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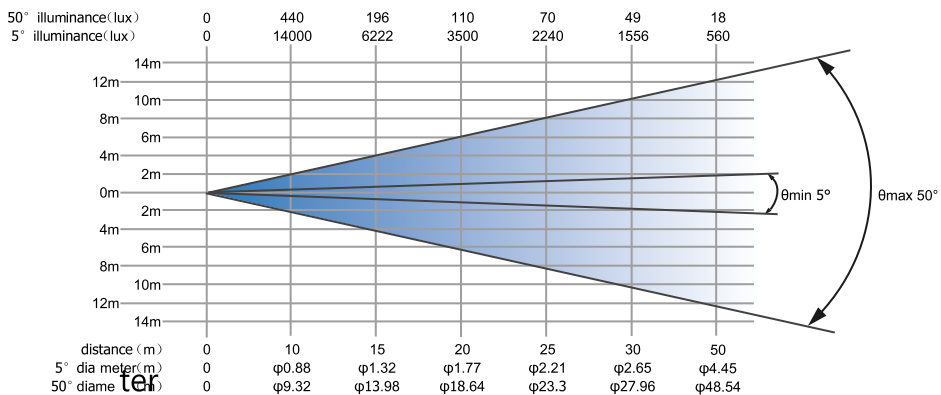
# 1/ Technical feature

Technical feature	FINE 1700LC ISPOT
Light source	1200W white LED module
Input voltage	100-240V~ 50/60Hz
Input current	12A
Input power	1200W
Power factor	PF $\geq$ 0.98
Beam angle	5°~50°
CRI	Ra $\geq$ 90
Initial luminous flux	22500 lm
Efficiency	18.7 lm/W
Color temperature	6250K
Color system	1color filters(6color filters+white light)
Gobo system	1 rotating gobo wheels(6 glass gobos)+ 1 fixed gobo wheel(9 gobos)+1 animation wheel
cutting system	1 set of full directional framing system, support $\pm 90^\circ$ rotation
Effect equipment	1 rotating 4-facet prism+1 rotating 4-facet gradient prism+ 2 frost+Electronic dimmer+Electronic strobe+Electronic iris
Pan	Pan 540°, precision 2.11°/step, pan fine 0.008°
Tilt	Tilt 270°, precision 1.05°/step, tilt fine 0.004°
Safety protection	Over current, over voltage and overheating protection
Control mode	DMX512/WDMX(optional)/ANET/ADMX/SACN
Work environment	0°C~40°C
Fixture dimension	448x430x813.5mm
Packing dimension	671x549x828.5mm
Weight	Net weight: 45kg, Gross weight: 81kg
Packing	1PCS/flight case
IP rade	IP20

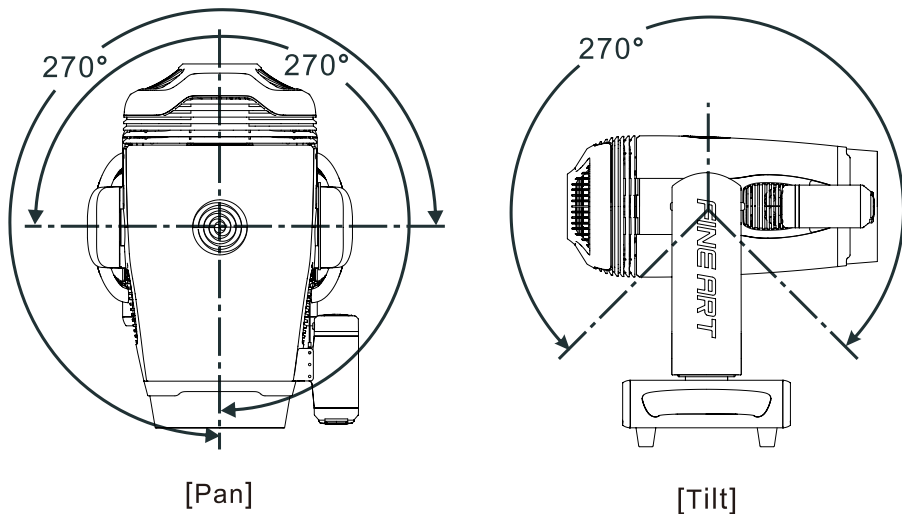
Note: The lamp light source is a non-user replacement light source. In case of damage or thermal deformation, please replace!

# 2/ Light output and beam angle range

## ■ Photometric diagram



## ■ Pan/tilt scan



# 3/ Control channel

## 3.1 Menu control channel

Channel	STND	16 BT	EXTN
1	Shutter	Shutter	Shutter
2	Dimmer	Dimmer	Dimmer
3	Dim Fine	Dim Fine	Dim Fine
4	Red/Cyan	Red/Cyan	Red/Cyan
5	Green/Mag	R/C Fine	R/C Fine
6	Blue/Yellow	Green/Mag	Green/Mag
7	ColorWheel	G/M Fine	G/M Fine
8	VirtColorWheel	Blue/Yellow	Blue/Yellow
9	ColorFunction	B/Y Fine	B/Y Fine
10	CTC	ColorWheel	Amber
11	CRI Sel	VirtColorWheel	AmberFine
12	CrossFade	ColorFunction	Lime
13	Reserved	CTC	LimeFine
14	Pan	Green Corr	ColorWheel
15	Pan Fine	CRI Sel	VirtColorWheel
16	Tilt	CrossFade	ColorFunction
17	Tilt Fine	Reserved	CTC
18	Gobo1	Pan	Green Corr
19	Gobo1 Rot	Pan Fine	CRI Sel
20	Fixed Gobo	Tilt	CrossFade
21	Anime	Tilt Fine	Reserved
22	Prism	Gobo1	Pan
23	Prism Rot	Gobo1 Rot	Pan Fine
24	Focus	G1 RotFine	Tilt
25	Zoom	Fixed Gobo	Tilt Fine
26	Frost1	Anime	Gobo1
27	Frost2	Prism	Gobo1 Rot
28	Iris	Prism Rot	G1 RotFine
29	Frame1 Pos	Focus	Fixed Gobo
30	Frame1 Ang	Focus Fine	Anime
31	Frame2 Pos	Zoom	Prism
32	Frame2 Ang	Zoom Fine	Prism Rot
33	Frame3 Pos	AutoFs Dis	Focus
34	Frame3 Ang	AutoFs DisF	Focus Fine

35	Frame4 Pos	Frost1	Zoom
36	Frame4 Ang	Frost2	Zoom Fine
37	Frame Rot	Iris	AutoFs Dis
38	Frame Macro	Frame1 Pos	AutoFs DisF
39	FixCtrl	Frame1 Ang	Frost1
40		Frame2 Pos	Frost2
41		Frame2 Ang	Iris
42		Frame3 Pos	Frame1 Pos
43		Frame3 Ang	Frame1 Ang
44		Frame4 Pos	Frame2 Pos
45		Frame4 Ang	Frame2 Ang
46		Frame Rot	Frame3 Pos
47		Frame Macro	Frame3 Ang
48		FixCtrl	Frame4 Pos
49			Frame4 Ang
50			Frame Rot
51			Frame Macro
52			FixCtrl

## 3.2 DMX channel

### STND mode

ID	Specific	Value	Function
1	Shutter	000->005 Off 006->010 On 011->105 Pulse, Slow->Fast(0~20Hz) 106->110 On 111->179 Thunder, Slow->Fast 180->185 On 186->253 Random 254->255 On	
2	Dimmer	0->255	
3	Dim Fine	0->255	
4	Red/Cyan	0->255 Red or Cyan Adjusting	then Channel control Red when Color Mix Mode is RGB; the Channel control Cyan when Color Mix Mode is CMY
5	Green/Mag	0->255 Green or Magenta Adjusting	then Channel control Blue when Color Mix Mode is RGB; the Channel control Magenta when Color Mix Mode is CMY
6	Blue/Yellow	0->255 Blue or Yellow Adjusting	then Channel control Blue when Color Mix Mode is RGB; the Channel control Magenta when Color Mix Mode is CMY
7	ColorWheel	Linear Movement 000~119 From Open to (6th Color+Open) Linearity Movement 18 Color1(Red) 35 Color2(Green) 52 Color3(Blue) 70 Color4(Orange) 86 Color5(Pink) 104 Color6(Pink) 120~120 Open Full Color 121~126 Color1(Red) 127~132 Color2(Green) 133~138 Color3(Blue) 139~144 Color4(Orange) 145~150 Color5(Pink) 151~156 Color6(Deep Green) 157~160 Open Continuous Rotation 161~200 Continuous color wheel clockwise rotation from fast to slow (46.7rpm->3.67rpm) 201~203 Stop 204~243 Continuous color wheel counter-clockwise rotation from slow to fast 3.67rpm->46.7rpm) (random full color) 244~247 Fast 248~251 Medium 252~255 Slow	
8	VirtColorWheel	see Virtual ColorWheel Table	
9	ColorFunction	Reserved	
10	CTC	0 No Function 1 CCT 8000K 2->83 CCT 7979K->6222K 84 CCT 6200K 85->111 CCT 6178K->5621K 112 CCT 5600K 113->175 CCT 5579K->4223K 176 CCT 4200K 177->222 CCT 4181K->3221K 223 CCT 3200K 234->254 CCT 3179K->2521K 255 CCT 2500K	

