

Beam Light Operating Manual



9R PRO

ONELIGHT

Please read manual carefully before use.

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Chapter 1 Installation and attention

1.1 Maintenance

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

1.2 Statement

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

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

1.3 Safety Precaution

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

1.4 Product Instruction

- lamp: Philips 250W
- Channel mode:16 DMX512 Channel
- Pan scan: 540°(16bit) Electric correction
- Tilt scan: 270° (16bit) Electric correction
- Amazing dot matix, four tact switch, 180° turning show
- Color wheel: one color wheel, 14 kinds of color chips in one color wheel
- Gobo: 13 gobos
- Effect Wheel: Prism 1:8-facet +16-facet, prism 2: 8-facet
- 0-100% mechanical dimming, mechanical dimming and free dimming available.
- strobe macro control available.
- Lens: beam angle 0~4°

- Over heat protection
- Power Input: 100-240V, 50/60Hz
- Power Dissipation: 450W
- IP level :IP20
- Magnetic ballast and AC/Dc power supply

1.5 Cable connection (DMX)

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

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

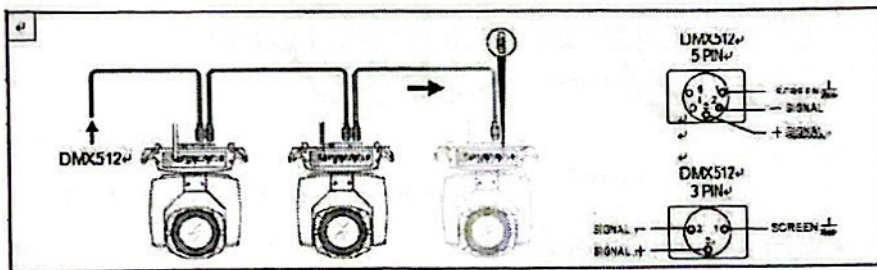


Figure 1 DMX Cable connection

1.6 Rigging (Optional)

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

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

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

- Check if rigging clamp (not including the one inside) damaged or not? If stand ten times weight as the equipment. Make sure the architecture can stand ten times weight as all the equipments, clamps, wirings and other additional fixtures.
- Screws for clamping must be fixed firmly. Take one M12 screw (Grade 8.8 or higher) to clamp bracket, and then screw the nuts.
- Level the two hanging points at the bottom of clamp. Insert fastener to the bottom, lock the two levers by 1/4 rotating clockwise; then install another clamp.
- Install on safety string which stands at least ten times weight as equipment. Terminal of the accessory is designed for clamps.

-
- Make sure pan/tilt lock unlocked or not. Keep the distance more than 1M from equipment to flammable material or lighting source.

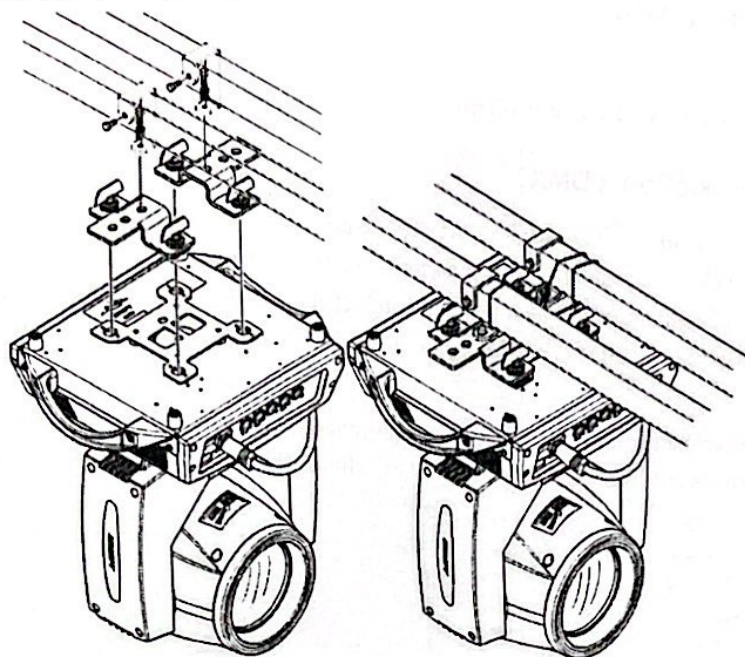


Figure 2 Installation

Chapter 2 Panel operation

2.1 Brief

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

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

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



Figure 3 Panel diagram

2.2 Operation

2.2.1 Operate light with touch or KEY

- The left area is TFT Displayer and touch, chick item or value with finger will to complete operation of set light setting(parameters) or view light state.
- The area on the right hand side is 4 KEY, As auxiliary input interface, if disable touch function., the KEYr can been choose to set the parameter.

