo. Pr. Fr.Reset	Really Reset? Confirm or Cancel		
Config Settings 	DMX Channel Mode	Short Mode		
		Standard Mode		
		Extended Mode		
		View Selected Mode		
	Lamp Control	Lamp Control	OFF/ON	
		On By Power On	OFF/ON	
		Control By DMX	OFF/ON	
		Lamp ECO Power	OFF/ON	
	Signal Select (Only for fixtures with wireless control)	XLR Only		
		XLR First		
		Wireless Only		
		Wireless First		
		Wireless In/XLR Out		
		Artnet Only		
		Artnet In/XLR Out		
	Loss of DMX	Normal time out		
		Hold Last Value		
	Display Config	Display Mode	Off After Delay	
			On Always	
		Display Invert	Invert OFF	
			Invert ON	

			Invert Auto	
		Language Setting	English/Chinese	
	Temperature Unit	Celsius Degree		
		Fahrenheit Degree		
	Un-Link Wireless (Only for fixtures with wireless control)	Really Un-Link? Confirm or Cancel		
	Factory Defaults	Restore Defaults? Confirm or Cancel		
Option Settings 	Pan/Tilt Settings	Pan DMX Invert	OFF/ON	
		Tilt DMX Invert	OFF/ON	
		Pan Tilt Swap	OFF/ON	
		XY Feedback	OFF/ON	
		Pan/Tilt mode	Speed/Time	Note: "Speed Mode" means Pan and Tilt will move from Point A to Point B at their respective maximum speeds. "Time Mode" means both Pan and Tilt will arrive at designated point at the same time. It's advised Time Mode be used if the projector runs circles or in oblique lines.
	Invert Settings	Dimmer Invert	OFF/ON	
		CMY Invert	OFF/ON	
Information 	View DMX Values	Channel Value Strobe XXX Dimmer XXX Dimmer Fine XXX CMY Macro XXX Cyan XXX Yellow XXX Magenta XXX CTO XXX Color Wheel XXX Color Wheel Fine XXX Fixed Gobo Wheel XXX Rot. Gobo Wheel XXX Rot. Gobo Rotation XXX Rot. GoboRotation Fine XXX Prism 1 XXX Prism 1 Rotation XXX Prism 2 XXX Prism 2 Rotation XXX Focus XXX Focus Fine XXX Pan XXX Pan Fine XXX		

		Tilt XXX Tilt Fine XXX Pan & Tilt Speed XXX Control Function XXX		
	Lamp Hours	XXX H Reset Lamp Hours		
	Total Hours	xxxxH		
	Temperature	Display Board=xxx°C Pan board=xxx°C Tilt board=xxx°C Driver Board1=xxx°C Driver Board2=xxx°C Head Sensor=xxx°C		
	Software Version	Display Board xxx xxx Pan board xxx xxx Tilt board xxx xxx Driver Board1 xxx xxx Driver Board2 xxx xxx		
	Electronic SN	XXXXXX		
	RDM Device Label	AQUA480 Beam ANSI E1.20 RDM		
	Fan Status	Fan Speed Status Lamp Fan1 xxx on/off Lamp Fan2 xxx on/off Head Fan xxx on/off Gobo Fan xxx on/off Lamp T Fan xxx on/off Lamp R Fan xxx on/off		
	Acceleration Sensor	X Axis: XXX Y Axis: XXX Z Axis: XXX Position: XXX		
Service 	Lamp-offs	Fan lamp-offs Lamp Fan1 XXX Lamp Fan2 XXX Head Fan XXX Gobo Fan XXX Lamp T Fan XXX Lamp R Fan XXX		
	Manual Effect Control	Channel Value Strobe XXX Dimmer XXX Dimmer Fine XXX CMY Macro XXX Cyan XXX Cyan Fine XXX Yellow XXX Yellow Fine XXX Magenta XXX Magenta Fine XXX CTO XXX CTO Fine XXX Color Wheel XXX Color Wheel Fine XXX Fixed Gobo Wheel XXX Rot. Gobo Wheel XXX Rot. Gobo Rotation XXX Rot. GoboRotation Fine XXX Prism 1 XXX Prism 1 Rotation XXX		