11	CRI Sel	000~085 Highest Bright 086~170 Bright+CRI 171~255 Highest CRI	fro CTC
12	CrossFade	000->255 Reserved	
13	Reserved	000->255	
14	Pan	000->255 Pan Rotation	
15	Pan Fine	000->255 Pan Rotation Fine	
16	Tilt	000->255 Tilt Rotation	
17	Tilt Fine	000->255 Tilt Rotation Fine	
18	Gobo1	000~009 Open 010~019 Gobo1 020~029 Gobo2 030~039 Gobo3 040~049 Gobo4 050~059 Gobo5 060~071 Gobo6 072~094 Gobo1 Shake From Slow to Fast(0.4Hz~6.6Hz) 095~117 Gobo2 Shake From Slow to Fast( 0.4Hz~6.6Hz) 118~140 Gobo3 Shake From Slow to Fast( 0.4Hz~6.6Hz) 141~163 Gobo4 Shake From Slow to Fast( 0.4Hz~6.6Hz) 164~186 Gobo5 Shake From Slow to Fast( 0.4Hz~6.6Hz) 187~209 Gobo6 Shake From Slow to Fast( 0.4Hz~6.6Hz) 210~231 Continuous gobo wheel clockwise rotation from fast to slow (70rpm->20rph) 232~233 Stop 234~255 Continuous gobo wheel counter-clockwise rotation from slow to fast (20rph->70rpm)	
19	Gobo1 Rot	000~127 0°~360° 128~190 Continuous gobo wheel clockwise rotation from fast to slow (145rpm~8.7rpm) 191~192 Stop 193~255 Continuous gobo wheel counter-clockwise rotation from slow to fast (8.7rph~145rpm)	
20	Fixed Gobo	000~008 Open 009~015 Gobo1 016~022 Gobo2 023~029 Gobo3 030~036 Gobo4 037~043 Gobo5 044~050 Gobo6 051~057 Gobo7 058~064 Gobo8 065~071 Gobo9 072~086 Gobo1 shake from slow to fast (0.4Hz~6.6Hz) 087~101 Gobo2 shake from slow to fast (0.4Hz~6.6Hz) 102~117 Gobo3 shake from slow to fast (0.4Hz~6.6Hz) 118~133 Gobo4 shake from slow to fast (0.4Hz~6.6Hz) 134~148 Gobo5 shake from slow to fast (0.4Hz~6.6Hz) 149~163 Gobo6 shake from slow to fast (0.4Hz~6.6Hz) 164~178 Gobo7 shake from slow to fast (0.4Hz~6.6Hz) 179~194 Gobo8 shake from slow to fast (0.4Hz~6.6Hz) 195~209 Gobo9 shake from slow to fast (0.4Hz~6.6Hz) 210~231 Continuous gobo wheel clockwise rotation from fast to slow (70rpm->20rph) 232~233 Stop 233~255 Continuous gobo wheel counter-clockwise rotation from slow to fast (20rph->70rpm)	
21	Anime	000~002 None 003~126 Continuous gobo wheel clockwise rotation from fast to slow (75rpm~2.8rph) 127~129 Stop 130~252 Continuous gobo wheel counter-clockwise rotation from 253~255 Stop	
22	Prism	000~010 Open 011~138 Prism1 Inserted 139~255 Prism2 Inserted	
23	Prism Rot	000~127 0°~360° 128~190 Continuous gobo wheel clockwise rotation from fast to slow (78rpm~2.32rph) 191~192 Stop 193~255 Continuous gobo wheel counter-clockwise rotation from slow to fast (2.32rph~78rpm)	
24	Focus	Infinity -> Near	

25	Zoom	Narrow beam -> Wide beam	
26	Frost1	000~127 Open 128~255 Light Frost	
27	Frost2	000~255 0~100% Linear Movement 000~131 Open->Closed	
28	Iris	132~151 Iris pulsation from slow to fast speed (0.1~5Hz) 152~171 Iris pulsation from slow to fast speed with fast closing (0.1~5Hz) 172~191 Iris pulsation from slow to fast speed with fast opening 192~255 Reserved	
29	Frame1 Pos	000~255 Out -> In	
30	Frame1 Ang	000~255 Angle- --> Parallel --> Angle+	
31	Frame2 Pos	000~255 Out -> In	
32	Frame2 Ang	000~255 Angle- --> Parallel --> Angle+	
33	Frame3 Pos	000~255 Out -> In	
34	Frame3 Ang	000~255 Angle- --> Parallel --> Angle+	
35	Frame4 Pos	000~255 Out -> In	
36	Frame4 Ang	000~255 Angle- --> Parallel --> Angle+	
37	Frame Rot	000~255 From 0° -> 180° rotation	
38	Frame Macro	000~009 None 010~019 Square 020~029 Rectangle 030~039 Triangle 040~049 Rhombus 050~059 Trapezium 060~255 Reserved	
39	FixCtrl	000~009 None 010~014 Entire Fixture Reset, staying in this range for 5 seconds. 015~029 Effects Reset, staying in this range for 5 seconds. 030~034 Pan/Tilt Reset, staying in this range for 5 seconds. 035~049 Reserved 050~054 Led Module Out Frequency 1.2KHz --3s 055~059 Led Module Out Frequency 2.4KHz --3s 060~064 Led Module Out Frequency 12KHz --3s 065~069 Led Module Out Frequency 24KHz --3s 070~074 S-curve Dimmer curve --3s 075~079 Square Law Dimming curve --3s 080~084 Inverse Square Law Dimming curve --3s 085~089 Linear Dimming Curve --3s 090~094 Reserved 095~099 Color Rendering Filter Excluded --3s 100~104 Color Rendering Filter Inserted --3s 105~124 Reserved 125~129 High light Mode (LED Out Power) --3s 130~134 Standard Mode (LED Out Power-- default setting) --3s 135~139 Theater Mode (LED Out Power) --3s 140~144 RGB Color Mix Mode --3s 145~149 CMY Color Mix Mode 150~159 Reserved 160~169 Reserved 170~179 Dimmer Adjusting Fast 180~189 Dimmer Adjusting Slow 190~234 Reserved 235~239 Mode 1 In Addition To The XY Property.ConsoleControls All Properties 240~244 Mode 2 In Addition To The Gimbal Mapping On The Putter And Roller XY Properties.The console controls all properties 245~249 Mode 3 In Addition To The Gimbal Mapping On The Putter And XY Properties.The Console Controls All Properties 250~255 Mode 4 The Console Controls All Properties	Fixture Ctrl



