



Mosaico L

300W IP66 zoomable LED image projector
with an animation wheel and framing shutters



USER MANUAL

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.



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of the product page



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SAFETY INFORMATION



WARNING!

- 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 load-bearing surface with suitable corrosion-resistant 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.



Minimum distance of illuminated objects

- The projector needs to be positioned so that the objects hit by the beam of light are at least 0.5 meters (1.64 ft) from the lens of the projector.

T_a45°C

Max operating ambient temperature (T_a)

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

$T_a - 20^\circ\text{C}$

Minimum operating ambient temperature (T_a)

- Do not operate the fixture if the ambient temperature (T_a) is below -20°C (-4°F).



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.

IP66

Permanent Outdoor use

- This product is rated with an IP (Ingress protection) for permanent outdoor use when used and serviced according to the instruction contained in this document.
- 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 optical system. Avoid to expose the optical system to any intense source of light (including sunlight) from any angle.

$T_c 80^\circ\text{C}$

Temperature of the external surface

- The surface of the fixture can reach up to 80°C (176°F) during operation. Avoid contact with people and materials.



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.



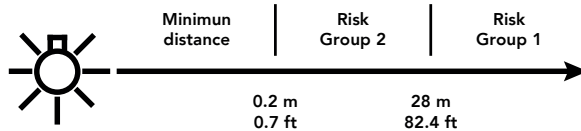
Photobiological safety

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



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 28 m (82.4 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

- The product meets the safety requirements of the certification procedures of the market in which it is placed and sold.

1 - PACKAGING

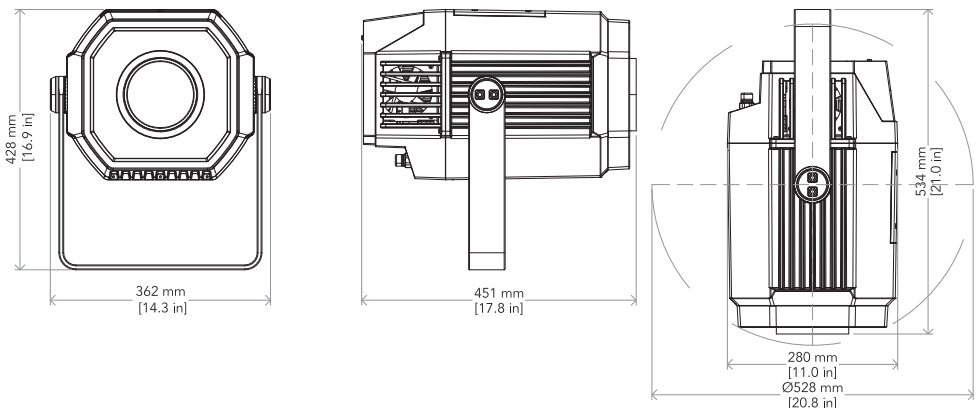
PACKAGE CONTENT

- 1x MOSAICOL;
- 1x BARE END - IP connection adapter;
- 1x 5p XLR - IP connection male adapter;
- 1x 5p XLR - IP connection female adapter;
- 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;
- RSR1235A/B: steel security cable for hanging bodies, inox steel shackle, L=120 cm, silver/black;
- C6002A/B: slim aluminium clamp, 200 kg loading, 48-51 mm tubes, M10 bolt;
- FCLMOSAICOL: flightcase for 2 pcs of MOSAICOL;
- MOSBRACK: bracket for MOSAICO series for wall mounting and suspension on poles;
- AWEXAC1L03: IP67 power extension cable for outdoor architectural projectors, L.03 m;
- AWEXAC1L05: IP67 power extension cable for outdoor architectural projectors, L.05 m;
- AWEXAC1L10: IP67 power extension cable for outdoor architectural projectors, L.10 m;
- AWEXAC1L20: IP67 power extension cable for outdoor architectural projectors, L.20m;
- AWEXDC1L03: IP67 DMX extension cable for outdoor architectural projectors, L.03 m;
- AWEXDC1L05: IP67 DMX extension cable for outdoor architectural projectors, L.05 m;
- AWEXDC1L10: IP67 DMX extension cable for outdoor architectural projectors, L.10 m;
- AWEXDC1L20: IP67 DMX extension cable for outdoor architectural projectors, L.20 m;
- UPBOX1U: firmware uploader kit, USB IN, 3pin XLR DMX OUT, USB OUT.

2 - TECHNICAL DRAWING



Weight: 25 kg - 55.11 lbs

Fig. 01

3 - INSTALLATION

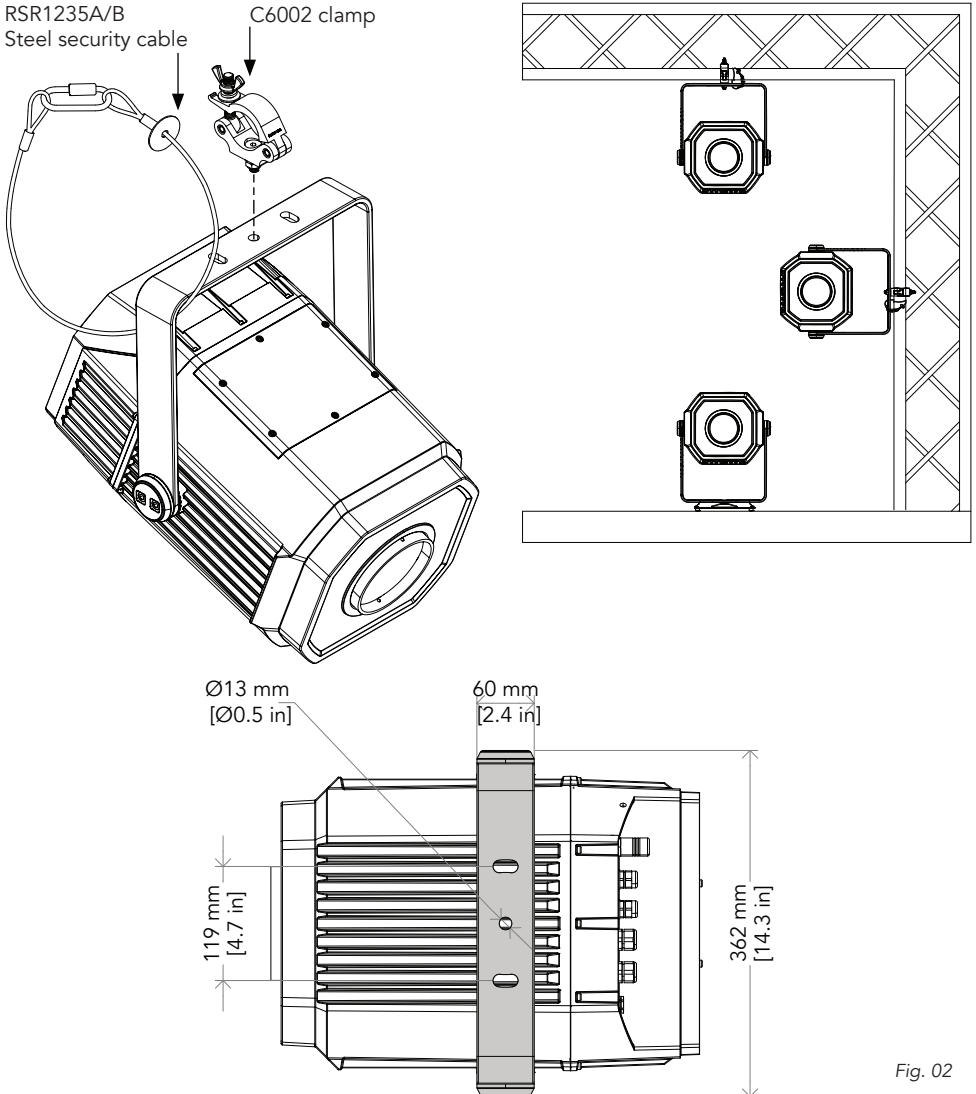
MOUNTING

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 440W.

| Core (EU) | Core (US) | Connection | Plug terminal marking |
|--------------|-----------|------------|---|
| Brown | Black | Live | L |
| Blue | White | Neutral | N |
| 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. BRACKET;
2. USER INTERFACE with display and buttons for access to the control panel functions;
3. GORE VALVE;
4. POWER IN/OUT: for connection to the Mains 100-240V~/50-60Hz;
5. POWER IN: for connection to the Mains 100-240V~/50-60Hz;
6. DMX OUT (3-p XLR): 1 = GND, 2 = sign-, 3 = sign+;
7. DMX IN (3-p XLR): 1 = GND, 2 = sign-, 3 = sign+;
8. ANTENNA.

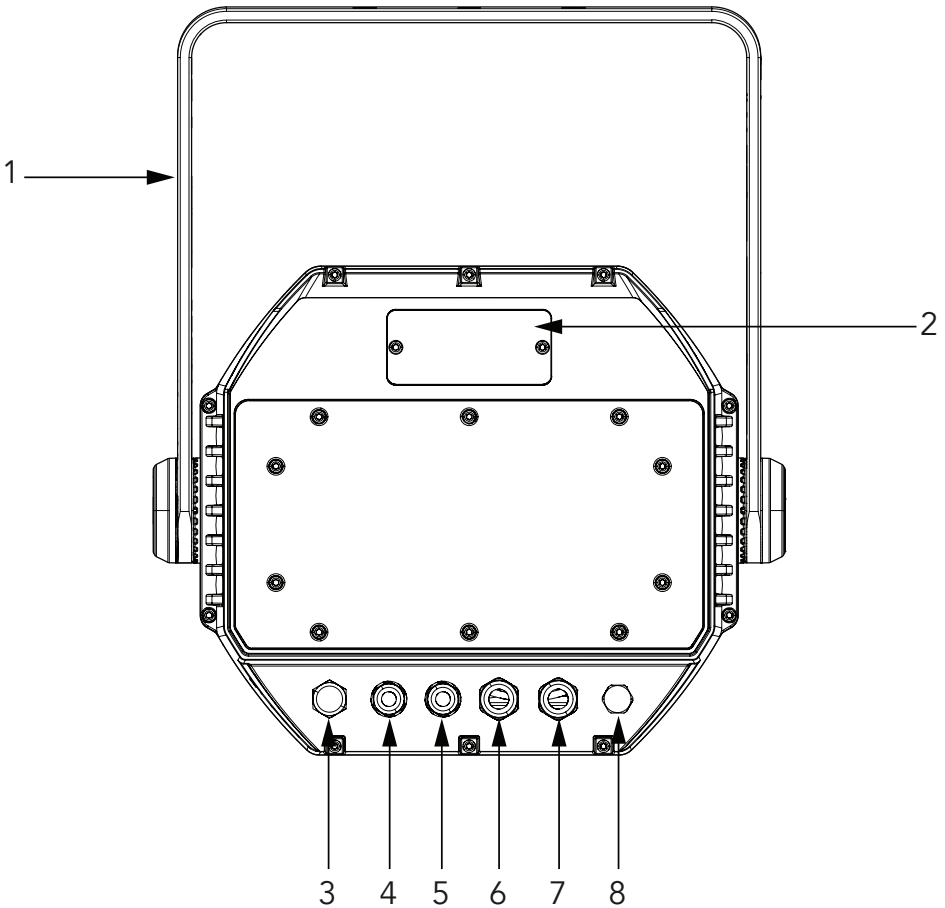


Fig. 03

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:

