LED Moving Head Light Operating Manual

Pocket Moving Light

(kaleidoscope + laser)



Please read this manual carefully before using

8. Troubleshooting

Following are a few common problems that may occur during operation. Here are some suggestions for easy troubleshooting:

A. The fixture does not work, no light

- 1. Check the connection of power and main fuse.
- 2. Measure the mains voltage on the main connector.

B. Not responding to DMX controller

- 1. DMX LED should be on. If not, check DMX connectors, cables to see if link properly.
- 2. If the DMX LED is on and no response to the channel, check the address settings and DMX polarity.
- 3. If you have intermittent DMX signal problems, check the pins on connectors or on PCB of the fixture or the previous one.
- 4. Try to use another DMX controller.
- 5. Check if the DMX cables run near or run alongside to high voltage cables that may cause damage or interference to DMX interface circuit.

C. Some fixtures don't respond to the easy controller

- 1. You may have a break in the DMX cabling. Check the LED for the response of the master/ slave mode signal.
- 2. Wrong DMX address in the fixture. Set the proper address.

D. No response to the sound

- 1. Make sure the fixture does not receive DMX signal.
- 2. Check microphone to see if it is good by tapping the microphone.

E. One of the channels is not working well

- 1. The stepper motor might be damaged or the cable connected to the PCB is broken.
- 2. The motor's drive IC on the PCB might be out of condition.

1. Safety Introductions

- Please keep this User Manual for future consultation.
- Unpack and check carefully there is no transportation damage before using the fixture.
- Before operating, ensure that the voltage and frequency of power supply match the power requirements of the fixture.
- It's important to ground the yellow/green conductor to earth in order to avoid electric shock.
- Disconnect main power before servicing and maintenance.
- Use safety chain when fixes this fixture. Don't handle the fixture by taking its head only, but always by taking its base.
- In the event of serious operating problem, stop using the fixture immediately. Never try to repair the fixture by yourself. Repairs carried out by unskilled people can lead to damage or malfunction. Please contact the nearest authorized technical assistance center. Always use the same type spare parts.
- Do not connect the device to any dimmer pack.
- Do not touch any wire during operation and there might be a hazard of electric shock.
- To prevent or reduce the risk of electrical shock or fire, do not expose the fixture to rain or moisture.
- The housing must be replaced if they are visibly damaged.
- Do not look directly at the LED light beam while the fixture is on.

Caution

There are no user serviceable parts inside the fixture. Do not open the housing or attempt any repairs yourself. In the unlikely situation, your unit may require service, please contact us.

2. Technical Specifications

Voltage 1: AC100-240V, 50/60HZ

Voltage 2: DC12V 3A (outside)

Power Consumption : 30W

Light Source 1: 1 * 15W RGBW four-in-one lamp bead (kaleidoscope effect lens)

• Light Source 2: 36 * 5050 three-in-one lamp beads

• Light Source 3: 1 * 150mA green laser

Running Modes: DMX512, Automatic, Master-slave, Sound

DMX Channels: 15 channel

3. Installation

The unit should be mounted via its screw holes on the bracket. Always ensure that the unit is firmly fixed to avoid vibration and slipping while operating. Always ensure that the structure to which you are attaching the unit is secure and is able to support a weight of 10 times of the unit's weight. Also always use a safety cable that can hold 12 times of the weight of the unit when installing the fixture.

The equipment must be fixed by professionals. And it must be fixed at a place where is out of the touch of people and has no one pass by or under it.

4. How To Set The Unit

4.1 Control Panel

6. DMX512 Connections

The DMX512 is widely used in intelligent lighting control, with a maximum of 512 channels.

