

# Astra Wash7Pix

**PROLIGHTS** 7x40W RGBW moving wash light with 4°-59° zoom and pixel control



# **USER MANUAL**

English version

### Thank you for choosing PROLIGHTS

Please note that every PROLIGHTS product has been designed in Italy to meet quality and performance requirements for professionals and designed and manufactured for the use and application as shown in this document.

Any other use, if not expressly indicated, could compromise the good condition/operation of the product and/or be a source of danger.

This product is meant for professional use. Therefore, commercial use of this equipment is subject to the respectively applicable national accident prevention rules and regulations.

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Product user manual can be downloaded from the website www.prolights.it , or can be inquired to the official PROLIGHTS distributors of your territory (*https://www.prolights.it/sales\_network.html*).

Scanning the below **QR Code**, you will access the download area of the product page, where you can find a broad set of always updated technical documentation: specifications, user manual, technical drawings, photometrics, personalities, fixture firmware updates.



Visit the download area of the product page



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### SAFETY INFORMATION



#### WARNING!

- See <u>https://www.prolights.it/product/ASTRAWASH7PIX#download</u> for installation instructions.
- Please read carefully the instruction reported in this section before installing, powering, operating or servicing the product and observe the indications also for its future handling.



#### This unit is not for household and residential use, only professional applications.

#### Connection to mains supply

- The Connection to the mains supply must be carried out by a qualified electrical installer.
- Use only AC supplies 100-240V 50-60 Hz, the fixture must be electrically connected to ground (earth).
- Select the cable cross section in according with the maximum current draw of the product and the possible number of products connected at the same power line.
- The AC mains power distribution circuit must be equipped with magnetic+residual current circuit breaker protection.
- Do not connect it to a dimmer system; doing so may damage the product.

#### Protection and Warning against electrical shock

- Do not remove any cover from the product, always disconnect the product from AC power before servicing.
- Ensure that the fixture is electrically connected to ground (earth). And use only a source of AC power that complies with local building and electrical codes and has both overload and ground-fault (earth-fault) protection.
- Before using the fixture, check that all power distribution equipment and cables are in perfect condition and rated for the current requirements of all connected devices.
- Isolate the fixture from power immediately if the power plug or any seal, cover, cable, or other components are damaged, defective, deformed or showing signs of overheating.
- Do not reapply power until repairs have been completed.
- Refer any service operation not described in this manual to PROLIGHTS Service team or an authorized PROLIGHTS service center.



#### Installation

- Make sure that all visible parts of the product are in good visible condition before its use or installation.
- Make sure the point of anchorage is stable before positioning the projector.
- When suspending the fixture above ground level, secure it against failure of primary attachments by attaching a safety cable that is approved as a safety attachment for the weight of the fixture to the attachment point on the main frame of the product. In case the safety cable, enter in action, it needs to be replaced with a new one.
- Install the product only in well ventilated places.
- For non temporary installations, ensure that the fixture is securely fastened to a loadbearing surface with suitable corrosionresistant hardware.
- For a temporary installation with clamps, ensure that the quarter-turn fastener and/or screws are turned fully, and secured with a suitable safety cable.

### (] 0.3 m Minimum distance of illuminated objects

• The projector needs to be positioned so that the objects hit by the beam of light are at least 0.3 meters (0.98 ft) from the lens of the projector.

#### Max operating ambient temperature (Ta) T<sub>a</sub>45°C

Do not operate the fixture if the ambient temperature (Ta) exceeds 45 °C (113 °F).

#### Minimum operat<<ing ambient temperature (Ta)

Do not operate the fixture if the ambient temperature (Ta) is below -10 °C (14 °F).



Ta-10°C

#### Protection from burns and fire

- The exterior of the fixture becomes hot during use. Avoid contact by persons and materials.
- Ensure that there is free and unobstructed airflow around the fixture.
- Keep flammable materials well away from the fixture.
- Do not expose the front glass to sunlight or any other strong light source from any angle. Lenses can focus the sun's rays inside the fixture, creating a potential fire hazard.
- Do not attempt to bypass thermostatic switches or fuses.



#### Indoor use

- This product is designed for indoor and dry environments.
- Do not use in wet location and do not expose the fixture to rain or moisture.
- Never use the fixture in places subject to vibrations or bumps.
- Make certain that no inflammable liquids, water or metal objects enter the fixture.
- Excessive dust, smoke fluid, and particle build up degrades performance, causes overheating and will damage the fixture.
- Damages caused by inadequate cleaning or maintenance are not covered by the product warranty.



#### Light collimation optical system

This product contains internal light collimation opticsl system. Avoid to expose the optical system to any intense source of light (including sunlight) from any angle.



#### Temperature of the external surface

• The surface of the fixture can reach up to 70 °C (158 °F) during operation. Avoid contact with people and materials.



#### Radio receiver

This product contains a radio receiver and/or transmitter:

- Maximum output power: 17 dBm.
- Frequency band: 2.4 GHz.



#### Maintenance

- Warning! Disconnect the fixture from AC mains power and allow to cool for at least 10 minutes before handling.
- Only technicians who are authorized by PROLIGHTS or Authorised service partners are permitted to open the fixture.
- Users may carry out external cleaning, following the warnings and instructions provided, but any service operation not described in this manual must be referred to a qualified service technician.
- Important! Excessive dust, smoke fluid, and particle build up degrades performance, causes overheating and will damage the fixture. Damages caused by inadequate cleaning or maintenance is not covered by the product warranty.



#### Photobiological safety

This device emits potentially dangerous optical radiation and is identified in the category of Risk Group 2 according to EN 62471.

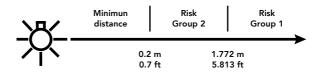


### PROLIGHTS - Astra Wash7Pix



#### Do not stare at the operating light source

- Do not look directly at the LED source during operation. It can be harmful to the eyes and skin.
- During Installation, operation and maintenance, be prepared for the fixture to light and move suddenly when connected to power.
- The device should be positioned so that prolonged staring into the luminaire at a distance closer than 1.772 m (5.813 ft) is not expected.



#### Disposal

• This product is supplied in compliance with European Directive 2012/19/EU – Waste Electrical and Electronic Equipment (WEEE). To preserve the environment please dispose/ recycle this product at the end of its life according to the local regulation.



#### The product contains a lithium ion battery

- Don't throw the unit into the garbage at the end of its lifetime.
- Make sure to dispose according to your local ordinances and/or regulations, to avoid polluting the environment!
- The packaging is recyclable and can be disposed.

#### The products to which this manual refers comply with:

- 2014/35/EU Safety of electrical equipment supplied at low voltage (LVD).
- 2014/30/EU Electromagnetic Compatibility (EMC).
- 2011/65/EU Restriction of the use of certain hazardous substances (RoHS).
- 2014/53/EU Radio Equipment Directive (RED).



#### The products to which this manual refers comply with:

- UL 1573 + CSA C22.2 No. 166 Stage and Studio Luminaires and Connector Strips.
- UL 1012 + CSA C22.2 No. 107.1 Standard for power units other than class 2.

#### FCC Compliance:

- This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:
- 1. This device may not cause harmful interference, and
- 2. This device must accept any interference received, including interference that may cause undesired operation.



#### Other approvals

### 1 - PACKAGING

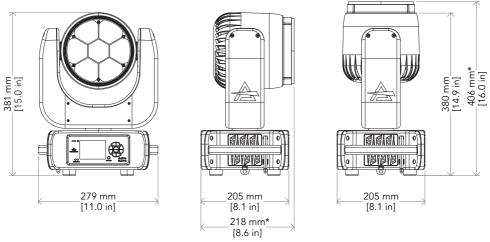
#### PACKAGE CONTENT

- 1x ASTRAWASH7PIX;
- 1x 1,5 meters power cable (BARE END NEUTRIK POWERCON TRUE1 IP65);
- 1x OS24;
- User Manual.

#### **OPTIONAL ACCESSORIES**

- WSBBR512G6: blackBox R-512 G6 receiver 512Ch, 2.45GHz, DMX&RDM, Bluetooth, G3, G4, G4S, G5, CRMX;
- WSBBR512G5: blackBox R-512 G5 receiver 512Ch, 2.45GHz & 5.8GHz, DMX/RDM optional;
- WSBBF1G6: blackBox F-1 G6 transrec, 512ch, 2.45GHz, DMX&RDM,Bluetooth,G3,G4,G4S, G5, CRMX;
- WSBBF1G5: blackBox F-1 G5 transmitter, 2,45GHz & 5.2/5,8 GHz, DMX/RDM, 512Ch;
- TOUR53415L03BK: dmx cable HC5340. CANC5MXX XLR 5p->CANC5FXX XLR (f) 5p, L.3m;
- 958225L03: 3x2.5mm TH07 Cable, 16A 3p PwCon MXW, 16A 3p PwCon FXW, L. 3m;
- 9513FXWL03: ass. 3x2.5mm TH07 cable, 16A 3p 230V CEE plug, MENAC3FXW socket, L.3 m;
- 9533FXWL03: ass. 3x2.5mm TH07 cable, SHUKO plug, MENAC3FXW socket, L.3m;
- RSR0630A/B: Steel security cable for hanging bodies, inox steel shackle, L=60 cm, silver/black;
- C6002: Slim aluminium clamp, 200 kg loading, 48-51 mm tubes, M10 bolt;
- OS24: quick-lock omega bracket;
- FCLASTRAW7PIX: flight case for 6 pcs of ASTRAWASH7PIX;
- ASTRAW7PEC: egg crate for ASTRAWASH7PIX;
- UPBOX2: Firmware uploader kit, USB IN, 3-pin XLR DMX OUT.

### 2 - TECHNICAL DRAWING



\* The measures include the zoom.

Weight: 8.1 kg - 17.85 lbs

Fig. 01

### PROLIGHTS - Astra Wash7Pix

# **3 - INSTALLATION**

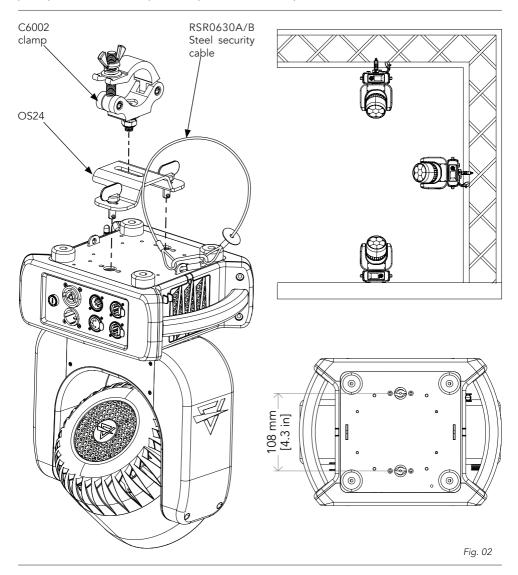
#### MOUNTING

Check that the supporting structure can safely bear the weight of all installed fixtures, clamps, cables, auxiliary equipment, etc. and complies with locally applicable regulations.

