

TECNOLOGIA - QUALIDADE - SUPORTE

STAR
LIGHTING DIVISION
Light Designs Ideas



Baixe o leitor de QR CODE
em seu Celular ou Tablet e
aponte a câmara para o código

MANUAL DO PRODUTO

PROFESSIONAL SHOW LIGHTING

11. MAINTENANCES

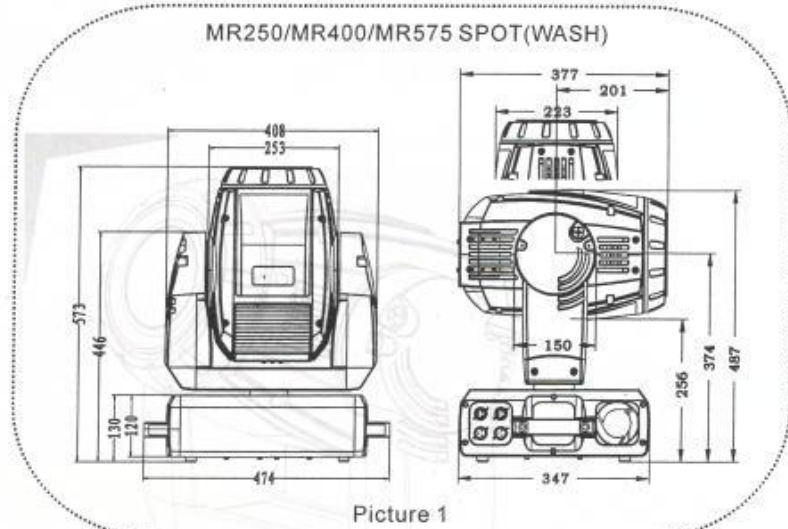
- 11.1. In order to ensure the projector could work normally. It should be kept clean always. It is recommended that the fans and ventilation in let should be cleaned every 15 days. The lens and dichroic colour filters should also be regularly cleaned to maintain an optimum light output. Do not use any type of solvent on dichroic colour filters. It will damage the projector.
- 11.2. Suggestion: The continuous usage of the light don't exceed 4 hours. Or it will shorten the usage of the lamp. Please use the alternative operation to solve this problem.
- 11.3. Please disconnect the power supply when begin to maintenance or takedown the light. Please let the parts cool down 10 minutes at least then begin to install. If need to replace the lamp, please wait 15 minutes again at least to let the lamp cool down completely or which maybe burned down.
- 11.4. Please inspect the lens or other moving parts timing and keep them clear and static. If find anything damaged or looseness, must change a lamp or fix the lamp in order to avoid the accident.
- 11.5. The light use the strong cool system. It is easy for the dirty to be collected. Please do clear the intake one time two week at least.
- 11.6. After you use the light, please check the intake place whether there are some waste paper, please clean it up, or the windmill will break down and causing fire.

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LIGHT SIZE

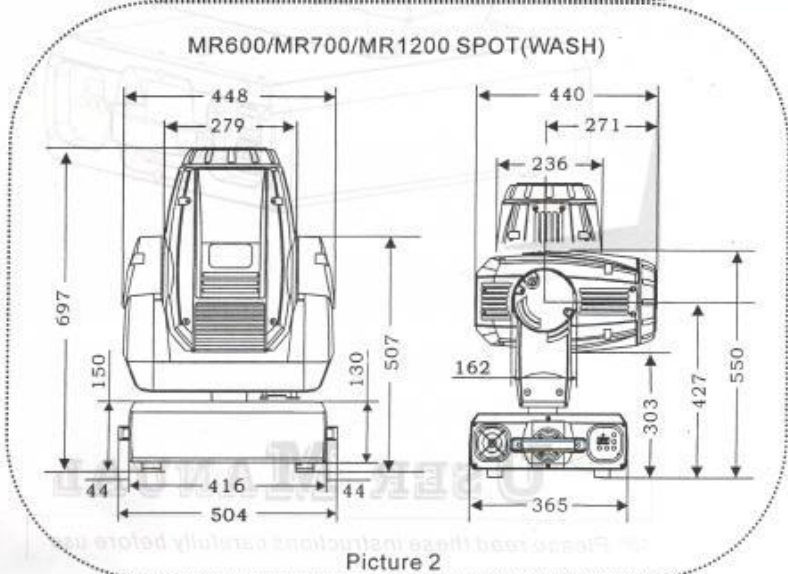
(Unit:mm)

MR250/MR400/MR575 SPOT(WASH)



Picture 1

MR600/MR700/MR1200 SPOT(WASH)



Picture 2

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1. INDEX

Many thanks for choosing MR Series products. These products are the same as the other series products, the design & production are passed through the full quality control to ensure the Fineness ability.

This manual covers important information about installation & operation of this projector. Please read this user manual carefully before installing or operating this projector. Please do follow the safety instruction list as below carefully and keep this manual in a safety place for future reference.

Note: As part of our ongoing commitment to continuous products update, company will keep the right to improve this products, the information in this menu may be changed in the future, the company reserve the right to change the data without any advise.

2. PACKING

- 2.1. The packing of the series of products is carton, the fly case also can be ordered
2.2. To open the carton

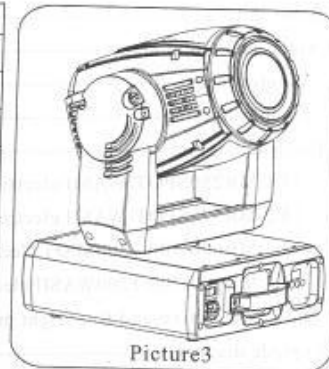
First please open the carton and take out the relative accessories, Take out the projector from the polyfoam and put it on a very smooth & horizontal surface place for the next operation (Picture 3)

Attention: Do not press the plastics parts to avoid any damage and distortion










2.3. Packing list

The following parts are packed together with the projector:

Attachment	
DMX cable (picture4)	1pc
User manual (picture5)	1pc
Mounting Bracket (picture6)	2pcs
Safety cord (picture7)	2pcs
Rapidness lock screw (picture8)	4pcs
Option	
Lamp1 (picture9) /Lamp2(picture10)	
Clamp (picture11)	
Hand-screw (picture12)	



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Attachement				
DMX cable	User manual	Mounting Bracket	Safety cord	Rapidness lock screw
				
Picture 4	Picture 5	Picture 6	Picture 7	Picture 8
Option				
Lamp1	Lamp2	Clamp	Hand-screw	
				
GY9.5 Picture 9	L=115 Picture 10	Picture 11	Picture 12	

3. INSTALLATION AND SAFETY OPERATION

3.1. Install the projector:

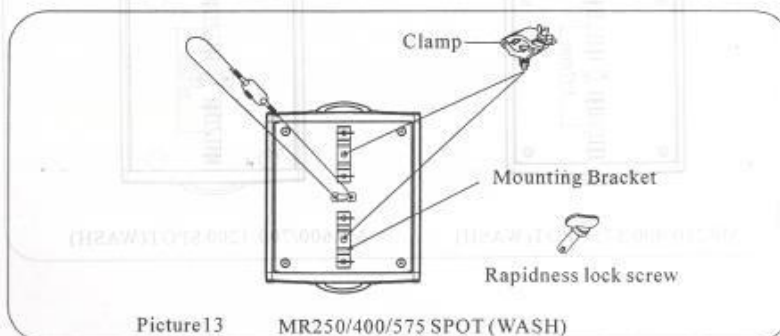
3.1.1. Requirement for the installing place:

Please do ensure fasten the mount bracket firmly before installing. The mount bracket must share the weight 10 multiple weight of the projector's.

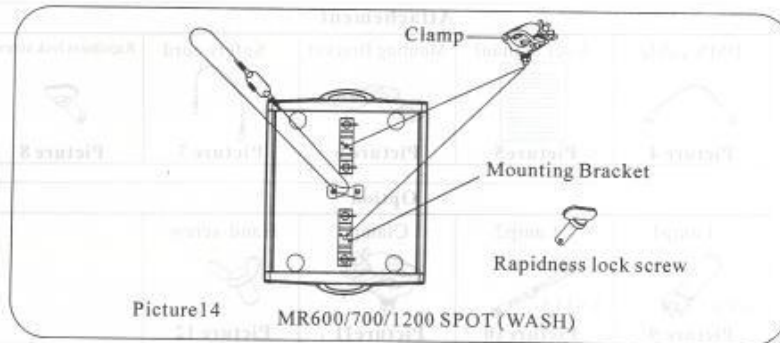
3.1.2. The method of installation and caution:

3.1.2.1. Connect the mount bracket well and fix the clamp firmly to the truss in order to avoid the projector loose or falling.

