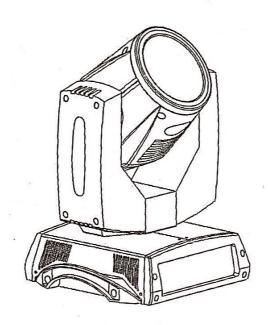
230W Moving Head Beam Light



User manuals

Thank you for using our products. In order to you is safe and effective use of this product. Before you use this rnank you for using our products in order to find the product, Please read this user's manual carefully in full. This specification includes: The performance of the product; rease read this deep install, and use of important information, please properly keep, in order to use as a reference. When installing and using relevant instructions must be strictly observed.

Product description:

Beam 230 w Beam light, moving head light new revolution! Lighter... Total quality only 17 kg! Faster... X/Y moving faster and run more smooth, less noise! Software correction positioning function, make up the hardware error, location accuracy is quite high! Completely solve the X/Y location is not allowed! Brighter... 3 one optical lens combination, color temperature of 8500 k, more than 700 w, 1500 w beam lamp brightness, color temperature, higher! Lower... Power only 230 W bulb, the total power only 290 w low power! Stronger... Parallel light beam is more more sharp! Intelligent switch control bulb, prolong the service life of the bulb! More... More functional, more powerful, 16 ch channels: paragraphs 14 colors, 17 patterns, rotating eight prism, itemization, stroboscopic!

Technical parameters:

Power supply: AC100V - 240 - v Frequency: 50 Hz - 60 Hz Total power: 290 w

Fuse: 7 A Ballast, electronic ballast Light source:7R lamp

The bulb power: 230 w Color temperature: 8500 k

Control signal: international standard DMX512

Appearance: + high temperature resistant plastic mounding alloy material

The light body color: black Protection grade: IP20 17 Net KG

Function description:

- 1. The international standard control signal: DMX512
- 2. The number of tong: 16 ch
- 3.. The number of motor: a total of 11 mute motor
- 4. 650000 touch the TFT color LCD interface, easy operation, interface aesthetics, reverse display interface
- 5. The X axis rotate for 540 °C, the Y axis vertical rotation of 270 °C, with automatic correction.
- 6. X, Y axis can reconcile the micro, running software correction positioning function, high precision
- 7. The dimming: 0-100% linear adjustment.
- 8. Stroboscopic: double chip stroboscopic (0.5-9 times/SEC), completely linear dimming and variable stroboscopic speed.
- 9. Color wheel: with 14 kinds of color + blank (can create sharp air beam effect)
- 10. Pattern wheel: with a 17 fixed pattern piece + blank (let you quickly change the beam shape)
- 11. A prism: rotating eight prism, can be bi-directional rotation, rotation speed is adjustable, making a richer pattern projection effect

- 12. Itemization: soft light effect, the design of soft dream effect.
- 13. Focus: adopting the combination of three groups of optical lens effect is much better than the beam of light, usually can reflects the pattern of hid
- 14. The beam Angle: parallel beam Angle: 0-3.8
- 15. Overheating intelligent protection
- 16. Smart bulb switch control, prolong the service life of the bulb)

DMX512 signal connection:

The lamps and lanterns use DMX512 signal control model, the control signal of lamps and lanterns is a parallel relationship, the connection is more than one signal lamps and lanterns, it is best to use double core shielded cables. Connection, all through the lamps and lanterns of lamps and lanterns DMX signal on jack (context) INPUT (INPUT) and OUTPUT (OUTPUT) are connected, connect the line of lamps and lanterns of 3 core XLRXL plug terminal

Must correspond to each other, when the connection signal lamps and lanterns, it is recommended to use DMX signal terminal. Can be avoided, due to the electrical noise

And cause damage control signal, DMX signal terminal device is a XLR plugs connection between 2 and 3 feet a 120 ohm resistance of 1 w, and connect it on the last stage of lamps and lanterns of the OUTPUT (OUTPUT) jack.

Lamps and lanterns is the starting address code calculation method:

Current lamps and lanterns, is equal to the starting address (a lamp in the starting address code) + (the channel number of lamps and lanterns) description:

- 1: first the starting address code value A001 of lamps and lanterns.
- 2: basic channel number of the controller, lamps and lanterns should be greater than or equal to the total use the channel number.