When suspending the fixture above ground level, secure it against failure of primary attachments by attaching a safety wire that is approved as a safety attachment for the weight of the fixture to an anchor point on the product main frame.

Do not use removable parts or weak anchors for secondary attachment.

Warning! When clamping the fixture to a truss or other structure at any angle, use clamps of half-coupler type. Do not use any type of clamp that does not completely encircle the structure when fastened.



## 4 - CONNECTION TO THE MAINS SUPPLY

WARNING: For protection from electric shock, the fixture must be earthed!

The product is equipped with auto-switching power supply that automatically adjusts to any 50-60Hz AC power source from 100-240 Volts.

If you need to install a power plug on the power cable to allow connection to power outlets, install a grounding-type (earthed) plug, following the plug manufacturer's instructions. If you have any doubts about proper installation, consult a qualified electrician.

The max power consumption is 225W.

Core (EU)	Core (EU) Core (US) Connection		Plug terminal marking
Brown	Black	Live	L
Blue	White	Neutral	Ν
Yellow+green Green		Earth	

### 5 - START UP

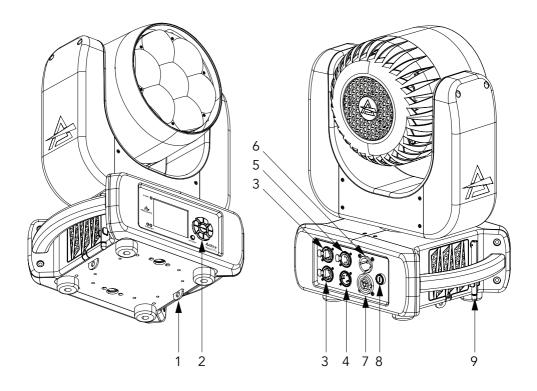
#### CONNECT AND DISCONNECT POWER FROM THE PRODUCT

To apply and disconnect power to the product:

- Check that the product is installed and secured as indicated in the Safety Informations, and that personal safety will not be put at risk when the fixture lights up.
- Connect the power connector into the Mains input socket (100-240 VAC-50/60 Hz).
- The product is then ready for its operations and can be controlled through the available input signals on board.
- To disconnect power from the product, disconnect the Mains from the socket.

# 6 - PRODUCT OVERVIEW

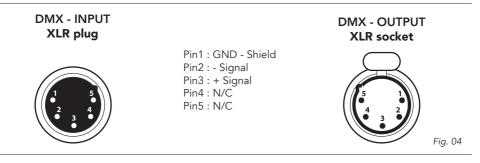
- 1. SAFETY EYE to attach safety cable;
- 2. USER INTERFACE with display and buttons for access to the control panel functions;
- 3. ETHERCON CONNECTORS IN / OUT signal;
- 4. DMX IN (5-p XLR): 1 = GND, 2 = sign-, 3 = sign+, 4 N/C, 5 N/C;
- 5. DMX OUT (5-p XLR): 1 = GND, 2 = sign-, 3 = sign+, 4 N/C, 5 N/C;
- 6. POWER IN: for connection to the Mains 100-240V~/50-60Hz;
- 7. POWER OUT: power output for connection of multiple units in series;
- 8. MAIN FUSE HOLDER: replace a burnt-out fuse by one of the same type only (T3.15A 250V);
- 9. ANTENNA of Wireless DMX Receiver internal module.



# 7 - DMX CONNECTION

#### CONNECTION OF THE CONTROL SIGNAL: DMX LINE

The product has XLR sockets for DMX input and output. The default pin-out on both socket is as the following diagram:



#### INSTRUCTIONS FOR A RELIABLE DMX CONNECTION

Use shielded twisted-pair cable designed for RS-485 devices: standard microphone cable cannot transmit control data reliably over long runs. 24 AWG cable is suitable for runs up to 300 meters (1000 ft). Heavier gauge cable and/or an amplifier is recommended for longer runs.

To split the data link into branches, use splitter-amplifiers in the connection line.

Do not overload the link. Up to 32 devices may be connected on a serial link.

#### CONNECTION DAISY CHAIN

Connect the DMX data output from the DMX source to the product DMX input (male connector XLR) socket.

Run the data link from the product XLR output (female connector XLR) socket to the DMX input of the next fixture.

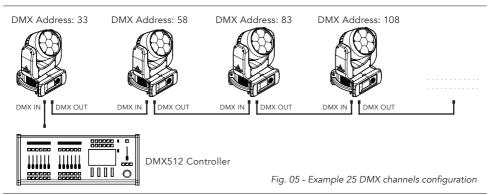
Terminate the data link by connecting a 120 Ohm signal termination. If a splitter is used, terminate each branch of the link.

Install a DMX termination plug on the last fixture on the link.

#### CONNECTION OF THE DMX LINE

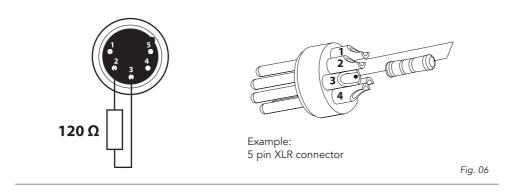
DMX connection employs standard XLR connectors. Use shielded pair-twisted cables with  $120\Omega$  impedance and low capacity.

The following diagram shows the connection mode:



#### CONSTRUCTION OF THE DMX TERMINATION

The termination is prepared by soldering a  $120\Omega$  1/4 W resistor between pins 2 and 3 of the male XLR connector, as shown in figure.



#### DMX ADDRESSING

In order to start controlling the product via DMX, the first step is to select a DMX address, also known as the start channel, this is the first channel used to receive instructions from a DMX controller. If you wish to control the product individually, it is necessary to assign a different starting address channel to each fixture.

The number of channels occupied from the product depends on the DMX mode selected, so always verify the DMX Mode in the MENU before start addressing.

If you assign two fixtures the same address, they will be executing the same behaviour. Selecting the same address to multiple fixtures can be useful for diagnostic purposes and symmetrical control.

DMX addressing is limited to make it impossible to set the DMX address so high that you are left without enough control channels for the product.

To set the fixture's DMX address:

- 1. Press ENTER to open the main menu.
- 2. Reach the addressing menu, then select the DMX ADDRESS settings.
- 3. Select the address from 1 to 512 using the navigation arrows/buttons and confirm by pressing ENTER.
- 4. Press Menu to exit and return to the Home screen.

#### ETHERNET CONNECTION

The products is provided with two 8-pin RJ-45 sockets for Ethernet input/output for a simple daisy chain connection to the network.

The product can be controlled with ArtNet/sACN/Klingnet communication protocol.

Use a network cable category 5 (with four "twisted" wire pairs) and standard RJ-45 plugs.

#### ETHERNET OPERATION

Please refer to the section MENU STRUCTURE contained in this document for detailed informations about the parameters of setting on the fixture (Protocol, Net, Subnet, Universe, Start Channel and IP Address, Ethernet to DMX No/Yes).

- IP addresses recommended: 002.xxx.xxx.or 010.xxx.xxx.xxx.
- The submask net is fixed at 255.0.0.0.

#### ETHERNET TO DMX OPERATIONS

Please refer to the section MENU STRUCTURE contained in this document for detailed informations This function allow a product receiving an ethernet signal protocol to re-transmit the incoming signal onto a wired DMX line through its onboard XLR-out connector.

- An Ethernet protocol (Artnet, sACN or others available) has to be enabled from Ethernet menu at first fixture. Please make sure that wireless receiver is switched to OFF if you use Ethernet comunication.
- Enable the option Ethernet To DMX choosing which fixture needs to be retransmitted (Main Fixture or Pixel Engine) from the Ethernet menu at the first product (connected to the Ethernet) in the signal chain, next products have standard DMX setting.
- Connect the Ethernet input of the first product in the data chain with the network. Connect the DMX output of this product with the input of the next product until all products are connected to the DMX chain.
- Caution: At the last product, the DMX chain has to be terminated with a terminator. Solder a 120  $\Omega$  resistor between Signal (–) and Signal (+) into a XLR-plug and connect it in the DMX-output of the last product.

#### **OPERATION AS A WIRELESS TRANSMITTER**

ASTRAWASH7PIX can be used as wireless transmitter to transmit DMX signal to different wireless receivers. To use ASTRAWASH7PIX as wireless transmitter, please follow the procedure below:

- 1. Push ENTER button untill you show CONNECT on display, then press ENTER button to confirm.
- 2. Use UP/DOWN buttons for select WIRELESS, then press ENTER to confirm.
- 3. Push ENTER button on WDMX ON/OFF function and enable it to ON.
- 4. Select WDMX mode and set it on Transmitter (please note that WDMX mode will be available only if WDMX ON/OFF is set to ON).
- 5. Ensure that the receiver units are not connected to any other transmitter. Please refer to "Reset the receiver" paragraph.
- 6. Enable TX LINK to ON to link transmitter to receivers (please note that TX LINK will be available only if WDMX mode is set to Transmitter).
- The transmitter scans for all unlinked receivers for a period of about 5 seconds.
- If the connection fails, check the position of the receiver.
- The wireless icon on the receiver display indicates the received signal strength.

#### Unlinking the transmitter

Follow the procedure below to unlink the transmitter from all receivers connected with the unit.

- 1. Push ENTER button untill you show CONNECT on display, then press ENTER button to confirm.
- 2. Use UP/DOWN buttons for select Wireless, then press ENTER to confirm.
- 3. Enable TX UNLINK to ON 8 (please note that TX UNLINK will be available only if WDMX mode is set to Transmitter).
- All connected receivers will be unlinked.

#### IN TO WDMX

This function enable or disable the transmission throught wireless of the DMX signal from the transmitter side to the receiver.

Any incoming signal (ArtNet, sACN or DMX) is retransmitted throught wireless.