		Prism 2 XXX Prism 2 Rotation XXX Focus XXX Focus Fine XXX Pan XXX Pan Fine XXX Tilt XXX Tilt Fine XXX Pan & Tilt Speed XXX		
	Factory Mode			
Operation Mode 	DMX Mode	Change Operation Mode? Confirm or Cancel		
	Master Mode	Preset Memory	Change Operation Mode? Confirm or Cancel	
		User Memory 1	Change Operation Mode? Confirm or Cancel	
		User Memory 2	Change Operation Mode? Confirm or Cancel	
	Stand-Alone Mode	Preset Memory	Change Operation Mode? Confirm or Cancel	
		User Memory 1	Change Operation Mode? Confirm or Cancel	
		User Memory 2	Change Operation Mode? Confirm or Cancel	
	Static Scene	Change Operation Mode? Confirm or Cancel		
User Memories 	Edit User Memory	Edit User Memory 1 / Edit User Memory 2	(1~200Scenes) Scene XX (1~200 Scenes)	Strobe XXX Dimmer XXX Dimmer Fine XXX CMY Macro XXX Cyan XXX Cyan Fine XXX Yellow XXX Yellow Fine XXX Magenta XXX Magenta Fine XXX CTO XXX CTO Fine XXX Color Wheel XXX Color Wheel Fine XXX Fixed Gobo Wheel XXX Rot. Gobo Wheel XXX Rot. Gobo Rotation XXX Rot. GoboRotation Fine XXX Prism 1 XXX Prism 1 Rotation XXX Prism 2 XXX Prism 2 Rotation XXX Focus XXX Focus Fine XXX Pan XXX Pan Fine XXX Tilt XXX Tilt Fine XXX Pan & Tilt Speed XXX Fade Time XXX Keep Time XXX Delay Time XXX Delay time unit ms/s/m Link to Step XXX

		Edit Static Scene	Strobe	XXX	
			Dimmer	XXX	
			Dimmer Fine	XXX	
			CMY Macro	XXX	
			Cyan	XXX	
			Cyan Fine	XXX	
			Yellow	XXX	
			Yellow Fine	XXX	
			Magenta	XXX	
			Magenta Fine	XXX	
	Init User Memory	Reset User Memory 1	CTO	XXX	
			CTO Fine	XXX	
			Color Wheel	XXX	
			Color Wheel Fine	XXX	
			Fixed Gobo Wheel	XXX	
			Rot. Gobo Wheel	XXX	
			Rot. Gobo Rotation	XXX	
			Rot. Gobo Rotation Fine	XXX	
			Prism 1	XXX	
			Prism 1 Rotation	XXX	
	Init User Memory	Reset User Memory 2	Prism 2	XXX	
			Prism 2 Rotation	XXX	
			Focus	XXX	
			Focus Fine	XXX	
			Pan	XXX	
			Pan Fine	XXX	
			Tilt	XXX	
			Tilt Fine	XXX	
			Pan & Tilt Speed	XXX	
	Init User Memory	Reset Static Scene	Reset Static Scene?	Confirm or Cancel	

Remarks: Lamp fan sensor is only used during lamp adjustment

Open: the lamp is affected by the lamp fan. If the lamp fan fails, the lamp won't be on.

Close: the lamp is not affected by the lamp fan. Even if the lamp fan is not installed, the lamp will be on, but Pan and Tilt are without force .

“Close” status is used only in emergency. If the lamp fan won't run for long, it will cause harm to the lamp.

After lamp adjustment, set the “lamp fan sensor as “Open” and activate total reset.

7. DMX PROTOCOL

Short mode	Standard Mode S	Extended Mode E	FUNCTION	DMX	DESCRIPTION
1	1	1	Strobe	000-010	Close
				011-025	Open
				026-225	Strobe speed from slow to fast
				226-246	Random strobe from slow to fast
				247-255	Open
2	2	2	Dimmer	000-035	Close
				036-255	Linear dimming (0-100%)
	3	3	Dimmer Fine	000-255	Dimmer in 16 bit
3	4	4	CYM Macro	000-016	White
				017-035	Yellow+ Magenta=Red