3.1.2.2. The projector should be mounted via its clamp by using 2 bolts. The mounting bracket itself attached to the underside of the projector with 4 bolts provided in the package. Always make sure that the projector is anchored firmly to avoid any vibration or falling.



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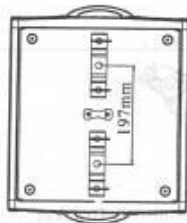


3.1.2.3. For safety the projector should have a secondary fixing with a safety cord through the truss and the handle of projector. The safety cord will fasten the projector on the truss tightly to avoid any vibration or falling directly if the clamp or the truss is loose.

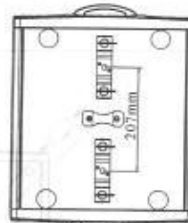
3.1.2.4. When installing the projector, not allow any person pass by.

3.1.2.5. After installing the light. Please inspect whether the safety cord is broken every week, clamp or truss is loose in order to avoid the projector will slip. If any dangers is happened by falling, the manufacturer won't be responsible for it.

Picture 15 Installing drawing with truss



MR250/400/575 SPOT(WASH)

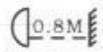


MR600/700/1200 SPOT(WASH)

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3.1.2.6. Other safety terms

3.1.2.6.1. Minimum distance between the projector's shot & goal project:



Picture 16



Picture 17

When fix the orientation of the projector. Please keep the minimum distance between the flammable retarding subject and the projector's shot is 0.8M at least. (Picture 16) But the minimum distance between the inflammable and the projector's lens should be kept away 2m at least. (Picture 17)

3.1.2.6.2. The minimum distance between the inflaming retarding subject and any other part of the light:

When fix the orientation of the projector. Please keep the minimum distance between the inflaming retarding subject and the projector shot is 0.3M at least.

3.1.2.6.3. Ambient temperature:

In order to ensure the light could operate normally, the ambient temperature couldn't be higher than 33 degree and no lower than 2 degree.

3.1.2.6.4. Surface temperature:

Under normal condition, the highest sectional surface temperature may be up to 90-120 degree.

3.1.2.6.5. Electric shock & static electricity protection:

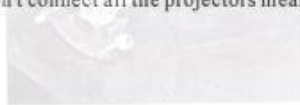
These projectors are designed depends on the electric shock protection, the projector should be connected with the power supply system which connected ground enough. The projector's ground cable should be connected with the ground cable of the power supply system as well. The ground mark of the light metal cover should be connect with the installation bracked steadily.

3.1.2.6.6. Connect the main power supply:

Connecting the main power supply should be done by the professional person.

3.1.2.6.6.1. Please check the voltage, frequency data of power supply system is suitable for the mentioned on the projector. Please do avoid the different voltage between them and burn the projector.

3.1.2.6.6.2. Please refer to the actual wattage of the projector's lamp multiply 1.5 multiple multiply total quantity of the projector then you could get the minimum power supply loading. If your power cable can't share the minimum power supply loading. Please don't connect all the projectors meantime.



4.LAMP REPLACEMENT

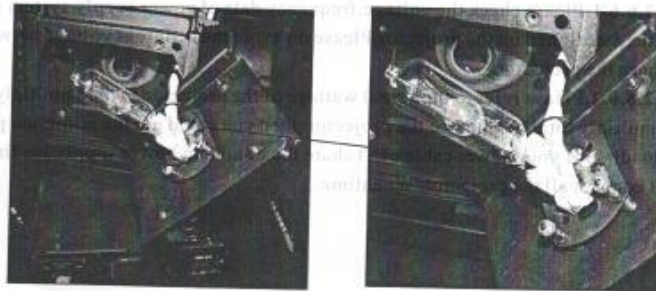
4.1.Lamp description:

Model	Lamp description	
MR250 SERIES	PHILIPS:MSD 250/2 Color temperature: 5600K	
MR400 SERIES	PHILIPS:MSR 400 SA/2 DE Color temperature:7000K	OSRAM:HTI 400W/D3/75
MR575/MR600 SERIES	PHILIPS:MSI 575W HR Color temperature:6000K	OSRAM:HMI 575W/GS 5600K
MR700 SERIES	PHILIPS:MSR 700 SA/2 DE Color temperature:7000K	OSRAM:HTI 700W/D4/75
MR1200 SERIES	PHILIPS:MSR 1200 SA/2 DE Color temperature:6000K	OSRAM:HTI 1200W/D7/60 (short)

4.2.Lamp replacement

Open the 4pcs handing screw where in the back body cover of the fixture. Then you can exchange the lamp after lift the cover. When install the lamp ,kindly consult the picture 18 make sure the lamp is the best brightness and avoid damaging the lamp . (Remark: the picture is the instruction of the protruding point of the lamp install position .if the picture spare parts is different with the actual fixture .kindly consult the actual products)Another, kindly pay attention that you have screw down the lamp two end'screw .otherwise will result high-voltage discharge and effect the lamp lifetime and damage the PCB spare parts because of the lamp contact badness .after the lamp install well, kindly make sure the light cover be fixed well by the screw.

MR250SPOT /WASH



Install the lamp on the position of the porcelain socket center

Picture 18(a)

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MR400SPOT/WASH MR575SPOT/WASH MR600SPOT/WASH
MR700SPOT/WASH MR1200SPOT/WASH



The protruding point of the lamp towards to the reflector

Picture 18(b)

4.3.Lamp feature

HMI series lamp is a high-voltage recharge lamp. Please do be always careful when handle the lamp. Before operation. Please read the following information carefully.If an -y accident will be happened by incorrect operation.The manufacturer won't be responsible for it.

4.4.Warning and advisement!

- Warning 1:** Disconnecting the power supply if there are no lamp fixed inside the light well.Or it will burn down the light.
- Warning 2:** Disconnecting the power supply before replacing the lamps.
- Warning 3:** When the lamp is operating,its temperature will be extremely high.The feature of the recharge lamp couldn't work under the interruption power supply.Therefore,please let the lamp cool down completely (Approx 15 minutes at least).Then you could operate the light again.Otherwise,it will be lead to high tension,short circuit or electric discharge.Moreover,the part of the control board will be burn down.

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Warning 4: All the lamps have its usage life, please inspect the lamp timing and ensure the lamp's usage life not exceed the rated life, otherwise, it may result in the lamp broken, deformation or blacken. If the lamp is broken, the caused impact will damage the projector's spot system. The electric parts on the circuit board may be staved by the high voltage. The hot lamp fragments may injure people, explode or set on fire.

Warning 5: when find the lamp blackening, cracking, deformation or demanged. Please do replace a lamp of the same description. Please let the lamp cool down 15 minutes at least. If need to replace a new lamp, please read the user manual forwarded by the manufacturer.

Warning 6: under normal working condition, the inside temperature is much higher, please don't touch the projector with bare fingers. If don't do abey to this user manual and cause any danger, they are not include in to the manufacturer's warranty.

Advisement: use the OSRAM or PHILIPS is the first choice. (the average lift time of the OSRAM and PHILIPS is 700 hours, the average lift time of other brand is 70-100 hours.) You should select the lamp with carefully concerning your circumstance.

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5. POWER SUPPLY AND SIGNAL CONNECTION

5.1. Power supply connection and control

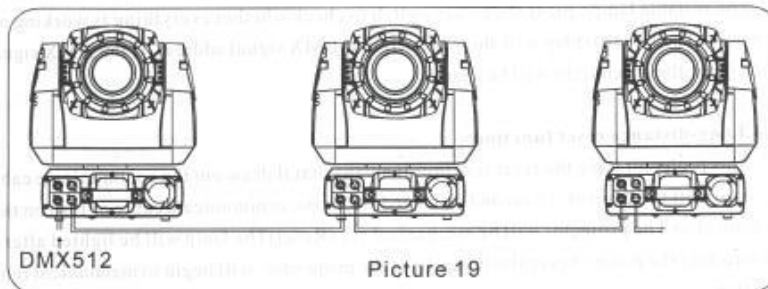
Use the professional plug to connect the projector and main power supply. Please pay attention to the voltage, frequency the same as the mentioned on the projector. suggest each light has a independent switch of the power supply so that could turn on or turn off each projector desultorily

This projector is suitable for the following data: ("√" is for matched voltage)

Voltage	240V	230V	220V	208V	120V	110V	Frequency	50Hz	60Hz
Matched			√				Matched		√
Model									

5.2. Signal connection

Please use the round 3-pin XLR plugs & sockets offered by menu facture to connect the first projector's output to the second projector' input and connect the second projector's output to the third projector's input. And in the same way for the rest, Eventually connect the last projector's output, all the projectors are together as the following figure (Picture 19):

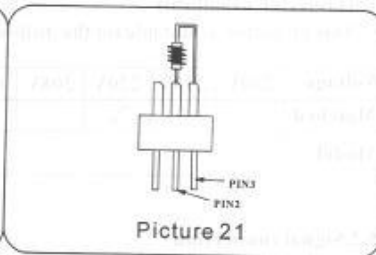
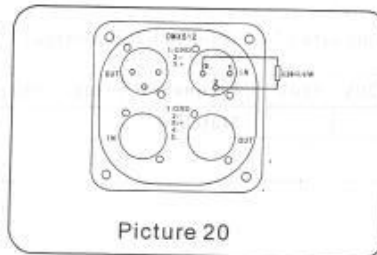


The projectors's control signal output or input by using the 3pin or 5 pin XLR plug and socket..If need to lengthen the communication cable, please make surc the both side of 3-pin plug is one to one .(one to one,two to two,three to three).Otherwise, the communication cable will be interrupted..The communicate cable is 2-pin shielded cable 75Ω RESISTANCE with each core is at least a 0.5mm diameter.