3: note: when using any of the controller, each table lamps and lanterns should be must have its own starting address code, if the first set A001 starting address code, of lamps and lanterns of lamps and lanterns, number is 16 ch; Then the second stage lamps and lanterns is the starting address code is set to A017; The third stage the starting address code is set to A033 of lamps and lanterns; So on, the mode (this setting can be according to different control table to decide)

The installation instructions of lamps and lanterns:

The lamps and lanterns can be placed, hang on and upside down, hang on and upside down when it is important to note that

Fixed installation:

1. The lamps and lanterns of lamps and lanterns before positioning, to ensure the stability of the installation site, when the reverse hanging installation, must ensure that the lamps and lanterns is not tumbled down on the supporting frame and handle with a safety rope through the racks and lamps and lanterns, assist hanging; In order to ensure safety. To prevent fall and slide of lamps and lanterns, lamps and lanterns in the installation and debugging, the ban pedestrians pass, regularly check whether the safety rope appear wear away, whether hook screws loosen, if because hanging installation is not stable, lead to fall all consequences arising from the lamps and lanterns manufacturer does not assume any responsibility.

The installation of the light bulb:

- 1. Installing a replacement bulbs, disconnect the lamp holder first plastic shell.
- 2. It is recommended to use good quality bulbs.
- 3. Do not charged installation, remove the light bulb.
- 4. The ball part of the hand do not touch the bulb.
- 5. After the replacement bulbs, must tighten the screw.

Light bulb work at high temperature, and gas discharge can not continue to supply the physical characteristics of foam, so we must in every time, when the power is completely cooling ability to operate in about 10 minutes, otherwise it will lead to high voltage discharge, short circuit burn out components on the computer console

Safety tips! In order to ensure the correct use of lamps and lanterns of your safety, please before use, carefully read the following safety tips, lest produce unnecessary malfunction and damage.

- 1. Non-specialists, do not do STH without authorization remove the lamps and lanterns and lamps and lanterns of accessories.
- 2. After the replacement bulbs, must tighten the screw.
- 3. The light bulb work at high temperature, and gas discharge can not continue to supply the physical characteristics of bubble, so you must in every time, when the power is completely cooling ability to operate in about 10 minutes, otherwise it will lead to high voltage discharge, short circuit burn out components on the computer console.

Safety tips! In order to ensure the correct use of lamps and lanterns of your safety, please before use, carefully read the following safety tips, lest produce unnecessary malfunction and damage.

- Non-specialists, do not do STH without authorization remove the lamps and lanterns and lamps and lamerns
 of accessories.
- 2. The AC power supply: home to check the power supply is in line with the product rated voltage requirements.
- 3. The lamps and lanterns is according to the type of electric shock protection design, lamps and lanterns should be used with sufficient power supply system grounding, and lamps and lanterns of the ground wire must be connected to the ground of the power supply system. Do not use insulation damaged power cord, at the same time, do not use the power cord overlap on the other wire.
- 4. When installation location and lamps and lanterns, any point on the surface of lamps and lanterns and any easy to burn the explosive keep minimum distance of 10 meters, 2.5 meters from irradiation distance, please don't directly installed in the lamp to burn the material surface.
- 5. Using the environment temperature of lamps and lanterns: 10 + 40 degrees), the highest surface temperature of 80 degrees, lamps and lanterns of lamps and lanterns to stay away from liquid substances and damp environment.
- 6. Before you use the lamps and lanterns must ensure the grounding of lamps and lanterns is good, not charged to install and remove any parts of lamps and lanterns.
- Install lamps and lanterns, fixed screw must be tightened, and with addition of safety line, and check regularly.
- 8. Lamps and lanterns of continuous work time and not more than 10 hours, lamps and lanterns of consecutive start time interval should be not less than 10 points. Otherwise it will not trigger properly because of the light bulb overheating protection.
- 9. In use process, such as abnormal lamps and lanterns should stop using the lamps and lanterns in a timely
- 10. The service life of the bulb to achieve the rated should change in time, can appear otherwise blow bubble of dangerous accidents.
- 11. Lamps and lanterns of rotational parts and paste accessories must be inspected regularly, become loose, rock reinforcement in time, in case of an accident.
- 12. The lamps and lanterns USES is strong wind cooling, accumulate dirt easily, must per month on a clean, especially cooling Gruyere, otherwise you'll be in a dust jam, lead to bad heat dissipation, the lamps and lanterns is abnormal.