				036-054	Yellow
				055-073	Yellow +Cyan=Green
				074-092	Cyan
				093-111	Cyan + Magenta= Violet
				112-128	Magenta
				129-255	CYM color mixing from slow to fast
4	5	5	Cyan	000-255	Cyan (linear 0~100%)
		6	Cyan Fine	000-255	Cyan in 16 Bit
5	6	7	Yellow	000-255	Yellow (linear 0~100%)
		8	Yellow Fine	000-255	Yellow in 16 Bit
6	7	9	Magenta	000-255	Magenta (linear 0~100%)
		10	Magenta Fine	000-255	Magenta in 16 Bit
7	8	11	CTO	000-005	No
				006-040	Diffuser
				041-255	Linear CTO
		12	CTO Fine	000-005	CTO in 16 bit
8	9	13	Color Wheel	000-063	Indexing(0-360degrees)
				064-068	Color1(Red)
				069-073	Color2(Light Green)
				074-078	Color3(Blue)
				079-083	Color4(Cyan)
				084-088	Color5(Yellow)
				089-093	Color6(Magenta)
				094-098	Color7(Orange)
				099-103	Color8(Green)
				104-108	Color9(Dark Blue)
				109-113	Color10(UV)
				114-118	Color11(Light Yellow)
				119-123	Color12(Dark Yellow)
				124-127	White
				128-191	Rotation ,Clockwise from slow to fast
				192-255	Rotation, Anti-clockwise from fast to slow
	10	14	Color Wheel Fine	0000-255	Color Wheel in 16 Bit
9	11	15	Fixed Gobo Wheel	000-008	White
				009-015	Gobo1
				016-022	Gobo2
				023-029	Gobo3
				030-036	Gobo4
				037-043	Gobo5
				044-050	Gobo6
				051-059	Gobo7
				058-064	Gobo8
				065-071	Gobo9
				072-078	Gobo10

				079-085	Gobo11
				086-092	Gobo12
				093-099	Gobo13
				100-106	Gobo14
				107-113	Gobo15
				114-120	Gobo16
				121-124	Gobo17
				125-127	Gobo18
				128-157	Clockwise rotation from slow to fast
				158-187	Anti Clockwise rotation from slow to fast
				188-191	Shake effect 1 from slow to fast
				192-195	Shake effect 2 from slow to fast
				196-199	Shake effect 3 from slow to fast
				200-203	Shake effect 4 from slow to fast
				204-207	Shake effect 5 from slow to fast
				208-211	Shake effect 6 from slow to fast
				212-215	Shake effect 7 from slow to fast
				216-219	Shake effect 8 from slow to fast
				220-223	Shake effect 9 from slow to fast
				224-227	Shake effect 10 from slow to fast
				228-231	Shake effect 11 from slow to fast
				232-235	Shake effect 12 from slow to fast
				236-239	Shake effect 3 from slow to fast
				240-243	Shake effect14 from slow to fast
				244-247	Shake effect 15 from slow to fast
				248-251	Shake effect 16 from slow to fast
				252-255	Shake effect 17 from slow to fast
10	12	16	Rotating Gobo Wheel	000-015	White
				016-031	Gobo 1
				032-047	Gobo 2
				048-063	Gobo 3
				064-079	Gobo 4
				080-095	Gobo 5
				096-111	Gobo 6
				112-127	Gobo 7
				128-156	Rotation (clockwise From slow to Fast)
				157-185	Reverse Rotation (anti-clockwise From slow to Fast)
				186-195	Shake of Gobo 1 from slow to fast
				196-205	Shake of Gobo 2 from slow to fast
				206-215	Shake of Gobo 3 from slow to fast
				216-225	Shake of Gobo 4 from slow to fast
				226-235	Shake of Gobo 5 from slow to fast
				236-245	Shake of Gobo 6 from slow to fast

				246-255	Shake of Gobo 7 from slow to fast
11	13	17	Gobo Rotation	000-128	Gobo Indexing(0~360degrees)
				129-188	Rotation (Clockwise From slow to Fast)
				189-195	Stop
				196-255	Rotation (Anti-Clockwise From slow to Fast)
	14	18	Gobo Rotation Fine	000-255	Gobo Rotation in 16 Bit
12	15	19	Prism 1	000-016	Open
				017-127	Prism1
				128-255	Prism2
13	16	20	Prism1 Rotation	000-127	Prism Indexing
				128	Stop
				129-191	Rotation(Clockwise from slow to fast)
				192	Stop
				193-255	Rotation(Anti- Clockwise from slow to fast)
14	17	21	Prism 2	000-016	White
				017-127	Prism3
				128-255	Frost in
15	18	22	Prism2 Rotation	000-127	Prism2 Indexing
				128	Stop
				129-191	Rotation(Clockwise from slow to fast)
				192	Stop
				193-255	Rotation(Anti- Clockwise from slow to fast)
16	19	23	Focus	000-255	Linear focus
	20	24	Focus Fine	000-255	Focus in 16 bit precision
17	21	25	Pan	000-255	Pan(0°~540°)
18	22	26	Pan Fine	000-255	Pan in 16 bit
19	23	27	Tilt	000-255	Tilt(0°~270°)
20	24	28	Tilt Fine	000-255	Tilt in 16 bit
21	25	29	Pan & Tilt Speeds	000-255	Pan & Tilt Speed from Fast to Slow
22	26	30	Control	000-019	Reserved
				Keep in the DMX range for more than 5S to activate the following functions. If power-off, the following are invalid.	
				020-024	Graphic Display On
				025-029	Graphic Display Off
				030-034	Reserved
				035-039	Lamp ECO Power
				040-044	Lamp Full Power
				045-089	Reserved
				090-094	Pan & Tilt Speed Mode
				095-099	Pan & Tilt Time Mode
				100-129	Reserved
				130-139	Lamp On
				140-149	Pan & Tilt Reset