## 16BT mode

ID	Specific	Value	Function
1	Shutter	000->005 Off 006->010 On 011->105 Pulse, Slow->Fast(0~20Hz) 106->110 On 111->179 Thunder, Slow->Fast 180->185 On 186->253 Random 254->255 On	
2	Dimmer	0->255	
3	Dim Fine	0->255 Dimmer Fine	
4	Red/Cyan	0->255 Red or Cyan Adjusting	then Channel control Red when Color Mix Mode is RGB;
5	R/C Fine	0->255 Red Fine or Cyan Fine Adjusting	the Channel control Cyan when Color Mix Mode is CMY
6	Green/Mag	0->255 Green or Magenta Adjusting	then Channel control Blue when Color Mix Mode is RGB;
7	G/M Fine	0->255 Green Fine or Magenta Fine Adjusting	the Channel control Magenta when Color Mix Mode is CMY
8	Blue/Yellow	0->255 Blue or Yellow Adjusting	then Channel control Blue when Color Mix Mode is RGB;
9	B/Y Fine	0->255 Blue Fine or Yellow Fine Adjusting	the Channel control Magenta when Color Mix Mode is CMY
10	ColorWheel	Linear Movement 000~119 From Open to (6th Color+Open) Linearity Movement 18 Color1(Red) 35 Color2(Green) 52 Color3(Blue) 70 Color4(Orange) 86 Color5(Pink) 104 Color6(Pink) 120~120 Open Full Color 121~126 Color1(Red) 127~132 Color2(Green) 133~138 Color3(Blue) 139~144 Color4(Orange) 145~150 Color5(Pink) 151~156 Color6(Deep Green) 157~160 Open Continuous Rotation 161~200 Continuous color wheel clockwise rotation from fast to slow (46.7rpm->3.67rpm) 201~203 Stop 204~243 Continuous color wheel counter-clockwise rotation from slow to fast 3.67rpm->46.7rpm (random full color) 244~247 Fast 248~251 Medium 252~255 Slow	
11	VirtColorWheel	see Virtual ColorWheel Table	
12	ColorFunction	Reserved	
13	CTC	0 No Function 1 CCT 8000K 2->83 CCT 7979K->6222K 84 CCT 6200K 85->111 CCT 6178K->5621K 112 CCT 5600K 113->175 CCT 5579K->4223K 176 CCT 4200K 177->222 CCT 4181K->3221K 223 CCT 3200K 234->254 CCT 3179K->2521K 255 CCT 2500K	

14	Green Corr	0 Uncorrected white 1->127 Minus green --> uncorrected white 128 Uncorrected white 129->255 Uncorrected white --> Plus green	Green Correction, used with CTC
15	CRI Sel	000~127 Color brightness optimized 128~255 Color quality optimized	used with CTC
16	CrossFade	000->255 Reserved	
17	Reserved	000->255	
18	Pan	000->255 Pan Rotation	
19	Pan Fine	000->255 Pan Rotation Fine	
20	Tilt	000->255 Tilt Rotation	
21	Tilt Fine	000->255 Tilt Rotation Fine	
22	Gobo1	000~009 Open 010~019 Gobo1 020~029 Gobo2 030~039 Gobo3 040~049 Gobo4 050~059 Gobo5 060~071 Gobo6 072~094 Gobo1 Shake From Slow to Fast(0.4Hz~6.6Hz) 095~117 Gobo2 Shake From Slow to Fast( 0.4Hz~6.6Hz) 118~140 Gobo3 Shake From Slow to Fast( 0.4Hz~6.6Hz) 141~163 Gobo4 Shake From Slow to Fast( 0.4Hz~6.6Hz) 164~186 Gobo5 Shake From Slow to Fast( 0.4Hz~6.6Hz) 187~209 Gobo6 Shake From Slow to Fast( 0.4Hz~6.6Hz) 210~231 Continuous gobo wheel clockwise rotation from fast to slow (70rpm->20rph) 232~233 Stop 234~255 Continuous gobo wheel counter-clockwise rotation from slow to fast (20rph->70rpm)	
23	Gobo1 Rot	000~127 0°~360° 128~190 Continuous gobo wheel clockwise rotation from fast to slow (145rpm~8.7rpm) 191~192 Stop 193~255 Continuous gobo wheel counter-clockwise rotation from slow to fast (8.7rph~145rpm)	
24	G1 RotFine	000->255 Gobo1Rot Fine	
25	Fixed Gobo	000~008 Open 009~015 Gobo1 016~022 Gobo2 023~029 Gobo3 030~036 Gobo4 037~043 Gobo5 044~050 Gobo6 051~057 Gobo7 058~064 Gobo8 065~071 Gobo9 072~086 Gobo1 shake from slow to fast (0.4Hz~6.6Hz) 087~101 Gobo2 shake from slow to fast (0.4Hz~6.6Hz) 102~117 Gobo3 shake from slow to fast (0.4Hz~6.6Hz) 118~133 Gobo4 shake from slow to fast (0.4Hz~6.6Hz) 134~148 Gobo5 shake from slow to fast (0.4Hz~6.6Hz) 149~163 Gobo6 shake from slow to fast (0.4Hz~6.6Hz) 164~178 Gobo7 shake from slow to fast (0.4Hz~6.6Hz) 179~194 Gobo8 shake from slow to fast (0.4Hz~6.6Hz) 195~209 Gobo9 shake from slow to fast (0.4Hz~6.6Hz) 210~231 Continuous gobo wheel clockwise rotation from fast to slow (70rpm->20rph) 232~233 Stop 233~255 Continuous gobo wheel counter-clockwise rotation from slow to fast (20rph->70rpm)	
26	Anime	000~002 None 003~126 Continuous gobo wheel clockwise rotation from fast to slow (75rpm~2.8rph) 127~129 Stop 130~252 Continuous gobo wheel counter-clockwise rotation from slow to fast (2.8rph~75rpm) 253~255 Stop	
27	Prism	000~010 Open 011~138 Prism1 Inserted 139~255 Prism2 Inserted	

28	Prism Rot	000~127 0°~360° 128~190 Continuous gobo wheel clockwise rotation from fast to slow (78rpm~2.32rph) 191~192 Stop 193~255 Continuous gobo wheel counter-clockwise rotation from slow to fast (2.32rph~78rpm)	
29	Focus	000~255 Infinity -> Near	
30	Focus Fine	000~255 Focus Fine	
31	Zoom	000~255 Narrow beam -> Wide beam	
32	Zoom Fine	000~255 Zoom Fine	
33	AutoFs Dis	000~255 Reserved	AutoFocus Distance
34	AutoFs DisF	000~255 Reserved	AutoFocus Adjustment
35	Frost1	000~127 Open 128~255 Light Frost	
36	Frost2	000~255 0~100% Linear Movement	
37	Iris	000~131 Open->Closed 132~151 Iris pulsation from slow to fast speed (0.1~5Hz) 152~171 Iris pulsation from slow to fast speed with fast closing (0.1~5Hz) 172~191 Iris pulsation from slow to fast speed with fast opening	
38	Frame1 Pos	000~255 Out -> In	
39	Frame1 Ang	000~255 Angle--> Parallel--> Angle+	
40	Frame2 Pos	000~255 Out -> In	
41	Frame2 Ang	000~255 Angle--> Parallel--> Angle+	
42	Frame3 Pos	000~255 Out -> In	
43	Frame3 Ang	000~255 Angle--> Parallel--> Angle+	
44	Frame4 Pos	000~255 Out -> In	
45	Frame4 Ang	000~255 Angle--> Parallel--> Angle+	
46	Frame Rot	000~255 From 0° -> 180° rotation	
47	Frame Macro	000~009 None 010~019 Square 020~029 Rectangle 030~039 Triangle 040~049 Rhombus 050~059 Trapezium 060~255 Reserved	
48	FixCtrl	000~009 None 010~014 Entire Fixture Reset, staying in this range for 5 seconds. 015~029 Effects Reset, staying in this range for 5 seconds. 030~034 Pan/Tilt Reset, staying in this range for 5 seconds. 035~049 Reserved 050~054 Led Module Out Frequency 1.2KHz --3s 055~059 Led Module Out Frequency 2.4KHz --3s 060~064 Led Module Out Frequency 12KHz --3s 065~069 Led Module Out Frequency 24KHz --3s 070~074 S-curve Dimmer curve --3s 075~079 Square Law Dimming curve --3s 080~084 Inverse Square Law Dimming curve --3s 085~089 Linear Dimming Curve --3s 090~094 Reserved 095~099 Color Rendering Filter Excluded --3s 100~104 Color Rendering Filter Inserted --3s 105~124 Reserved 125~129 High light Mode (LED Out Power) --3s 130~134 Standard Mode (LED Out Power-- default setting) --3s 135~139 Theater Mode (LED Out Power) --3s 140~144 RGB Color Mix Mode --3s 145~149 CMY Color Mix Mode 150~159 Reserved 160~169 Reserved 170~179 Dimmer Adjusting Fast 180~189 Dimmer Adjusting Slow 190~234 Reserved 235~239 Mode 1 In Addition To The XY Property.ConsoleCcontrols All Properties 240~244 Mode 2 In Addition To The Gimbal Mapping On The Putter And Roller XY Properties.The console controls all properties 245~249 Mode 3 In Addition To The Gimbal Mapping On The Putter And XY Properties.The Console Controls All Properties 250~255 Mode 4 The Console Controls All Properties	