DMX - INPUT XLR plug



- Pin1 : GND - Shield
- Pin2 : - Signal
- Pin3 : + Signal
- Pin4 : N/C
- Pin5 : N/C

DMX - OUTPUT XLR socket

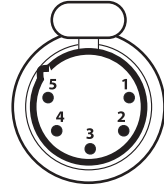


Fig. 04

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 120Ω impedance and low capacity.
The following diagram shows the connection mode:

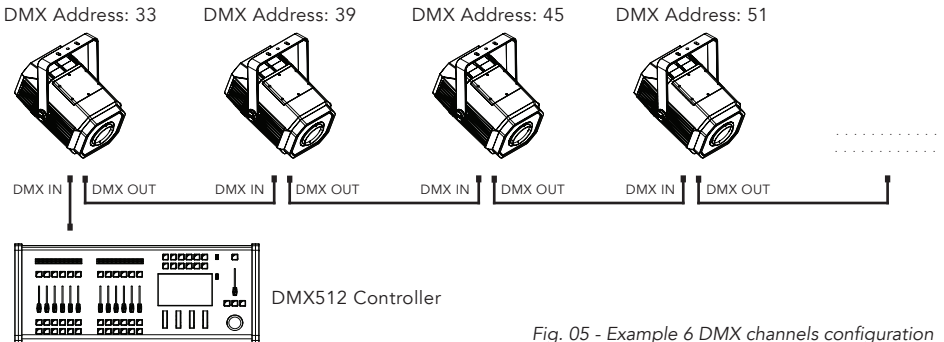


Fig. 05 - Example 6 DMX channels configuration

CONSTRUCTION OF THE DMX TERMINATION

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

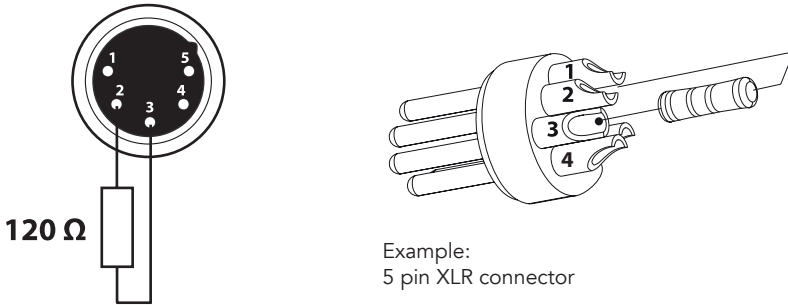


Fig. 06

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 product 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 (or others available) 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 information about the parameters of setting on the fixture (Protocol, Net, Subnet, Universe, Start Channel and IP Address, Ethernet to DMX No/Yes).

- About the IP addresses it is recommended to set 002.xxx.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 communication.**
- Enable the option Ethernet To DMX 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 Ω 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

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

1. Push ENTER button until 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 until 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 through wireless of the DMX signal from the transmitter side to the receiver.

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

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

NOTE: Artnet and sACN have higher priority on DMX if they are connected to transmitter.

OPERATION AS A WIRELESS RECEIVER

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

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

1. Push ENTER button until 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 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 until 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 through the DMX port on the receiver side.

8 - CONTROL PANEL

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

NOTE: remove the display cover to access the control panel

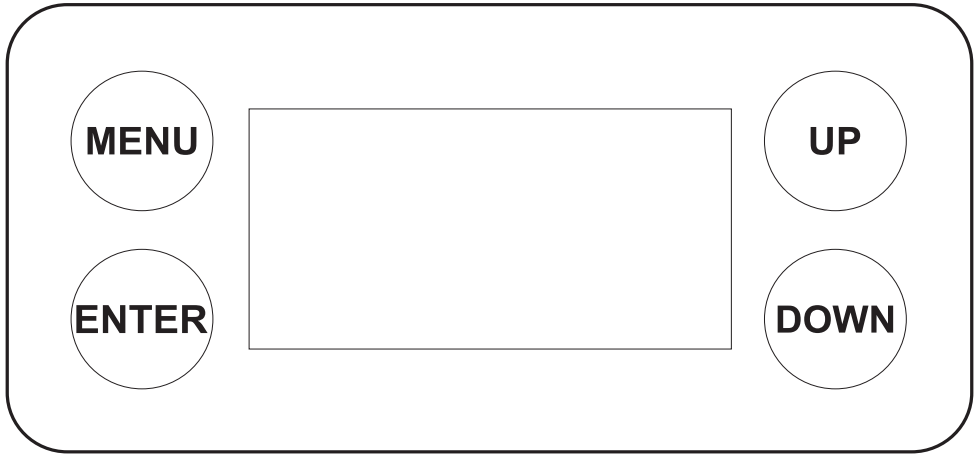


Fig. 07

DISPLAY AND BUTTONS LAYOUT

- MENU: used to access the menu tree or to return a previous menu window;
- UP: browse upwards through the menu list and increases the numeric value displayed;
- DOWN: browse downwards through the menu list and decreases the numeric value displayed;
- ENTER: used to confirm the current menu or confirm the current function value or option within a menu.

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 | DMX Address | 001-512 | | | |
| | | DMX Mode | BASIC STANDARD EXTENDED | | | |
| | | Wireless | WDMX ON/OFF | ON/ OFF | | |
| | | | WDMX MODE | TRANSMITTER/ RECEIVER | | |
| | | | TX LINK | ON/ OFF | | |
| | | | TX UNLINK | ON/ OFF | | |
| | | | RX RESET | ON/ OFF | | |
| | | | IN TO WDMX | ON /OFF | | |
| | | | WDMX TO DMX (RX) | ON /OFF | | |
| 2 | SETUP | Screen | BACKLIGHT | ON 10 s 20 s 30 s | | |
| | | | FLIP DISPLAY | ON OFF | | |
| | | | WARN ERRORS | ON OFF | | |
| | | | KEY LOCK | ON OFF | | |
| | | Fixture | FAN MODE | AUTO ON SILENT | | |
| | | | LED FREQUENCY | 600 HZ 1200 HZ 2000 HZ 4000 HZ 6000 HZ 25K HZ | | |
| | | | TEMPERATURE UNIT | °C °F | | |
| | | | AUTO TEST | | | |
| | | | MANUAL TEST | SHUTTER DIMMER COLOR GOBO GOBO ROT PRISM PRISM ROT FROST ZOOM FOCUS ANIMATION ANIMATION ROT FR.BLADES ROT. FR.BLADE 1 MOVE. FR.BLADE 1 SWIV. FR.BLADE 2 MOVE. FR.BLADE 2 SWIV. FR.BLADE 3 MOVE. FR.BLADE 3 SWIV. FR.BLADE 4 MOVE. FR.BLADE 4 SWIV. | | |

| | | | | | |
|------------|---------------------------|--------------------------|---|-----------------------------------|-------------------------|
| 3 | ADVANCED | RESET | ALL COLOR GOBO PRISM ANIMATION FOCUS ZOOM FROST FR.BLADES ROT. FR.BLADE 1 FR.BLADE 2 FR.BLADE 3 FR.BLADE 4 | | |
| | | ADJUST | COLOR WHEEL GOBO WHEEL GOBO 1 FOCUS ... GOBO 7 FOCUS GOBO 1 INDEX ... GOBO 7 INDEX GOBO ROT PRISM PRISM ROT ANIMATION ANIMATION ROT FOCUS ON OPEN ZOOM ON OPEN FROST FR.BLADES ROT. FR.BLADE 1 M1 FR.BLADE 1 M2 FR.BLADE 2 M1 FR.BLADE 2 M2 FR.BLADE 3 M1 FR.BLADE 3 M2 FR.BLADE 4 M1 FR.BLADE 4 M2 | | |
| | | FACTORY RELOAD | OFF ON | | |
| 4 | INFORMATION | FIXTURE TIME | | | |
| | | TEMPERATURE | | | |
| | | FANS SPEED | | | |
| | | SOFTWARE VERSION | | | |
| | | RDM UID | | | |
| | | MEMORY | | | |
| | | ERROR MESSAGE | | | |
| | DMX VIEW | | | | |
| 5 | STANDALONE | PLAY | OFF | | |
| | | | SHOW | Show 1 Show 2 Show 3 | |
| | | | CHASE | Chase 1 ... Chase 8 | |
| | | SCENE | Scene 1 ... Scene 32 | | |
| | | EDIT SHOW | SHOW 1 SHOW 2 SHOW 3 | CHASE 1 ... CHASE 8 | ON OFF |
| EDIT CHASE | CHASE 1 ... CHASE 8 | STEP 1 ... STEP 16 | OFF SCENE 1 ... SCENE 32 | | |

| | | | | | | |
|---|----------------------|--|---------------------------------------|---------------------|---|--|
| | | EDIT SCENES | SCENE 01 ... SCENE 32 | NEW / EDIT | Default: Dimmer: 255 Shutter: 255 Focus: 128 Zoom: 128 Fr.shutter 1 Move:128 Fr.shutter 1 Swiv:128 Fr.shutter 2 Move:128 Fr.shutter 2 Swiv:128 Fr.shutter 3 Move:128 Fr.shutter 3 Swiv:128 Fr.shutter 4 Move:128 Fr.shutter 4 Swiv:128 All others at 0 | |
| | | | | COPY | OFF SCENE 1 ... SCENE 32 | |
| | | SCENES RECORD | SCENE 01 ... SCENE 32 | DMX - SCENES RECORD | | |
| | | SLAVE SETUP | EDIT SCENE 01 ... EDIT SCENE 32 | | | |
| | | SCENES TIME | SCENE 01 TIME ... SCENE 32 TIME | FADE IN TIME | 0.000 - 3600.0 | |
| | | | | HOLD TIME | 0.000 - 3600.0 | |
| | | | | FADE OUT TIME | 0.000 - 3600.0 | |
| | | CHASE TIME | CHASE 1 ... CHASE 8 | 0.000 - 3600.0 | | |
| | | MOVE WITH BLACKOUT | SCENE 01 ... SCENE 32 | OFF ON | | |
| | | ADD MECH. TIME | OFF ON | | | |
| 6 | DMX 512 MODE | OFF - ON | | | | |
| | EDIT | DMX SHOW RECORD | DMX SHOW 1 ... DMX SHOW 8 | | | |
| | | SNAPSHOT | SNAPSHOT 1 ... SNAPSHOT 16 | | | |
| | PLAY | DMX SHOW RECORD | DMX SHOW 1 ... DMX SHOW 8 | | | |
| | | SNAPSHOT | SNAPSHOT 1 ... SNAPSHOT 16 | | | |
| | CLOCK SETTING | CURRENT TIME | | | | |
| | | CLOCK SETTING | | | | |
| | SCHEDULE SHOW | SCHEDULE SHOW 1 ... SCHEDULE SHOW 16 | | | | |