				150-159	Color System Reset
				160-169	Gobo Wheel Reset
				170-179	Dimmer/Shutter Reset
				180-189	Focus/Prism Reset
				190-199	Reserved
				200-209	Total Reset
				210-229	Reserved
				230-239	Lamp Off
				240-255	Reserved

Remarks:

1. The projector can't be turned on within 1 minute after the lamp-off.
2. Fan error can cause lamp-off.
3. Note: "Speed Mode" means Pan and Tilt will move from Point A to Point B at their respective maximum speeds. "Time Mode" means both Pan and Tilt will arrive at designated point at the same time. It's advised Time Mode be used if the projector runs circles or in oblique lines.
4. The DMX range between 6 and 24 under DMX channel Color Wheel is for diffuser control . If any rotating gobo moves in, the diffuser will move in automatically and DMX channel Color Wheel won't work.

8. SIGNS ON THE TOUCH SCREEN

	Lamp control		Option Settings
	Chinese-English		Information
	Error messages		Service
	Address		Operation Mode
	Reset		User Memories
	Config Settings		

9. ERROR MESSAGES

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

Name	Type	Correction
Pan	Timeout/magnet Sensor/Encoder	Check if wiring, positioning parts and motors are normal
Tilt	Timeout/magnet Sensor/Encoder	Check if wiring, positioning parts and motors are normal
Cyan	Timeout	Check if wiring, positioning parts and motors are normal
Yellow	Timeout	Check if wiring, positioning parts and motors are normal
Magenta	Timeout	Check if wiring, positioning parts and motors are normal
CTO	Timeout	Check if wiring, positioning parts and motors are normal
Color Wheel	Timeout	Check if wiring, positioning parts and motors are normal
Fixed gobo wheel	Timeout	Check if wiring, positioning parts and motors are normal
Rotating gobo wheel	Timeout	Check if wiring, positioning parts and motors are normal
Rotating gobo	Timeout	Check if wiring, positioning parts and motors are normal
Dimmer	Timeout	Check if wiring, positioning parts and motors are normal
Prism 1	Timeout	Check if wiring, positioning parts and motors are normal
Prism 1 Rotation	Timeout	Check if wiring, positioning parts and motors are normal
Prism 2	Timeout	Check if wiring, positioning parts and motors are normal
Prism 2 Rotation	Timeout	Check if wiring, positioning parts and motors are normal
Focus	Timeout	Check if wiring, positioning parts and motors are normal
Lamp Fan1	Error	Check if fan and its wiring are normal
Lamp Fan2	Error	Check if fan and its wiring are normal
Head Fan	Error	Check if fan and its wiring are normal
Gobo Fan	Error	Check if fan and its wiring are normal
Lamp T	Error	Check if fan and its wiring are normal
Lamp R	Error	Check if fan and its wiring are normal
Pan and Tilt Board	Error	Check signal wire
Driver Board 1	Error	Check signal wire
Driver Board2	Error	Check signal wire
Acceleration Sensor	Error	Check signal wire
Lamp on	Timeout	Check if the lamp is damaged
Lamp Life	Timeout Warning	
Lamp Off[Fan Error]	Error	Check if all fans are normal
Lapsed Time	Timeout	
Time IC	Error	
Lapsed time	X days	
Use hours Setting	successfully	