(Caution: All the inside leading wire of 3-pin XLR plug couldn't touch each other or plinth).

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Recommend to use the DMX signal terminator for the installation to avoid the electronic noise damage the digital control signal. Simply speaking, DMX terminator is an XLR connector with a $120\ \Omega/1\ \text{W}$ resistor connected across pin 2 and 3. Which is then plugged into the output socket on the last projector in the chain. Refer to the connection as below: (Picture 20). We suggest using the DMX signal distributor when the distance of the lights over 15 meter. In case of effect the light communication because of the signal feedback.



5.3. Light power connection

After doing the above operation and making sure all the projectors had been installed with suitable lamps, press the power switch to check whether everything is working normally. The LED display will show the original DMX signal address. If the DMX signal is input, the green light will be shown.

5.4. Long-distance reset function

This projector has the reset function. It means that if you draw out the communication cable or turn off the control 30 seconds later, redraw in the communication cable or turn on the controller. The projector will be mechanically set. (Reset) The lamp will be lighted after connecting the power. Several minutes later the projector will begin to mechanically reposition.

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6.SET THE DMX IP CODE

To make sure every projector receipt to the control signal correctly a digital starting IP code should be given to every MR Series projector.Digital start IP code is a Channel number.By this number,the projector should "obey "the command from the controller. Digital starting IP code is set by the operation panel,progressing to the starting IP value. (Picture 21)

When you use fixable Channel controller,the address count method as below:

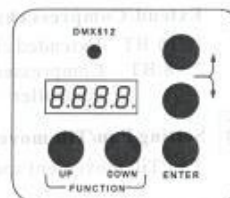
First light's IP code value=(value of the former start IP code) +(Channel number of the controller)

When you use any unfixable Channel controller:

- 1.The first projector's starting IP code is 001
- 2.Channel number on the controller should not be less than the Channel number of the projector.

7.FUNCTION INTRODUCTION

There are 16 IP function selection on the MR SERIES projector,these functions could be selected by the UP and DOWN button on the operation panel,use the ↑、↓ button to set up the function, press "ENTER" button to confirm the selection.(Picture 22)



Picture 22

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Channel number definition:

NO	Instruction	Memory letter	Select letter
1	DMX512 adress setting	d.001	d.001~d.512
2	Pan normal/pan inversion mode	PA.rI	PA.LE
3	Tilt normal/pan inversion mode	tI. Dn	tI. uP
4	Extend/compress Channels setting	16.bt	8.bt
5	Setting Pan/Tilt movement speed(1-9)	Spd.6	Spd.1~Spd.9
6	Lamp on/controller turn on setting	LAP.y	LAP.n
7	Display normal/inversion mode	dIP.P	dIPA
8	Fixture working hours	H000	
9	Key-press restoration enactment	RESt	
10	Interior electronic restoration enactment	RSt.I	RSt.L
11	(SPARE)	F1-n	F1-y
12	Auto run mode	F2-n	F2-y
13	Master/slave mode	F3-n	F3-y
14	Restore default setting of leave factory	----	----
15	Setting color wheel rotation speed	CSP.3	CSP.1~CSP.3
16	Setting working environment	T.noI	T.hot-t.col

d.001 DMX512 address setting

Use this menu to set the DMX address of the fixture from 001 to 512

PA.r I Pan normal/Pan inversion

1. PA.RI Pan normal movement
2. PA.LE Pan inversion movement, this function is easy for pan subtend projector made programme

t I.d n Tilt normal/Pan inversion

1. tI.Dn Tilt normal movement
2. TI.uP Tilt inversion movement, this function is easy for tilt subtend projector made programme

16.bt Extend/Compress channel setting

1. 16.BT Extended channel number
2. 8.BT Compressed channel number suitable for the less channel controller

SPd.6 Setting Pan/Tilt movement speed

Pan/Tilt movement speed limited spd.1-spd.9, spd.6 default.

LAP.y Lamp on/controller turn on setting

1. Lap.y Lamp auto turn on if have electricity and receive controller signal (turn on the light by press this button)
2. Lap.n Lamp turn off if have electricity and receive controller signal (turn off the light by press this button)

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d.n.p.p

Display normal/Display inversion

1. DIP.P Display normal for the fixture putting on the floor
2. DIP.A Display inversion for the fixture fixing under the ceiling

H000

Fixture working hours(Clear zero before leave factory)

Select the submenu, you can see the fixture working hours on the display. Press the ↑、↓ button at the same time about 3 seconds, then the time will clear zero.

rEst

Reset

Use the submenu to reset the fixture, and all channels of the unit will return to their standard position

rSt.1

Motors reset

- 1:rst.1 The unit inner motor resetting by control panel switch X/Y motor won't reset.
- 2:rst.1. Table controller will control the inside motors reset, X/Y motor won't reset

F1_n

Spare

F2_n

Auto run mode

- 1:F2-n This mode the fixture will receive DMX signal
- 2:F2-y Auto run mode

F3_n

Master/Slave mode

- 1:F3-n Set the fixture as slave mode, it will receive DMX signal
- 2:F3-y Set the fixture as master mode, then the other fixture will receive the master control signal.

- - - -

Restore factory default

Select the submenu, press the ↑、↓ button at the same time about 3 seconds, then the fixture will restore factory default

[CSP.3]

Setting color wheel rotation speed

Color wheel rotation speed limited csp.1 lowest, csp.3 fast, csp.3 default.

t.nol

Setting working environment

- 1:t.nol Normal working environment(between 20 degree~30degree)
- 2:t.hot Ambient temperature is over 30 degree
- 3:t.col Ambient temperature is less than 20 degree

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8. FUNCTION SHEET ,TECHNICAL SPECIFICATION,CHANNEL MENU

8.1.Function sheet:

Function	MR250/400 /575 SPOT		MR250/400 /575 WASH		MR600/700 /1200 SPOT		MR600/700 /1200 WASH	
	8Bit	16Bit	8Bit	16Bit	8Bit	16Bit	8Bit	16Bit
Lamp on/off +Reset	✓	✓	✓	✓	✓	✓	✓	✓
Dimmer	✓	✓	✓	✓	✓	✓	✓	✓
Strobe	✓	✓	✓	✓	✓	✓	✓	✓
Pan	✓	✓	✓	✓	✓	✓	✓	✓
Tilt	✓	✓	✓	✓	✓	✓	✓	✓
Color A	✓	✓	✓	✓	✓	✓	✓	✓
Gobo B	✓	✓			✓	✓		
Gobo A	✓	✓			✓	✓		
Gobo A rotating	✓	✓			✓	✓		
Iris					✓	✓		
Focus	✓	✓			✓	✓		
Zoom			✓	✓	✓	✓	✓	✓
Prism	✓	✓			✓	✓		
Prism rotating	✓	✓			✓	✓		
Color B					✓	✓		
Blackout	✓	✓	✓	✓	✓	✓	✓	✓
Pan/Tilt speed		✓		✓	✓	✓		✓
Pan fine		✓		✓	✓	✓		✓
Tilt fine		✓		✓		✓		✓
Cyan			✓	✓			✓	✓
Magenta			✓	✓			✓	✓
Yellow			✓	✓			✓	✓
CTO			✓	✓			✓	✓
CMYK speed			✓	✓			✓	✓

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8.2. Technical specification:

Model		MR250/MR400 /MR575 SPOT	MR250/MR400 /MR575 WASH	MR600/MR700 /MR1200 SPOT	MR600/MR700 /MR1200 WASH
Channels (8Bit)		12CH	12CH	16CH	12CH
Channels (16Bit)		16CH	16CH	18CH	16CH
Motor quantity		11	10	16	12
DMX control		DMX512	DMX512	DMX512	DMX512
Lamp	PHILIPS	MSD 250/2 HMI 575W HR	MSR 400 SA/2 DE	HMI 575W HR MSR 1200 SA/2 DE	MSR 700 SA/2 DE
	OSRAM	HSD 250W HMI 575W/GS	HTI 400W/D3/75	HMI 575W/GS HTI 1200W/D7/60	HTI 700W/D4/75
Voltage frequency	Standard power/voltage	380/520/680VA 220V/50Hz	380/520/680VA 220V/50Hz	680/850/1400VA 220V/50Hz	680/850/1400VA 220V/50Hz
	Order power/voltage				
PAN		540°	540°	540°	540°
TILT		250°	250°	250°	250°
PAN Fine		3.6°	3.6°	3.6°	3.6°
TILT Fine		3°	3°	3°	3°
Light size (cm)		47.4x37.7x57.3	47.4x37.7x57.3	50.4x44x69.7	50.4x44x69.7
Measurement (cm)		49.5x48.4x64.8	49.5x48.4x64.8	51x50.6x75.8	51x50.6x75.8
Measurement (cm)	1/1	55.5x41x80	55.5x41x80	56.5x43.5x93.5	56.5x43.5x93.5
	Standard 1/2	80.1x58x83	80.1x58x83	83.5x57.5x94	83.5x57.5x94
Net weight	Inductance ballast standard	28/30/30Kg	28/30/30Kg	40Kg	40Kg
	Electric ballast order				
Carton packing		32/36.5/36.5Kg	32/36.5/36.5Kg	51.2Kg	51.2Kg
Fly case packing	1/1	50.5/55/55Kg	50.5/55/55Kg	77.5Kg	77.5Kg
	1/2	99/108/108Kg	99/108/108Kg	143Kg	143Kg

8.3.Channel menu:


MR250/400/575 SPOT channel menu (1)

Channel 1: Lamp on/off+reset; (8/16Bit)	Channel 4: Pan (8/16Bit)																																																																		
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PROFESSIONAL SHOW LIGHTING


MR250/400/575 SPOT channel menu(2)

Channel 7: Gobo B (8/16Bit)




DMX Value	Effect
225-255	Random Effect from slow to fast rotating
215-224	Open Gobo 1
208-214	Gobo 1, shake from slow to fast
187-193	Gobo 2, shake from slow to fast
176-183	Gobo 3, shake from slow to fast
155-161	Gobo 4, shake from slow to fast
144-151	Gobo 5, shake from slow to fast
125-131	Gobo 6, shake from slow to fast
110-124	Gobo 8, shake from slow to fast
075-109	Gobo 9, shake from slow to fast
080-094	Gobo 9
070-079	Gobo 8
060-069	Gobo 7
050-059	Gobo 6
040-049	Gobo 5
030-039	Gobo 4
020-029	Gobo 3
010-019	Gobo 2
000-009	Open Gobo 1

Channel 10: Focus (8/16Bit)




DMX Value	Effect
225	Focus in
000	Neutral

Channel 8: Gobo A (8/16Bit)




DMX Value	Effect
255-255	Open Gobo 1
220-234	Gobo 2, shake from slow to fast
208-215	Gobo 3, shake from slow to fast
190-204	Gobo 4, shake from slow to fast
172-189	Gobo 5, shake from slow to fast
164-174	Gobo 6, shake from slow to fast
143-159	Gobo 7, shake from slow to fast
128-144	Gobo 7
090-119	Gobo 6
080-099	Gobo 5
060-079	Gobo 4
040-059	Gobo 3
020-039	Gobo 2
000-019	Open Gobo 1

Channel 11: Prism (8/16Bit)




DMX Value	Effect
120-225	Prism
000-125	White

Channel 9: Gobo A Rotation (8/16Bit)



DMX Value	Effect
194-255	Anticlockwise from slow to fast rotating
191-191	Stop
129-186	Clockwise from fast to slow rotating
126-128	Stop
000-125	0° -360° clockwise prism rotating

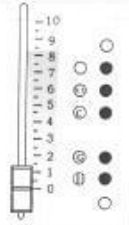
Channel 12: Prism rotation (8/16Bit)



DMX Value	Effect
194-255	Clockwise from slow to fast rotating
191-191	Stop
129-186	Anticlockwise from fast to slow rotating
126-128	Stop
000-125	0° -360° anticlockwise prism rotating

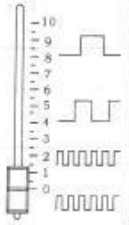
MR250/400/575 SPOT channel menu(3)

Channel 13: Blackout (16Bit)



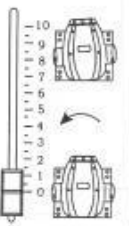
DMX Value	Effect
246-255	No blackout
210-219	All effects change, blackout
180-209	Pan/tilt movement, blackout
150-179	Color change, blackout
120-149	Strobe
90-119	Gobo change, blackout
60-89	Prism change, blackout
000-029	No blackout

Channel 14: Pan/Tilt speed (16Bit)



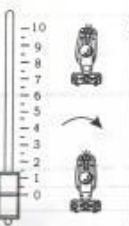
DMX Value	Effect
255	Slow ↑ From Pan/Tilt rate
018	Fast
000-009	Fast

Channel 15: Pan fine (16Bit)



DMX Value	Effect
255	3.6°
000	0°

Channel 16: Tilt fine (16Bit)




DMX Value	Effect
255	3°
000	0°

PROFESSIONAL SHOW LIGHTING


MR600/700/1200 SPOT channel menu(1)

Channel 1 Lamp on/off+reset: (8/16Bit)




DMX Value	Effect
240-255	Lamp on
227-239	Idle
230-236	Lamp off(hold for 10s)
127-219	Idle
128-125	Reset gobo B, ZOOM(hold for 3s)
887-119	Idle
890-896	Reset color A, gobo, gobo A(hold for 3s)
877-889	Idle
870-876	Reset all motors except X, Y motor(hold for 3s)
057-069	Idle
050-056	Reset all motors(hold for 3s)
037-049	Idle
030-036	Menu display off(hold for 3s)
027-029	Idle
020-026	DMX signal display off(hold for 3s)
017-019	Idle
010-016	Upstaight display(hold for 3s)
000-009	Idle

Channel 4: Pan (8/16Bit)




DMX Value	Effect
255	340°
0	0°

Channel 2: Dimmer (8/16Bit)




DMX Value	Effect
255	Open
249	100%
000	0%
000-005	Closed

Channel 5: Tilt (8/16Bit)




DMX Value	Effect
255	230°
0	0°

Channel 3: Shutter (8/16Bit)



DMX Value	Effect
250-255	Open
243-249	Random closing pulse, slow
230-239	Random closing pulse, medium
220-229	Random closing pulse, fast
210-219	Random opening pulse, slow
200-209	Random opening pulse, medium
190-199	Random opening pulse, fast
180-189	Open
170-179	Random stroke, slow
160-169	Random stroke, medium
150-159	Random stroke, fast
140-149	Open
108-139	Closing pulse, from slow to fast
076-107	Opening pulse, from slow to fast
066-075	Open
020-065	Stroke, from slow to fast
010-019	Open
000-009	Closed







Channel 6: Color A (8/16Bit)



DMX Value	Effect
226-255	Anti-clockwise from slow to fast locking
224-225	Stop
194-223	Clockwise from fast to slow locking
000-193	Color change by adjusting degree
180-189	Open
170-179	Red
160-169	Light Blue
150-159	Orange
140-149	Green
130-139	Purple
120-129	Yellow
110-119	Dark blue
100-109	White

PROFESSIONAL SHOW LIGHTING


MR600/700/1200 SPOT channel menu(2)

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DMX Value	Effect																																																				
194-254	Anti-clockwise from slow to fast rotating																																																				
193-193	Stop																																																				
129-190	Clockwise from fast to slow rotating																																																				
128-128	Stop																																																				
000-125	0° -360° clockwise gobo rotating																																																				
DMX Value	Effect																																																				
255	Zoom 0%																																																				
000	Zoom 100%																																																				

PROFESSIONAL SHOW LIGHTING

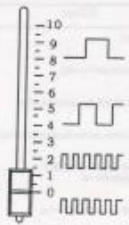
MR600/700/1200 SPOT channel menu(3)

Channel 13: Prism rotation (8/16Bit)