Complicated processing methods:

Here is a list of lamps and lanterns faults and processing methods, other maintenance work by qualified maintenance personnel to deal with.

- I light bulb not bright
- 1.1. Because of abnormal operation, the light bulb not completely cooled, should let the lamp body cooling more than 10 minutes, make its internal bulb fully returned to normal after restart the power supply.
- 1.2. Check whether the light bulb to life, should replace new light bulb.
- 1.3. Check whether bulbs and some bubble line leakage, loss or poor contact.
- 1.4. Replace the new bubble.
- 2. Beam look bleak
- 2.1. Check whether the light bulb to life, should replace new light bulb.
- 2.2. Check whether the optical components or the light bulb is clean, the light bulb has dust accumulated on optical device, such as regular light bulb inside the lamps and lanterns and parts for cleaning and maintenance.
- 3. The projection image of fuzzy
- 3.1. Check whether the electronic focusing channel value is the projection distance right now.
- 4. The amount of work intermittently
- 4.1. Check whether the fan run normally thought is dirty.
- 4.2. Check whether the internal temperature control switch is in the closed state.
- 4.3. Check whether the light bulb to life, should replace new light bulb.
- 5. Although light, but the amount of no longer accept the control of the controller
- 5.1. Check that the starting address code and check the connection condition of communications lines (1 to 2 + 3)
- 5.2. Add signal amplifier
- 5.3. The light bulb in not completely cooled, had abnormal start-up operation, points generated bubble ultra-high voltage for leaks, and cause circuit board channel chip CPU burn out.
- 6. The amount can't start
- 6.1. Check whether the power input socket on the insurance fusing
- 6.2. The lamps and lanterns in the long-distance transportation lines caused by the vibration poor contact
- 6.3. Check the input power, PC board etc. Plug in the device
- 7. After the self-inspection, some function does not accept the controller control
- 7.1. Check this function in the work there is no electricity, or whether this chip by other high-voltage shock and burn out.

Eight. X, Y axis electric work in other data recovery a 0, appear abnormal noise

- 8.1. The abnormal geomagnetic, high voltage leakage lead to burn out the X, Y axis photoelectric sensing circuit board (light lotus root)
- 8.2. According to normal procedure to restart the amount
- 8.3. Push the controller all channel value to 0, the remote reset amount.

Maintenance and staff:

Shutdown operation: before each off, the bulb first closed 10 minutes ahead of time. Let the cooling fan inside heat when using the lamps and lanterns, fast discharge, it can prolong the lamps and lanterns of accessories, especially the service life of the bulb!

In order to ensure the lamps and lanterns can steadily run, should keep it clean, open lamps and lanterns for repair or before maintenance work that make sure the power is disconnected, it is important to keep the lamps and lanterns is clean, clean, clean, please regularly not only keep the maximum brightness output, but also can prolong the service life of lamps and lanterns, it is recommended to use high quality glass cleaner and use a clean soft cloth to clean, use the vacuum cleaner at least half an year is clean inside the lamp.

After-sales service

Attention! Lamps and lanterns of the factory, are all pass strict quality inspection, packaging are in good condition, please follow the instructions.

Artificial reason lead to machine fault is not in the warranty scope.

- 1. The company to provide customers with technical consulting for life.
- 2. If the product failure, need to repair, please show me your product warranty card, and fill in related content.
- At the same time also hope to customers in a timely manner the problems in the products back to us, convenient

For our first time to improve the product.

 $3.\ In$ addition to the lamps and lanterns, also optional accessories as follows:

Attachment: the power cord: 1, signal lines: 1, specifications: 1

The choose and buy a Light bulb (according to customer's requirement)

Lamp hook safety line (according to customer's choice)

1. The software features:

- 650000 color LCD TFT touch screen, easy to operate, the interface is beautiful.
- physical buttons and touch operation mode is completely independent and can be used in combination
- ♦ ♦ can independently finish all operations with physical buttons
- $\boldsymbol{\diamondsuit} \; \boldsymbol{\diamondsuit} \; \boldsymbol{\diamondsuit} \; \boldsymbol{\diamondsuit} \; \text{can independently finish all operations with touch}$
- ♦ ♦ ♦ can mix physical buttons and touch to complete all operations
- intelligent degree is high
- such as: reset in detecting whether hall, optical coupling error and prompt.
- reset calibration (zero calibration)
- the X, Y, color wheel, design plate