10. TECHNICAL DATA

ELECTRIC PARAMETERS

Input voltages 100V~240V AC, 50/60Hz

Input Power 650W @ 220V

Current at Maximum 8A

Power factor: PF> 0.9

LAMP SPECIFICATIONS

Lamp PR480L

Color Temperature 6900K

Manufacturers Rated Lamp Life 1500hours

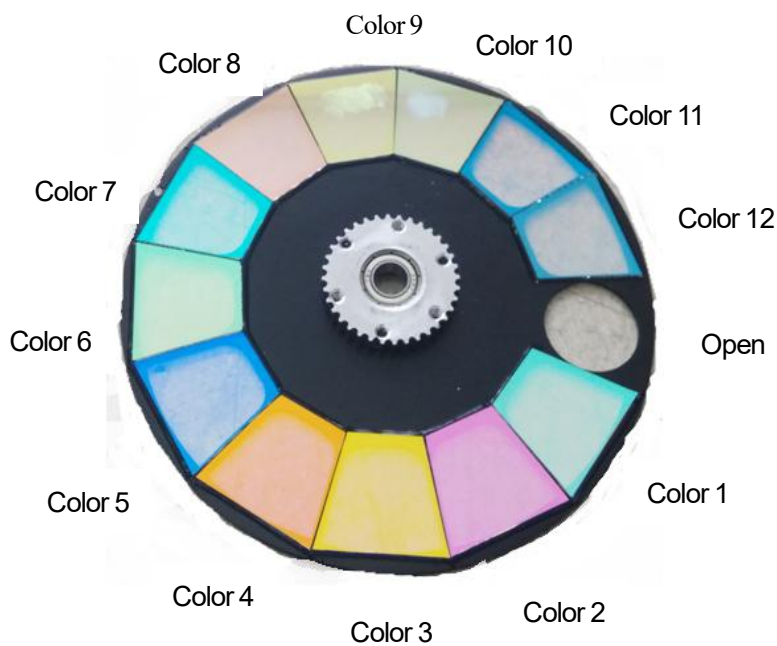
COLORS

CMY color mixing system with macros

1 Color wheel: 12colors+ Open,

rainbow effect with bi-directional and variable speeds,

Stepping/linear color changing



No.	Code No.	Color
1	092550001A	Red
2	092550002A	Light Green
3	092550003A	Blue
4	092550004A	Cyan
5	092550005A	Yellow
6	092550006A	Magenta
7	092550007A	Orange
8	092550008A	Green
9	092550009A	Dark blue

10	092550010A	UV
11	092550011A	Light Yellow
12	090071258	CTO

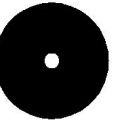
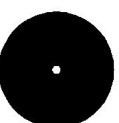
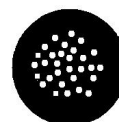
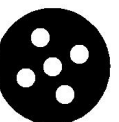
INDEPENDENT CTO SYSTEM

0-100% linear CTO

FIXED GOBO WHEEL

1 Fixed gobo wheel: 18 gobos +Open

Bi-directionally rotatable, and shakable at variable speeds

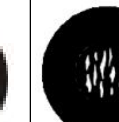
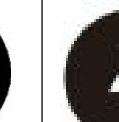
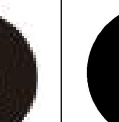
Gobo1	Gobo2	Gobo3	Gobo4	Gobo5	Gobo6	Gobo7
						
Gobo8	Gobo9	Gobo10	Gobo11	Gobo12	Gobo13	Gobo14
						
Gobo15	Gobo16	Gobo17	Gobo18			
						

ROTATING GOBO WHEEL

1 Rotating gobo wheel: 7 interchangeable gobos + 1 white

Bi-directionally rotatable, and shakable at variable speeds.

Gobo Replaceable, Gobo outer diameter: $\Phi 22.5\text{mm}$, Gobo image diameter: $\Phi 12\text{mm}$

Gobo1	Gobo2	Gobo3	Gobo4	Gobo5	Gobo6	Gobo7
						

PRISM/FROST

3Pcs of independent prisms which can be overlapped (8-facet circular prisms and 4-facet linear Prism) (16-facet circular + frost) or other prism options

FOCUS

DMX linear Focus

DIMMER/STROBE

0-100% Linearly adjustable/ Double shutter blades, 0.3~25 F.P.S

HEAD MOVEMENT

Pan 540°, Tilt 270° with auto position correction

BEAM ANGLE

Beam angle 2°

CONTROL

DMX512, 5-pin interfaces(Optional 3-pin)

22channels in short mode, 26channels in standard mode , 30channels in extended mode