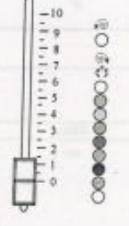
DMX Value	Effect
133-255	Clockwise from slow to fast rotating
133-134	Stop
010-130	Anticlockwise from fast to slow rotating
000-009	White

Channel 16: Pan/Tilt speed(8/16Bit)



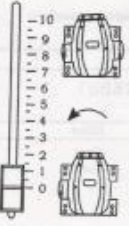
DMX Value	Effect
255	Slow
010	Fast
000-009	Fast

Channel 14: Color B (8/16Bit)



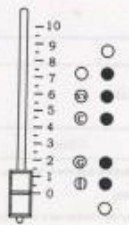
DMX Value	Effect
220-255	Clockwise from slow to fast rotating
224-225	Stop
194-223	Anticlockwise from fast to slow rotating
090-193	Color change by adjusting degree
080-089	White
070-079	Fast
060-069	Shimmer
050-059	Light yellow
040-049	Blue
030-039	Pink
020-029	Cold color
010-019	Warm color
000-009	White

Channel 17: Pan fine (16Bit)




DMX Value	Effect
255	3.6°
000	0°

Channel 15: Blackout (8/16Bit)



DMX Value	Effect
246-255	No blackout
210-219	All function change, blackout
180-209	Pan/tilt movement, blackout
150-179	Color change, blackout
120-149	Idle
090-119	Color change, blackout
060-089	Prism change, blackout
000-029	No blackout

Channel 18: Tilt fine (16Bit)



DMX Value	Effect
255	3°
000	0°

PROFESSIONAL SHOW LIGHTING

MR250/400/575/600/700/1200 WASH channel menu(1)

Channel 1 Lamp on/off+reset: (8/16Bit)		Channel 4: Pan (8/16Bit)		
	DMX Value	Effect		
	248-255	Lamp on		
	227-229	Idle		
	220-226	Lamp off(hold for 3s)		
	127-219	Idle		
	120-126	Reset C.M.Y.K.(reset hold for 3s)		
	997-119	Idle		
	090-096	Reset colorA, strobe, focus(hold for 3s)		
	077-088	Idle		
	070-076	Reset all meters except X, Y meta(hold for 3s)		
	057-069	Idle		
	050-056	Reset all meters(hold for 3s)		
	037-049	Idle		
	030-036	Main display off(hold for 3s)		
	027-029	Idle		
	020-026	DMX signal display off(hold for 3s)		
017-019	Idle			
010-016	Upper/right display (hold for 3s)			
000-009	Idle			


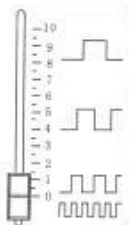

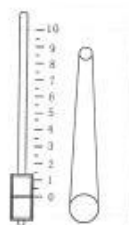
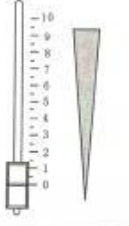
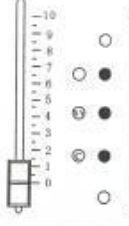
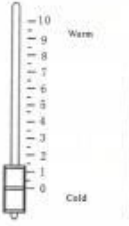
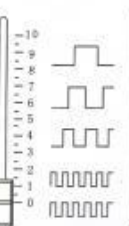
Channel 2: Dimmer (8/16Bit)		Channel 5: Tilt (8/16Bit)	
	DMX Value	Effect	
	255	Open	
	248	100%	
	000	0%	
000-005	Closed		

Channel 3: Strobe (8/16Bit)		Channel 6: ColorA (8/16Bit)	
	DMX Value	Effect	
	250-255	Open	
	240-249	Random closing pulse, slow	
	230-239	Random closing pulse, medium	
	220-229	Random closing pulse, fast	
	210-219	Random opening pulse, slow	
	200-209	Random opening pulse, medium	
	190-199	Random opening pulse, fast	
	180-189	Open	
	170-179	Random strobe, slow	
	160-169	Random strobe, medium	
	150-159	Random strobe, fast	
	140-149	Open	
	108-139	Closing pulse, from slow to fast	
	076-107	Opening pulse, from slow to fast	
	066-075	Open	
028-065	Strobe, from slow to fast		
010-019	Open		
000-009	Closed		

Channel 6: ColorA (8/16Bit)	
DMX Value	Effect
226-255	Clockwise from slow to fast rotating
224-225	Stop
194-221	Anticlockwise from fast to slow rotating
890-193	Color change by adjusting degrees
000-089	Open
070-071	Red
066-069	Light Blue
050-059	Orange
040-049	Green
036-039	Purple
028-029	Yellow
010-019	Dark blue
000-009	White

PROFESSIONAL SHOW LIGHTING

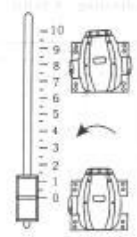
MR250/400/575/600/700/1200 WASH channel menu(2)

<p>Channel 7: Cyan (8/16Bit)</p>  <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 10px;"> <thead> <tr> <th style="text-align: left;">DMX Value</th> <th style="text-align: left;">Effect</th> </tr> </thead> <tbody> <tr> <td>255</td> <td>Cyan 100%</td> </tr> <tr> <td>000</td> <td>Cyan 0%</td> </tr> </tbody> </table>	DMX Value	Effect	255	Cyan 100%	000	Cyan 0%	<p>Channel 11: CMYK speed adjusting (8/16Bit)</p>  <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 10px;"> <thead> <tr> <th style="text-align: left;">DMX Value</th> <th style="text-align: left;">Effect</th> </tr> </thead> <tbody> <tr> <td>255</td> <td>CMYK speed Slow</td> </tr> <tr> <td>016</td> <td>CMYK speed Fast</td> </tr> <tr> <td>000-008</td> <td>CMYK speed Fast</td> </tr> </tbody> </table>	DMX Value	Effect	255	CMYK speed Slow	016	CMYK speed Fast	000-008	CMYK speed Fast				
DMX Value	Effect																		
255	Cyan 100%																		
000	Cyan 0%																		
DMX Value	Effect																		
255	CMYK speed Slow																		
016	CMYK speed Fast																		
000-008	CMYK speed Fast																		
<p>Channel 8: Magenta (8/16Bit)</p>  <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 10px;"> <thead> <tr> <th style="text-align: left;">DMX Value</th> <th style="text-align: left;">Effect</th> </tr> </thead> <tbody> <tr> <td>255</td> <td>Magenta 100%</td> </tr> <tr> <td>000</td> <td>Magenta 0%</td> </tr> </tbody> </table>	DMX Value	Effect	255	Magenta 100%	000	Magenta 0%	<p>Channel 12: Zoom (8/16Bit)</p>  <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 10px;"> <thead> <tr> <th style="text-align: left;">DMX Value</th> <th style="text-align: left;">Effect</th> </tr> </thead> <tbody> <tr> <td>255</td> <td>Zoom 1%</td> </tr> <tr> <td>000</td> <td>Zoom 100%</td> </tr> </tbody> </table>	DMX Value	Effect	255	Zoom 1%	000	Zoom 100%						
DMX Value	Effect																		
255	Magenta 100%																		
000	Magenta 0%																		
DMX Value	Effect																		
255	Zoom 1%																		
000	Zoom 100%																		
<p>Channel 9: Yellow (8/16Bit)</p>  <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 10px;"> <thead> <tr> <th style="text-align: left;">DMX Value</th> <th style="text-align: left;">Effect</th> </tr> </thead> <tbody> <tr> <td>255</td> <td>Yellow 100%</td> </tr> <tr> <td>000</td> <td>Yellow 0%</td> </tr> </tbody> </table>	DMX Value	Effect	255	Yellow 100%	000	Yellow 0%	<p>Channel 13: Blakout (16Bit)</p>  <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 10px;"> <thead> <tr> <th style="text-align: left;">DMX Value</th> <th style="text-align: left;">Effect</th> </tr> </thead> <tbody> <tr> <td>200-255</td> <td>No blackout</td> </tr> <tr> <td>210-219</td> <td>All function change, blackout</td> </tr> <tr> <td>180-209</td> <td>Pan/Tilt movement, blackout</td> </tr> <tr> <td>150-179</td> <td>Color change, blackout</td> </tr> <tr> <td>000-149</td> <td>No Mask</td> </tr> </tbody> </table>	DMX Value	Effect	200-255	No blackout	210-219	All function change, blackout	180-209	Pan/Tilt movement, blackout	150-179	Color change, blackout	000-149	No Mask
DMX Value	Effect																		
255	Yellow 100%																		
000	Yellow 0%																		
DMX Value	Effect																		
200-255	No blackout																		
210-219	All function change, blackout																		
180-209	Pan/Tilt movement, blackout																		
150-179	Color change, blackout																		
000-149	No Mask																		
<p>Channel 10: CTO (8/16Bit)</p>  <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 10px;"> <thead> <tr> <th style="text-align: left;">DMX Value</th> <th style="text-align: left;">Effect</th> </tr> </thead> <tbody> <tr> <td>255</td> <td>100%</td> </tr> <tr> <td>000</td> <td>0%</td> </tr> </tbody> </table>	DMX Value	Effect	255	100%	000	0%	<p>Channel 14: Pan/Tilt speed adjusting (16Bit)</p>  <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 10px;"> <thead> <tr> <th style="text-align: left;">DMX Value</th> <th style="text-align: left;">Effect</th> </tr> </thead> <tbody> <tr> <td>255</td> <td>Slow</td> </tr> <tr> <td>010</td> <td>Fastest</td> </tr> <tr> <td>000-009</td> <td>Fastest</td> </tr> </tbody> </table>	DMX Value	Effect	255	Slow	010	Fastest	000-009	Fastest				
DMX Value	Effect																		
255	100%																		
000	0%																		
DMX Value	Effect																		
255	Slow																		
010	Fastest																		
000-009	Fastest																		