If the ASTRAWASH7PIX protocol selected is ArtNet / sACN, the WDMX module will retransmit the DMX values contained in the ArtNet / sACN signal received from the ASTRAWASH7PIX.

**NOTE**: Artnet and sACN have higher priority on DMX if they are connected to transmitter. **NOTE**: Do not use IN TO WDMX and ETH TO DMX simultaneously, this will cause data conflict on DMX output signal.

#### **OPERATION AS A WIRELESS RECEIVER**

ASTRAWASH7PIX can be used as wireless receiver connected to a wireless transmitter.

To use ASTRAWASH7PIX as wireless receiver, please follow the procedure below:

- 1. Push ENTER button untill you show CONNECT on display, then press ENTER button to confirm.
- 2. Use UP/DOWN buttons for select Wireless, then press ENTER to confirm.
- 3. Push ENTER button on WDMX ON/OFF function and enable it to ON.
- Select WDMX mode and set it on Receiver (please note that WDMX mode will be available only if WDMX ON/OFF is set to ON).
- 5. Enable RX RESET to ON to reset the receiver (please note that RX RESET will be available only if WDMX mode is set to Receiver).
- 6. On the transmitter, enable TX LINK to ON to link transmitter to the receivers.
- 7. If the connection is successful and DMX input is available the display the display on the receiver unit will shows the DMX address. If DMX signal is not available, the display will shows "No signal" but keeps the transmitter linked.
- 8. If the connection fails, check the position of the receiver.
- 9. The wireless icon on the receiver display indicates the received signal strength.

#### Reset the receiver

Follow the procedure below to reset the receiver.

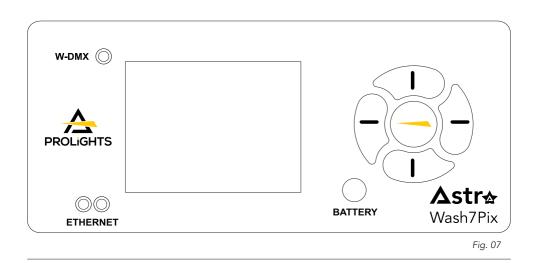
- 1. Push MENU button untill you show CONNECT on display, then press ENTER button to confirm.
- 2. Use UP/DOWN buttons for select Wireless, then press ENTER to confirm.
- 3. Enable RX RESET to ON.
- The wireless icon on the receiver display indicates the received signal strength.

#### WDMX TO DMX (RX)

This function enable or disable the retransmission of the wireless DMX signal received throught the DMX port on the receiver side.

### 8 - CONTROL PANEL

The product has a display and buttons for access to the control panel functions.



#### DISPLAY AND BUTTONS LAYOUT

The product has a display and buttons for access to the control panel functions:

1	1 (1	Browse upwards through the menu list and increases the numeric value displayed.	
	2	Return to the top level.	
	3 (I)	• Browse downwards through the menu list and decreases the numeric value displayed.	
	4	• Commute from units, tens, hundred in the menu.	
3	5	• Used to access the menu tree or to return a previous menu window.	
BATTERY		n the display using backup battery. Hold for 5s. ff display by pressing button 4 for 5s while on being on reen.	
W-DMX	LED indicator for Wireless dmx (color red and green).      LED indicator for Ethernet network (color orange).		
ETHERNET			

# 9 - MENU STRUCTURE

The following chart describes the MENU tree of the product, the terms shown in **BOLD** indicates the default settings.

	MENU							
1	CONNECT	ADDRESS	FIXTURE	DMX / WDMX	<b>001</b> -512	Set address used for Fixture		
				sACN		and for Pixel patch.		
				ARTNET				
			PIXELS	FOLLOW FIXTURE	<b>001</b> -512			
				DMX / WDMX				
				sACN				
				ARTNET				
				sACN + KLINGNET				
					_			
				ARTNET + KLINGNET				
		DMX MODE	FIXTURE	BASIC FX FX 2 STANDARD EXTENDED EXTENDED 2	Set DMX cł	hart for Main Fixture.		
			PIXELS	OFF RING PIXELS	Set DMX c	hart for Pixel Fixture.		
		WIRELESS	WDMX ON/OFF	ON/ <b>OFF</b>	Enable/Dis	able the wireless card.		
			WDMX MODE	TRANSMITTER/ RECEIVER	Allows to choose whether to set the wireless on the Transmitter or Receiver. WDMX mode is unlocked only if WDMX ON / OFF is ON.			
			TX LINK	ON/ <b>OFF</b>		TX link unlock when the unit is set as a transmitter.		
		ETHERNET SETTING	TX UNLINK	ON/OFF	receivers.	the transmitter from all inlocks only if WDMX mode is ter		
			RX RESET	ON/ <b>OFF</b>		of the receiver. nlocks only if WDMX mode is		
			IN TO WDMX (TX)	OFF MAIN FIXTURE TO WDMX PIXEL ENGINE TO WDMX	DMX value Main Fixtur fixture DMX	e to WDMX: transmitt pixel		
			WDMX TO DMX (RX)	<b>ON</b> /OFF	DMX from	able the retransmission of the the receiver to the other units by cable to the receiver itself.		
			ARTNET SETTINGS	IP ADDRESS NET SUBNET UNIVERSE	Set IP address of the fixture. Set Net for ArtNet protocol. Set Subnet for ArtNet protocol. Set Universe for ArtNet protocol.			
			sACN SETTINGS	IP ADDRESS UNIVERSE		ess of the fixture. e for sACN protocol.		
				MERGE OFF/HTP/ MODE LTP		Mode for sACN protocol.		
			ETHERNET TO DMX	ON OFF		isable DMX retrasmission from let signal to DMX out port.		
			KLINGNET	ON OFF		isable Klingnet functionality for Net protocols.		

SETUP	SCREEN	BACKLIGHT	ON 10 s 20 s 30 s	Allows you to select the timing after tha display will switch automatically off whe unactive.
		FLIP DISPLAY	ON OFF AUTO	Allows you to rotate the display by 180°.
		KEY LOCK	ON OFF	Allows you lock the buttons on the contro panel by a password. Press following com binations (password) in order to access t the user menu : UP, DOWN, UP, DOWN.
	MOVEMENT	PAN REVERSE	ON OFF	Allows you to reverse Pan movement.
		TILT REVERSE	ON OFF	Allows you to reverse Tilt movement.
		PAN/TILT FEEDBACK	ON OFF	To activate / deactivate the reading of th feedbacks given by the encoders.
		PAN/TILT MODE	SLOW MEDIUM <b>FAST</b> SYNC	To choose the horizonta vertical movement speed SYNC mode will sync movement spee with the whole ASTRAWASH familiy fin tures.
		HOME POSITION	STANDARD CUSTOM	To choose the home position.
		CUSTOM P DEGREE	<b>0°</b>  315°	To choose pan values in case of Custor position.
		CUSTOM T DEGREE	<b>0%</b>  100%	To choose tilt values in case of Custon position.
	FIXTURE SETTINGS	FAN MODE	AUTO SILENT HIGH	Select Fan behaviour.
		WHITE CALIBRATION	OFF STUDIO 8000K	Manufacturer calibration to grant performance and color consistency.
		DMX FAULT	HOLD BLACKOUT	To choose the behaviour of fixture in cas of dmx signal lost.
		SAFE POSITIONING	ON OFF	Zoom Lenses autorectact after 30s o DMX Lost.
		STATUS LED	OFF	To turn the status LEDs on the from panel on or off.
		ZOOM MODE	STANDARD PIXELS	Select zoom mode.
		DIMMER CURVE	LINEAR S-CURVE <b>SQUARE LAW</b> INV. SQUARE LAW	Select different curve behaviour o dimmer.
		DIMMER SPEED	AUTO FAST MEDIUM SLOW	Linear dimmer behaviour. Dimmer curve adding long fade. Dimmer curve adding medium fade. Dimmer curve adding little fade.
		LED FREQUENCY	600Hz <b>1200Hz</b> 2000Hz 4000Hz 6000Hz 25KHz 50KHz	Select PWM frequency.
		INVERT MAPPING	ON OFF	Invert mapping for Pixel fixture.
		INVERT ZOOM	ON OFF	Invert zoom values.
		TRANSFER CONFIGURATION	WITHOUT DMX ADDRESS WITH DMX	To transfer the same menu settings one fixtures to all the other in the dai chain, including or not the dmx addres

3	ADVANC- ED	RESET	ALL PAN & TILT		To reset these functions.
		CALIBRATION	ZOOM PASSWORD PAN TILT		For the calibration of these functions. 050 password for user reset.
		MANUAL CONTROL	PAN		For manual control of the unit.
		RELOAD DEFAULT	BASIC RELOAD	ON OFF	050 password for user reset.
			FACTORY RELOAD	ON OFF	
4	INFORMA- TION	FIXTURE TIME	FIXTURE HOURS	TOTAL (ONLY READ) PARTIAL (READ AND RESET)	To check the total working hours of the unit.
			CURRENT HOURS	TOTAL (ONLY READ) PARTIAL	To check the current working hours of the unit.
			SOURCE HOURS	(READ AND RESET) TOTAL (ONLY READ) PARTIAL (READ AND RESET)	To see the total operating hours of the LEC source.
			POWER ON CYCLE	TOTAL (ONLY READ) PARTIAL	To see the power cycles of the machine.
			MAINTENANCE TIME	(READ AND RESET) TOTAL (ONLY READ) PARTIAL (READ AND RESET)	To choose and reset unit maintenance warning hours.
		TEMPERATURE	NEAR SOURCE TEMP, DRIVER PCB TEMP, LED PCB TEMP,	(READ AND RESET)	To see the unit temperature.
		FANS SPEED	NEAR SOURCE FAN, BASE FAN,		To see the speed of the fans.
		WIRELESS QUALITY			To check the wireless quality.
		CHANNEL VALUE	PAN		To see the dmx value of those channels.
		ERROR MESSAGE	PAN, TILT		To see any error messages.
		FIXTURE	XXXXXXXXXX		View informations about fixture model.
		RDM UID	(READ AND RESET)		View ID for the RDM control.
		SOFTWARE VERSION	1U01 V1.0.00		View informations about software version.

### 10 - SHORTCUT

KEYS	MODE	DESCRIPTION		
UP + DOWN after power on	Flip Display	Directly flip display without enter inside menu.		
DOWN Reset without pan/tilt movements		Fixture will be powered on without reset on pan/tilt movements.		
ENTER + UP then power on Bootloader		Force firmware upgrade.		