Self-test mode

OTHER FUNCTIONS

Adjustable Pan & Tilt speeds

Lamp's and fixture's hours displayed

Modular Structure for easy maintenance

DMX512 wireless receiver

Optional DMX512 Wireless Transmitter

Optional ArtNet function

HOUSING

Cast Aluminum and high temperature and UV resistant ABS, IP66

NET WEIGHT

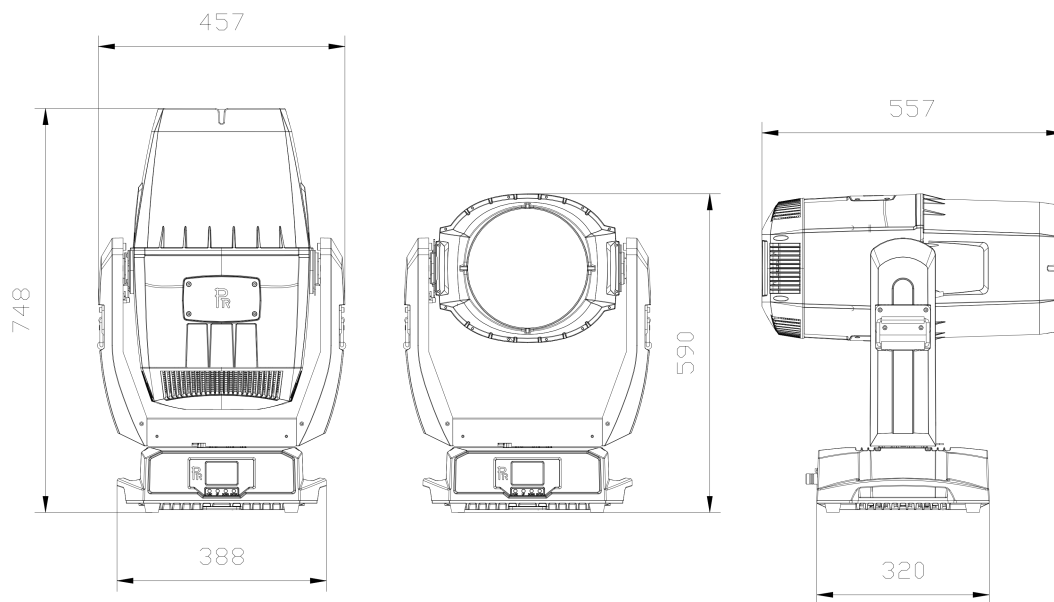
37.6 Kg

WORK TEMPERATURE

Maximum ambient temperature: 45°C

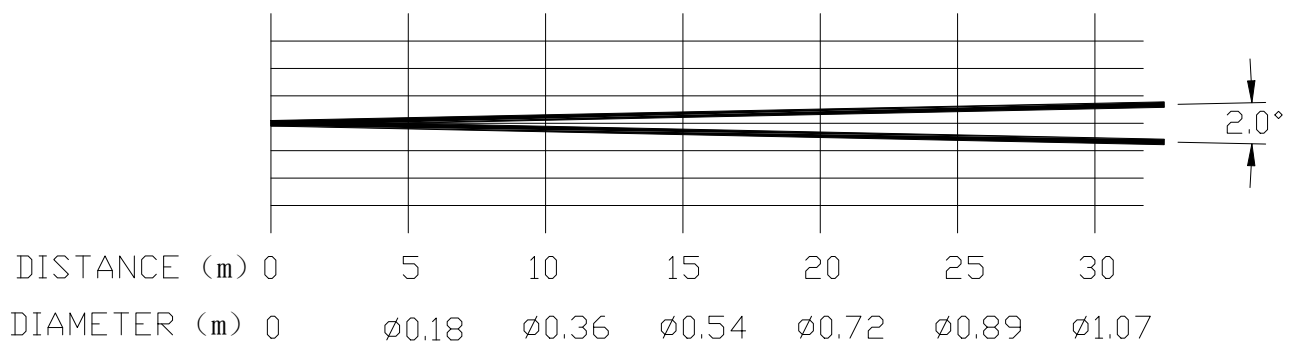
For a waterproof fixture: if the ambient temperature is minus 20 Celsius, strike the lamp to pre-heat for 10minutes and reset it again.