WIRELESS

- To enter the Wireless mode proceed in the following mode:
- Press the MENU button to access the main menu.
- Press the UP/DOWN button to scroll the menu, select **Connect**, then press the ENTER button to enter the next menu.
- Select the **Wireless Receive** function using the UP/DOWN buttons, then press the ENTER button.
- To activate the **Wireless Receive** function, use the UP/DOWN buttons and select the **On** option.
- Press the ENTER button to confirm the selection.
- Press the MENU button to go back or wait a few seconds to exit the setup menu.

NOTE - Once you have performed these steps, you must synchronize with any WiFi unit with which you want to communicate by pressing the sync button on it. At this point connect the DMX console to the WiFi unit to open the communication with the MOSAICOXL.

- To reset the unit, select the **Receive Reset** function using the UP/DOWN buttons, press the RIGHT button until the display shows **Connect**, then select **Receive Reset** using the UP/DOWN buttons, then press the ENTER button.
- To activate the mode use the UP / DOWN keys and select the **Yes** option.
- Press the ENTER button to confirm the selection.
- Press the MENU button to go back or wait a few seconds to exit the setup menu.
- To activate the **Wireless to DMX** function, use the UP / DOWN buttons to press the ENTER button until the display shows **Connect**, then select **Wireless to DMX**, then press the RIGHT button.
- To activate the mode use the UP/DOWN buttons and select the **Yes** option.
- Press the ENTER button to confirm the selection.
- Press the MENU button to go back or wait a few seconds to exit the setup menu.

SCREEN

It is possible to modify the following parameters, related to the display, following the same procedure:

- Press the MENU button to access the main menu.
- Press the UP/DOWN button to scroll through the menu, select **Set Up**, then press the ENTER button access the next menu.
- Press the UP/DOWN button to select **Screen** and press the ENTER button to proceed.
- Select the proposed option with the UP/DOWN button and press the ENTER button to confirm.
 - **Backlight** - Auto Off display backlight. This function allows you to switch off automatically the backlighting of the display after a certain time which can be set using the directional keys. To have the display always on select **On** or set a value between those shown (10s, 20s, 30s) to turn off the display once the chosen time has elapsed, after exiting the menu.
 - **Flip Display** - Display orientation. This feature allows you to rotate the display by 180 ° to get a better view of the display when the unit is hanging upside down. Select **Yes** to activate the function, **No** to deactivate it or **Auto**.
 - **Warn Cue** - Warning of error. Use the arrow keys to select **Off** or **On** depending on whether or not the display shows error warnings.
 - **Key lock** - With this function, you can lock the keys on the control panel to prevent, for example, tampering with the settings. If this function is activated, the keys are locked automatically. To disable or temporarily disable or disable the key lock function, press the keys in the following order to regain access to the menu commands: UP, DOWN, UP, DOWN, ENTER. Select **Yes** to activate the function or **No** to deactivate it.
- Press the ENTER button to confirm the selection.
- Press the MENU button repeatedly to exit the menu and to save the changes made.

FIXTURE SETTINGS

You can change the parameters for the device by following these steps:

- Press the button MENU to enter the menu mode.
- Use the buttons UP/DOWN to select Set Up. Press the button ENTER to confirm.
- Use the buttons UP/DOWN to select Fixture. Press the button ENTER to confirm.
- Press the buttons UP/DOWN to select the desired option and press the button ENTER to confirm:

- Fan Mode - Fan speed. Select the desired fan speed Auto, Silent, High through the button UP/DOWN.
- Temperature unit. Select Temperature unit function and then choose Celsius / Fahrenheit measurement unit then press the ENTER button to confirm the selection.
- Press the MENU button repeatedly to exit the menu and to save the changes made.

AUTO TEST

Allow checking the proper functioning of the unit. Start the automatic test in the following way:

- Press the button MENU to enter the menu mode.
- Use the buttons UP/DOWN to select the Set Up. Press the button ENTER to confirm.
- Press the buttons UP/DOWN to select the Auto Test and press ENTER to confirm.
- To confirm and start the automatic test press the MENU button.

MANUAL TEST

It allows to do adjustments on the effects through comands pannel to obtain a perfect balance between the projectors.

- Press the button MENU to enter the menu mode.
- Press the buttons UP/DOWN to select the item Set Up. Then press the button ENTER.
- Press the buttons UP/DOWN to select the Manual Test. Then press the button ENTER.
- Select the effect you want change (Shutter, Dimmer, Color1, Cyan, Magenta, Yellow, CTO, Color, Gobo, RGobo, PrismRot, Frost1, Frost2 Focus, Zoom, Effect, REffect, White, Zoom, Iris, Fr.shutters Rot., Fr.shutter 1 Move., Fr.shutter 1 Swiv., Fr.shutter 2 Move., Fr.shutter 2 Swiv., Fr.shutter 3 Move., Fr.shutter 3 Swiv.,Fr.shutter 4 Move., Fr.shutter 4 Swiv.).Then press the button ENTER to confirm.
- Use the directional buttons to calibrate the effect setting a value between 0 - 255. Then press the button ENTER to confirm.
- Press repeatedly the button MENU to return the menu mode.

ADVANCED

It is possible to modify the following parameters following the same procedure:

- Press the MENU button to access the main menu.
- Press the UP/DOWN button to scroll through the menu, select **Advanced**, then press the ENTER button to enter the next menu.
- Press the UP/DOWN button to select one off the following parametres:
 - Reset - To start a preset program to restore the selected function (All, Cyan, Magenta, Yellow, CTO, Color, Gobo, Prism, Effect, Focus, Zoom, Frost, Iris, Fr.shutters Rot., Fr.shutter 1 M1, Fr.shutter 1 M2, Fr.shutter 2 M1, Fr.shutter 2 M2, Fr.shutter 3 M1, Fr.shutter 3 M2, Fr.shutter 4 M1, Fr.shutter 4 M2).
 - Adjust - To allows you to change all parameters. Insert the password "050" to enter. Select the desired function (Cyan, Magenta, Yellow, CTO, Color, Gobo, RGobo, Prism, Rot Prism, Effect, Focus, Zoom, Frost 1, Frost 2, Iris, Fr.shutters Rot., Fr.shutter 1 M1,, Fr.shutter 1 M2, Fr.shutter 2 M1, Fr.shutter 2 M2, Fr.shutter 3 M1, Fr.shutter 3 M2, Fr.shutter 4 M1, Fr.shutter 4 M2) and the choose the value (0 - 255).
 - Factory Reload - To reset the unit. Select Yes or No and select ENTER to confirm.
- Press the ENTER button to confirm the selection and wait for the selected function to be restored.
- Press the MENU button repeatedly to exit the menu and to save the changes made.

INFORMATION ON THE DEVICE

To view all the information on the device, proceed as follows:

- Press the MENU button to access the main menu. Press the UP/DOWN button to select **Information**, then press the ENTER button to access the next menu.
- Press the UP/DOWN button to scroll through the menu, then select one of the following informa-

tion and press the ENTER button to display it. - Fixture Time - Through the Fixture Time function, the operating time of the projector can be shown on the display.

- Fixture Time - To view the operating time of the projector.
 - Temperature - To view the temperature of the device in °C/°F on the display.
 - Fans Speed - to view on the display the fan speed present near the lamp.
 - Software Version - To view the firmware version will show on the display.
 - UID - To view the identification ID for the RDM control.
 - View - Select the View DMX function to display all DMX menu.
- Press the MENU button repeatedly to exit the menu and to save the changes made.

OPERATIONS IN AUTOMATIC MODE

Play Show

The unit independently runs through its show. Before you send an automatic program you need to set the drive as Master/Alone:

- Press the MENU button to access the main menu.
- Press the UP/DOWN button to scroll the menu, select the **Stand Alone**, then press the ENTER button to enter the next menu.
- Press the UP/DOWN button to scroll through the menu, select **Play** and press the ENTER button to enter the next menu.
- Press the UP/DOWN button to scroll through the menu, select **Show** and press ENTER to confirm your choice.
- Press the UP/DOWN button to select the mode of operation: **Show 1, Show 2, Show 3**.
- Press the ENTER button to confirm your choice.
- Press the MENU button repeatedly to exit the menu and save changes.

The unit will go into automatic mode by executing the program automatically.

Play Chase

The function **Chase** lets you choose the automatic program to actually run.

- Press the MENU button to access the main menu.
- Press the UP/DOWN button to scroll the menu, select **Stand Alone**, then press the ENTER button to enter the next menu.
- Press the UP/DOWN button to scroll through the menu, select **Play** and press the ENTER button to enter the next menu.
- Press the UP/DOWN button to scroll through the menu, select **Chase** and press the ENTER button to enter the next menu.
- Press the UP/DOWN button to scroll through the menu, then select **Chase 1 ~ Chase 8** and press ENTER to confirm.
- Press the MENU button repeatedly to exit the menu and save changes.

Play Scenes

The function **Scenes** lets you choose the scene to actually run.

- Press the MENU button to access the main menu.
- Press the UP/DOWN button to scroll the menu, select **Stand Alone**, then press the ENTER button to enter the next menu.
- Press the UP/DOWN button to scroll through the menu, select **Play** and press the ENTER button to enter the next menu.
- Press the UP/DOWN button to scroll through the menu, select **Scenes** and press the ENTER button to enter the next menu.
- Press the UP/DOWN button to scroll through the menu, then select **Scene 1 ~ Scene 32** and press ENTER to confirm.
- Press the MENU button repeatedly to exit the menu and save changes.