Keys:



The function of the "left", "right" button is the same: to return to the interface of a "Up", "down" key: selection and editing

"OK" button (that is, "OK" button): executive function, start editing, exit the editor

The MENU to enter MENU option DOWN to the latter option

UP to the previous option

ENTER to confirm the selected function

With the modified DMX address below as an example, about the use of keys:

- 1, if the current is not the main interface, press the "left" key (one or more) can be returned to the main interface
- 2, under the main interface, press "up" or "down" key to select "Settings" button
- 3, press the "OK" key, enter the "Settings" interface
- 4, under the "Settings" interface, press "up" or "down" key to select "DMX address"
- 5, press "OK" button to enter edit state
- 6, press "up" or "down" button to modify DMXDM address code
 - 7, press the "OK" key to exit the editor

If using a touch screen, the process more convenient:

1, in the main interface, touch the "set" button, enter the "Settings" interface

Step 2, and 4 to 7 before the same (both physical buttons can also be used to touch keys), no longer here.

Description: 1. The interface

3.1. The main interface



3.2. Set the interface

options	instructions					
	DMX	From the machine status: receiving DMX signal from the controller or host				
Theoperation mode	automatic	Host: run automatically, and send the DMXD signal from machine				
	Voice control	Receiving external sound or vibration, run the built-in application effect				
DMX address	1-512	Press "OK" button to enter edit state. At this point is selected to one hundred, according to the "up""down" Key change address code. Press the "OK" button once again and selected 10 editing. Press again "OK" button to select bits editor. Then exit the editor state at a time.				
The channel model	16	16CH				
Xinversion	off					
	open					
Y	off					
inversion	open					
XY	off	Do not use the encoder (light coupling) correct position				

The encoder	open	Using encoder (light coupling) judging out-of-step and automatically correct position
No DMX signal	keep	According to the original state continues to run
	reset	The motor return, stop running
The screen saver	open	Close the backlit idle for 30 seconds
	off	Backlit yongliang
Switch on light	open	When start the lamps and lanterns, lamp light up automatically
bubble	off	Start the lamps and lanterns, the bulb is not bright
Restore the default	no	
Settings	yes	Press "ok" is to restore the default Settings

3.3. Information interface

options	instructions
Software version	The current software version
A total of time	Cumulative time (accurate to minutes)
The use of time	The use of this boot since time (down to minute)
Total light soaking time	Total light bubble time (accurate to minutes)
The light soaking time	The light of this boot since bubble time (down to minute)
DMX channel value	In the condition of DMX, showing all channels of value (number), thus the child into the interface, display as a percentage value and channel value for viewing
System error record	If red ERR lights shine, then failed to reset run out of step, can enter child interface for details. After the view can press "ok" the error record to empty

3.4. Manual control interface

This interface is used to control the current lamps and lanterns, neither belongs to the state machine from machine shape (not receiving DMX signal) also does not belong to the host shape (not send DMX signal)

options	instructions		
reset		ok" button after see confirmation dialog, press the "ok" key once again, after carry into the e, reset all motor	
The light bulb	open		
control	off		
The color wheel	0-255	Press "ok" button to enter edit state. At this point is selected, click on "next" button to change channels values, press the "ok" button once again and exit the editor.	
	0-255	*	
Pattern plate speed	0-255		

3.5. Advanced interface

To enter the show advanced interface, please enter the password: XXXXXX. Specific operation process: press the up and down key to choose Numbers (a *) at a time. Password input after fully, finally press the "ok" key password authentication.

options	instructions					
The biggest bright time	0-9999	Can be set up on time				
Encryption scheme	off					
	The number of	Can be set up the use of lamps and lanterns				
	time	Can install the use time of lamps and lanterns				
		After the encryption mode to open the work. Can be set up the use of lamps and lanterns (number/time)				

3.6. Thou hast interface

Click "ok" button, the interface inversion can be 180 degree show.

3.7. English interface

Click "ok" button, the interface, switch to English mode.

3.8. Chinese interface

Click "ok" button, the interface, switch to the Chinese model.