# **11 - RDM FUNCTIONS**

The product can communicate using RDM (Remote Device Management) protocol over a DMX512 Networks.

RDM is a bi-directional communications protocol for use in DMX512 control systems, it is the open standard for DMX512 device configuration and status monitoring.

The RDM protocol allows data packets to be inserted into a DMX512 data stream without affecting existing non-RDM equipment. It allows a console or dedicated RDM controller to send commands to and receive messages from specific fixtures.

The PIDs in the following tables are supported in the product.

RDM is also available on Wireless and Tiny's Downstead must be enabled in its custom PIDs to work.

Category	Parameter	PID	GET	SET
Product	DEVICE_INFO	0x0060	х	
Information	PRODUCT_DETAIL_ID_LIST	0x0070	х	
	DEVICE_MODEL_DESCRIPTION	0x0080	х	
	MANUFACTURER_LABEL	0x0081	х	
	DEVICE_LABEL	0x0082	х	x
	FACTORY_DEFAULTS	0x0090	х	x
	SOFTWARE_VERSION_LABEL	0x00C0	х	
	BOOT_SOFTWARE_VERSION_ID	0x00C1	х	
	BOOT_SOFTWARE_VERSION_LABEL	0x00C2	х	
DMX512	DMX_PERSONALITY	0x00E0	х	x
Setup	DMX_PERSONALITY_DESCRIPTION	0x00E1	х	
	DMX_START_ADDRESS	0x00F0	х	x
	SLOT_INFO	0x0120	х	
	SLOT_DESCRIPTION	0x0121	х	
	DEFAULT_SLOT_VALUE	0x0122	х	
	DMX_BLOCK_ADDRESS	0x0140	х	x
	DMX_FAIL_MODE	0x0141	х	x
	DMX_STARTUP_MODE	0x0142	х	x
Dimmer	DIMMER_INFO	0x0340	х	
Settings	MINIMUM_LEVEL	0x0341	х	x
	MAXIMUM_LEVEL	0x0342	х	х
	CURVE	0x0343	х	x
	CURVE_DESCRIPTION	0x0344	х	х
	OUTPUT_RESPONSE_TIME	0x0345	х	x
	OUTPUT_RESPONSE_TIME_ DESCRIPTION	0x0346	х	
	MODULATION_FREQUENCY	0x0347	х	х
	MODULATION_FREQUENCY_ DESCRIPTION	0x0348	х	
Sensors	SENSOR_DEFINITION	0x0200	х	
	SENSOR_VALUE	0x0201	х	х
	RECORD_SENSORS	0x0202		x
	BURN_IN	0x0440	х	x

Category	Parameter	PID	GET	SET
Power/Lamp	DEVICE_HOURS	0x0400	х	x
Settings	LAMP_HOURS	0x0401	х	x
	LAMP_STRIKES	0x0402	х	x
	LAMP_STATE	0x0403	х	x
	LAMP_ON_MODE	0x0404	х	x
	DEVICE_POWER_CYCLES	0x0405	х	x
Display	DISPLAY_INVERT	0x0500	х	x
Settings	DISPLAY_LEVEL	0x0501	х	x
Configuration	PAN_INVERT	0x0600	х	x
	TILT_INVERT	0x0601	х	x
	PAN_TILT_SWAP	0x0602	х	x
	REAL_TIME_CLOCK	0x0603	х	x
	LOCK_PIN	0x0640	х	x
	LOCK_STATE	0x0641	х	x
	LOCK_STATE_DESCRIPTION	0x0642	х	
Control	IDENTIFY_DEVICE	0x1000	х	x
	RESET_DEVICE	0x1001		x
	POWER_STATE	0x1010	х	x
	PERFORM_SELFTEST	0x1020	х	x
	SELF_TEST_DESCRIPTION	0x1021	х	
	CAPTURE_PRESET	0x1030	х	x
	PRESET_PLAYBACK	0x1031	х	x
	IDENTIFY_MODE	0x1040	х	x
	PRESET_INFO	0x1041	х	
	PRESET_STATUS	0x1042	х	x
	PRESET_MERGEMODE	0x1043	х	x
	POWER_ON_SELF_TEST	0x1044	х	x
IP & DNS	IPV4_CURRENT_ADDRESS	0x0705	х	
Configuration	IPV4_STATIC_ADDRESS	0x0706	х	x
Custom Pids	FIX. ENGINE PROT. (0:W/DMX 1:sACN 2:ArtNet)	0x8010	x	x
	PIX. ENGINE PROT. (0:W/DMX 1:sACN 2:ArtNet 3:sAK 4:ArtK 5:K 6:sAN)	0x8020	х	x
	PIX. ENGINE ADDR. (1-512)	0x8030	х	x
	PIX. ENGINE MODE (0:Off 1:Ring 2:Pixel)	0x8040	х	x
	KLINGNET (0:Off 1:On)	0x8050	х	x