## EXTN mode

ID	Specific	Value	Function
1	Shutter	000->005 Off 006->010 On 011->105 Pulse, Slow->Fast(0~20Hz) 106->110 On 111->179 Thunder, Slow->Fast 180->185 On 186->253 Random 254->255 On	
2	Dimmer	0->255	
3	Dim Fine	0->255 Dimmer Fine	
4	Red/Cyan	0->255 Red or Cyan Adjusting	then Channel control Red when
5	R/C Fine	0->255 Red Fine or Cyan Fine Adjusting	Color Mix Mode is RGB or RGBAL;
6	Green/Mag	0->255 Green or Magenta Adjusting	then Channel control Blue when
7	G/M Fine	0->255 Green Fine or Magenta Fine Adjusting	Color Mix Mode is RGB or RGBAL;
8	Blue/Yellow	0->255 Blue or Yellow Adjusting	then Channel control Blue when
9	B/Y Fine	0->255 Blue Fine or Yellow Fine Adjusting	Color Mix Mode is RGB or RGBAL;
10	Amber	0->255 Amber Adjusting	
11	AmberFine	0->255 Amber Fine Adjusting	the Channel is effective when Color
12	Lime	0->255 Lime Adjusting	Mix Mode is RGBAL
13	LimeFine	0->255 Lime Fine Adjusting	
14	ColorWheel	Linear Movement 000~119 From Open to (6th Color+Open) Linearity Movement 18 Color1(Red) 35 Color2(Green) 52 Color3(Blue) 70 Color4(Orange) 86 Color5(Pink) 104 Color6(Pink) 120~120 Open Full Color 121~126 Color1(Red) 127~132 Color2(Green) 133~138 Color3(Blue) 139~144 Color4(Orange) 145~150 Color5(Pink) 151~156 Color6(Deep Green) 157~160 Open Continuous Rotation 161~200 Continuous color wheel clockwise rotation from fast to slow (46.7rpm->3.67rpm) 201~203 Stop 204~243 Continuous color wheel counter-clockwise rotation from slow to fast 3.67rpm->46.7rpm) (random full color) 244~247 Fast 248~251 Medium 252~255 Slow	
15	VirtColorWheel	see Virtual ColorWheel Table	Virtual Color Wheel
16	ColorFunction	Reserved	

17	CTC	0 No Function 1 CCT 8000K 2->83 CCT 7979K->6222K 84 CCT 6200K 85->111 CCT 6178K->5621K 112 CCT 5600K 113->175 CCT 5579K->4223K 176 CCT 4200K 177->222 CCT 4181K->3221K 223 CCT 3200K 234->254 CCT 3179K->2521K 255 CCT 2500K	
18	Green Corr	0 Uncorrected white 1->127 Minus green --> uncorrected white 128 Uncorrected white 129->255 Uncorrected white --> Plus green	Green Correction, used with CTC
19	CRI Sel	000~127 Color brightness optimized 128~255 Color quality optimized	used with CTC
20	CrossFade	000->255 Reserved	
21	Reserved	000->255	
22	Pan	000->255 Pan Rotation	
23	Pan Fine	000->255 Pan Rotation Fine	
24	Tilt	000->255 Tilt Rotation	
25	Tilt Fine	000->255 Tilt Rotation Fine	
26	Gobo1	000~009 Open 010~019 Gobo1 020~029 Gobo2 030~039 Gobo3 040~049 Gobo4 050~059 Gobo5 060~071 Gobo6 072~094 Gobo1 Shake From Slow to Fast(0.4Hz~6.6Hz) 095~117 Gobo2 Shake From Slow to Fast( 0.4Hz~6.6Hz) 118~140 Gobo3 Shake From Slow to Fast( 0.4Hz~6.6Hz) 141~163 Gobo4 Shake From Slow to Fast( 0.4Hz~6.6Hz) 164~186 Gobo5 Shake From Slow to Fast( 0.4Hz~6.6Hz) 187~209 Gobo6 Shake From Slow to Fast( 0.4Hz~6.6Hz) 210~231 Continuous gobo wheel clockwise rotation from fast to slow (70rpm->20rph) 232~233 Stop 234~255 233~255 Continuous gobo wheel counter-clockwise rotation from slow to fast (20rph->70rpm)	
27	Gobo1 Rot	000~127 0°~360° 128~190 Continuous gobo wheel clockwise rotation from fast to slow (145rpm~8.7rpm) 191~192 Stop 193~255 Continuous gobo wheel counter-clockwise rotation from slow to fast (8.7rph~145rpm)	
28	G1 RotFine	000->255 Gobo1Rot Fine	

29	Fixed Gobo	000~008 Open 009~015 Gobo1 016~022 Gobo2 023~029 Gobo3 030~036 Gobo4 037~043 Gobo5 044~050 Gobo6 051~057 Gobo7 058~064 Gobo8 065~071 Gobo9 072~086 Gobo1 shake from slow to fast (0.4Hz~6.6Hz) 087~101 Gobo2 shake from slow to fast (0.4Hz~6.6Hz) 102~117 Gobo3 shake from slow to fast (0.4Hz~6.6Hz) 118~133 Gobo4 shake from slow to fast (0.4Hz~6.6Hz) 134~148 Gobo5 shake from slow to fast (0.4Hz~6.6Hz) 149~163 Gobo6 shake from slow to fast (0.4Hz~6.6Hz) 164~178 Gobo7 shake from slow to fast (0.4Hz~6.6Hz) 179~194 Gobo8 shake from slow to fast (0.4Hz~6.6Hz) 195~209 Gobo9 shake from slow to fast (0.4Hz~6.6Hz) 210~231 Continuous gobo wheel clockwise rotation from fast to slow (70rpm->20rph) 232~233 Stop 233~255 Continuous gobo wheel counter-clockwise rotation from slow to fast (20rph->70rpm)	
30	Anime	000~002 None 003~126 Continuous gobo wheel clockwise rotation from fast to slow (75rpm~2.8rph) 127~129 Stop 130~252 Continuous gobo wheel counter-clockwise rotation from slow to fast (2.8rph~75rpm) 253~255 Stop	
31	Prism	000~010 Open 011~138 Prism1 Inserted 139~255 Prism2 Inserted	
32	Prism Rot	000~127 0°~360° 128~190 Continuous gobo wheel clockwise rotation from fast to slow (78rpm~2.32rph) 191~192 Stop	
33	Focus	000~255 Infinity -> Near	
34	Focus Fine	000~255 Focus Fine	
35	Zoom	000~255 Narrow beam -> Wide beam	
36	Zoom Fine	000~255 Zoom Fine	
37	AutoFs Dis	000~255 Reserved	AutoFocus Distance
38	AutoFs DisF	000~255 Reserved	AutoFocus Adjustment
39	Frost1	000~127 Open 128~255 Light Frost	
40	Frost2	000~255 0~100% Linear Movement	
41	Iris	000~131 Open->Closed 132~151 Iris pulsation from slow to fast speed (0.1~5Hz) 152~171 Iris pulsation from slow to fast speed with fast closing (0.1~5Hz) 172~191 Iris pulsation from slow to fast speed with fast opening (0.1~5Hz) 192~255 Reserved	