3.9. The factory interface

Enter the factory interface, display, please enter the password: XXXXXX. Specific operation process: press the up and down key to choose Numbers (a *) at a time. Password input after fully, finally press the "OK" (OK) key password authentication.

options		instructions			
	0-255	X calibration			
Reset the	0-255	Y calibration			
calibration (fine)	0-255	The dimming calibration			
	0-255	Color wheel alignment			
	0-255	Pattern plate of the calibration			
	0-255	Focusing calibration			
	0-255	Prism calibration			
	0-255	Fog lens calibration			
Channel Settings	Can be set up chan	nel switch			

s .	Pattern 1	According to address code	
Screen saver mode	Pattern 2	According to factory LOGO	
	Pattern 3	No display (reserve)	
Bright time reset	NO		
	YES		

Double prism Channel mode:

1	Cal	0.1	MAUTE
1	Color	0-4	WHITE
	Wheel	5-9	WHITE + RED
		10-14	RED
		15-19	RED + ORANGE
		20-24	ORANGE
		25-29	ORANGE + AQUAMARINE
		30-34	AQUAMARINE
		35-39	AQUAMARINE + GREEN
		40-44	GREEN
		45-49	GREEN+LIGHT GREEN
		50-54	LIGHT GREEN
		55-59	LIGHT GREEN +YELLOW
		60-64	YELLOW
		65-69	YELLOW+PINK
		70-74	PINK
		75-79	PINK+BLUE
		80-84	BLUE
		85-89	BLUE+WARM WHITE
		90-94	WARM WHITE
		95-99	WARM WHITE+CYAN
		100-104	CYAN
		105-109	CYAN+CTO 260
		110-114	CTO 260
		115-119	CTO260+CTO 190
		120-124	CTO 190
		125-129	CTO 190+CTB 8000
		130-134	CTB8000
		135-139	CTB8000+BLUE
		140-144	BLUE
		145-149	BLUE+WHITE
		150-199	SLOW ROTATION(0.2rpm)
		200-255	ozov no mnon(o.z.pm)
		128	
	Flash	0-5	Full off
	1,100,17	6-11	Full on
		12 -107	Strobe from slow to fast
		108-149	The state of the s
		100-149	Pulse effect opening,increasing

		150-191	Pulse effect closing,increasing	
		192-251	Random strobe with decreasing speed	
		252-255	Full on	
3	Dimmer	0-255	Dark → bright	
4	Gobo	0-2	WHITE	
		3-5	Gobo1	
		6-8	Gobo2	
		9-11	Gobo3	
		12-14	Gobo4	
		15-17	Gobo5	
		18-20	Gobo6	
	95.0	21-23	Gobo7	
		24-26	Gobo8	
		27-29	Gobo9	
		30-32	Gobo10	
		33-35	Gobo11	
		36-38	Gobo12	
		39-41	Gobo13	
		42-44	Gobo14	
		45-47	Gobo15	
	ļ.	48-50	Gobo16	
		51-53	Gobo17	
		54-69	Gobo rotation, forward	
		70-85	Gobo rotation, backward	
		86-95	Gobo2 Shake (slow to quick)	
		96-105	Gobo3 Shake(slow to quick)	
		106-115	Gobo4 Shake(slow to quick)	
		116-125	Gobo5 Shake(slow to quick)	
		126-135		
		136-145	Gobo6 Shake(slow to quick)	
			Gobo7 Shake(slow to quick)	
		146-155	Gobo8 Shake(slow to quick)	
		156-165	Gobo9 Shake(slow to quick)	
		166-175	Gobo10Shake(slow to quick)	
		176-185	Gobo11 Shake(slow to quick)	
		186-195	Gobo12 Shake(slow to quick)	
		196-205	Gobo13 Shake(slow to quick)	
		206-215	Gobo14 Shake(slow to quick)	
		216-225	Gobo15 Shake(slow to quick)	
		226-235	Gobo16 Shake(slow to quick)	
		236-245	Gobo17 Shake(slow to quick)	
5	Prism1	0-127	No prism	
		128-255	Prism	
6	Prism	0-10	Stop	
	rotation	11-120	Prismrotation, forward	
		121-255	Prismrotation, backward	
7	Prism2	0-127	No prism	
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	1 1131112	128-255	Prism	
8	Frost	0-255	Linear variation	_