Edit Show

The function **Edit Show** allows you to create individual scenes to be included in the Chase Step.

- Press the MENU button to access the main menu.
- Press the UP/DOWN button to scroll the menu, select **Stand Alone**, then press the ENTER button to enter the next menu.
- Press the UP/DOWN button to scroll through the menu, select **Edit Show** and press the ENTER button to enter the next menu.
- Press the UP/DOWN button to scroll through the menu, select **Show 1/Show 2/Show 3**, then press the ENTER button to confirm.
- Press the UP/DOWN button to scroll through the menu, select **Chase 1 ~ Chase 8**, then press the ENTER button to confirm.
- Press the UP/DOWN button to change the value of the function, then press the ENTER button to confirm.
- Press the MENU button repeatedly to exit the menu and save changes.

Edit Chase

The function **Edit Chase** allows you to create automatic pre-programmed show.

The automatic programs **Chase1 ~ Chase8**. Each Chase can be composed of 1 ~ 16 step that can be configured through the following procedure:

- Press the MENU button to access the main menu.
- Press the UP/DOWN button to scroll the menu, select the **Stand Alone**, then press the ENTER button to enter the next menu.
- Press the UP/DOWN button to scroll through the menu, select **Edit Chases** and press the ENTER button to enter the next menu.
- Press the UP/DOWN button to scroll through the menu, select **Edit Chase 1 ~ Edit Chase 8**, then press the ENTER button to confirm.
- Press the UP/DOWN button to select the **Step 01 ~ Step 16**, and press ENTER to confirm.
- Press the UP/DOWN button to select the **Scene 1 ~ 32** you want to set for the Step chosen, and then press ENTER to confirm.
- Press the MENU button repeatedly to exit the menu and save changes.

Edit Scenes

The function **Edit Scenes** allows you to create individual scenes to be included in the Chase Step.

- Press the MENU button to access the main menu.
- Press the UP/DOWN button to scroll the menu, select the **Stand Alone**, then press the ENTER button to enter the next menu.
- Press the UP/DOWN button to scroll through the menu, select **Edit Scenes** and press the ENTER button to enter the next menu.
- Press the UP/DOWN button to scroll through the menu, select **Edit Scene 1 ~ Edit Scene 32**, then press the ENTER button to confirm.
- Then choose the desired function: **New / Edit Scene** or **Copy Scene**.
- Press the UP/DOWN button to select the desired function you want to edit (**Shutter, Dimmer, etc.**), Then press the ENTER button to confirm.
- Press the UP/DOWN button to change the value of the function, then press the ENTER button to confirm.
- Press the MENU button repeatedly to exit the menu and save changes.

Scenes Record

The **Scenes Record** function allows the recording of MOSAICOXL scenes through the console on which the fixture was stored in Scene Record, capable of driving the fixture functions expressed in DMX.

- Press the MENU button to access the main menu.
- Press the UP/DOWN button to scroll through the menu, select **Stand Alone**, then press the ENTER button to enter the next menu.
- Press the UP/DOWN button to scroll through the menu, select **Scenes Record** and press the ENTER

button to enter the next menu.

- Press the UP/DOWN button to select the scene to be inserted in the automatic program, then press the ENTER button to confirm.
- Press the UP/DOWN button to select the scene to edit in the automatic program, then press the ENTER button to confirm. After pushing ENTER button, MOSAICOXL will wait for the confirm.
- From the DMX console, change the parameters of the MOSAICOXL based on the scene to be created.
- After creating the scene, press ENTER on the MOSAICOXL (the message STORED will appear).
- Press the MENU button repeatedly to exit the menu and save changes.

Slave Setup

The function **Slave Setup** allows you to execute automatic pre-programmed show set on the master projector.

- Press the MENU button to access the main menu.
- Press the UP/DOWN button to scroll the menu, select **Stand Alone**, then press the ENTER button to enter the next menu.
- Press the UP/DOWN button to scroll through the menu, select **Slave Setup** and press the ENTER button to enter the next menu.
- Press the UP/DOWN button to scroll through the menu, select **Edit Scene 1 ~ Edit Scene 32**, then press the ENTER button to confirm.
- Press the UP/DOWN button to select the desired function you want to edit (**RGobo, Focus, Zoom**), Then press the ENTER button to confirm.
- Press the UP/DOWN button to change the value of the function, then press the ENTER button to confirm.
- Press the MENU button repeatedly to exit the menu and save changes.

NOTE: if the Slave units have to do the same operation as the MASTER, during a recording, the values of **Focus, Zoom** and **RGobo** will not be stored. These values must be adjusted manually on the Slave units, via this section.

Scenes Time

The **Scenes Time** function allows you to set the input, duration and output times of each single scene.

- Press the ENTER key to access the main menu.
- Press the UP / DOWN button to scroll through the menu, select **Stand Alone**, then press the ENTER button to access the next menu.
- Press the UP / DOWN button to select **Scenes Time** and press the ENTER button to access the next menu.
- Press the UP / DOWN button to select **Scene 01 Time ~ Scene 32 Time**, then press the ENTER button.
- Press the UP / DOWN button to change the following times, then press the ENTER button to confirm:
 - Fade in Time - scene entry time.
 - Hold Time - time duration of the scene.
 - Fade Out Time - time out of the scene.

Press the MENU key several times to exit the menu and to save the changes made.

Move blackout

The **Move Blackout** function allows you not to display the scroll between one scene and another; any kind of change between a scene and the next occurs "in the dark".

- Press the ENTER key to access the main menu.
- Press the UP / DOWN button to scroll through the menu, select **Stand Alone**, then press the ENTER button to access the next menu.
- Press the UP / DOWN button to select **Move Blackout** and press the ENTER button to access the next menu.

- Press the UP / DOWN button to select **On** or **Off** then press the ENTER button.
- Press the MENU key several times to exit the menu and to save the changes made.

When the projector is in **Stand Alone** it turns out to be **MASTER**, as well as if you enter or connect the projector to the DMX. When you exit the menu or disconnect the DMX connection, the projector restarts the show execution from the last scene interrupted by these two actions.

DMX 512 MODE

EDIT

Erase DMX Show

The **Erase DMX Show** function allows you to delete shows and snapshots.

- Press the ENTER key to access the main menu.
- Press the UP / DOWN button to scroll through the menu, select **DMX 512**, then press the ENTER button to access the next menu.
- Press the UP / DOWN button to select **Edit** and press the ENTER button to access the next menu.
- Press the UP / DOWN button to select **Erase DMX Show** and press the ENTER button to access the next menu.
- Press the UP / DOWN key to select the shows and snapshots to be deleted and press the ENTER key to confirm the selection.

Press the MENU key several times to exit the menu and to save the changes made.

Dmx Show Record

Choose this function to record your pre-programmed shows on the playbacks of your DMX console.

- Press the ENTER key to access the main menu.
- Press the UP / DOWN button to scroll through the menu, select **DMX 512**, then press the ENTER button to access the next menu.
- Press the UP / DOWN button to select **Edit** and press the ENTER button to access the next menu.
- Press the UP / DOWN button to select **DMX Show Record** and press the ENTER button to access the next menu.

Press the MENU key several times to exit the menu and to save the changes made.

Snapshot

Choose this function to record your pre-programmed snapshots on the playbacks of your DMX console.

- Press the ENTER key to access the main menu.
- Press the UP / DOWN button to scroll through the menu, select **DMX 512**, then press the ENTER button to access the next menu.
- Press the UP / DOWN button to select **Edit** and press the ENTER button to access the next menu.
- Press the UP / DOWN button to select **Snapshot** and press the ENTER button to access the next menu.

Press the MENU key several times to exit the menu and to save the changes made.

PLAY

Choose this function to run your shows and / or snapshots, recorded on board the MOSAICOXL.

- Press the ENTER key to access the main menu.
- Press the UP / DOWN button to scroll through the menu, select **DMX 512**, then press the ENTER button to access the next menu.
- Press the UP / DOWN button to select **Play** and press the ENTER button to access the next menu.
- Press the UP / DOWN button to select **DMX Show** and / or **Snapshot** and press the ENTER button to select the show and / or snapshot to send to run.

Press the MENU key several times to exit the menu and to save the changes made.

CLOCK SETTING

Choose this function to set the current date and time.

- Press the ENTER key to access the main menu.
- Press the UP / DOWN button to scroll through the menu, select DMX 512, then press the ENTER button to access the next menu.
- Press the UP / DOWN button to select Play and press the ENTER button to access the next menu.
- Press the UP / DOWN button to select Clock Setting and press the ENTER button to access the next menu
- Press Clock Setting to change date and time in current settings; while press Current Time to view them.

Press the MENU key several times to exit the menu and to save the changes made.

SCHEDULE SHOW

To schedule the broadcasting of the various shows and / or snapshots previously created.

- Press the ENTER key to access the main menu.
- Press the UP / DOWN button to scroll through the menu, select DMX 512, then press the ENTER button to access the next menu.
- Press the UP / DOWN button to select Play and press the ENTER button to access the next menu.
- Press the UP / DOWN button to select Schedule Show and press the ENTER button to access the next menu
- Select Week and Time to schedule day (s) and time respectively.

Press the ENTER key to confirm.

NOTE: for the correct use of this section follow the steps described below.

1. Enable the DMX 512 operation. To do this proceed as follows:
 - Press the ENTER key to access the main menu.
 - Press the UP / DOWN button to scroll through the menu, select DMX 512, then press the ENTER button to access the next menu.
 - Press the UP / DOWN button to select On/Off and press the ENTER button to confirm.
2. Delete existing shows and snapshots.
3. Make sure that date and time of the MOSAICOXL are correct. See the paragraph "Clock Setting".
4. Record desired shows and snapshots.
5. Schedule airing and play.
6. DMX 512, if enabled, goes to priority on Stand Alone.