2.2.2 Parameter value setting

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

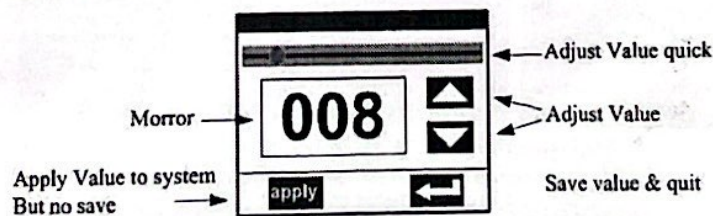


Figure 4 Dialog of value setting

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

2.2.3 Boolean parameter setting

- when the selected parameters is a Boolean value (such as ON or OFF), can directly modify

- setting by click corresponding item, the setting will be saved right now.
- When the parameter is a key item, click corresponding item, a dialog shown in Figure 5 will be popup ask for the confirm. Click 'sure' to confirm.

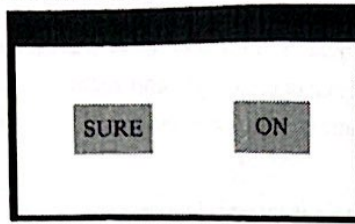


Figure 5 Dialog of confirm

2.2.4 Sub Menu (Parameter)

Click item of main menu, enter corresponding sub menu, shown in 错误!未找到引用源., total 6 sub menu, includes class of parameter and status:

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

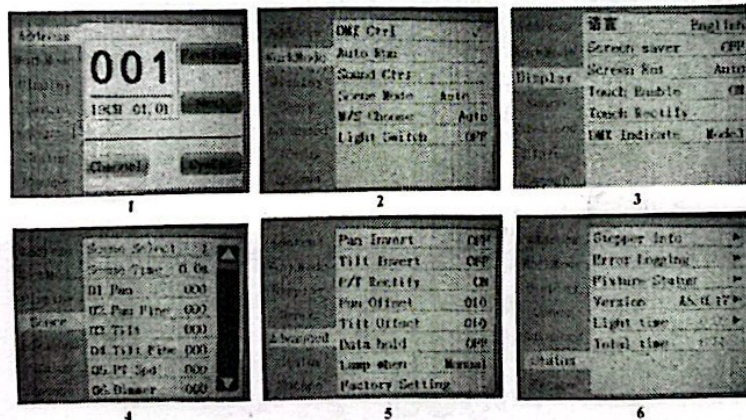


Figure 6 Dialog of confirm

2.3 Operation and parameter instruction

Via following operation, enter sub menu(parameter menu) shown in 错误!未找到引用源.

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

2.3.1 ADDR→ Address: Set DMX Address

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

Enter the page of DMX address, as shown in Figure 6, click the blank area in right side of display

will pop-up diglog as in Fig. 4, modify value, then click 'ENTER' to confirm and save DMX address code.

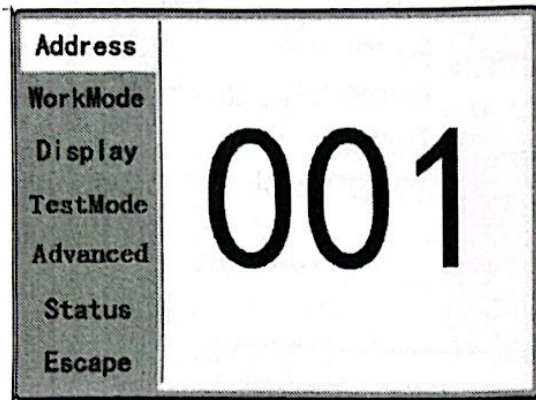


Figure 6 page of DMX Address

2.3.2 MODE→ WorkMode: Set Light work mode

Enter the page of 'WorkMode' as shown in Figure 7 and modify setting. Can set light work mode, control lamp and DMX channel mode.