### 12 - DMX CHARTS

### Fixture Engine

ChBasicFXStandardExtended1PanPanPanPanPan2Pan FinePan FinePan FinePan FinePan Fine3TiltTiltTiltTiltTilt4TiltFineTilt FineTilt FineTilt FineTilt Fine5DimmerDimmerDimmerDimmerDimmer6Dimmer FineDimmer FineDimmer FineDimmer Fine7Shutter / StrobeShutter / StrobeShutter / StrobeShutter / Strobe8RedRedRedRed9OreenGreenRed FineRed Fine10BlueBlueGreenGreen Fine11WhiteWhiteGreen FineBlue12Color MacroCCTBlueBlue13CCTZoomBlue FineWhite14ZoomCrosfade Fine Color to ProtocolWhite FineWhite15Consfade FineColor MacroColor MacroColor Macro16Consfade FineColor MacroColor MacroColor Macro17Cofade from WhiteColor MacroColor MacroColor Macro18ControlPattern FadeZoom FineZoom Fine20Pattern FadeCrosfade Fine White to Color Corsfade from Color to Pixel EngineConsfade Fine Color to Pixel Engine21ControlPattern FadeCrosfade Fine White to ColorCorsfade fine Color to Pixel <b< th=""><th></th><th colspan="6">Fixture Engine</th></b<>		Fixture Engine					
2     Pan Fine     Pan Fine     Pan Fine     Pan Fine       3     Tilt     Tilt     Tilt     Tilt     Tilt       4     Tilt Fine     Tilt Fine     Tilt Fine     Tilt Fine       5     Dimmer     Dimmer     Dimmer     Dimmer Fine       6     Dimmer Fine     Dimmer Fine     Dimmer Fine     Dimmer Fine       7     Shutter / Strobe     Shutter / Strobe     Shutter / Strobe       8     Red     Red     Red     Red       9     Green     Green     Red Fine     Red       10     Blue     Blue     Green Fine     Green Fine       11     White     White     Green Fine     Blue Fine       12     Color Macro     CCT     Blue     Blue Fine       13     CCT     Zoom     Blue Fine     White       14     Zoom     Crossfade frow Clor to Pixel Engine     Crossfade from Vhite to Color Macro     Color Macro       16     Crossfade frow Vhite to Crossfade from Vhite to Color Macro     Color Macro     Color Macro       16     Crossfade from Vhite to Crossfade from Vhite to Color Macro     Color Macro     Color Macro       16     Crossfade from Vhite to Crossfade from Vhite to Color Macro     Color Macro     Color Macro       17	Ch	Basic	FX	Standard	Extended		
3       Tilt       Tilt       Tilt       Tilt         4       Tilt Fine       Tilt Fine       Tilt Fine       Tilt Fine         5       Dimmer       Dimmer       Dimmer       Dimmer         6       Dimmer Fine       Dimmer Fine       Dimmer Fine       Dimmer         7       Shutter / Strobe       Shutter / Strobe       Shutter / Strobe       Shutter / Strobe         8       Red       Red       Red       Red       Red         9       Green       Green       Red Fine       Red Fine         10       Blue       Blue       Green Red Fine       Green Fine         11       White       White       Green Red Fine       Blue Fine         12       Color Macro       CCT       Blue       Blue Fine       Blue Fine         13       CCT       Zoom       Blue Fine       White       White         14       Zoom       Crossfade Frow Color to Color Macro       Color Macro       Color Macro         14       Zoom       Control       CCT       Control       Cotr       Color Macro       Color Macro         15       Crossfade Frow Uhite to Color for White to Color Macro       Color Macro       Color Color fore       Cotrot Colo	1	Pan	Pan	Pan	Pan		
4       Tilt Fine       Tilt Fine       Tilt Fine         5       Dimmer       Dimmer       Dimmer       Dimmer         6       Dimmer Fine       Dimmer Fine       Dimmer Fine       Dimmer Fine         7       Shutter / Strobe       Shutter / Strobe       Shutter / Strobe       Shutter / Strobe         8       Red       Red       Red       Red         9       Green       Green       Red Fine       Red Fine         10       Blue       Blue       Green / Green / Green / Fine       Green / Gree	2	Pan Fine	Pan Fine	Pan Fine	Pan Fine		
5     Dimmer     Dimmer     Dimmer     Dimmer Fine       6     Dimmer Fine     Dimmer Fine     Dimmer Fine     Dimmer Fine       7     Shutter / Strobe     Shutter / Strobe     Shutter / Strobe     Shutter / Strobe       8     Red     Red     Red     Red       9     Green     Green     Red Fine     Red Fine       10     Blue     Blue     Green     Green Ine       11     White     White     Green Fine     Green Ine       12     Color Macro     CCT     Blue     Blue     Blue       13     CCT     Zoom     Blue Fine     Blue Fine       14     Zoom     Crossfade from Color to Protocol     White     White       15     Portocol     Corosfade from White to Color     Color Macro     Color Macro       16     Portel Engine     Control     CCT     CCT     Corn       17     to Color     Pattern     Zoom     Zoom     Color Macro       18     Control     Pattern     Zoom     Zoom Fine     Zoom Fine       20     Pattern Fade     Crossfade from Color to Pixel Engine     Crossfade from White to Color     Crossfade from White to Color     Crossfade from White to Color       21     Pattern Fade	3	Tilt	Tilt	Tilt	Tilt		
6         Dimmer Fine         Dimmer Fine         Dimmer Fine           7         Shutter / Strobe         Shutter / Strobe         Shutter / Strobe         Shutter / Strobe           8         Red         Red         Red         Red         Red           9         Green         Green         Red Fine         Red Fine           10         Blue         Blue         Green         Green           11         White         White         Green Fine         Green Fine           12         Color Macro         CCT         Blue         Blue         Blue           13         CCT         Zoom         Blue Fine         Blue Fine         The strange           14         Zoom         Crossfade Fixel Engine         White         White         White         Protocol           15         Crossfade Fixel Engine         Crossfade from White to         Color Macro         Color Macro         Color Macro           16         Crossfade from White         Color         Cort CT         CCT         CCT         Com           17         Crossfade from White         Control         CCT         CCT         CCT         CCT         CCT         CCT         CCT         CCT         CCT	4	Tilt Fine	Tilt Fine	Tilt Fine	Tilt Fine		
7Shutter / StrobeShutter / StrobeShutter / StrobeShutter / Strobe8RedRedRedRed9GreenGreenRed FineRed Fine10BlueBlueGreenGreen11WhiteWhiteGreen FineGreen Fine12Color MacroCCTBlueBlue13CCTZoomBlue FineBlue Fine14ZoomCrossfade Pixel Engine ProtocolWhiteWhite15Crossfade Fixel Engine ProtocolCrossfade from Color to Color MacroColor Macro16ProtocolControlCCTColor Macro17to Cosfade from Color to ColorColor MacroColor Macro18ControlPatternZoomZoom19Pattern SpeedZoom FineZoom Fine20Pattern FadeCrossfade from Color to Pixel EngineCrossfade from Color to Pixel Engine21Pattern TransitionCrossfade from Color to Pixel EngineCrossfade from Color to Pixel Engine22Foreground IntensityCTO on colorsCTO on colors23Foreground StrobeControlControl24Background RedPattern27Background Background BluePattern Fade28Background MitePattern Fade29Background WhiteForeground Strobe30Image: StrobeSackground Strobe31Image: StrobeSackground Strobe3	5	Dimmer	Dimmer	Dimmer	Dimmer		
8RedRedRedRed9GreenGreenGreenRed FineRed Fine10BlueBlueGreenGreenGreen11WhiteWhiteGreen FineGreen Fine12Color MacroCCTBlueBlueBlue13CCTZoomBlue FineBlue FineBlue Fine14ZoomCrossfade Pixel Engine ProtocolWhiteWhiteWhite15ProtocolCrossfade from Color to Pixel EngineColor MacroColor Macro16ProtocolCrossfade from White to ColorColor MacroColor Macro17Crossfade from White ColorCortrolCCTCCT18ControlPatternZoomZoom19Pattern SpeedZoom FineZoom FineCrossfade from Color to Pixel Engine20Pattern TransitionCrossfade from Color to Pixel EngineCrossfade from Color to Pixel Engine21Pattern TransitionCrossfade from White to ColorColor CortrolControl22Foreground IntensityCTO on colorsCTO on colorsCTO on colors23Foreground StrobeTintTintTint24Background MitePatternPattern Speed25Background MedPatternPattern Fade27Background MitePattern FadePattern Fade29Background MitePattern FadePattern Fade29Background Mite <td>6</td> <td>Dimmer Fine</td> <td>Dimmer Fine</td> <td>Dimmer Fine</td> <td>Dimmer Fine</td>	6	Dimmer Fine	Dimmer Fine	Dimmer Fine	Dimmer Fine		
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10BlueBlueGreenGreen11WhiteWhiteGreen FineGreen Fine12Color MacroCCTBlueBlue13CCTZoomBlue FineBlue Fine14ZoomProtocolMhiteWhite15Crossfade Pixel Engine ProtocolCrossfade from Color to ProtocolWhite Fine16Crossfade from Color to Crossfade from White to ColorColor MacroColor Macro17Crossfade from White Cossfade from White to ColorCortrolCCTCCT18ControlPatternZoomZoomEngine20Pattern SpeedZoom FineZoom FineZoom Fine20Pattern FadeCrossfade from White to Crossfade from Color to Pixel EngineCrossfade from Color to Pixel Engine21Pattern TransitionCrossfade from White to Crossfade from Color to Pixel EngineCrossfade from Color to Pixel Engine22Foreground IntensityCroosfade from White to ColorCrossfade from White to Color23Foreground StrobeControlControl24Background StrobeTintTint26Background GreenPatternPattern27Background BluePatternPattern Speed28Background BluePattern TransitionForeground Intensity30Image: Strong StrobeStrobeForeground Intensity31Image: Strong StrobeBackground Strobe32 <td< td=""><td>8</td><td>Red</td><td>Red</td><td>Red</td><td>Red</td></td<>	8	Red	Red	Red	Red		
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12Color MacroCCTBlueBlueBlue13CCTZoomBlue FineBlue FineBlue Fine14ZoomCrossfade Pixel Engine ProtocolWhiteWhiteWhite15Crossfade Fixel Engine ProtocolCrossfade from Color to Pixel EngineWhite FineWhite Fine16Crossfade from Color to Pixel EngineCrossfade from White to ColorColor MacroColor Macro17to ColorControlCCTCCTCCT18ControlPatternZoomZoomZoom19Pattern SpeedZoom FineZoom FineCrossfade from Color to Pixel EngineCrossfade from Color to Pixel EngineCrossfade from Color to Pixel EngineCrossfade from Color to Pixel Engine20Pattern FadeCrossfade from White to ColorCorosfade from Color to Pixel EngineCrossfade from Color to Pixel Engine21Pattern TransitionEngineCrossfade from White to ColorControlControl23Foreground IntensityCTO on colorsCTO on colors24Background KrobeTintTint25Background GreenPatternPattern27Background BluePattern Fade28Background BluePattern Transition30Image: State S	10	Blue	Blue	Green	Green		
13CCTZoomBlue FineBlue Fine14ZoomCrossfade Pixel Engine ProtocolWhiteWhiteWhite15Crossfade Fixel Engine ProtocolCrossfade from Color to Pixel EngineWhite FineWhite Fine16Crossfade from Color to Pixel Engine to ColorColor MacroColor MacroColor Macro17Crossfade from White to ColorControlCCTCCTCCT18ControlPatternZoomZoomZoom19Pattern SpeedZoom FineZoom FineCrossfade from White to ColorCrossfade from Color to Pixel EngineCrossfade from Color to Pixel Engine20Pattern TransitionCrossfade from Color to Pixel EngineCrossfade from White to ColorCrossfade from White to Color21Pattern TransitionCrossfade from White to ColorCrossfade from White to ColorCrossfade from White to Color23Foreground IntensityCTO on colorsCTO on colors24Background IntensityCTO on colorsCTO on colors25Background RedPatternPattern27Background GreenPattern Fade29Background BluePattern Transition30Image: Solution of the solutionSolution31Image: Solution of the solutionSolution32Image: Solution of the solutionSolution33Image: Solution of the solutionBackground Intensity33Image: Solution of the solution<	11	White	White	Green Fine	Green Fine		
14ZoomCrossfade Pixel Engine ProtocolWhiteWhite15Crossfade Fixel Engine ProtocolCrossfade from Color to Pixel EngineWhite FineWhite Fine16Crossfade from Color to ColorCrossfade from White to ColorColor MacroColor Macro17Crossfade from White ColorControlCCTCCT18ControlPatternZoomZoom20Pattern SpeedZoom FineZoom FineCrossfade Fixel Engine Protocol21Pattern FadeCrossfade from Color to Pixel EngineCrossfade from Color to Pixel EngineCrossfade from Color to Pixel Engine22Foreground IntensityCrossfade from White to ColorCrossfade from White to ColorCrossfade from White to Color23Foreground IntensityCTO on colorsCTO on colorsCTO on colors24Background IntensityCTO on colorsCTO on colors25Background RedPatternPattern27Background BluePattern Fade28Background BluePattern Fade29Background WhiteForeground Intensity30ConstructionForeground Strobe31ConstructionBackground Strobe32Background BluePattern Transition33Background KedBackground Strobe34Background KedBackground Strobe	12	Color Macro	ССТ	Blue	Blue		
14       Zoom       Protocol       Protocol       Protocol       Write         15       Crossfade Fixel Engine Protocol       Crossfade from Color to Pixel Engine       White Fine       White Fine         16       Pixel Engine Color       Crossfade from White to Color       Color Macro       Color Macro         17       Crossfade from White to Color       Control       CCT       CCT         18       Control       Pattern       Zoom       Zoom       Zoom         19       Pattern Speed       Zoom Fine       Zoom Fine       Zoom Fine         20       Pattern Fade       Crossfade from Color to Pixel Engine       Engine       Crossfade from Color to Pixel Engine       Engine         21       Pattern Transition       Engine       Crossfade from White to Color       Crossfade from White to Color       Crossfade from White to Color       Color         23       Foreground Intensity       CTO on colors       CTO on colors       CTO on colors         24       Background Intensity       CTO on colors       CTO on colors         25       Background Strobe       Tint       Tint         26       Background Green       Pattern Fade         29       Background Blue       Pattern Transition         30	13	ССТ	Zoom	Blue Fine	Blue Fine		
15       Protocol       Pixel Engine       Write Fine       Write Fine         16       Crossfade from Color to Pixel Engine       Crossfade from White to Color       Color Macro       Color Macro         17       Crossfade from White to Color       Control       CCT       CCT         18       Control       Pattern       Zoom       Zoom         20       Pattern Speed       Zoom Fine       Crossfade Pixel Engine Protocol       Crossfade Pixel Engine Protocol         21       Pattern Transition       Crossfade from White to Color       Crossfade from White to Color       Crossfade from Color to Pixel Engine       Engine         22       Foreground Intensity       Crossfade from White to Color       Color       Color         23       Foreground Intensity       CTO on colors       CTO on colors       CTO on colors         24       Background Strobe       Tint       Tint       Tint         25       Background Red       Pattern Speed       Pattern Speed         28       Background Blue       Pattern Speed       Pattern Speed         29       Background White       Foreground Intensity       Foreground Intensity         30       Image: Color       Foreground Intensity       Foreground Intensity         31       Ima	14	Zoom		White	White		
16Pixel EngineColorColor MacroColor Macro17Crossfade from White to ColorControlCCTCCT18ControlPatternZoomZoom19Pattern SpeedZoom FineZoom Fine20Pattern FadeCrossfade Pixel Engine ProtocolCrossfade Pixel Engine21Pattern TransitionCrossfade from Color to Pixel EngineCrossfade from Color to Pixel Engine22Foreground IntensityCrossfade from White to ColorCrossfade from White to Color23Foreground StrobeControlControl24Background IntensityCTO on colorsCTO on colors25Background RedPattern27Background GreenPattern Fade29Background BluePattern Transition30Foreground WhitePattern Transition31SolutionForeground Strobe32SolutionBackground Red33Background RedPattern Speed34Background RedBackground Red34Background MiteBackground Strobe	15		Crossfade from Color to	White Fine	White Fine		
17to ColorCOntrolCC1CC118ControlPatternZoomZoom19Pattern SpeedZoom FineZoom Fine20Pattern FadeCrossfade Pixel Engine ProtocolCrossfade Pixel Engine Protocol21Pattern TransitionCrossfade from Color to PixelCrossfade from White to Color22Foreground IntensityCrossfade from White to ColorColor23Foreground StrobeControlControl24Background IntensityCTO on colorsCTO on colors25Background StrobeTintTint26Background RedPattern27Background GreenPattern Speed28Background BluePattern Fade29Background WhitePattern Transition30Foreground StrobeForeground Intensity31Sackground WhitePattern Transition32Sackground RedBackground Intensity33Sackground RedBackground Intensity34Sackground RedBackground Intensity	16			Color Macro	Color Macro		
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20Pattern FadeCrossfade Pixel Engine ProtocolCrossfade Pixel Engine Protocol21Pattern TransitionCrossfade from Color to Pixel EngineCrossfade from Color to Pixel Engine22Foreground IntensityCrossfade from White to ColorCrossfade from White to Color23Foreground StrobeControlControl24Background IntensityCTO on colorsCTO on colors25Background StrobeTintTint26Background GreenPattern27Background BluePattern Speed28Background BluePattern Transition30Foreground WhitePattern Transition31Foreground StrobeStrobe32Background WhiteBackground Intensity33Background RedBackground Intensity34Background RedBackground Intensity	18	Control	Pattern	Zoom	Zoom		
21Pattern TransitionCrossfade from Color to Pixel EngineCrossfade from Color to Pixel Engine22Foreground IntensityCrossfade from White to ColorCrossfade from White to Color23Foreground StrobeControlControl24Background IntensityCTO on colorsCTO on colors25Background StrobeTintTint26Background RedPattern27Background GreenPattern Speed28Background BluePattern Fade29Background WhitePattern Transition30Foreground StrobeForeground Intensity31Sackground WhiteBackground Intensity32Background WhiteBackground Intensity33Background RedBackground Intensity34Background RedBackground Red	19		Pattern Speed	Zoom Fine	Zoom Fine		
21Pattern TransitionEngineEngine22Foreground IntensityCrossfade from White to ColorCrossfade from White to Color23Foreground StrobeControlControl24Background IntensityCTO on colorsCTO on colors25Background StrobeTintTint26Background RedPattern27Background GreenPattern Speed28Background BluePattern Transition30Sackground WhitePattern Transition31Sackground WhiteForeground Intensity32Background WhiteBackground Intensity33Sackground RedBackground Intensity34Sackground RedBackground Red	20		Pattern Fade	Crossfade Pixel Engine Protocol	Crossfade Pixel Engine Protocol		
22Foreground IntensityCrossfade from White to ColorCrossfade from White to Color23Foreground StrobeControlControl24Background IntensityCTO on colorsCTO on colors25Background StrobeTintTint26Background RedPattern27Background GreenPattern Speed28Background BluePattern Fade29Background WhitePattern Transition30Foreground WhiteForeground Intensity31Sackground WhiteBackground Intensity32Sackground WhiteBackground Intensity33Sackground RedBackground Intensity34Sackground RedBackground Red	21		Pattern Transition				
24     Background Intensity     CTO on colors     CTO on colors       25     Background Strobe     Tint     Tint       26     Background Red     Pattern       27     Background Green     Pattern Speed       28     Background Blue     Pattern Transition       30     Foreground Intensity     Speed       31     Speed     Background Intensity       32     Background White     Background Intensity       33     Background Red     Background Intensity	22		Foreground Intensity				
25     Background Strobe     Tint     Tint       26     Background Red     Pattern       27     Background Green     Pattern Speed       28     Background Blue     Pattern Fade       29     Background White     Pattern Transition       30     Foreground Intensity       31     Background Intensity       32     Background Intensity       33     Background Red	23		Foreground Strobe	Control	Control		
26     Background Red     Pattern       27     Background Green     Pattern Speed       28     Background Blue     Pattern Fade       29     Background White     Pattern Transition       30     Foreground Intensity       31     Foreground Strobe       32     Background White       33     Background Red	24		Background Intensity	CTO on colors	CTO on colors		
27     Background Green     Pattern Speed       28     Background Blue     Pattern Fade       29     Background White     Pattern Transition       30     Foreground Intensity       31     Foreground Strobe       32     Background Mite       33     Background Red	25		Background Strobe	Tint	Tint		
28     Background Blue     Pattern Fade       29     Background White     Pattern Transition       30     Foreground Intensity       31     Foreground Strobe       32     Background Intensity       33     Background Strobe       34     Background Red	26		Background Red		Pattern		
29     Background White     Pattern Transition       30     Foreground Intensity       31     Foreground Strobe       32     Background Intensity       33     Background Strobe       34     Background Red	27		Background Green		Pattern Speed		
30     Foreground Intensity       31     Foreground Strobe       32     Background Intensity       33     Background Strobe       34     Background Red	28		Background Blue		Pattern Fade		
31     Foreground Strobe       32     Background Intensity       33     Background Strobe       34     Background Red	29		Background White		Pattern Transition		
32     Background Intensity       33     Background Strobe       34     Background Red	30				Foreground Intensity		
33     Background Strobe       34     Background Red	31				Foreground Strobe		
34     Background Red	32				Background Intensity		
	33				Background Strobe		
	34				Background Red		
35 Background Green	35				Background Green		