10 - SHORTCUT

| KEYS | MODE | DESCRIPTION |
|----------------------------|--------------|---|
| MENU + ENTER then power on | Clear All | Clear all value of functions + factory default |
| UP + DOWN after power on | Flip Display | Directly flip display without enter inside menu |

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

| | | | | |
|-----------------------------------|------------------------|--------|---|---|
| Power/Lamp Settings | DEVICE_HOURS | 0x0400 | x | x |
| | LAMP_HOURS | 0x0401 | x | x |
| | LAMP_STRIKES | 0x0402 | x | x |
| | LAMP_STATE | 0x0403 | x | x |
| | LAMP_ON_MODE | 0x0404 | x | x |
| | DEVICE_POWER_CYCLES | 0x0405 | x | x |
| Display Settings | DISPLAY_INVERT | 0x0500 | x | x |
| | DISPLAY_LEVEL | 0x0501 | x | x |
| Configuration | REAL_TIME_CLOCK | 0x0603 | x | x |
| | LOCK_PIN | 0x0640 | x | x |
| | LOCK_STATE | 0x0641 | x | x |
| | LOCK_STATE_DESCRIPTION | 0x0642 | x | |
| Control | IDENTIFY_DEVICE | 0x1000 | x | x |
| | RESET_DEVICE | 0x1001 | | x |
| | POWER_STATE | 0x1010 | x | x |
| | PERFORM_SELFTEST | 0x1020 | x | x |
| | SELF_TEST_DESCRIPTION | 0x1021 | x | |
| | CAPTURE_PRESET | 0x1030 | x | x |
| | PRESET_PLAYBACK | 0x1031 | x | x |
| | IDENTIFY_MODE | 0x1040 | x | x |
| | PRESET_INFO | 0x1041 | x | |
| | PRESET_STATUS | 0x1042 | x | x |
| | PRESET_MERGEMODE | 0x1043 | x | x |
| | POWER_ON_SELF_TEST | 0x1044 | x | x |
| IP & DNS Configuration | IPV4_CURRENT_ADDRESS | 0x0705 | x | |
| | IPV4_STATIC_ADDRESS | 0x0706 | x | x |

Custom PIDs

| Parameter | PID | GET | SET | Values | Description | Default Value |
|------------------------|--------|-----|-----|-----------|------------------------------------|---------------|
| Clean Device Hours | 0x8206 | x | x | 0-1 | "0:No 1:Yes" | 0 |
| Play Off | 0x8230 | x | x | 0 | 0:Off | 0 |
| Play Show | 0x8231 | x | x | 1-3 | "1:Show 1 2:Show 2 3:Show 3" | 1 |
| Play Chase | 0x8232 | x | x | 1-8 | "1:Chase 1 ... 8:Chase 8" | 1 |
| Play Scence | 0x8233 | x | x | 1-32 | "1:Scene 1 ... 32:Scene 32" | 1 |
| Scene 01 Fade In Time | 0x8234 | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0000.0S |
| Scene 01 Hole Time | 0x8235 | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0001.0S |
| Scene 01 Fade Out Time | 0x8236 | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0000.0S |
| Scene 02 Fade In Time | 0x8237 | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0000.0S |
| Scene 02 Hole Time | 0x8238 | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0001.0S |
| Scene 02 Fade Out Time | 0x8239 | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0000.0S |
| Scene 03 Fade In Time | 0x823A | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0000.0S |

| Parameter | PID | GET | SET | Values | Description | Default Value |
|------------------------|--------|-----|-----|-----------|-------------------|---------------|
| Scene 03 Hole Time | 0x823B | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0001.0S |
| Scene 03 Fade Out Time | 0x823C | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0000.0S |
| Scene 04 Fade In Time | 0x823D | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0000.0S |
| Scene 04 Hole Time | 0x823E | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0001.0S |
| Scene 04 Fade Out Time | 0x823F | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0000.0S |
| Scene 05 Fade In Time | 0x8240 | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0000.0S |
| Scene 05 Hole Time | 0x8241 | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0001.0S |
| Scene 05 Fade Out Time | 0x8242 | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0000.0S |
| Scene 06 Fade In Time | 0x8243 | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0000.0S |
| Scene 06 Hole Time | 0x8244 | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0001.0S |
| Scene 06 Fade Out Time | 0x8245 | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0000.0S |
| Scene 07 Fade In Time | 0x8246 | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0000.0S |
| Scene 07 Hole Time | 0x8247 | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0001.0S |
| Scene 07 Fade Out Time | 0x8248 | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0000.0S |
| Scene 08 Fade In Time | 0x8249 | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0000.0S |
| Scene 08 Hole Time | 0x824A | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0001.0S |
| Scene 08 Fade Out Time | 0x824B | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0000.0S |
| Scene 09 Fade In Time | 0x824C | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0000.0S |
| Scene 09 Hole Time | 0x824D | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0001.0S |
| Scene 09 Fade Out Time | 0x824E | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0000.0S |
| Scene 10 Fade In Time | 0x824F | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0000.0S |
| Scene 10 Hole Time | 0x8250 | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0001.0S |
| Scene 10 Fade Out Time | 0x8251 | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0000.0S |
| Scene 11 Fade In Time | 0x8252 | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0000.0S |
| Scene 11 Hole Time | 0x8253 | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0001.0S |
| Scene 11 Fade Out Time | 0x8254 | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0000.0S |
| Scene 12 Fade In Time | 0x8255 | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0000.0S |
| Scene 12 Hole Time | 0x8256 | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0001.0S |
| Scene 12 Fade Out Time | 0x8257 | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0000.0S |
| Scene 13 Fade In Time | 0x8258 | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0000.0S |
| Scene 13 Hole Time | 0x8259 | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0001.0S |
| Scene 13 Fade Out Time | 0x825A | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0000.0S |
| Scene 14 Fade In Time | 0x825B | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0000.0S |
| Scene 14 Hole Time | 0x825C | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0001.0S |
| Scene 14 Fade Out Time | 0x825D | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0000.0S |
| Scene 15 Fade In Time | 0x825E | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0000.0S |
| Scene 15 Hole Time | 0x825F | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0001.0S |
| Scene 15 Fade Out Time | 0x8260 | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0000.0S |
| Scene 16 Fade In Time | 0x8261 | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0000.0S |
| Scene 16 Hole Time | 0x8262 | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0001.0S |
| Scene 16 Fade Out Time | 0x8263 | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0000.0S |
| Scene 17 Fade In Time | 0x8264 | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0000.0S |
| Scene 17 Hole Time | 0x8265 | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0001.0S |
| Scene 17 Fade Out Time | 0x8266 | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0000.0S |
| Scene 18 Fade In Time | 0x8267 | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0000.0S |
| Scene 18 Hole Time | 0x8268 | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0001.0S |
| Scene 18 Fade Out Time | 0x8269 | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0000.0S |
| Scene 19 Fade In Time | 0x826A | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0000.0S |

| Parameter | PID | GET | SET | Values | Description | Default Value |
|------------------------|--------|-----|-----|-----------|-------------------|---------------|
| Scene 19 Hole Time | 0x826B | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0001.0S |
| Scene 19 Fade Out Time | 0x826C | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0000.0S |
| Scene 20 Fade In Time | 0x826D | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0000.0S |
| Scene 20 Hole Time | 0x826E | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0001.0S |
| Scene 20 Fade Out Time | 0x826F | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0000.0S |
| Scene 21 Fade In Time | 0x8270 | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0001.0S |
| Scene 21 Hole Time | 0x8271 | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0001.0S |
| Scene 21 Fade Out Time | 0x8272 | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0001.0S |
| Scene 22 Fade In Time | 0x8273 | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0001.0S |
| Scene 22 Hole Time | 0x8274 | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0001.0S |
| Scene 22 Fade Out Time | 0x8275 | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0001.0S |
| Scene 23 Fade In Time | 0x8276 | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0001.0S |
| Scene 23 Hole Time | 0x8277 | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0001.0S |
| Scene 23 Fade Out Time | 0x8278 | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0001.0S |
| Scene 24 Fade In Time | 0x8279 | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0001.0S |
| Scene 24 Hole Time | 0x827A | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0001.0S |
| Scene 24 Fade Out Time | 0x827B | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0001.0S |
| Scene 25 Fade In Time | 0x827C | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0001.0S |
| Scene 25 Hole Time | 0x827D | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0001.0S |
| Scene 25 Fade Out Time | 0x827E | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0001.0S |
| Scene 26 Fade In Time | 0x827F | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0001.0S |
| Scene 26 Hole Time | 0x8280 | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0001.0S |
| Scene 26 Fade Out Time | 0x8281 | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0001.0S |
| Scene 27 Fade In Time | 0x8282 | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0001.0S |
| Scene 27 Hole Time | 0x8283 | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0001.0S |
| Scene 27 Fade Out Time | 0x8284 | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0001.0S |
| Scene 28 Fade In Time | 0x8285 | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0001.0S |
| Scene 28 Hole Time | 0x8286 | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0001.0S |
| Scene 28 Fade Out Time | 0x8287 | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0001.0S |
| Scene 29 Fade In Time | 0x8288 | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0001.0S |
| Scene 29 Hole Time | 0x8289 | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0001.0S |
| Scene 29 Fade Out Time | 0x828A | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0001.0S |
| Scene 30 Fade In Time | 0x828B | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0001.0S |
| Scene 30 Hole Time | 0x828C | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0001.0S |
| Scene 30 Fade Out Time | 0x828D | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0001.0S |
| Scene 31 Fade In Time | 0x828E | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0001.0S |
| Scene 31 Hole Time | 0x828F | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0001.0S |
| Scene 31 Fade Out Time | 0x8290 | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0001.0S |
| Scene 32 Fade In Time | 0x8291 | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0001.0S |
| Scene 32 Hole Time | 0x8292 | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0001.0S |
| Scene 32 Fade Out Time | 0x8293 | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0001.0S |
| Chase 1 Time | 0x8294 | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0001.0S |
| Chase 2 Time | 0x8295 | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0001.0S |
| Chase 3 Time | 0x8296 | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0001.0S |
| Chase 4 Time | 0x8297 | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0001.0S |
| Chase 5 Time | 0x8298 | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0001.0S |
| Chase 6 Time | 0x8299 | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0001.0S |
| Chase 7 Time | 0x829A | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0001.0S |