9	Focus	0-255	Linear adjustment	
10	Pan	0-255	0-540°	
11	Pan fine	0-255	1.2° fine	
12	Tilt	0-255	0-270°	
13	Tilt fine	0-255	1.2° fine	
14	Function	0-11	UNUSED RANGE	111
		12-24	PAN/TILT FUNCTION.(FAST)	
		25-37	NORMAL	,
		38-50	CONVENTIONAL	
		51-62	LINEAR	
		63-255	UNUSED RANGE	
15	RESET	0-239	No function	
		240-255	RESET	
16	Lamp	0-25	No function	
		26-100	Lamp Off	
		101-255	Lamp On	

Single prism Channel mode:

1	Color Wheel	0-4	WHITE
		5-9	WHITE + RED
		10-14	RED
		15-19	RED + ORANGE
		20-24	ORANGE
		25-29	ORANGE + AQUAMARINE
		30-34	AQUAMARINE
		35-39	AQUAMARINE + GREEN
		40-44	GREEN
		45-49	GREEN+LIGHT GREEN
		50-54	LIGHT GREEN
		55-59	LIGHT GREEN +YELLOW
		60-64	YELLOW
		65-69	YELLOW+PINK
		70-74	PINK
		75-79	PINK+BLUE
		80-84	BLUE
		85-89	BLUE+WARM WHITE
		90-94	WARM WHITE
		95-99	WARM WHITE+CYAN
		100-104	CYAN
		105-109	CYAN+CTO 260
		110-114	CTO 260
		115-119	CTO260+CTO 190
		120-124	CTO 190
		125-129	CTO 190+CTB 8000
		130-134	CTB8000
		135-139	CTB8000+BLUE
		140-144	BLUE
		145-149	BLUE+WHITE

		150-199	SLOW ROTATION(0.2rpm)
		230-255	
		128	
2	Flash	0-5	Full off
		6-11	Full on
		12 -107	Strobe from slow to fast
		108-149	Pulse effect opening,increasing
		150-191	Pulse effect closing,increasing
		192-251	Random strobe with decreasing speed
		252-255	Full on
3	Dimmer	0-255	Dark → bright
4	Gobo	0-2	WHITE
		3-5	Gobo1
		6-8	Gobo2
		9-11	Gobo3
		12-14	Gobo4
		15-17	Gobo5
		18-20	Gobo6
		21-23	Gobo7
		24-26	Gobo8
		27-29	Gobo9
		30-32	Gobo10
		33-35	Gobo11
		36-38	Gobo12
	1	39-41	Gobo13
		42-44	Gobo14
		45-47	Gobo15
		48-50	Gobo16
		51-53	Gobo17
		54-69	Gobo rotation, forward
		70-85	Gobo rotation, backward
	M	86-95	Gobo2 Shake (slow to quick)
		96-105	Gobo3 Shake(slow to quick)
		106-115	Gobo4 Shake(slow to quick)
		116-125	Gobo5 Shake(slow to quick)
		126-135	Gobo6 Shake(slow to quick)
		136-145	Gobo7 Shake(slow to quick)
		146-155	Gobo8 Shake(slow to quick)
		156-165	Gobo9 Shake(slow to quick)
		166-175	Gobo10Shake(slow to quick)
		176-185	Gobo11 Shake(slow to quick)
		186-195	Gobo12 Shake(slow to quick)
		196-205	Gobo13 Shake(slow to quick)
		206-215	Gobo14 Shake(slow to quick)
	2	216-225	Gobo15 Shake(slow to quick)
		226-235	Gobo16 Shake(slow to quick)
		236-245	Gobo17 Shake(slow to quick)
5	Prism	0-127	No prism

		128-255	Prism
6	Prism rotation	0-10	Stop
		11-120	Prismrotation, forward
		121-255	Prismrotation, backward
7	Effect (blank)	0-255	
8	Frost	0-255	Linear variation
9	Focus	0-255	Linear adjustment
10	Pan	0-255	0-540°
11	Pan fine	0-255	1.2° fine
12	Tilt	0-255	0-270°
13	Tilt fine	0-255	1.2° fine
14	Function	0-11	UNUSED RANGE
		12-24	PAN/TILT FUNCTION.(FAST)
		25-37	NORMAL
		38-50	CONVENTIONAL
		51-62	LINEAR
		63-255	UNUSED RANGE
15	RESET	0-239	No function
		240-255	RESET
16	Lamp	0-25	No function
		26-100	Lamp Off
		101-255	Lamp On