SIZES



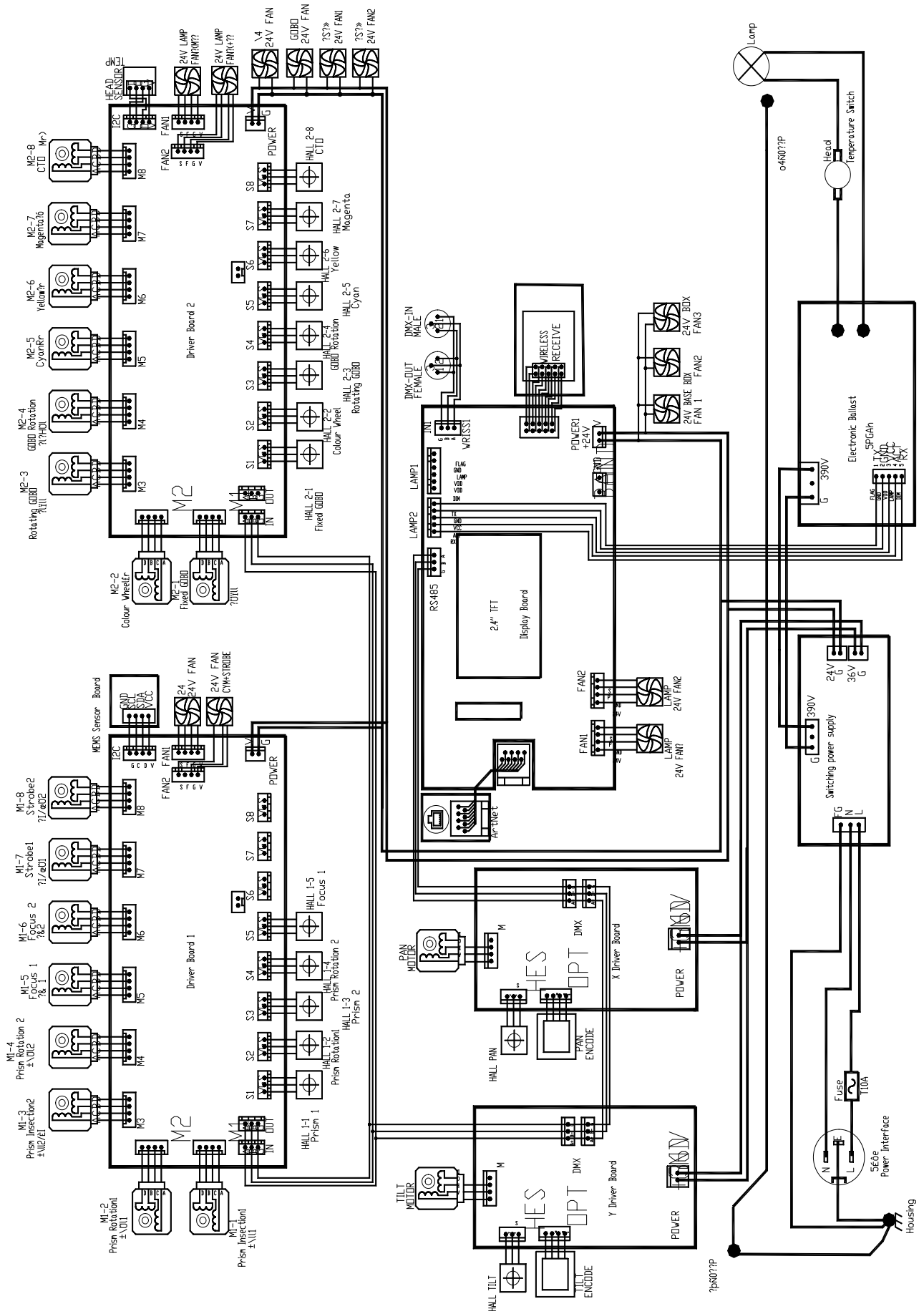
LIGHT OUTPUT

lux 0 3301999 825500 366889 206375 132080 91722



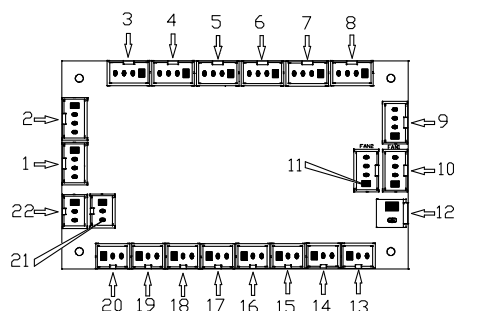
10. CIRCUIT DIAGRAM AND PCB CONNECTIONS

.CIRCUIT DIAGRAM



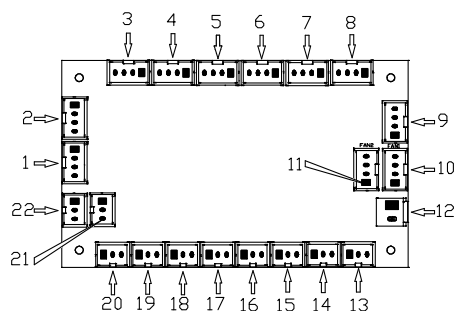
PCB CONNECTIONS

8-Channel SLAVE1 : P/N230060735



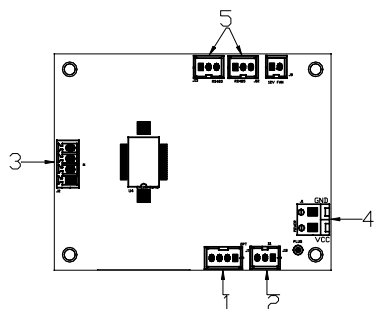
8 Channel Driver Board 1			
1	M1-1 Motor	12	24V Input
2	M1-2 Motor	13	Reserved
3	M1-3 Motor	14	Reserved
4	M1-4 Motor	15	HALL1-6Magnet Sensor
5	M1-5 Motor	16	HALL1-5 Magnet Sensor
6	M1-6 Motor	17	HALL1-4 Magnet Sensor
7	M1-7 Motor	18	HALL1-3 Magnet Sensor
8	M1-8 Motor	19	HALL1-2 Magnet Sensor
9	MEMS Sensor Board	20	HALL1-1 Magnet Sensor
10	Lamp Fan1	21	Signal output
11	Lamp Fan2	22	Signal input

8-CHANNLE SLAVE2: P/N230060736



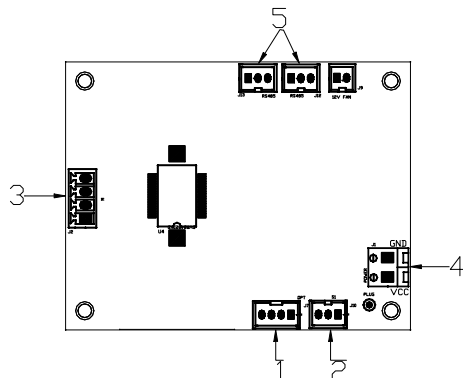
8-Channel Slave1			
1	M1-1 Motor	12	24V Power Input
2	M1-2 Motor	13	
3	M1-3 Motor	14	HALL2-7 Magnet Sensor
4	M1-4 Motor	15	HALL2-6 Magnet Sensor
5	M1-5 Motor	16	HALL2-5 Magnet Sensor
6	M1-6 Motor	17	HALL2-4 Magnet Sensor
7	M1-7 Motor	18	HALL2-3 Magnet Sensor
8		19	HALL2-2 Magnet Sensor
9	Thermal sensor	20	HALL2-1 Magnet Sensor
10	Cym FAN	21	Signal output
11	Head Fan	22	Signal input

X BOARD: P/N230060722