PROFESSIONAL SHOW LIGHTING

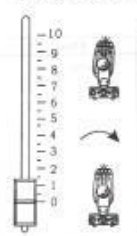
MR250/400/575/600/700/1200 WASH channel menu(3)

Channel 15: Pan fine (16Bit)



DMX Value	Effect
255	3.6°
000	0°

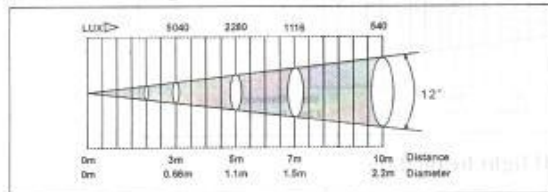
Channel 16: Tilt fine (16Bit)



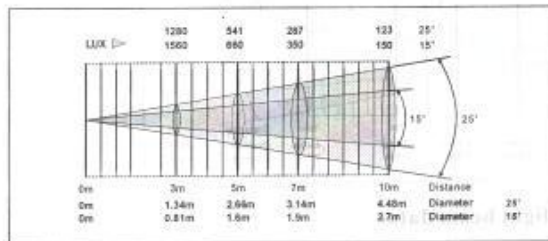
DMX Value	Effect
255	3°
000	0°

9. BEAM DATA

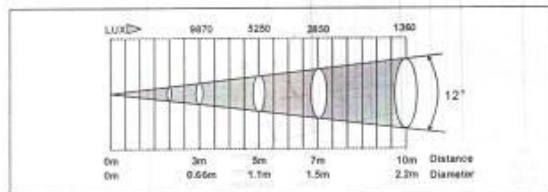
9.1.MR250 SPOT light beam data:



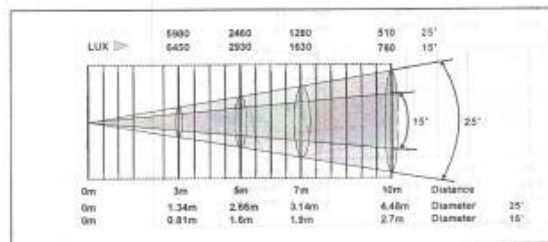
MR250 WASH light beam data:



9.2.MR400 SPOT light beam data:

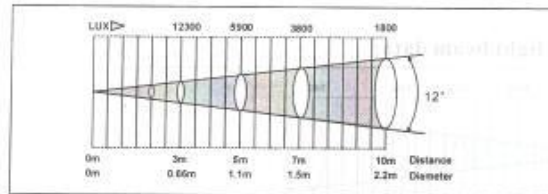


MR400 WASH light beam data:

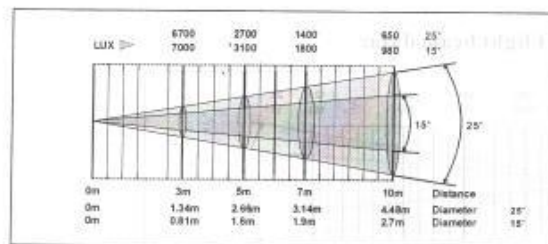


PROFESSIONAL SHOW LIGHTING

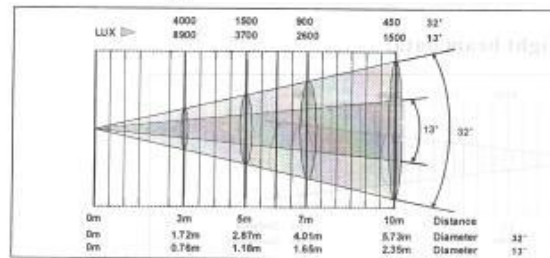
9.3.MR575 SPOT light beam data:



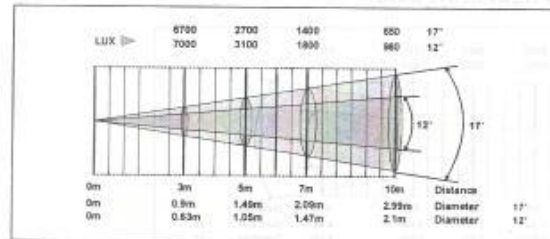
MR575 WASH light beam data:



9.4.MR600 SPOT light beam data:

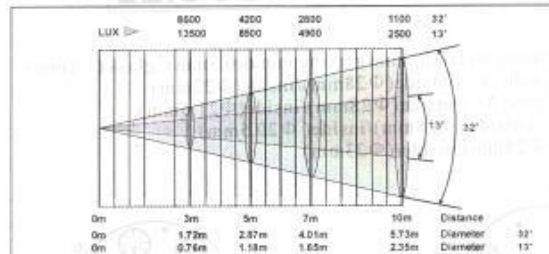


MR600 WASH light beam data:

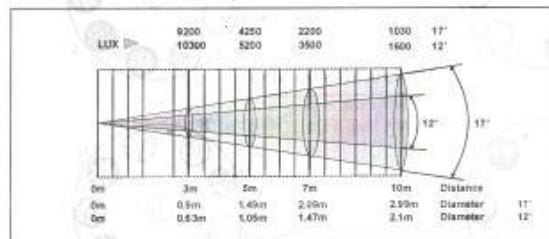


PROFESSIONAL SHOW LIGHTING

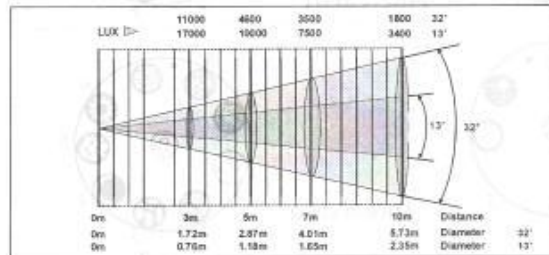
9.5. MR700 SPOT light beam data:



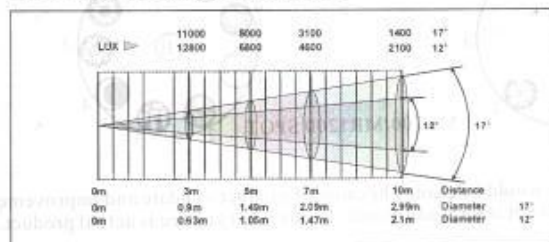
MR700 WASH light beam data:



9.6 MR1200 SPOT light beam data:

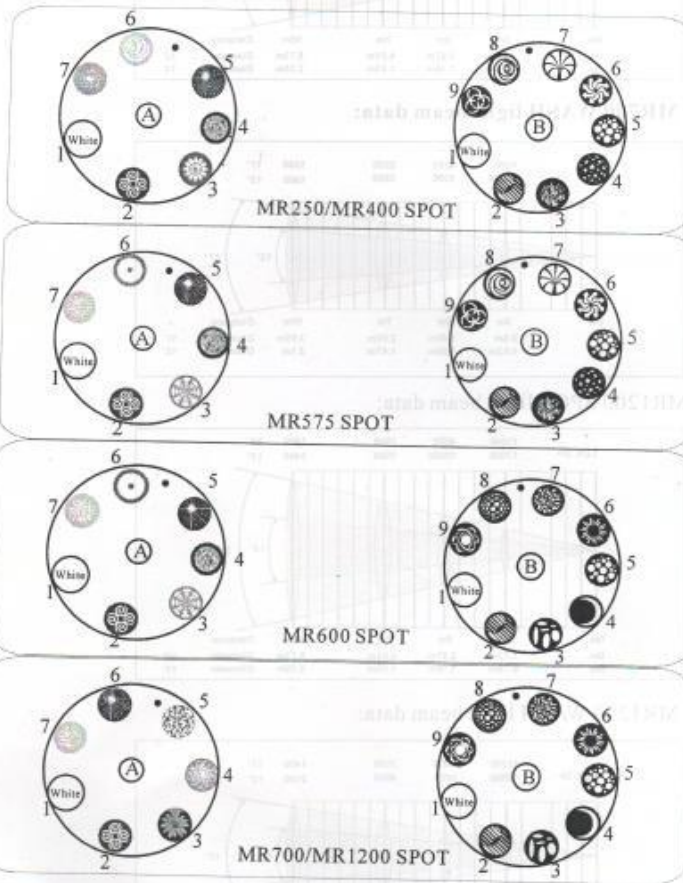


MR1200 WASH light beam data:



10.GOBO AND GOBO SIZE

Thickness: rotating metal (0.2mm)/fixing metal(0.3mm) /glass (1.1mm)
 Rotating metal gobo A: outside(Φ28mm)/inside(Φ22mm)
 Rotating glass gobo A: outside(Φ28mm)/inside(Φ21.5mm)
 Fixing gobo B: outside (Φ28mm)/inside(Φ20.5mm)
 White:outside(Φ28mm)/inside/(Φ23mm)



Note: The gobo picture would be change because of product's update and improvement , our company will not inform additional .Insure what you see is actual product.

12. TROUBLESHOOTING

It is recommended some solution for some normal trouble shooting. Any unsolutioned problems should always be handle by the professional person. Disconnect the power supply before maintenance the light.

12.1. Lamp off:

- 12.1.1. Please check if install the suitable lamp.
- 12.1.2. Please check the connection of the power supply or switch is ok.
- 12.1.3. Please check whether the lamp will reach the end of their life can explode, please replace a same description lamp.
- 12.3.4. Please check if the power supply is enough.
- 12.1.5. Please check if the operation is correct. Please wait 15 minutes at least till the lamp cool down enough, then could the connect the power supply, which could be normal work.
- 12.1.6. Please check whether the DMX 512 controller pass the "turn on" order
- 12.1.7. please check whether the double end fixed screw is fasten.
- 12.1.8. Please check the connection of the trigger circuit is loose contact.
- 12.1.9. Please check whether the connected point of the trigger point is loose contact, faster the connect cable.
- 12.1.10. Please check whether the trigger is damaged or change the same description trigger.
- 12.1.11. Please check if the switch of the temperature and the trigger protect temperature is damaged

12.2. The light beam is dark, not inhomogeneous:

- 12.2.1. When the lamp is to the usage life, the light is not enough, please change a new one for the same description.
- 12.2.2. Please check the reflector parts is dirty. Keep them clear.
- 12.2.3. Please check if the power supply is enough.
- 12.2.4. Small adjusting is suitable for change the lamp angle, height or screw system till get a ideal light beam.

12.3. The projector shadow is fogging:

- 12.3.1. Please check the data on the DMX 512 controller is suitable for the electric focus.
- 12.3.2. Small adjusting is suitable for change the light angel, height of the screw system till get the light.
- 12.3.3. Please check the machanical parts is jamming. After cleaning, please add some temperature durable juice.

PROFESSIONAL SHOW LIGHTING

12.4. The light works interruptly:

- 12.4.1. Please check if the fan works normally or mote clogging.
- 12.4.2. Please check whether the intake have the mote clogging.
- 12.4.3. Please check if the lamp is to the usage life.
- 12.4.4. Please check if the power supply is enough, the connection of the power switch and circuit if is well and aging .
- 12.4.5. Please check if the switch of the sup temperature and the trigger protection are good.

12.5. Though the light is lighting, but it couldn't accept the control order:

- 12.5.1. Please check the start code address and the function option are correct.
- 12.5.2. Please check whether the communicate control cable is on good connection or the cable is too long or interrupt.
- 12.5.3. Please check the control system is not valid, check the signal amplifier of channel connected is valid.
- 12.5.4. Please check whether the communicate cable is too long or the other equipment is mutually interference.
- 12.5.5. Please arrange the wire well ,shorter the signal cable ,put the high voltage cable and low voltage cable separately .
- 12.5.6. Add the signal amplify isolator.
- 12.5.7. Signal cable is used the excellent screening doublet (Resistance 75 Ω)
- 12.5.8. At last unit, the DMX cable has to be terminated with terminator.
- 12.5.9. When the lamp don't cool down enough but do the incorrect operation will let the trigger up to super high voltage leak. It will damage the electric circuit and communicate IC or CPU . Under this condition, please change the PCB board.

12.6. the light can't move:

- 12.6.1. Please check if the power supply is suitable for the light voltage data.
- 12.6.2. Please check the fuse of input voltage is defective.
- 12.6.3. Please check the light if they are deformation, inside parts is broken, become wet...etc will lead the loose contact.
- 12.6.4. Please check if the inside lead wire and the connector is loose.
- 12.6.5. Please check the electric parts (such as the switch, transformer, ballast, electric capacity, piezoresistor, filter, PCB board, controller to motor) is short circuit or burn down.

PROFESSIONAL SHOW LIGHTING

12.7. Part of the projector couldn't be responded to the controlling order:

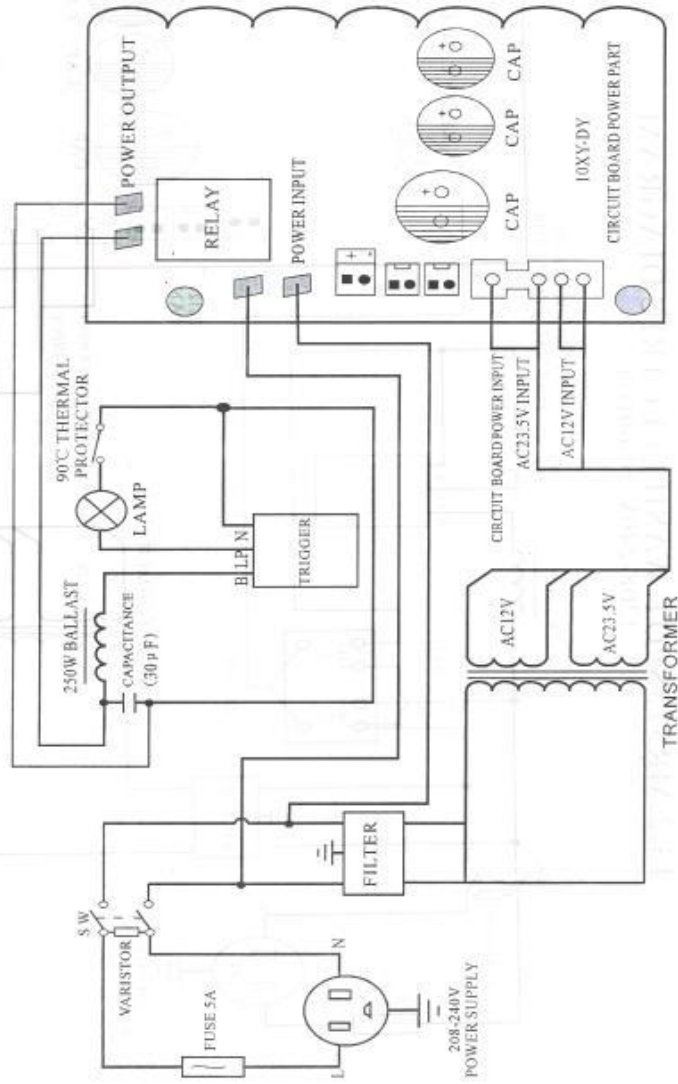
- 12.7.1. Please check the order is correct to the moving.
- 12.7.2. Please check the mechanical part is deformation or loose.
- 12.7.3. Please check the function to the motor socket is loose or drive chip is burn d
-own.
- 12.7.4. Please check the wire of the motor is cut at zig point.
- 12.7.5. Please check these function to the motor is damaged.