- 1. If you using a controller with 5 pins DMX output, you need to use a 5 to 3 pin adapter-cable.
- 2. Connect the fixture together in a "daisy chain" by XLR plug cable from the output of the fixture to the input of the next fixture. The cable cannot be branched or split to a "Y" cable. Inadequate or damaged cables, soldered joints or corroded connectors can easily distort the signal and shut down the system
- 3. The DMX output and input connectors are pass-through to maintain the DMX circuit when one of the units' power is disconnected.
- 4. At last fixture, the DMX cable has to be terminated with a terminator to reduce signal errors. Solder a 120-ohm 1/4W resistor between pin 2(DMX-) and pin 3(DMX+) into a 3-pin XLR-plug and plug it in the DMX-output of the last fixture.
- 5. Each lighting fixture needs to have an address set to receive the data sent by the controller. The address number is between 0-511 (usually 0 & 1 are equal to 1).
- $6.\ 3$ pin XLR connectors are more popular than 5 pin XLR.

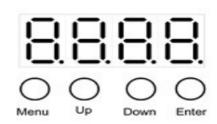
3 pin XLR: Pin1: GND, Pin2: Negative signal (-), Pin3: Positive signal (+)

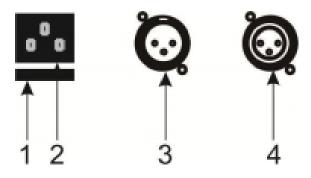
5 pin XLR: Pin1: GND, Pin2: Negative signal (-), Pin3: Positive signal (+)

512 Channel Description:

15 channel

	channel	function
1	0-255	horizontal
2	0-255	Horizontal fine tuning
3	0-255	perpendicular
4	0-255	Vertical fine tuning
5	0-255	velocity
6	0-255	Total dimming
7	0-255	Strobe / flash
8	0-255	Red dimming
9	0-255	Green dimming
10	0-255	Blue dimming
11	0-255	White dimming
12	0-255	Laser dimming
13		0-30 none 31-127 Self-walking1
	0-255	128-249 Self-walking2
		250-255sound control
14	0-255	0-4 Turn off the light belt
		5-109 Lamp band color selection
		110-255 Lamp belt self-walking
15	0-255	0-249 none 250-255 reset



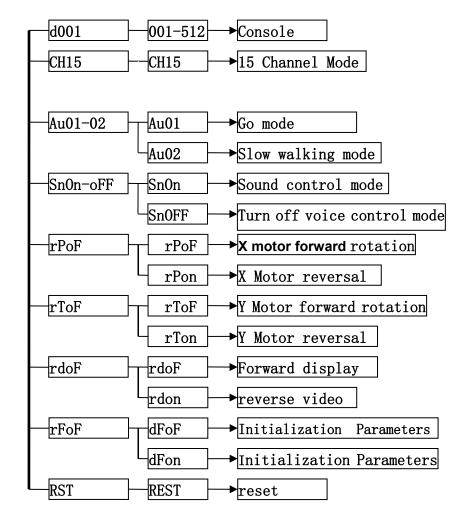


Menu	To select the program functions
Up	To go forward in the selected functions
Down	To go back forward in the selected functions
Enter	To confirm the selected functions

Number	Description
1	fuse
2	AC input
3	DMX in
4	DMX out

4.2 Main Function

Menu:



5. How to control the fixture

There are three ways to control the fixture

A. Universal DMX controller

B. Master/Slave operation

A. Universal DMX controller

The fixture can be set the DMX address remotely by universal DMX controller. First, you need to programming two scenes into a chase, and then link the fixtures to the universal DMX controller. When you run the chase, all the fixtures of the chain will be set the series DMX address automatically. The fixture uses four channels.

B. Master/Slave operation

The fixture will allow you to link 16 fixtures together and operate without a controller. In Master/Slave mode, the first fixture will control the others to give an automatic, sound activated, synchronized light show. This function is good when you want an instant show. The first fixture it's DMX input cable will have nothing connect it, and the other fixtures will be set in slave mode automatically. Their DMX input cables connect the last fixture DMX output cable (daisy chain). Any fixture can act as a Master or as a Slave.