| Parameter | PID | GET | SET | Values | Description | Default Value |
|-----------------------------|--------|-----|-----|-----------|---------------------------------|---------------|
| Chase 8 Time | 0x829B | x | x | 0 - 36000 | 0000.0S - 3600.0S | 0001.0S |
| Move with blackout-Scene 01 | 0x829C | x | x | 0-1 | 0:Off 1:On | Off |
| Move with blackout-Scene 02 | 0x829D | x | x | 0-1 | 0:Off 1:On | Off |
| Move with blackout-Scene 03 | 0x829E | x | x | 0-1 | 0:Off 1:On | Off |
| Move with blackout-Scene 04 | 0x829F | x | x | 0-1 | 0:Off 1:On | Off |
| Move with blackout-Scene 05 | 0x82A0 | x | x | 0-1 | 0:Off 1:On | Off |
| Move with blackout-Scene 06 | 0x82A1 | x | x | 0-1 | 0:Off 1:On | Off |
| Move with blackout-Scene 07 | 0x82A2 | x | x | 0-1 | 0:Off 1:On | Off |
| Move with blackout-Scene 08 | 0x82A3 | x | x | 0-1 | 0:Off 1:On | Off |
| Move with blackout-Scene 09 | 0x82A4 | x | x | 0-1 | 0:Off 1:On | Off |
| Move with blackout-Scene 10 | 0x82A5 | x | x | 0-1 | 0:Off 1:On | Off |
| Move with blackout-Scene 11 | 0x82A6 | x | x | 0-1 | 0:Off 1:On | Off |
| Move with blackout-Scene 12 | 0x82A7 | x | x | 0-1 | 0:Off 1:On | Off |
| Move with blackout-Scene 13 | 0x82A8 | x | x | 0-1 | 0:Off 1:On | Off |
| Move with blackout-Scene 14 | 0x82A9 | x | x | 0-1 | 0:Off 1:On | Off |
| Move with blackout-Scene 15 | 0x82AA | x | x | 0-1 | 0:Off 1:On | Off |
| Move with blackout-Scene 16 | 0x82AB | x | x | 0-1 | 0:Off 1:On | Off |
| Move with blackout-Scene 17 | 0x82AC | x | x | 0-1 | 0:Off 1:On | Off |
| Move with blackout-Scene 18 | 0x82AD | x | x | 0-1 | 0:Off 1:On | Off |
| Move with blackout-Scene 19 | 0x82AE | x | x | 0-1 | 0:Off 1:On | Off |
| Move with blackout-Scene 20 | 0x82AF | x | x | 0-1 | 0:Off 1:On | Off |
| Move with blackout-Scene 21 | 0x82B0 | x | x | 0-1 | 0:Off 1:On | Off |
| Move with blackout-Scene 22 | 0x82B1 | x | x | 0-1 | 0:Off 1:On | Off |
| Move with blackout-Scene 23 | 0x82B2 | x | x | 0-1 | 0:Off 1:On | Off |
| Move with blackout-Scene 24 | 0x82B3 | x | x | 0-1 | 0:Off 1:On | Off |
| Move with blackout-Scene 25 | 0x82B4 | x | x | 0-1 | 0:Off 1:On | Off |
| Move with blackout-Scene 26 | 0x82B5 | x | x | 0-1 | 0:Off 1:On | Off |
| Move with blackout-Scene 27 | 0x82B6 | x | x | 0-1 | 0:Off 1:On | Off |
| Move with blackout-Scene 28 | 0x82B7 | x | x | 0-1 | 0:Off 1:On | Off |
| Move with blackout-Scene 29 | 0x82B8 | x | x | 0-1 | 0:Off 1:On | Off |
| Move with blackout-Scene 30 | 0x82B9 | x | x | 0-1 | 0:Off 1:On | Off |
| Move with blackout-Scene 31 | 0x82BA | x | x | 0-1 | 0:Off 1:On | Off |
| Move with blackout-Scene 32 | 0x82BB | x | x | 0-1 | 0:Off 1:On | Off |
| DMX512 Show | 0x82CF | x | x | 0-24 | 0:Off/1-8:Show1-8/9-24:Snap1-16 | Off |

12 - DMX CHARTS

| Ch | Basic | Standard | Extended | Scene Record |
|----|----------------------|----------------------|-------------------------|----------------------|
| 1 | SHUTTER | SHUTTER | SHUTTER | SHUTTER |
| 2 | DIMMER | DIMMER | DIMMER | DIMMER |
| 3 | COLOR WHEEL | DIMMER FINE | DIMMER FINE | COLOR WHEEL |
| 4 | ROTATING GOBO | COLOR WHEEL | COLOR WHEEL | ROTATING GOBO |
| 5 | GOBO ROTATION | ROTATING GOBO | ROTATING GOBO | GOBO ROTATION |
| 6 | PRISM | GOBO ROTATION | GOBO ROTATION | PRISM |
| 7 | PRISM ROTATION | GOBO ROTATION FINE | GOBO ROTATION FINE | PRISM ROTATION |
| 8 | FROST | PRISM | PRISM | FROST |
| 9 | ZOOM | PRISM ROTATION | PRISM ROTATION | ZOOM |
| 10 | FOCUS | FROST | PRISM ROTATION FINE | FOCUS |
| 11 | ANIMATION WHEEL | ZOOM | FROST | ANIMATION WHEEL |
| 12 | ANIMATION WHEEL ROT. | ZOOM FINE | ZOOM | ANIMATION WHEEL ROT. |
| 13 | BLADE 1 POSITION | FOCUS | ZOOM FINE | BLADE 1 POSITION |
| 14 | BLADE 1 ROTATION | FOCUS FINE | FOCUS | BLADE 1 ROTATION |
| 15 | BLADE 2 POSITION | ANIMATION WHEEL | FOCUS FINE | BLADE 2 POSITION |
| 16 | BLADE 2 ROTATION | ANIMATION WHEEL ROT. | ANIMATION WHEEL | BLADE 2 ROTATION |
| 17 | BLADE 3 POSITION | BLADE 1 POSITION | ANIMATION WHEEL ROT. | BLADE 3 POSITION |
| 18 | BLADE 3 ROTATION | BLADE 1 ROTATION | ANIMATION WHEEL ROT. F. | BLADE 3 ROTATION |
| 19 | BLADE 4 POSITION | BLADE 2 POSITION | BLADE 1 POSITION | BLADE 4 POSITION |
| 20 | BLADE 4 ROTATION | BLADE 2 ROTATION | BLADE 1 POSITION FINE | BLADE 4 ROTATION |
| 21 | FRAME ROTATION | BLADE 3 POSITION | BLADE 1 ROTATION | FRAME ROTATION |
| 22 | CONTROL | BLADE 3 ROTATION | BLADE 1 ROTATION FINE | FRAME SHUTTER MACROS |
| 23 | | BLADE 4 POSITION | BLADE 2 POSITION | F.S. MACROS SPEED |
| 24 | | BLADE 4 ROTATION | BLADE 2 POSITION FINE | |
| 25 | | FRAME ROTATION | BLADE 2 ROTATION | |
| 26 | | FRAME SHUTTER MACROS | BLADE 2 ROTATION FINE | |
| 27 | | F.S. MACROS SPEED | BLADE 3 POSITION | |
| 28 | | SHOW | BLADE 3 POSITION FINE | |
| 29 | | CHASE | BLADE 3 ROTATION | |
| 30 | | SCENES | BLADE 3 ROTATION FINE | |
| 31 | | RECORD SCENE | BLADE 4 POSITION | |
| 32 | | CONTROL | BLADE 4 POSITION FINE | |
| 33 | | | BLADE 4 ROTATION | |
| 34 | | | BLADE 4 ROTATION FINE | |
| 35 | | | FRAME ROTATION | |
| 36 | | | FRAME ROTATION FINE | |
| 37 | | | FRAME SHUTTER MACROS | |
| 38 | | | F.S. MACROS SPEED | |
| 39 | | | SHOW | |
| 40 | | | CHASE | |
| 41 | | | SCENES | |
| 42 | | | RECORD SCENE | |
| 43 | | | CONTROL | |

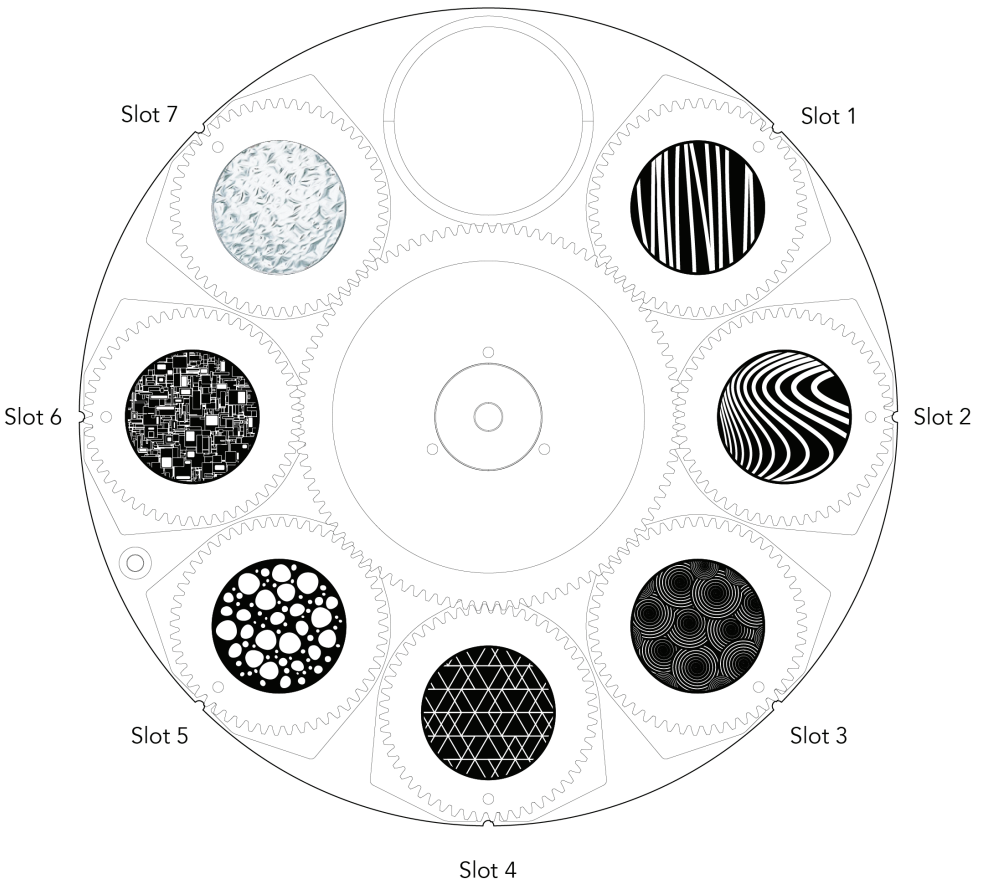
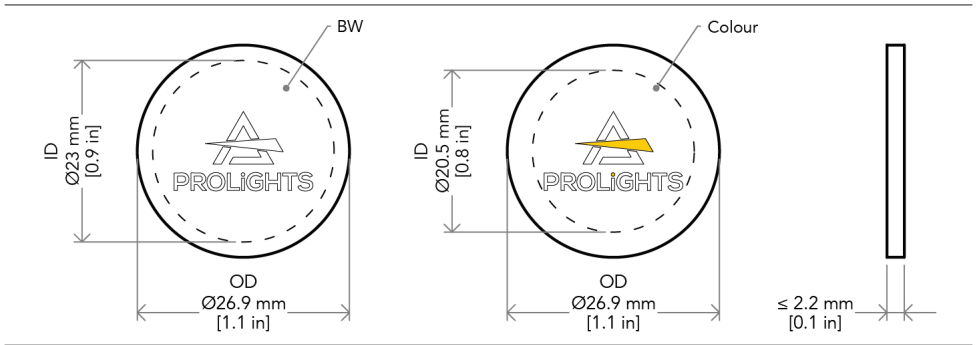
| Basic | Standard | Extended | Scene Record | Function | DMX Value | Default |
|-------|----------|----------|--------------|---|---|---------|
| 1 | 1 | 1 | 1 | SHUTTER Close Strobe from slow to fast Open Pulse in from slow to fast Open Pulse out from slow to fast Open Randon from slow to fast Open | 000 ÷ 001 002 ÷ 062 063 ÷ 064 065 ÷ 125 126 ÷ 127 128 ÷ 188 189 ÷ 190 191 ÷ 251 252 ÷ 255 | 255 |
| 2 | 2 | 2 | 2 | DIMMER Linear from 0% to 100% | 000 ÷ 255 | 000 |
| | 3 | 3 | | DIMMER FINE | 000 ÷ 255 | 000 |
| 3 | 4 | 4 | 3 | COLOR WHEEL Indexed Open Open + DARK RED DARK RED DARK RED + CONGO BLUE CONGO BLUE CONGO BLUE + YELLOW YELLOW YELLOW + GREEN GREEN GREEN + MAGENTA MAGENTA MAGENTA + CTO 2700K CTO 2700K CTO 2700K + CTO 3200K CTO 3200K CTO 3200K + Open Forward Spin From fast to slow Stop Stop Reverse Spin From slow to fast | 000 ÷ 006 007 ÷ 013 014 ÷ 020 021 ÷ 027 028 ÷ 034 035 ÷ 041 042 ÷ 048 049 ÷ 055 056 ÷ 062 063 ÷ 069 070 ÷ 076 077 ÷ 083 084 ÷ 090 091 ÷ 097 098 ÷ 104 105 ÷ 111 112 ÷ 182 183 ÷ 184 185 ÷ 255 | 000 |
| 4 | 5 | 5 | 4 | ROTATING GOBO Indexed Open Gobo 1 Gobo 2 Gobo 3 Gobo 4 Gobo 5 Gobo 6 Gobo 7 Forward Spin From fast to slow Stop Stop Reverse Spin From slow to fast Shake Gobo 1 from slow to fast Gobo 2 from slow to fast Gobo 3 from slow to fast Gobo 4 from slow to fast Gobo 5 from slow to fast Gobo 6 from slow to fast Gobo 7 from slow to fast | 000 ÷ 003 004 ÷ 007 008 ÷ 011 012 ÷ 015 016 ÷ 019 020 ÷ 023 024 ÷ 027 028 ÷ 031 032 ÷ 103 104 ÷ 106 107 ÷ 178 179 ÷ 189 190 ÷ 200 201 ÷ 211 212 ÷ 222 223 ÷ 233 234 ÷ 244 245 ÷ 255 | 000 |
| 5 | 6 | 6 | 5 | GOBO ROTATION Continuous Lineary from 0° to 360° Forward Spin From slow to fast Stop Stop Reverse Spin From fast to slow | 000 ÷ 127 128 ÷ 190 191 ÷ 192 193 ÷ 255 | 000 |