12.8. On working, the pan & tilt couldn't work normally:

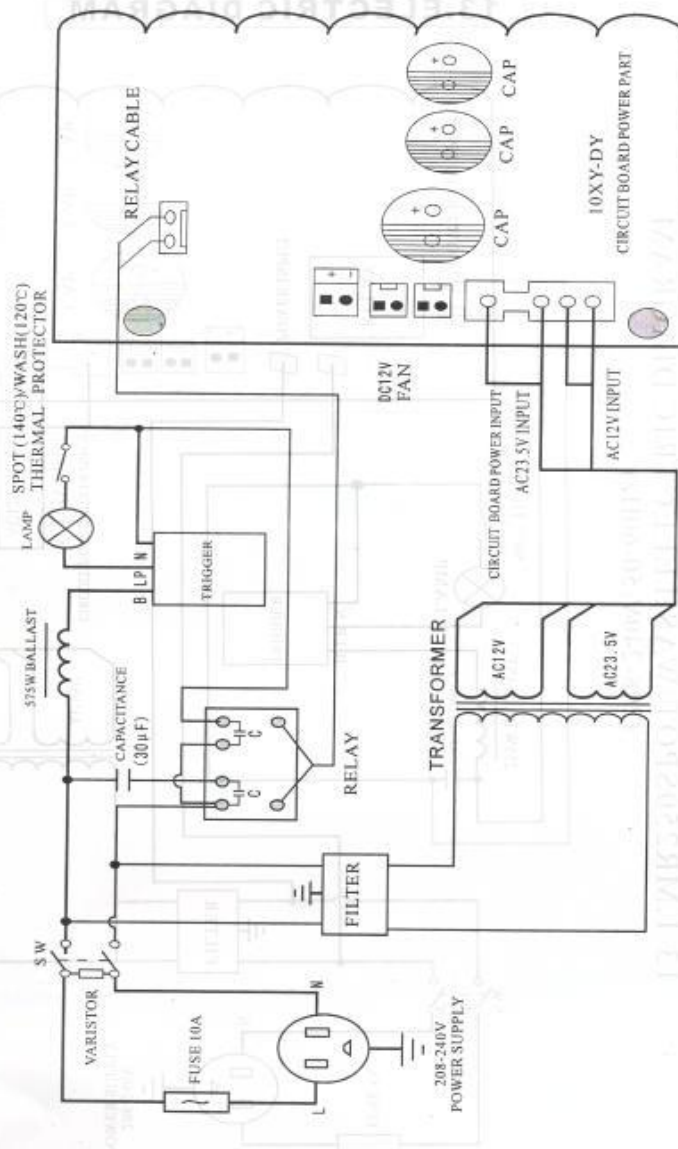
- 12.8.1. Please check according to the 12.7 step by step.
- 12.8.2. Please check the belt of the pan. tilt is broken.
- 12.8.3. Please check the pan/tilt direction data to the receiver is damage.

13.ELECTRIC DIAGRAM

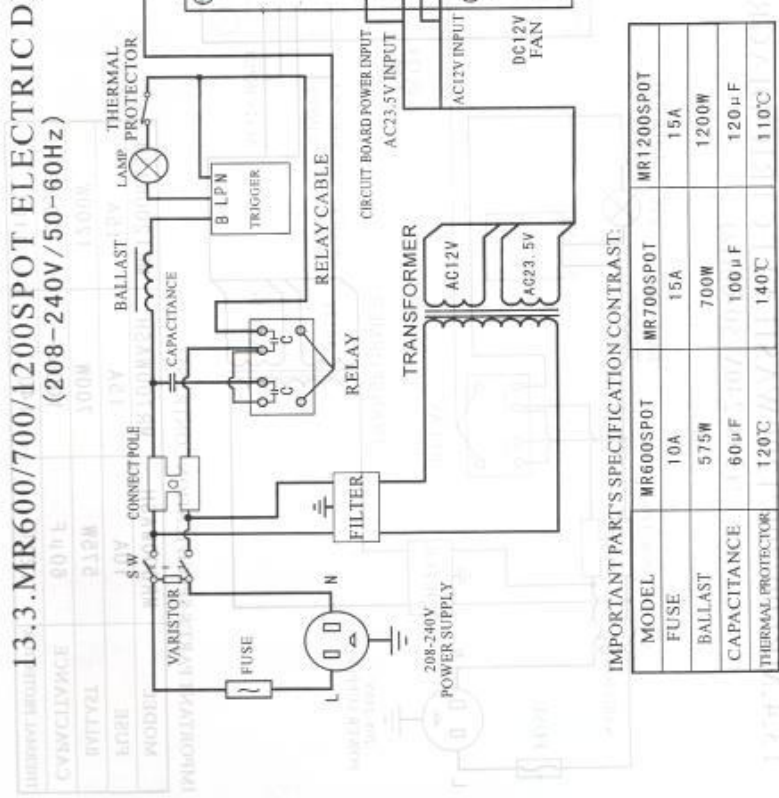
13 1.MR250SPOT/WASHELECTRIC DIAGRAM
(208-240V/50-60Hz)



13.2.MR575SPOT/WASHELECTRIC DIAGRAM
(208-240V/50-60Hz)



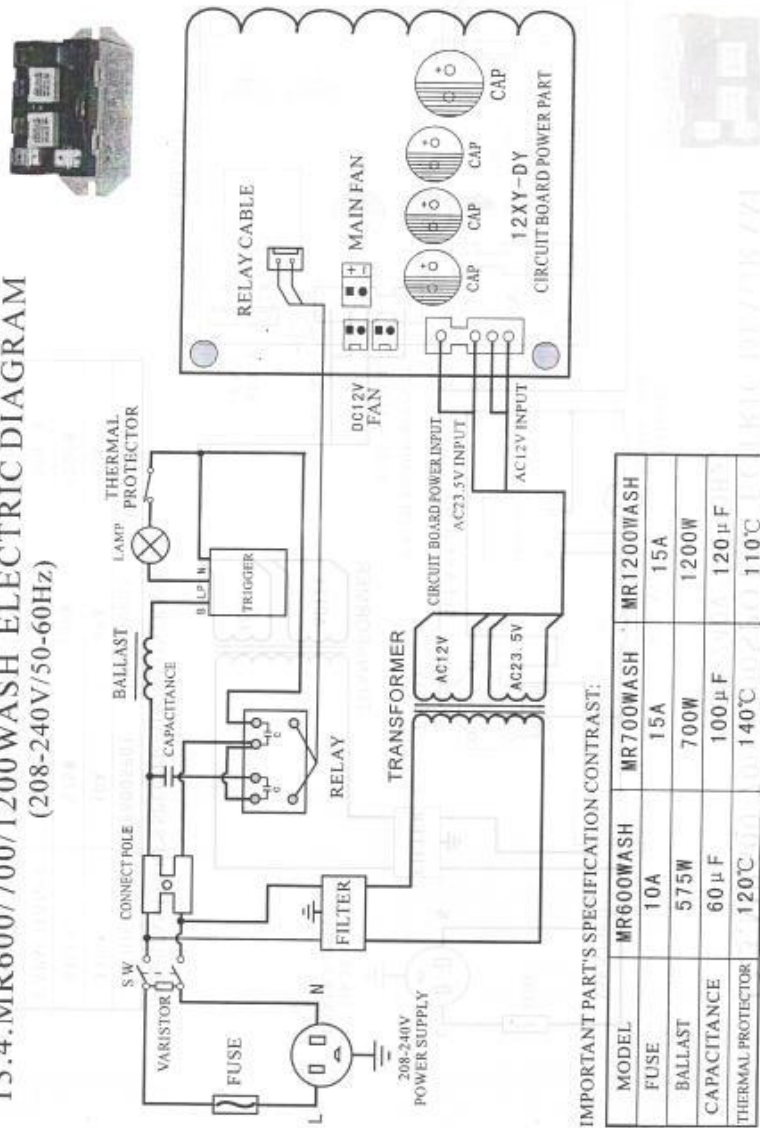
13.3. MR600/700/1200SPOT ELECTRIC DIAGRAM (208-240V/50-60Hz)



IMPORTANT PART'S SPECIFICATION CONTRAST:

MODEL	MR600SPOT	MR700SPOT	MR1200SPOT
FUSE	10A	15A	15A
BALLAST	575W	700W	1200W
CAPACITANCE	60 μ F	100 μ F	120 μ F
THERMAL PROTECTOR	120°C	140°C	110°C

13.4.MR600/700/1200WASH ELECTRIC DIAGRAM (208-240V/50-60Hz)



IMPORTANT PART'S SPECIFICATION CONTRAST:

MODEL	MR600WASH	MR700WASH	MR1200WASH
FUSE	10A	15A	15A
BALLAST	575W	700W	1200W
CAPACITANCE	60 μ F	100 μ F	120 μ F
THERMAL PROTECTOR	120°C	140°C	110°C

PROFESSIONAL SHOW LIGHTING

14.DUTY EXONERATIVE AND COPYRIGHT PROTECTION

14.1.The lamp belongs to consumption products that is not guarantee to keep it in good repair.

14.2.Any products broken that didn't according to the instruction is not guarantee to keep it in good repair.

14.3.The commentary for all the instruction belongs to the supplier in final.

14.4.No authorize can't copy.