### Fixture Engine

Ch	Basic	FX	Standard	Extended
36				Background Blue
37				Background White

### Pixel Engine

Channel	Off	Pixel Engine Ring	Pixel
1		Red 1	Red 1
2		Green 1	Green 1
3		Blue 1	Blue 1
4		White 1	White 1
5		Red 2	Red 2
6		Green 2	Green 2
7		Blue 2	Blue 2
8		White 2	White 2
9		Red 3	Red 3
10		Green 3	Green 3
11		Blue 3	Blue 3
12		White 3	White 3
13			Red 4
14			Green 4
15			Blue 4
16			White 4
17			Red 5
18			Green 5
19			Blue 5
20			White 5
21			Red 6
22			Green 6
23			Blue 6
24			White 6
25			Red 7
26			Green 7
27			Blue 7
28			White 7

Bas	FX	Std	Ext	Function	DMX Value	Default
1	1	1	1	PAN Lineary from 0% to 100%	000 ÷ 255	128
2	2	2	2	PAN FINE Lineary from 0% to 100%	000 ÷ 255	128
3	3	3	3	TILT Lineary from 0% to 100%	000 ÷ 255	128
4	4	4	4	TILT FINE Lineary from 0% to 100%	000 ÷ 255	128
5	5	5	5	DIMMER Lineary from close to open	000 ÷ 255	000
6	6	6	6	DIMMER FINE Lineary from close to open	000 ÷ 255	000
7	7	7	7	SHUTTER Close Strobe from slow to fast Open Pulse out from slow to fast Open Random from slow to fast Open	$\begin{array}{c} 000 \div 001 \\ 002 \div 062 \\ 063 \div 064 \\ 065 \div 125 \\ 126 \div 127 \\ 128 \div 188 \\ 189 \div 190 \\ 191 \div 251 \\ 252 \div 255 \end{array}$	255
8	8	8	8	RED Lineary from 0% to 100%	000 ÷ 255	255
		9	9	RED FINE Lineary from 0% to 100%	000 ÷ 255	255
9	9	10	10	GREEN Lineary from 0% to 100%	000 ÷ 255	255
		11	11	GREEN FINE Lineary from 0% to 100%	000 ÷ 255	255
10	10	12	12	BLUE Lineary from 0% to 100%	000 ÷ 255	255
		13	13	BLUE FINE Lineary from 0% to 100%	000 ÷ 255	255
11	11	14	14	WHITE Lineary from 0% to 100%	000 ÷ 255	255
		15	15	WHITE FINE Lineary from 0% to 100%	000 ÷ 255	255
12		16	16	COLOR MACRO Open Red Green Blue Cyan Magenta Yellow Dirty White Alice Blue Congo Blue Dark Steel Blue Deep Lavender Lilac Ting Daylight Blue Flame Red Bastard Amber Deep Orange Pale Gold Apricot Bright Blue Primary Green Special Lavender Pale Gold Amber Mauwe Dark Blue	$\begin{array}{c} 000 \div 001 \\ 002 \div 003 \\ 004 \div 005 \\ 006 \div 007 \\ 008 \div 009 \\ 010 \div 011 \\ 012 \div 013 \\ 014 \div 015 \\ 016 \div 017 \\ 018 \div 019 \\ 020 \div 021 \\ 022 \div 023 \\ 024 \div 025 \\ 026 \div 027 \\ 028 \div 029 \\ 030 \div 031 \\ 032 \div 033 \\ 034 \div 035 \\ 036 \div 037 \\ 038 \div 037 \\ 034 \div 045 \\ 044 \div 044 \\ 044 \div 045 \\ 046 \div 047 \\ 048 \div 047 \\ 048 \div 055 \\ 056 \div 057 \\ 058 \div 058 \\$	000