| Basic | Standard | Extended | Scene Record | Function | DMX Value | Default |
|-------|----------|----------|--------------|--|--|---------|
| | 7 | 7 | | GOBO ROTATION FINE | 000 ÷ 255 | 000 |
| 6 | 8 | 8 | 6 | PRISM Open Prism insert | 000 ÷ 127 128 ÷ 255 | 000 |
| 7 | 9 | 9 | 7 | PRISM ROTATION Continuous Lineary from 0° to 360° Forward Spin From slow to fast Stop Stop Reverse Spin From fast to slow | 000 ÷ 127 128 ÷ 190 191 ÷ 192 193 ÷ 255 | 000 |
| | | 10 | | PRISM ROTATION FINE | 000 ÷ 255 | 000 |
| 8 | 10 | 11 | 8 | FROST Linear insertion from 0% to 100% | 000 ÷ 255 | 000 |
| 9 | 11 | 12 | 9 | ZOOM Linear from Narrow to Wide | 000 ÷ 255 | 128 |
| | 12 | 13 | | ZOOM FINE | 000 ÷ 255 | 128 |
| 10 | 13 | 14 | 10 | FOCUS Lineary from in to out | 000 ÷ 255 | 128 |
| | 14 | 15 | | FOCUS FINE | 000 ÷ 255 | 128 |
| 11 | 15 | 16 | 11 | ANIMATION WHEEL Linear insertion from 0% to 100% | 000 ÷ 255 | 000 |
| 12 | 16 | 17 | 12 | ANIMATION WHEEL ROTATION Continuous Lineary from 0° to 360° Forward Spin From slow to fast Stop Stop Reverse Spin From fast to slow | 000 ÷ 127 128 ÷ 190 191 ÷ 192 193 ÷ 255 | 000 |
| | | 18 | | ANIMATION WHEEL ROTATION FINE | 000 ÷ 255 | 000 |
| 13 | 17 | 19 | 13 | BLADE 1 POSITION Movement from outward to inward | 000 ÷ 255 | 000 |
| | | 20 | | BLADE 1 POSITION FINE | 000 ÷ 255 | 000 |
| 14 | 18 | 21 | 14 | BLADE 1 ROTATION Swivelling from -25 degrees towards 0 degrees 0 degrees Swivelling from 0 degrees to +25 degrees | 000 ÷ 127 128 129 ÷ 255 | 128 |
| | | 22 | | BLADE 1 ROTATION FINE | 000 ÷ 255 | 128 |
| 15 | 19 | 23 | 15 | BLADE 2 POSITION Movement from outward to inward | 000 ÷ 255 | 000 |
| | | 24 | | BLADE 2 POSITION FINE | 000 ÷ 255 | 000 |
| 16 | 20 | 25 | 16 | BLADE 2 ROTATION Swivelling from -25 degrees towards 0 degrees 0 degrees Swivelling from 0 degrees to +25 degrees | 000 ÷ 127 128 129 ÷ 255 | 128 |
| | | 26 | | BLADE 2 ROTATION FINE | 000 ÷ 255 | 128 |
| 17 | 21 | 27 | 17 | BLADE 3 POSITION Movement from outward to inward | 000 ÷ 255 | 000 |
| | | 28 | | BLADE 3 POSITION FINE | 000 ÷ 255 | 000 |
| 18 | 22 | 29 | 18 | BLADE 3 ROTATION Swivelling from -25 degrees towards 0 degrees 0 degrees Swivelling from 0 degrees to +25 degrees | 000 ÷ 127 128 129 ÷ 255 | 128 |
| | | 30 | | BLADE 3 ROTATION FINE | 000 ÷ 255 | 128 |
| 19 | 23 | 31 | 19 | BLADE 4 POSITION Movement from outward to inward | 000 ÷ 255 | 000 |
| | | 32 | | BLADE 4 POSITION FINE | 000 ÷ 255 | 000 |
| 20 | 24 | 33 | 20 | BLADE 4 ROTATION Swivelling from -25 degrees towards 0 degrees 0 degrees Swivelling from 0 degrees to +25 degrees | 000 ÷ 127 128 129 ÷ 255 | 128 |
| | | 34 | | BLADE 4 ROTATION FINE | 000 ÷ 255 | 128 |

| Basic | Standard | Extended | Scene Record | Function | DMX Value | Default |
|-------|----------|----------|--------------|--|---|---------|
| 21 | 25 | 35 | 21 | FRAMING SHUTTERS ROTATION Rotation from left to center Center Rotation from center to right | 000 ÷ 127 128 129 ÷ 255 | 128 |
| | | 36 | | FRAMING SHUTTERS ROTATION FINE | 000 ÷ 255 | 128 |
| | 26 | 37 | 22 | SHUTTERS MACROS No Function Macro 1 Macro 2 Macro 3 Macro 4 Macro 5 Macro 6 Macro 7 Macro 8 Macro 9 Macro 10 Macro 11 Macro 12 Macro 13 Macro 14 Macro 15 Macro 16 Macro 17 Macro 18 Macro 19 Macro 20 Macro 21 Macro 22 Macro 23 Macro 24 Macro 25 Macro 26 Macro 27 Macro 28 Macro 29 Macro 30 Macro 31 Macro 32 Macro 33 Macro 34 Macro 35 Macro 36 | 000 ÷ 003 004 ÷ 010 011 ÷ 017 018 ÷ 024 025 ÷ 031 032 ÷ 038 039 ÷ 045 046 ÷ 052 053 ÷ 059 060 ÷ 066 067 ÷ 073 074 ÷ 080 081 ÷ 087 088 ÷ 094 095 ÷ 101 102 ÷ 108 109 ÷ 115 116 ÷ 122 123 ÷ 129 130 ÷ 136 137 ÷ 143 144 ÷ 150 151 ÷ 157 158 ÷ 164 165 ÷ 171 172 ÷ 178 179 ÷ 185 186 ÷ 192 193 ÷ 199 200 ÷ 206 207 ÷ 213 214 ÷ 220 221 ÷ 227 228 ÷ 234 235 ÷ 241 242 ÷ 248 249 ÷ 255 | 000 |
| | 27 | 38 | 23 | SHUTTERS MACROS SPEED Linear from 0% to 100% | 000 ÷ 255 | 000 |
| | 28 | 39 | | SHOW No Function Show 1 Show 2 Show 3 | 000 ÷ 023 024 ÷ 052 053 ÷ 081 082 ÷ 110 | 000 |
| | 29 | 40 | | CHASE No Function Chase 1 Chase 2 Chase 3 Chase 4 Chase 5 Chase 6 Chase 7 Chase 8 | 000 ÷ 023 024 ÷ 052 053 ÷ 081 082 ÷ 110 111 ÷ 139 140 ÷ 168 169 ÷ 197 198 ÷ 226 227 ÷ 255 | 000 |