Pan Board	
1	Optical sensor
2	SX magnetic sensor
3	Pan Motor
4	48V power input
5	Signal

Y BOARD: P/N230060729



Tilt Board	
1	Tilt Encoder
2	SY magnetic sensor
3	Tilt Motor
4	48V power input
5	Signal

12. COMPONENT ORDER CODES

NAME	PART NO.	QTY.	REMARKS
STEPPER MOTOR	030040279	1	
STEPPER MOTOR	030040284	1	
STEPPER MOTOR	030040121A	2	
STEPPER MOTOR	030040221C	3	
STEPPER MOTOR	030040224C	2	
STEPPER MOTOR	030040246B	1	
STEPPER MOTOR	030040254A	3	
SCREWMANDREL MOTOR(WITH NUT)	030040243A	2	
STEPPER MOTOR	030040277	3	
STEPPER MOTOR	030040278	1	
BLOWER	030060094A	3	
PWN SPEED ADJUSTABLE FAN	030060117	5	
FAN	030060075	4	
4-WIRE WATERPROOF FAN	030060116	1	
FAN	030060113	1	
LAMP BALLAST	040070139	1	
LAMP	100070051	1	
ROTATING GOBO WHEEL ACCESSORY	120111036A	1	
COLOR WHEEL ACCESSORY	120110973	1	
FIXED GOBO WHEEL ACCESSORY	120111035	1	
SWITCHING POWER SUPPLY	192010223	1	

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Guangzhou, 511442 China
TEL: +86-20-3995 2888

PR lighting will try its best to offer accurate and overall information about a product's technical data. Any changes won't be notified if necessary. Patented Products.
Counterfeiting Will be Prosecuted!

P/N: 320021297
Old Version:20231129
New Version:20240820