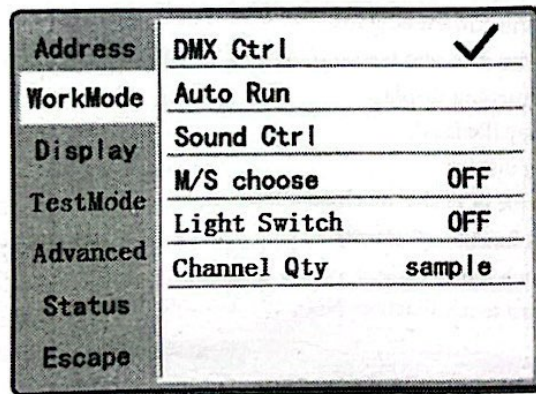


Figure 7 page of work mode

- ◆ **DMX Ctrl:** Choose to set DMX Mode,
- ◆ **Auto Run:** Choose to set Auto Mode,
- ◆ **Sound Ctrl:** Choose to set Sound Mode,
- ◆ **M/S Choose:** Available just in 'AUTO RUN' or 'SOUND Ctrl' mode.
ON--> Master. (Data will be send to other slave lamp immediately.)
OFF--> Slaver.(NOT send data to other lamp via DMX Cable).(Default)
- ◆ **Light Switch:**
ON--> Turn on the light,
OFF--> Turn off the light.
- ◆ **Channel Qty:** Light support 2 DMX Channel mode: sample or extend.
Simple --> 16CH.(Default)
Expand--> 20CH(or null).

2.3.3 DISP→DISPLAY: Set display

Light support 2 language, rotation display, Enter page as shown in Figure8 to set parameter following:

Address	语言	English
WorkMode	Screen saver	Mode3
Display	Screen rotation	OFF
TestMode	Touch Enable	ON
Advanced	Touch Rectify	
Status		
Escape		

Figure8 page of display

- ◆ **Language:** English / 中文.
- ◆ **Screen Saver:** when panel is idle(these is no operation in 10 second), displayer will enter saver status.

- OFF--> No screen saver.
- Mode1--> Power-saving mode, turn off the display.
- Mode2--> Displays the current address.
- Mode3--> Displays the icon and the current working mode.(Default)

◆ **Screen Rotion: To turning display.**

- ON--> Normal display.(Default)
- OFF--> 180° turning display.

◆ **Touch enable:** Disable or enable touch function,.

- ON--> Enable touch function.(Default)
- OFF--> Dosable touch function.

◆ **Touch adjust:** Adjust touch function. Normally, not enter this item.

2.3.4 TEST--> TestMode

Enter the page as shown in Figure 9, Light will into test mode, in this mode, the light does not receive the data for DMX controller.:

Address	PAN	000
WorkMode	TILT	000
Display	FOCUS	000
TestMode	COLOR	000
Advanced	GOBO	000
Status	PRISM	000
Escape	FROST	000
	STROBE	000

Figure 9 page of Test

- ◆ **PAN:** range for 0 to 255;
- ◆ **TILT:** range for 0 to 255;
- ◆ **FOCUS:** range for 0 to 255;
- ◆ **COLOR:** range for 0 to 255;

- ◆ **GOBO:** range for 0 to 255;
- ◆ **PRISM:** range for 0 to 255;
- ◆ **FROST:** range for 0 to 255,;
- ◆ **STROBE:** range for 0 to 255;

2.3.5 ADVA→Advanced: Set light run parameter

Enter the page as shown in Figure 9, set the parameter of light:

Address	PAN Inset	OFF
WorkMode	TILT Inset	OFF
Display	P/T Rectify	ON
TestMode	PAN Offset	010
	TILT Offset	010
Advanced	Lamp when	Power ON
Status	Data hold	OFF
Escape	Factory Setting	

Figure 10 page of run parameter

- ◆ **Pan Invert:** Reverse PAN move
OFF→ Pan Normal move.(Default)
ON→ Reverse PAN move.
- ◆ **Tilt Invert:** Reverse TILT move
OFF→ Tilt Normal move.(Default)
ON→ Reverse Tilt move.
- ◆ **P/T Rectify:** Disable or enable position rectify function.
OFF→ Disable P/T rectify
ON→ Enable P/T rectify-(Default)
- ◆ **Pan Offset:** Set PAN original position. Default: 10
- ◆ **Tilt Offset:** Set TILT original position. Default: 10
- ◆ **Lamp when:**
PowerON→ Turn on the lamp when power on.(Default)
RstDone→ Turn on the lamp after reset.
Manual→ Manually turn on the lamp.
- ◆ **Data hold:**
OFF→ When no DMX signal, return to middle position.(Default)
ON→ When no DMX signal, stop in the final position.
- ◆ **Factory Setting:** Restore all parameter to factory setting.