42	Frame1 Pos	000~255 Out -> In	
43	Frame1 Ang	000~255 Angle- --> Parallel --> Angle+	
44	Frame2 Pos	000~255 Out -> In	
45	Frame2 Ang	000~255 Angle- --> Parallel --> Angle+	
46	Frame3 Pos	000~255 Out -> In	
47	Frame3 Ang	000~255 Angle- --> Parallel --> Angle+	
48	Frame4 Pos	000~255 Out -> In	
49	Frame4 Ang	000~255 Angle- --> Parallel --> Angle+	
50	Frame Rot	000~255 From 0° -> 180° rotation	
51	Frame Macro	000~009 None 010~019 Square 020~029 Rectangle 030~039 Triangle 040~049 Rhombus 050~059 Trapezium 060~255 Reserved	
52	FixCtrl	000~009 None 010~014 Entire Fixture Reset, staying in this range for 5 seconds. 015~029 Effects Reset, staying in this range for 5 seconds. 030~034 Pan/Tilt Reset, staying in this range for 5 seconds. 035~049 Reserved 050~054 Led Module Out Frequency 1.2KHz --3s 055~059 Led Module Out Frequency 2.4KHz --3s 060~064 Led Module Out Frequency 12KHz --3s 065~069 Led Module Out Frequency 24KHz --3s 070~074 S-curve Dimmer curve --3s 075~079 Square Law Dimming curve --3s 080~084 Inverse Square Law Dimming curve --3s 085~089 Linear Dimming Curve --3s 090~094 Reserved 095~099 Color Rendering Filter Excluded --3s 100~104 Color Rendering Filter Inserted --3s 105~124 Reserved 125~129 High light Mode (LED Out Power) --3s 130~134 Standard Mode (LED Out Power-- default setting)--3s 135~139 Theater Mode (LED Out Power) --3s 140~144 RGB Color Mix Mode --3s 145~149 CMY Color Mix Mode 150~159 Reserved 160~169 Reserved 170~179 Dimmer Adjusting Fast 180~189 Dimmer Adjusting Slow 190~234 Reserved 235~239 Mode 1 In Addition To The XY Property.Console Controls All Properties 240~244 Mode 2 In Addition To The Gimbal Mapping On The Putter And Roller XY Properties.The console controls all properties 245~249 Mode 3 In Addition To The Gimbal Mapping On The Putter And XY Properties.The Console Controls All Properties 250~255 Mode 4 The Console Controls All Properties	

# 4/ Operation chart for the display panel function

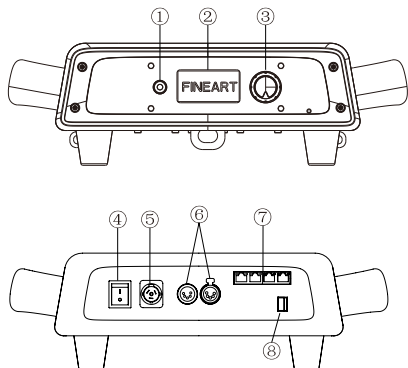
FirstLevel	SecondLevel	ThirdLevel	Option/Value	Default	Description
<b>DmxAddr</b>			1->512	1	DMX Address Adjusting
<b>Options</b>	PanRev		Off/On	Off	
	TiltRev		Off/On	Off	
	P T Swap		Off/On	Off	
	ChannMode		STND/16BT/EXTN	STND	Channel Mode
	DimmCtrl		Off/On	Off	reserved
	ShortPath		Off/On	Off	Gobo And ColorWheel run Short Path When the Option is On
	DimmCurve		Square/InvSqu/S/Linear	Square	
	FrameMode		Mod1/Mod2	Mod1	reserved
	FanMode		Boost/Normal/Slient	Boost	It is maximum power and noise when the value is Boost;It is 85% power and lower noise when the value is Normal;It is 70% power and lowest noise when the value is Slient;
<b>Speed</b>	DimmFreq		1.2K/6K/12K/24K	1.2K	Dimmer Frequency
	PT Speed		Fast/Norm/Slow/High	High	Pan and Tilt Speed
	PT Smoth		0->7	0	
GoboClr		Fast/Norm	Fast		
<b>ChannCtrl</b>					Channel Function Manual Ctrl
<b>Calibration</b>	Pan		0000->FFFF	0	
	Tilt		0000->FFFF	0	
	ColorWheel		0000->FFFF	0	
	Zoom		0000->FFFF	0	
	Focus		0000->FFFF	0	
	Iris		0000->FFFF	0	
	FrameRot		0000->FFFF	0	
	Gobo1		0000->FFFF	0	
	GoboRot		0000->FFFF	0	
	FixGobo		0000->FFFF	0	
	Anime		0000->FFFF	0	
	AnimeRot		0000->FFFF	0	
	Prisim1		0000->FFFF	0	
	Prisim1Rot		0000->FFFF	0	
	Prisim2		0000->FFFF	0	
	Prisim2Rot		0000->FFFF	0	
	Frog1		0000->FFFF	0	
	Frog2		0000->FFFF	0	
	FrameUp1		0000->FFFF	0	
	FrameUp2		0000->FFFF	0	
	FrameDn1		0000->FFFF	0	
FrameDn2		0000->FFFF	0		
FrameLef1		0000->FFFF	0		
FrameLef2		0000->FFFF	0		
FrameRig1		0000->FFFF	0		
FrameRig2		0000->FFFF	0		
<b>ChannVal</b>					Channel Values
<b>Password</b>	CheckCode1		0->255	0	
	CheckCode2		0->255	0	
	CheckCode3		0->255	0	
	CheckCode4		0->255	0	
	CheckCode5		0->255	0	
	CheckCode6		0->255	0	
	CheckCode7		0->255	0	
	CheckCode8		0->255	0	
	CheckCode9		0->255	0	
	CheckCode10		0->255	0	
	CheckCode11		0->255	0	
	CheckCode12		0->255	0	



<b>Password</b>	CheckCode13		0->255	0	
	CheckCode14		0->255	0	
	CheckCode15		0->255	0	
	CheckCode16		0->255	0	
<b>Personality</b>	DispTim		60S/On	60S	
	Brightness		0->100	100	
	DispRev		Off/On	Off	
	Language		Chs/Eng	Eng	
	RecvMode		DMX/WDMX/ArtNet/ ArtN->Dmx/sACN	DMX	
	Universe		0->255	0	
	IP AddrA		0->255	2	
	IP AddrB		0->255	168	
	IP AddrC		0->255	0	
	IP AddrD		0->255	2	
	Config1		Save/Load		
	Config2		Save/Load		
	FactConfig		Load		
	DebugMode		Off/On	Off	reserved
	WDMX UnConn		Off/On	Off	
	FixName		F17BF		
	SleepMode		Off/On	Off	
	ErrorShow		Off/On	Off	
	ErrorCode		0->FFFF	0	
	sACN Uni				
	<b>Information</b>	PowerOnTim		xxxx	0
LightOnTim			xxxx	0	
DimmerTim			xxxx	0	
Manu ID			05EF		Manufactory ID
DeviceID			05EFxxxxxx		Device ID
DispB Ver			V0.XX		DispBoard Version
DispB Temper			25 40		DispBoard Temperature
DispB FanSpd			0000 0000		
XY Ver			VX.XX		
XY Temper			25 40		
XY FanSpd			0000 0000		
SpB1 Ver			VX.XX		
SpB1 Temper			25 40		
SpB1 FanSpd			0000 0000		
SpB2 Ver			VX.XX		
SpB2 Temper			25 40		
SpB2 FanSpd			0000 0000		
SpB3 Ver			VX.XX		
SpB3 Temper			25 40		
SpB3 FanSpd			0000 0000		
LedB Ver			VX.XX		
LedB Temper			25 40		
LedB FanSpd12			0000 0000		
LedB FanSpd34			0000 0000		
CloudB Ver			VX.XX		reserved
CloudB Inf					reserved
Cri opti			Off/On	On	
ClrVer			v6.xxxx		ColorBoardVersion
CCT Min			2000->10000	2500	
CCT Max			2000->10000	8000	
Duv Min			-10000	-10000	
Duv Max			10000	10000	
<b>Sensor Monitor</b>	Pan		Norm/Error		
	Tilt		Norm/Error		
	ColorWheel		Norm/Error		
	Zoom		Norm/Error		
	Focus		Norm/Error		
	Iris		Norm/Error		
	FrameRot		Norm/Error		
	Gobo1		Norm/Error		
	Gobo1Rot		Norm/Error		
	FixGobo		Norm/Error		
	Anima		Norm/Error		
	AnimaRot		Norm/Error		
	Prisim1		Norm/Error		
	Prisim1Rot		Norm/Error		
Prisim2		Norm/Error			
Prisim2Rot		Norm/Error			
<b>Reset</b>			Cancl/Execute		
<b>SelfCheck</b>			Stop/XY/Eff/All		

# 5/ Control panel


## 5.1 Control panel introduction



- 1.Exit
- 2.LCD display
- 3.Function button(Enter)
- 4.Mains switch
- 5.Power in
- 6.DMX interface
- 7.Ethernet interface
- 8.USB

Figure(5.1-1)

## 5.2 Control panel operation introduction

1. Mains switch: It's power off when turning the mains switch to "O". And it's power on when turning the mains switch to "I".
2. Press  button to trigger the built-in battery(note:optional) for startup fixture and enter the main menu interface for menu operation.