	- FY	I		l		
Bas	FX	Std	Ext	Function	DMX Value	Default
12		16	16	COLOR MACRO Light Blue Steel Blue Medium Blue+Green Peacock Blue Magenta Dark Pink Middle Rose Light Sose Light Rose Light Rose Light Rose Light Rose Orange Deep Amber Straw Light Mober Straw Light Mober Syring Yellow Dark Yellow Green Just Blue Sky Blue Lavender Light Lavender Pink Carnation Medium Pink Light Pink Sunset Red Dark Amber Gold Amber Fire Surprise Peach Straw Tint Medium Yellow Lee Minus Green Pale Gold Orange Deep Straw Rose Purple Deep Purple Soft Green Reserved 2800K 3000K 3000K 4000K 4400K 4400K 4400K	$ \begin{array}{c} 060 \div 061 \\ 062 \div 063 \\ 064 \div 065 \\ 066 \div 067 \\ 068 \div 069 \\ 070 \div 071 \\ 072 \div 073 \\ 074 \div 075 \\ 076 \div 077 \\ 078 \div 079 \\ 080 \div 081 \\ 082 \div 083 \\ 084 \div 085 \\ 086 \div 087 \\ 088 \div 089 \\ 090 \div 091 \\ 092 \div 093 \\ 094 \div 095 \\ 096 \div 097 \\ 098 \div 099 \\ 100 \div 101 \\ 102 \div 103 \\ 104 \div 105 \\ 106 \div 107 \\ 108 \div 109 \\ 110 \div 111 \\ 112 \div 113 \\ 114 \div 115 \\ 116 \div 117 \\ 118 \div 119 \\ 120 \div 121 \\ 122 \div 123 \\ 124 \div 125 \\ 126 \div 127 \\ 128 \div 129 \\ 130 \div 131 \\ 132 \div 133 \\ 134 \div 135 \\ 136 \div 211 \\ 212 \div 213 \\ 214 \div 215 \\ 216 \div 217 \\ 218 \div 219 \\ 220 \div 221 \\ 222 \div 223 \\ 224 \div 225 \\ 226 \div 227 \\ 228 \div 229 \\ 230 \div 231 \\ 234 \div 235 \\ 236 \div 237 \\ 238 \div 239 \\ 240 \div 241 \\ 244 \div 245 \\ 246 \div 247 \\ 248 \div 249 \\ 244 \div 247 \\ 248 \div 247 $	000
				9000K 10000K	250 ÷ 251 252 ÷ 253	
				Full On	252 ÷ 255 254 ÷ 255	
13	12	17	17	CCT Linear from 2800K to 10000K	000 ÷ 255	000
14	13	18	18	ZOOM Lineary from 0% to 100%	000 ÷ 255	000
		19	19	ZOOM FINE Lineary from 0% to 100%	000 ÷ 255	000
		0.5	0.5	CROSSFADE PIXEL ENGINE PROTOCOL	000 - 233	
15	14	20	20	Fades from 1 <sup>st</sup> to 2 <sup>nd</sup> protocol according to the combination choosed	000 ÷ 255	000

### PROLIGHTS - Astra Wash7Pix

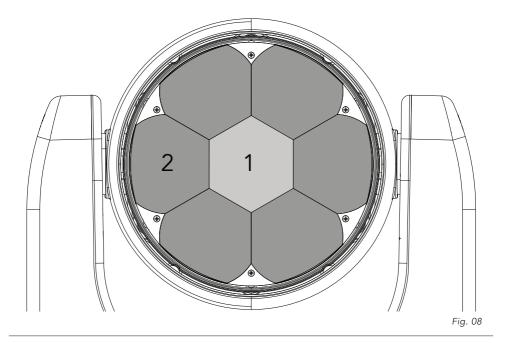
Bas	FX	Std	Ext	Function	DMX Value	Default
16	15	21	21	CROSSFADE FROM COLOR ENGINE TO PIXEL ENGINE Linear from Color Engine to Pixel Engine	000 ÷ 255	000
17	16	22	22	CROSSFADE FROM WHITE TO COLOR Linear from CCT to Color engine 000 ÷ 255		255
18	17	23	23	CONTROL No Function KLUNGNET OFF No Function KLUNGNET OFF PAN REVERSE OFF PANTIET OFF PAN REVERSE OFF PANTIET MODE SECOF PANTIET SECOF PANTIET MODE SECOF PANTIET MODE SECOF PANTIET SECOF PANTIET PANTIET MODE SECOF PANTIET MODE SECOF PANTIET PANTIET MODE SECOF PANTIET	$\begin{array}{c} 000 \div 001\\ 002 \div 003\\ 004 \div 005\\ 006 \div 007\\ 008 \div 009\\ 010 \div 011\\ 012 \div 013\\ 014 \div 015\\ 016 \div 017\\ 018 \div 019\\ 022 \div 023\\ 024 \div 025\\ 026 \div 027\\ 028 \div 029\\ 030 \div 031\\ 032 \div 033\\ 034 \div 035\\ 036 \div 037\\ 038 \div 037\\ 046 \div 047\\ 048 \div 049\\ 050 \div 051\\ 056 \div 057\\ 058 \div 057\\ 056 \div 057\\ 058 \div 057\\ 056 \div 057\\ 058 \div 057\\ 056 $	000

### PROLIGHTS - Astra Wash7Pix

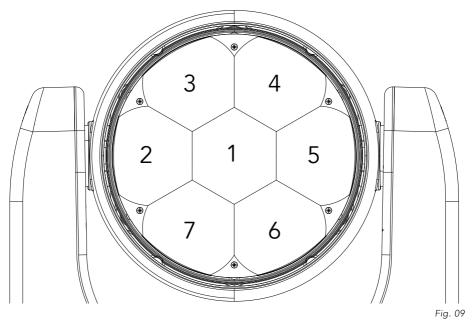
Bas	FX	Std	Ext	Function	DMX Value	Default
		24	24	CTO ON COLORS Lineary from 0% to 100%	000 ÷ 255	000
		25	25	TINT           +25 % to +0 % magenta           balanced           +0 % to +25 % green	000 ÷ 127 128 129 ÷ 255	128
	18		26	PATTERN         No FX         All rings In & Out         All rings In & Out Bouncing         Single Ring In & Out Bouncing         All Pixels In & Out in Right Direction         Single Line In & Out in Right Direction         Single Line In & Out in Bottom Direction         Single Line In & Out in Bottom Direction         Single Line In & Out Bouncing in Left / Right Direction         All Pixels In & Out in Bottom Direction         Single Line In & Out Bouncing in Top / Bottom Direction         Half Pixels rotating clockwise         Fixture divided into 2 parts ring effect         Random with 1px Density         Random with 5px Density         Random with 5px Density         Random with 7px Density         Pixel Going around Ring 1         Pixel Going around Ring 2         Pixel Soing around Ring 2         Pixel Soing around Ring 2         Pixel Soing around Ring 2         Pixels In & Out on Ring 2 side to side         Triangle from 9 pixels rotate to right         Wiggling clock	$\begin{array}{c} 000 \div 016\\ 017 \div 022\\ 023 \div 028\\ 029 \div 034\\ 035 \div 040\\ 041 \div 046\\ 047 \div 052\\ 053 \div 058\\ 059 \div 064\\ 065 \div 070\\ 071 \div 076\\ 077 \div 082\\ 083 \div 088\\ 089 \div 094\\ 095 \div 100\\ 101 \div 106\\ 107 \div 112\\ 113 \div 118\\ 119 \div 124\\ 125 \div 130\\ 131 \div 136\\ 137 \div 142\\ 143 \div 148\\ 149 \div 154\\ 155 \div 160\\ 161 \div 166\\ 167 \div 172\\ 173 \div 178\\ 179 \div 184\\ 185 \div 190\\ 191 \div 196\\ 197 \div 202\\ 203 \div 208\\ 209 \div 214\\ 215 \div 220\\ 227 \div 232\\ 233 \div 238\\ 239 \div 244\\ 245 \div 250\\ 251 \div 255\\ 251 \div 255\\ \end{array}$	000
	19		27	PATTERN SPEED Indexing CW from fast to slow Stop CCW from slow to fast	000 ÷ 127 128 ÷ 190 191 ÷ 192 193 ÷ 255	000
	20		28	PATTERN FADE Lineary from 0% to 100%	000 ÷ 255	000
	21		29	PATTERN TRANSITION Lineary from 0% to 100%	000 ÷ 255	000
	22		30	FOREGROUND INTENSITY Lineary from 0% to 100%	000 ÷ 255	000
	23		31	FOREGROUND STROBE Close Strobe from slow to fast Open Pulse in from slow to fast Open Pulse out from slow to fast Open Random from slow to fast Open	$\begin{array}{c} 000 \div 001 \\ 002 \div 062 \\ 063 \div 064 \\ 065 \div 125 \\ 126 \div 127 \\ 128 \div 188 \\ 189 \div 190 \\ 191 \div 251 \\ 252 \div 255 \end{array}$	255

Bas	FX	Std	Ext	Function	DMX Value	Default
	24		32	BACKGROUND INTENSITY Lineary from 0% to 100%	000 ÷ 255	000
	25		33	BACKGROUND STROBE Close Strobe from slow to fast Open Pulse in from slow to fast Open Pulse out from slow to fast Open Random from slow to fast Open	$\begin{array}{c} 000 \div 001 \\ 002 \div 062 \\ 063 \div 064 \\ 065 \div 125 \\ 126 \div 127 \\ 128 \div 188 \\ 189 \div 190 \\ 191 \div 251 \\ 252 \div 255 \end{array}$	255
	26		34	BACKGROUND RED Lineary from 0% to 100%	000 ÷ 255	000
	27		35	BACKGROUND GREEN Lineary from 0% to 100%	000 ÷ 255	000
	28		36	BACKGROUND BLUE Lineary from 0% to 100%	000 ÷ 255	000
	29		37	BACKGROUND WHITE Lineary from 0% to 100%	000 ÷ 255	000

### 13 - RING LAYOUT



14 - PIXEL LAYOUT

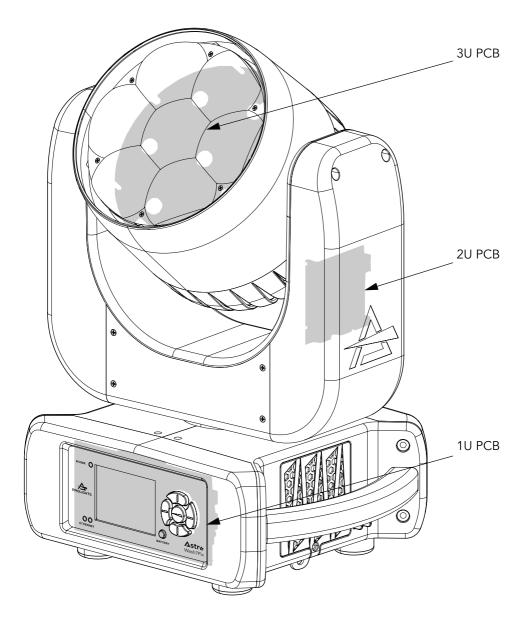


### **15 - ERROR MESSAGES**

The error is shown on the unit display. In the table below, the "ERROR SHOWED ON SCREEN" column lists the possible errors, accompanied by a possible cause ("POSSIBLE" CAUSES "column). The color of the error messages (listed in the "COLOR MESSAGES" column) is different for each board it refers to ("PCB" column).