2.3.6 STAT→Status: View status

Enter the page as shown in Figure 11:

Address	Work Mode	DMX ...
WrokMode	Address	001
Display	Version	B5R. 1.1 16n
TestMode	Elapse	000H 04M
Advanced	Tatol	00000H 04M
Status	<input type="button" value="Data hold"/> <input type="button" value="Reset"/>	
Escape		

Figure 11 page of status

- ◆ **Work Mode:** Show the current working mode.
- ◆ **Address:** Show the current address.
- ◆ **Version:** Show the version of the lamp.
- ◆ **Elapse:** Working hours after tum on.
- ◆ **Tatol:** Cumulative hours of operation

When <Data hold> set <ON>,click to clear DMX data, and make the lamp return to themiddle position.

Click to reset.

Chapter 3 Channel description

3.1 Channel table

Table 1 Channel brief

CH	Function	value	Function Description
CH1	Color	0-4	White
		5-9	White+colour1
		10-14	Colour1
		15-19	Colour1+Colour2
		20-24	Colour2
		25-29	Colour2+Colour3
		30-34	Colour3
		35-39	Colour3+Colour4
		40-44	Colour4
		45-49	Colour4+Colour5
		50-54	Colour5
		55-59	Colour5+Colour6
		60-64	Colour6
		65-69	Colour6+Colour7
		70-74	Colour7
		75-79	Colour7+Colour8
		80-84	Colour8
		85-89	Colour8+Colour9
		90-94	Colour9
		95-99	Colour9+Colour10
100-104	Colour10		
105-109	Colour10+Colour11		
110-114	Colour11		
115-119	Colour11+Colour12		
120-124	Colour12		
125-129	Colour12+Colour13		
130-134	Colour13		
135-149	Colour13+Colour14		
150-200	Rotate forward (fast to slow)		
201-255	Rotate reverse (slow to fast)		
CH2	Strobe	0-3	Dark
		4-103	Pluse strobe slow to fast
		104-107	Open
		108-207	Fade strobe slow to fast
		208-212	Open
		213-251	Rand strobe slow to fast
		252-255	Open
CH3	Dimmer	0-255	0-100% dimmer
CH4	Gobo	0-4	White

		5-9	Gobo1
		10-14	Gobo2
		15-19	Gobo3
		20-24	Gobo4
		25-29	Gobo5
		30-34	Gobo6
		35-39	Gobo7
		40-44	Gobo8
		45-49	Gobo9
		50-54	Gobo10
		55-59	Gobo11
		60-64	Gobo12
		65-69	Gobo13
		70-74	Shake slow to fast white
		75-79	Shake slow to fast Gobo1
		80-84	Shake slow to fast Gobo2
		85-89	Shake slow to fast Gobo3
		90-94	Shake slow to fast Gobo4
		95-99	Shake slow to fast Gobo5
		100-104	Shake slow to fast Gobo6
		105-109	Shake slow to fast Gobo7
		110-114	Shake slow to fast Gobo8
		115-119	Shake slow to fast Gobo9
		120-124	Shake slow to fast Gobo10
		125-129	Shake slow to fast Gobo11
		130-134	Shake slow to fast Gobo12
		135-139	Shake slow to fast Gobo13
		140-200	Rotate forward (fast to slow)
		201-255	Rotate reverse (slow to fast)
CH5	Prism	0-63	None
		64-127	Inert prism1
		128-191	Insert prism2
		192-255	Prism1+prism2
CH6	Prism.R	0-127	0-360(degree)
		128-190	Rotate reverse (fast to slow)
		191-192	Stop
		193-255	Rotate forward (slow to fast)
CH7	Frost	0-127	None
		128-191	Insert colorful
		192-255	Insert frost
CH8	Focus	0-255	Far to near
CH9	Focus F	0-255	Focus fine
CH10	Pan	0-255	0-540(degree)
CH11	Pan Fine	0-255	0-2(degree)
CH12	Tilt	0-255	0-270(degree)
CH13	Tilt Fine	0-255	0-1(degree)

CH14	PT Speed	0-255	Fast to slow
CH15	Mode	0-255	Macro
CH16	Lamp control Reset	0-99	None
		100-105	Turn off lamp over 6 second
		106-199	None
		200-205	Turn on over 6 second
		206-209	None
		210-215	Reset XY motor over 6 second
		216-219	None
		220-235	Reset Effect motor over 6 second
		236-244	None
		245-250	Reset fixture over 6 second
		251-255	None