Main Menu Interface

main menu	
IP add setting	001-XXX
Feature setting	
Speed setting	
Channel setting	
▼	

**Note:** Indicate the selected menu items in the menu interface. If you are sure to enter this menu, please press the runner to confirm. That is to say, enter the next menu and continue editing. If this menu option is not set in the entry address, the menu can be paged by rotating the runner.

Fig.5.2-1

### 3. Jog wheel:

Press down the jog wheel: enter an item/save the present value. Holds for a few more second, it will return to upper menu.

Clockwise rotate: scroll down the page/increase the parameter value.

Counter clockwise rotate: scroll up the page/decrease the parameter value.

Display inverse function: with connection to the supply, press down the "Exit button" and "Jog Wheel" almost at the same time, the screen display will invert by 180°.

Press the jog wheel for 2s: return to previous menu.

Long Press the jog wheel: return to the main menu.

If there no operation in 2minutes in the menu, which means to return to the original menu.

### 4. LED signal indication:

DMX512 signal input: long light indication, the address value will express the round spot on the right.

Ethernet signal input: light flash, the address value will express the round spot on the right.

# 6/ Function description

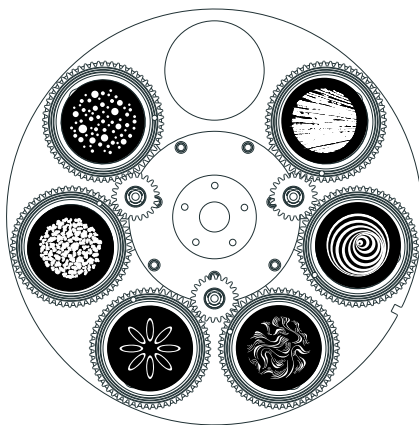
## 6.1 Gobo specification and replacement

### ■ Rotating gobo wheel

All designs can use circular glass pattern , for the best effect, please use the original factory pattern, do not use other patterns.

Rotating gobo	
Material	gorilla glass
Thickness	1. 1mm
Outer diameter	$\phi 32+0/-0.2\text{mm}$ ( $\phi 26\text{mm}$ for gobo area)

1 rotating gobo wheel with 6 gobos(pluggable) + white.Fig.(6.1-1).



Rotating gobo wheel  
(Fig.6.1-1)

### ■ Gobo replacement



Warning

1. If the equipment is powered off, it must be cooled for 15 minutes before replacement.
  2. For the best effect, please use the original factory pattern, do not use other patterns.
1. Pick the spring ring and gobos, place the new gobo, and then replace the spring ring in the slot as follows(6.1-2).
  2. Place the gobo wheel under the 2pieces of shrapnel clips of corresponding installing hole, and then push the wheel to the original place, or you can use the screwdriver or some other similar tools to pry up the shrapnel clips.

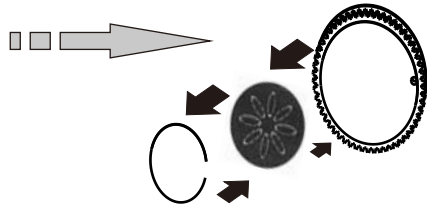
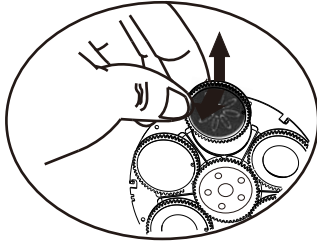


Fig.(6. 1-2)



Notice!

The white side should be faced with the light source when installing the color filters.

### ● Fixed gobo wheel

1 fixed gobo wheel with 9 gobos + white. Fig.(6.1-3).

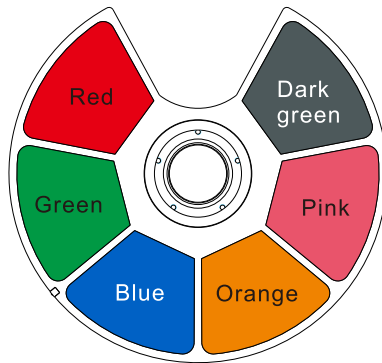


fixed gobo wheel  
Fig.(6. 1-3)

## 6.2 Color System

### ■ Color filter

The color filter is composed of 6 fixed colors, if use the color filter with the gobos, you can create a colorful gobo effect.



Color filter  
(Fig6. 2-1)

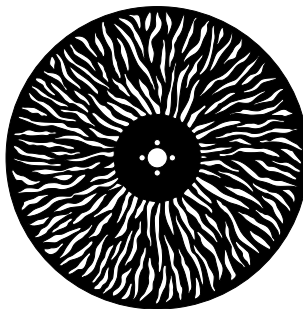
Tips: The coating side should be faced with the lamp if installing the color filters.

### 6.3 Gobo effect

1 rotating 4-facet prism, 1 rotating 4-facet gradient prism, 2 frost can overlay with each other, prisms can rotate bidirectional.

### 6.4 Animation wheel system

Has a rotatable and movable animation effect wheel system, which can be combined with the gobos to achieve rotation, water flow, and jiggle effects.



Animation wheel  
Fig6.5-1

### 6.5 Cutting system

With synchronous gear wheel, the whole wheel is available for 180° rotation movement meanwhile the light spot can be cut into kinds of shapes when the blades move in & move out interlacement controlled by designed cutting system. As shown in (Fig.6.6-1) and (Fig.6.6-2)



Linear shape fig.(6.6-1)



Blading fig.(6.6-2)

# 7/ Routine maintenance

This fixture requires routine cleaning. The service life depends on the operating environment heavily. Please kindly contact GUANGZHOU CHAIYI LIGHT CO., LTD for more maintenance information not included in this user's manual.

**Notice:** Excessive dust, smoke fluid and particulate buildup will degrade performance and cause over heating or damage to the fixture that is not covered by the warranty.

**Warning:** Please unplug the fixture before you open any covers.

## Cleaning

Optical components should be cleaned carefully and lightly. Coating face is easily damaged, do not use harmful solvent so as to avoid damage to plastic parts or coating parts.

### Cleaning optical components

1. Switch off the fixture and keep it cool completely, then open the cover.
2. Clean the floats by dust collector or compressed.
3. Use cotton paper without smell or cotton cloth soaked with the water, distilled water to wipe the granular thing, don't wipe the surface, float things should be blown away by the pressure gas.
4. Use the cotton cloth or cotton paper without smell soaked with isopropyl alcohol to remove the smoke and other residues. A commercial glass cleaner may be used, but residues must be removed with distilled water. Clean with a slow circular motion from center to edge. Dry with a clean, soft and lint-free cloth or compressed air.

### Cleaning fan and air vents

Remove dust from the fans and air vents with a soft brush, cotton paper, vacuum, or compressed air.

# 8/ Safety information

The following symbols are used to identify important safety information on the product and in this manual:



**DANGER!**  
Safety hazard.  
Risk of severe injury or death.



**DANGER!**  
Refer to manual before installing, powering or servicing.



**DANGER!**  
Hazardous voltage. Risk of severe or lethal electric shock.



**Warning!**  
Fire hazard.



**Warning!**  
Burn hazard. Hot surface. Do not touch.



**Warning!**  
Risk of eye injury. Safety glasses must be worn.



**Warning!**  
Do not stare at the bulb which is still on.



**Warning!**  
Risk of hand injury. Safety gloves must be worn.



**Warning!**  
Do not use laser to illuminate the camera.



Replace any cracked protective shield.



Minimum distance from lighted objects is 2.3m.



For indoor use only. The camera is not waterproof, please stay away from water sources.



Do not direct lens to sun ray or strong light!



Do not actuate during operating.



Luminaries not suitable for direct mounting on normally flammable surfaces (suitable only for mounting on non-combustible surfaces)

$t_c \dots \text{°C}$

The surface's temperature is 80°C.

$t_a \dots \text{C}$

Rated maximum ambient temperature is 40°C.



## Protection against explosion

Protection screen must be replaced if they have become visible damaged to such an extent that their effectiveness is impaired.



## Protection against burning or fire

Keep flammable materials far away from the fixture. Minimum distance from the flammable materials is 0.5m.



# 9/ Product connection

## 9.1 Package parts

The product is packed with flight case. One single standard flight case carries one fixtures. The parts listed below (Shown as table 9.1-1) .