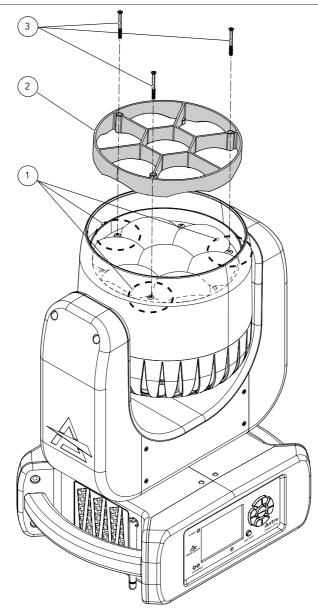
On page 30 you can see the location of the various pcb boards.

ERROR SHOWED ON SCREEN	POSSIBLE CAUSES	COLOUR MESSAGES	РСВ
[DISPLAY BATTERY ERROR]	Battery not present or not detected from the display PCB.	Green	1U
[BASE FAN ERROR]	Blower for cooling base failed.	Green	1U
[DMX ACTIVE]	If transfer configuration is used with dmx signal connected.	Green	1U
[MAINTENANCE TIME]	Need to be done standard maintenance and also reset of elapsed time.	Green	1U
[PAN/TILT PCB ERROR]	Pan tilt pcb not detected.	Blue	2U
[PAN MOTOR ERROR]	<ul> <li>This message will appear after the reset of the product if:</li> <li>the PAN magnetic-indexing circuit detect a failure (sensor failed or magnet is missing);</li> <li>or the stepping motor is defective;</li> <li>or its driving IC on the PCB is defective;</li> <li>or the product is not located in the default position after the reset of the fixture.</li> </ul>	Blue	2U
[TILT MOTOR ERROR]	<ul> <li>This message will appear after the reset of the product if:</li> <li>the TILT magnetic-indexing circuit detect a failure (sensor failed or magnet is missing);</li> <li>or the stepping motor is defective;</li> <li>or its driving IC on the PCB is defective;</li> <li>or the product is not located in the default position after the reset of the fixture.</li> </ul>	Blue	2U
[PAN SENSOR ERROR]	Pan sensor not detected.	Blue	2U
[TILT SENSOR ERROR]	Tilt sensor not detected.	Blue	2U
[PAN ENCODER ERROR]	Pan encoder not detected.	Blue	2U
[TILT ENCODER ERROR]	Tilt encoder not detected.	Blue	2U
[LED FAN ERROR]	One of the blowers for cooling the source failed, the source has been switched OFF.	Blue	2U
[DRIVER/LED PCB ERROR]	Led driver pcb not detecteld	Yellow	3U
[ZOOM ERROR]	Failure detected during the reset of the ZOOM system, if the zoom lens is not located in its default position.	Yellow	3U
[LED DRIVER TEMPERATURE ERROR]	This error message indicates that an overheating in the head has occurred and the lamp has been switched OFF by the product protection system.	Yellow	3U
[LED PCB ERROR]	LED PCB 1 not detected during reset	Yellow	3U



## **16 - ACCESSORIES INSTALLATION**

#### EGG CRATE (ASTRAW7PEC - OPTIONAL)

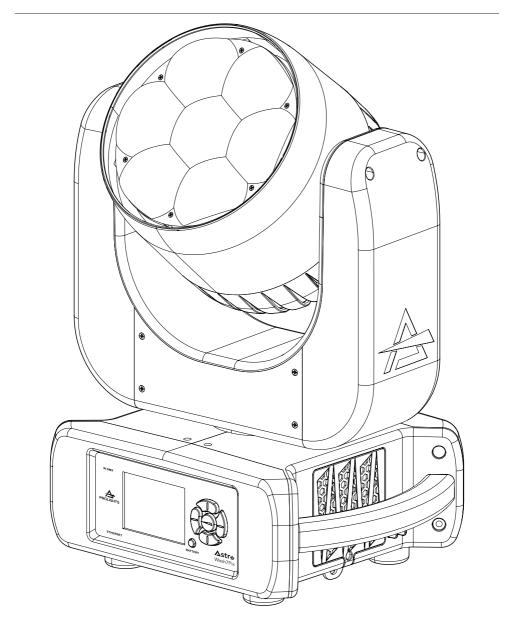


Loosen and remove the marked three screws (1). Then insert the egg crate (2) and fix the three screws (3).

Fig. 11

# **17 - PERIODICAL CLEANING**

WARNING! Turn OFF power and allow approximately 20 minutes for the fixture to cool down.



Use a soft cloth dampened with any detergent liquid for cleaning to remove the dirt from the optics. Fig. 12 Fig. 12

### **18 - MAINTENANCE**

#### MAINTENANCE AND CLEANING THE PRODUCT

WARNING: Disconnect from the mains before starting any maintenance work

It is recommended to clean the front at regular intervals, from impurities caused by dust, smoke, or other particles to ensure that the light is radiated at maximum brightness.

- For cleaning, disconnect the main plug from the socket. Use a soft, clean cloth moistened with a mild detergent. Then carefully wipe the part dry. For cleaning other housing parts use only a soft, clean cloth. Never use a liquid, it might penetrate the unit and cause damage to it.
- The user must clean the product periodically to maintain optimum performance and cooling. The user may also upload firmware (product software) to the fixture via the DMX signal input port or USB port using firmware and instructions from PROLIGHTS.
- The frequency of such maintenance operations is to be performed according to various factors, such as the amount of the use and the condition of the installation environment (air humidity, presence of dust, salinity, etc.). It is recommended that the product is subject to annual service by a qualified technician for special maintenance involving at least the following procedures:
- General cleaning of internal parts.
- For all the parts subject to friction, using lubricants specifically supplied by PROLIGHTS.
- General visual check of the internal components, cabling, mechanical parts, etc.
- Electrical, photometric and functional checks; eventual repairs.
- Cleaning the lenses. Only use neutral soap and water to clean the lenses, then dry it carefully with a soft, non-abrasive cloth.

WARNING: the use of alcohol or any other detergent could damage the lenses.

- All other service operations on the product must be carried out by PROLIGHTS, its approved service agents or trained and qualified personnel.
- It is PROLIGHTS policy to apply the strictest possible calibration procedures and use the best quality
  materials available to ensure optimum performance and the longest possible component lifetimes.
  However, optical components are subject to wear and tear over the life of the product, resulting
  in gradual changes in colours over many thousands of hours of use. The extent of wear and tear
  depends heavily on operating conditions and environment, so it is impossible to specify precisely
  whether and to what extent performance will be affected. However, you may eventually need to replace optical components if their characteristics are affected by wear and tear after an extended period of use and if you require fixtures to perform within very precise optical and colour parameters.
- Do not apply filters, lenses or other materials on lenses or other optical components. Use only accessories approved by PROLIGHTS.

#### **REPLACING THE FUSE**

WARNING: Before replacing the fuse, unplug the product from the mains.

• Remove the old fuse from the housing with a suitable screwdriver (anticlockwise) and replace it with one of the same type and of the same classification (T3.15A 250V).

#### VISUAL CHECK OF PRODUCT HOUSING

- The parts of the product cover/housing should be checked for eventual damages and breaking start at least every two months. In addition, especially the parts of the front lens holder have to be checked mechanically (by means of movement by the part) if it is firmly fastened to the fixture. If hint of a crack is found on some plastic part, do not use the product until the damaged part will be replaced.
- Cracks or another damages of the cover/housing parts can be caused by the product transportation or manipulation and also ageing process may influence materials.
- This checking is necessary for both fixed installations and preparing product for renting. Any free moving parts inside of the product, cracked cover/housing or any part of front lens not sitting properly in place need to be immediately replaced.

#### TROUBLESHOOTING

Problems	Possible causes	Checks and remedies			
Product doesn't power ON.	• No power to the product.	<ul> <li>Check that power is switched ON and cables are plugged in.</li> </ul>			
	• Fuse blown or internal fault.	<ul> <li>Check if the Fuse is intact and eventually replace it if necessary.</li> <li>Contact the PROLIGHTS Service or authorized service partner. Do not remove parts and/or covers, or carry out any repairs or service that are not described in this Safety and User Manual unless you have both authorization from PROLIGHTS and the service documentation.</li> </ul>			
Product reset correctly but does not respond correctly	Bad signal connection.	<ul> <li>Inspect connections and cables. Fix eventual bad connections. Repair or replace damaged cables.</li> </ul>			
to the contoller.	• Signal connection not terminated.	<ul> <li>Insert DMX termination plug in signal output socket of the last product on the signal line.</li> </ul>			
	• Incorrect addressing of the product.	Check the product address and control settings.			
	• One of the product is defective and is corrupt- ing the signal transmis- sion on the signal line.	• Unplug the XLR in and out connectors and connect them directly together to bypass one product at a time until normal operation is regained. Once found the error, have that fixture serviced by a qualified technician.			
Timeout error after fixture reset.	• One or more hardware components requires mechanical adjustments.	<ul> <li>Check product stored error messages for more information. Contact PROLIGHTS Service or an authorized service partner.</li> </ul>			
Mechanical effect loses position.	<ul> <li>Mechanical hardware require cleaning, adjustment or lubrification.</li> </ul>	<ul> <li>Check product stored error messages for more information. Contact PROLIGHTS Service or an authorized service partner.</li> </ul>			
Light output turn OFF Intermittently.	• Fixture is too hot.	<ul> <li>Check product stored error messages.</li> <li>Allow product to cool.</li> <li>Clean the product and airflow filters.</li> <li>Reduce ambient temperature.</li> </ul>			
	Hardware failure (tem- perature sensor, fans, Light source).	<ul> <li>Check product stored error messages for more information. Contact. PROLIGHTS Service or an authorized service partner.</li> </ul>			
General low light intensity.	<ul><li>Dirty lens assembly.</li><li>Dirty or damaged filters.</li></ul>	<ul><li>Clean the fixture regularly.</li><li>Install lens assembly properly.</li></ul>			

Contact an authorized service center in case of technical problems or not reported in the table can not be resolved by the procedure given in the table.

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