Accessories	QTY	UNIT
User manual	1	PCS
Warranty card	1	PCS
Suspension fasteners	2	SET
Signal cable	1	PCS
Safety wire	1	PCS
Fuse	2	PCS

Table(9.1-1)

## 9.2 Power Connection


**Notice:** Type Y attachment for power supply connection. Method of attachment of the cable or cord such that any replacement can only be made by the manufacturer, his service agent or similarly qualified person.

The person must have the relevant qualification to connect the power supply. The AC power voltage shall be suitable to the lamp provided with over-loading or creepage protection.

1. Connecting the equipment to the power supply, do not connect to silicon box system, or else, it will destroy the equipment.

The fixture is provided with standard 3-pin socket. Please according to table (9.2-1) connect to power supply, Yellow/green line must be earthed. If you still have any question to the installation, please consultant with the experienced electrician.

2. When power is supplied, put the base switch to the position "I".

Color	Wire	Mark
Brown	Live	L
Blue	Neutral	N
Yellow/Green	Earth	

Table(9.2-1)

## 9.3 Signal Connection

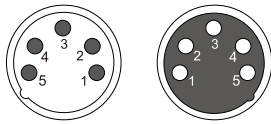
Date linkage for the fixture may be provided by DMX512 connection, Ethernet connection, Ethernet/DMX512 connection and wireless linkage.

## DMX connection

**Note:** The signal cable was type X connection.

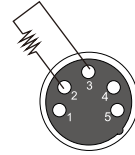
Type X connection—if the external flexible cable or cord of this fixture is damaged, it shall be replaced by a special cord or cord exclusively available from the manufacturer or his service agent.

3-pin or 5pin XLR connectors are provided for fixture DMX input and output. Pin1 is for earthing, pin2 is for minus signals, and pin 3 is for plus signals. To prevent and absorb the reflection and interference of the signals, each data link must be ended by a respective terminator.



5-pin XLR connector

Pin1: GND  
Pin2: Signal(-)  
Pin3: Signal(+)  
Pin4/5:empty



Terminator

Terminator specification: a 120Ω plug-in resistor with rated power of 0.25W, soldered between pin 2 and pin 3 at the end of respective data link.

Fig.(9.3-1)

Connect the fixtures with Max.11 pieces. Make sure to insert the “signal in” terminal in the last connecting fixture. shown in Fig.(9.3-2).

**Note:** Make sure the fixture vertically upwards when it is placed horizontally, the safe distance between two adjacent fixtures must be  $\geq 720\text{mm}$ .

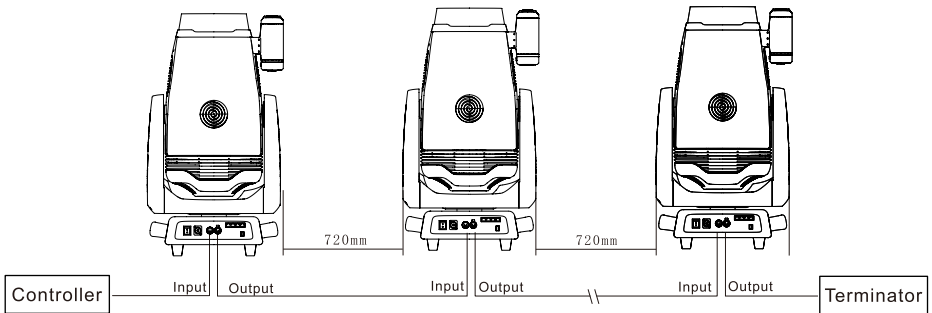


Fig.(9.3-2)

If long-distance data transfer occurs, a DMX512 signal amplifier is necessary. The added amplifier is inserted between the lighting controller and the first fixture on the basis of a normal data link.

### Notice:

1. No more than one signal input or output can occur in one fixture.
2. Don't split a data link via output ports on the fixture, use a DMX512 signal amplifier instead, if necessary.
3. Use only shielded-pair cables, and standard microphone cable is not reliable for long-distance data transfer.

## ■ Ethernet connection

1. The data communication is provided with ART-NET protocol, thus the controlling utilities used in the lighting controller or PC must support such protocol. The maximum transferring speed can reach 10Mb/s.
2. The fixture is provided with 8-pin RJ-45 connector for internet input. Please use class 5 cables and standard RJ-45 connector for internet connection, Shown as Fig.(9.3-3).

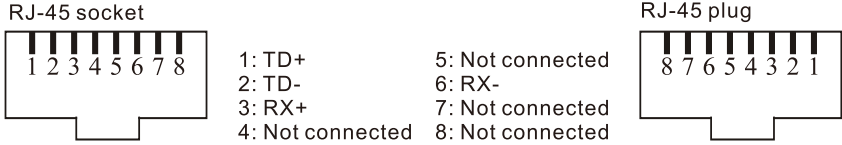


Fig.(9.3-3)

### 3. Ethernet setting

- (a) Ethernet receiving mode setup:  
"Personality" → "Receive Mode" → "ENET"
- (b) IP address setup:  
"Personality" → "IP Address A" → "002, 010"  
→ "IP Address B" → "xxx (000-255)"  
→ "IP Address C" → "xxx (000-255)"  
→ "IP Address D" → "xxx (000-255)"  
Type A IP address is configured as default addresses.
- (c) Ethernet node (universe) setup:  
"Personality" → "Universe" → "xxx(000 - 255)"

### 4. Ethernet connection layout, shown as Fig.(9.3-4).

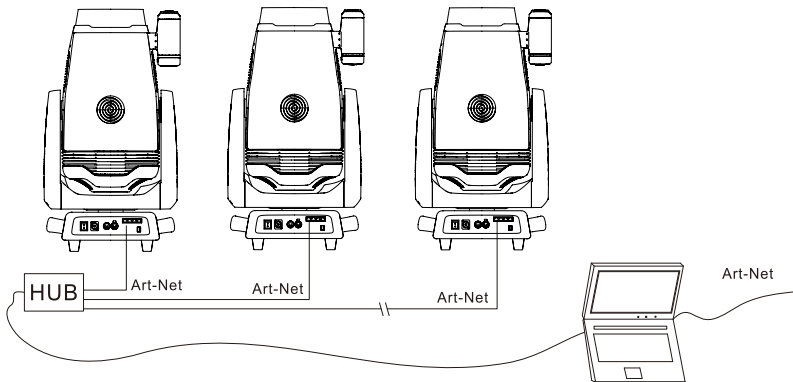


Fig.(9.3-4)

## ■ Ethernet/DMX512 connection

The first fixture in the serial link, which is directly connected to the Ethernet network, should be such that the “fixture receiving mode” is set as “ENET→DMX”, The rest fixtures in the link should be set as “DMX” receiving mode. Then connect the output of the said first fixture to the input of a next fixture. Similarly, repeat the above connection till the DMX data link is completed. Shown as Fig.(9.3-5).

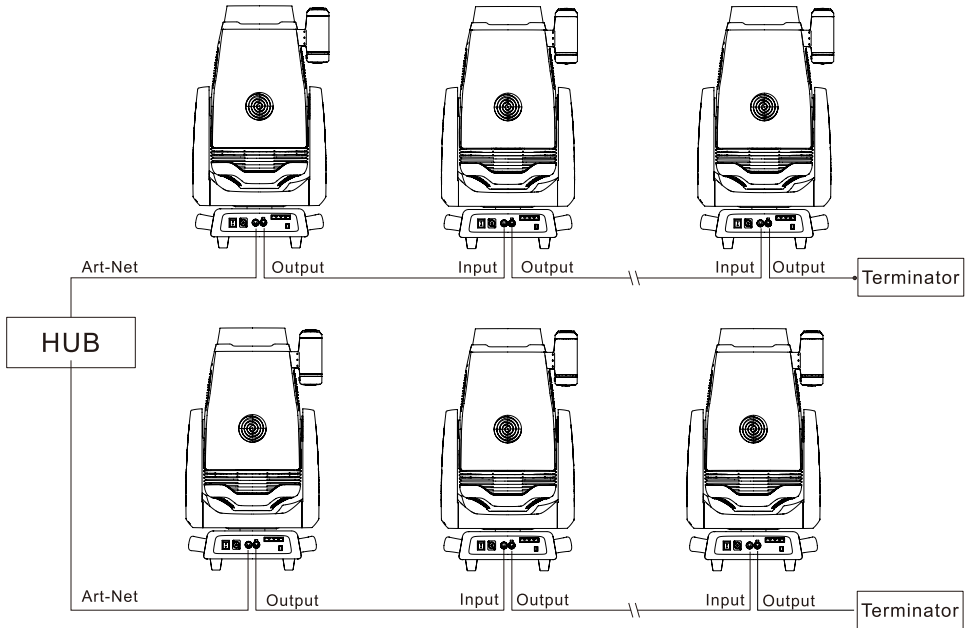


Fig (9. 3-5)

**Notice:** Apply a plug-in terminator to end the DMX data link.

## ■ Wireless transmission (optional)

1. Customer might choose wireless edition fixture which supports wireless data transmission. Wireless signal control is pretty reliable within a 225m radius empty space, thus no need for physical connection for data transmission. All has to be done is to set up corresponding addresses.
2. 2.4GHz worldwide free frequency band available in wireless control. Such huge frequency band favors users with variable band options.
  - (a) Wireless receiving mode setup:  
“Personality”→“Receive Mode”→“WDMX”
  - (b) Press emitter button to search preset address within a fixture. When it’s done, remotely control a fixture through a controller, Shown as Fig.(9.3-6).

### Notice:

1. Emitter location: Distribute the antenna higher than any barrier on floor as possible.
2. Antenna direction: Emitting antenna points to receiving antenna.
3. Antenna position: Keep away from EMI source as possible, such as WLAN antenna.

Controlled  
Fixture

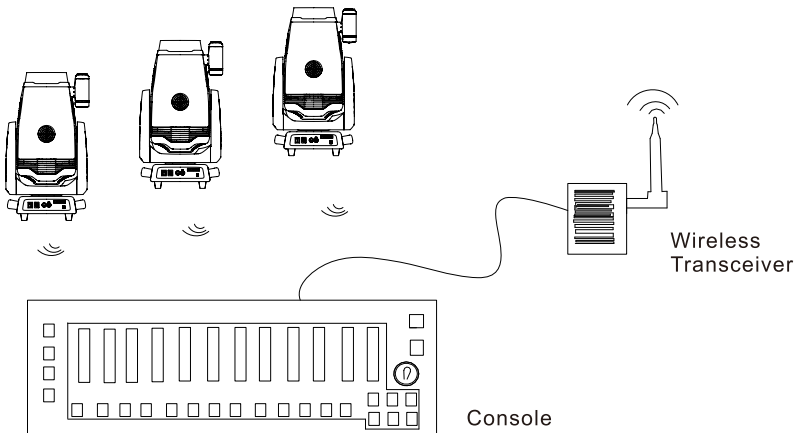


Fig.9.3-6

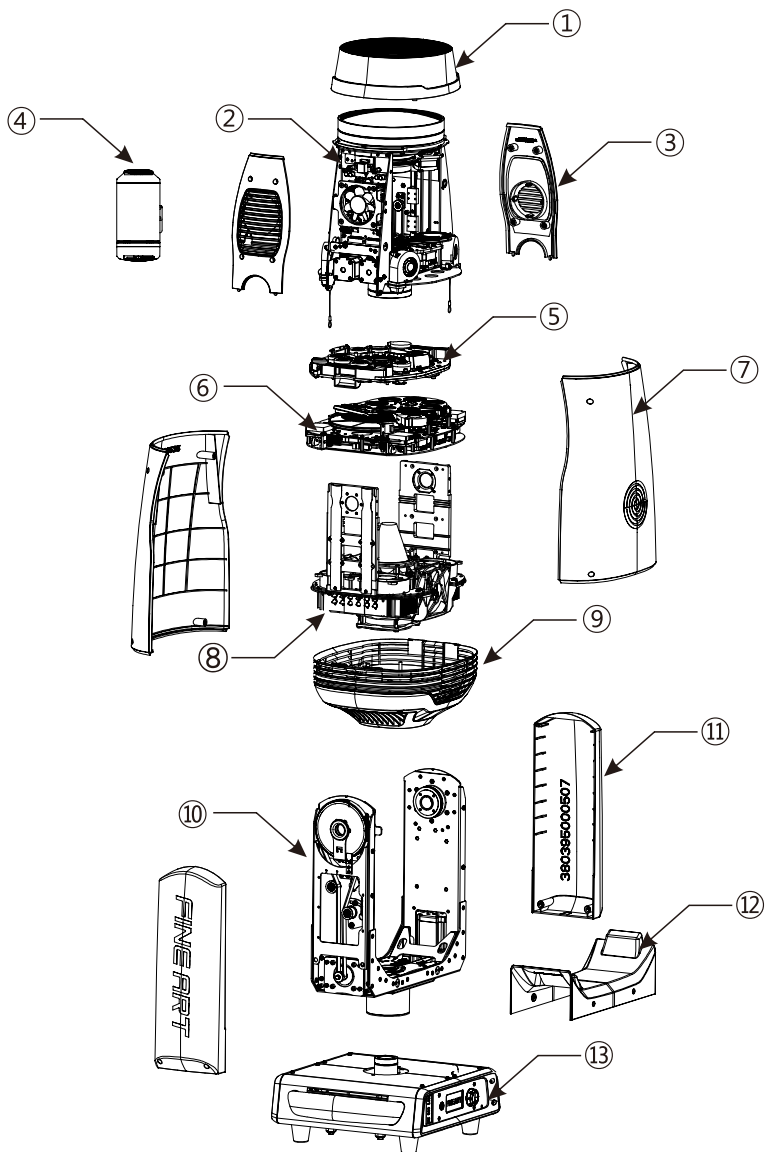
# 10/

Parts code

NO.	Item	Specification	Ordering index
1	Light Source		280202000415
2	Display Board	—	330397100191
3	11-ch Gobo Drive Board	—	330395100162
4	10-ch Focus Board	—	330395100163
5	Signal Control Board	—	330395100164
6	XY-axis Drive Board	—	330395100176
7	Cutting Drive Board	—	330395100230
8	9-CH LED Drive Board	—	330395100170
9	Power Adapter Board	27V to 12V	330522100033
10	XY-axis Encoder Board	—	330395100020
11	X-axis Hall Boar	—	330386100001
12	Y-axis Hall Boar	—	330711100046
13	Camera Adapter Board	—	330522100031
14	Switch Board	—	410201000138
15	Fiber Optic Transceiver	—	410201000135
16	5-Pin XLR Socket	5-pin	330395100139
17	Fiber Optic Module	—	410201000118
18	Camera	—	410201000103
19	Power Supply	—	330001200118
20	XY-axis Motor	—	140103000031
21	Baxe Cooling Fan	—	150101000112
22	Rear Cooling Fan 1	—	150101000193
23	Rear Cooling Fan 2	—	150101000192
24	Power Switch	250V 16A	299901010006
25	Display Screen	—	280802000027
26	4-Face Prism	$\Phi 52 \times 8.4 \times 15^\circ$	200709000046
27	4-Face Gradient Prism	$\Phi 52 \times 8.0 \times 6^\circ 17'$	200709000049
28	Frost	$3.5^\circ$	350395000018

29	Semicircle Diffusefilm	R52.5	350395000028
30	Outer Lens	—	200395000220
31	Zoom Lens	—	200395000221
32	Focus Lens	—	200395000222
33	X-axis Belt	—	350201000811
34	Y-axis Belt	—	350201000815
35	Animation Wheel	—	190120000004
36	Fix Gobo Wheel	—	190158000003
37	Gobo1	—	190320000033
38	Gobo2	—	190320000034
39	Gobo3	—	190320000036
40	Gobo4	—	190320000037
41	Gobo5	—	190320000059
42	Gobo6	—	190320000097
43	Orange Filter	69,07x56	220395000137
44	Red Filter	69,07x56	220395000141
45	Blue Filter	69,07x56	220395000142
46	Pink Filter	69,07x56	220395000144
47	Green Filter	69,07x56	220395000145
48	Blackish Green Filter	69,07x56	220395000146

# Attached 1: Fixture exploded drawing



- |                      |                        |                   |
|----------------------|------------------------|-------------------|
| 1. Head cover        | 6. CMY and gobo module | 11. Arm cover     |
| 2. Focus lens module | 7. Body cover          | 12. Arm Pan cover |
| 3. Upper side cover  | 8. Rear body module    | 13. Base module   |
| 4. Camera            | 9. lower body cover    |                   |
| 5. Cutting module    | 10. Arm Pan module     |                   |