| Basic | Standard | Extended | Scene Record | Function | DMX Value | Default |
|-------|----------|----------|--------------|---|--|---------|
| | 30 | 41 | | SCENES No Function Scene 1 Scene 2 Scene 3 Scene 4 Scene 5 Scene 6 Scene 7 Scene 8 Scene 9 Scene 10 Scene 11 Scene 12 Scene 13 Scene 14 Scene 15 Scene 16 Scene 17 Scene 18 Scene 19 Scene 20 Scene 21 Scene 22 Scene 23 Scene 24 Scene 25 Scene 26 Scene 27 Scene 28 Scene 29 Scene 30 Scene 31 Scene 32 | 000 ÷ 031 032 ÷ 038 039 ÷ 045 046 ÷ 052 053 ÷ 059 060 ÷ 066 067 ÷ 073 074 ÷ 080 081 ÷ 087 088 ÷ 094 095 ÷ 101 102 ÷ 108 109 ÷ 115 116 ÷ 122 123 ÷ 129 130 ÷ 136 137 ÷ 143 144 ÷ 150 151 ÷ 157 158 ÷ 164 165 ÷ 171 172 ÷ 178 179 ÷ 185 186 ÷ 192 193 ÷ 199 200 ÷ 206 207 ÷ 213 214 ÷ 220 221 ÷ 227 228 ÷ 234 235 ÷ 241 242 ÷ 248 249 ÷ 255 | 000 |
| | 31 | 42 | | RECORD SCENE No Function Edit Scene mode Record Scene mode | 000 ÷ 085 086 ÷ 170 171 ÷ 255 | 000 |
| 22 | 32 | 43 | | CONTROL CHANNEL No Function/Safe COLOR WHEEL 1 BLACKOUT ON (index) COLOR WHEEL 1 BLACKOUT OFF (index) COLOR WHEEL 1 CONTINUOUS ON (index) COLOR WHEEL 1 CONTINUOUS OFF (index) ROTATING GOBO WHEEL BLACKOUT ON (index) ROTATING GOBO WHEEL BLACKOUT OFF (index) ROTATING GOBO WHEEL CONTINUOUS ON (index) ROTATING GOBO WHEEL CONTINUOUS OFF (index) GOBO ROTATION BLACKOUT ON (index) GOBO ROTATION BLACKOUT OFF (index) DISPLAY ON DISPLAY 10S DISPLAY 20S DISPLAY 30S FLIP DISPLAY OFF FLIP DISPLAY ON FLIP DISPLAY AUTO KEY LOCK ON KEY LOCK OFF FAN MODE AUTO FAN MODE ON FAN MODE SILENT RESET ALL RESET COLOR WHEEL RESET ROTATING GOBO WHEEL RESET ZOOM RESET FOCUS RESET ANIMATION RESET PRISM RESET FROST RESET FRAME ROTATION RESET BLADE 1 POSITION RESET BLADE 2 POSITION RESET BLADE 3 POSITION RESET BLADE 4 POSITION Reserved FACTORY DEFAULT OF CONTROL FUNCTIONS | 000 ÷ 001 002 ÷ 003 004 ÷ 005 006 ÷ 007 008 ÷ 009 010 ÷ 011 012 ÷ 013 014 ÷ 015 016 ÷ 017 018 ÷ 019 020 ÷ 021 022 ÷ 023 024 ÷ 025 026 ÷ 027 028 ÷ 029 030 ÷ 031 032 ÷ 033 034 ÷ 035 036 ÷ 037 038 ÷ 039 040 ÷ 041 042 ÷ 043 044 ÷ 045 046 ÷ 047 048 ÷ 049 050 ÷ 051 052 ÷ 053 054 ÷ 055 056 ÷ 057 058 ÷ 059 060 ÷ 061 062 ÷ 063 064 ÷ 065 066 ÷ 067 068 ÷ 069 070 ÷ 071 072 ÷ 253 254 ÷ 255 | 000 |

13 - GOBOS WHEEL



ATTENTION! Insert gobos with mirror surface toward the light source.

Fig. 08

14 - COLOR WHEEL

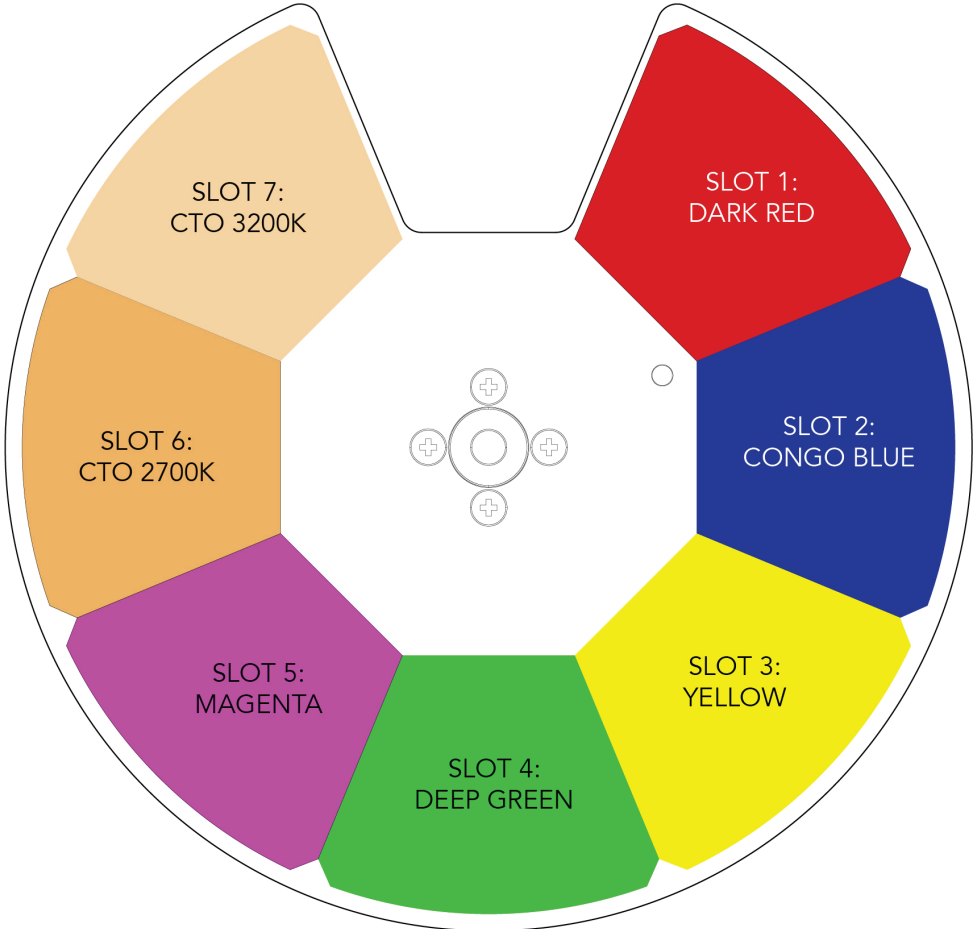
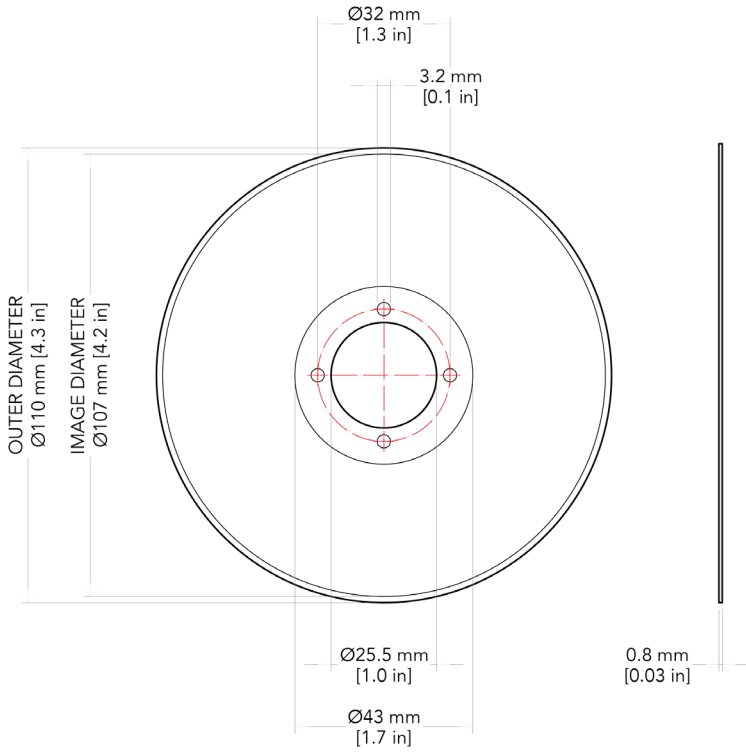


Fig. 09

15 - ANIMATION WHEEL



IMAGE

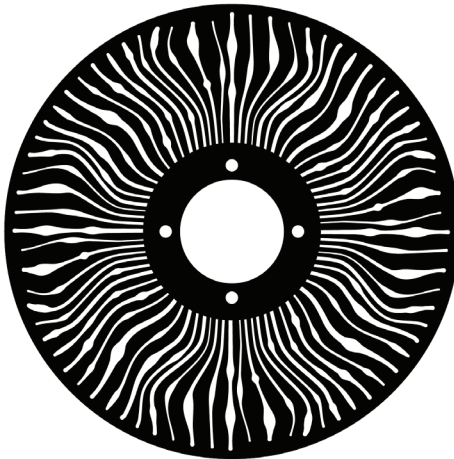
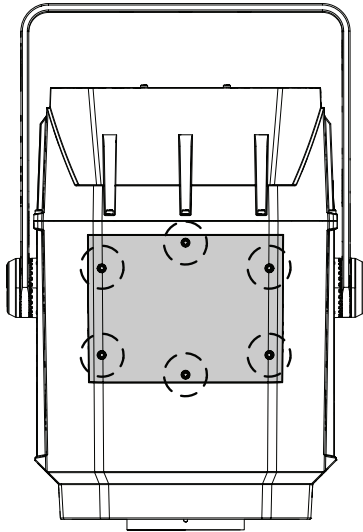


Fig. 10

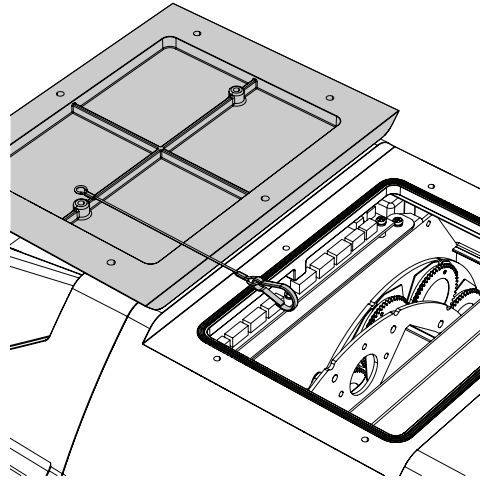
16 - REPLACING THE ANIMATION WHEEL

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

1



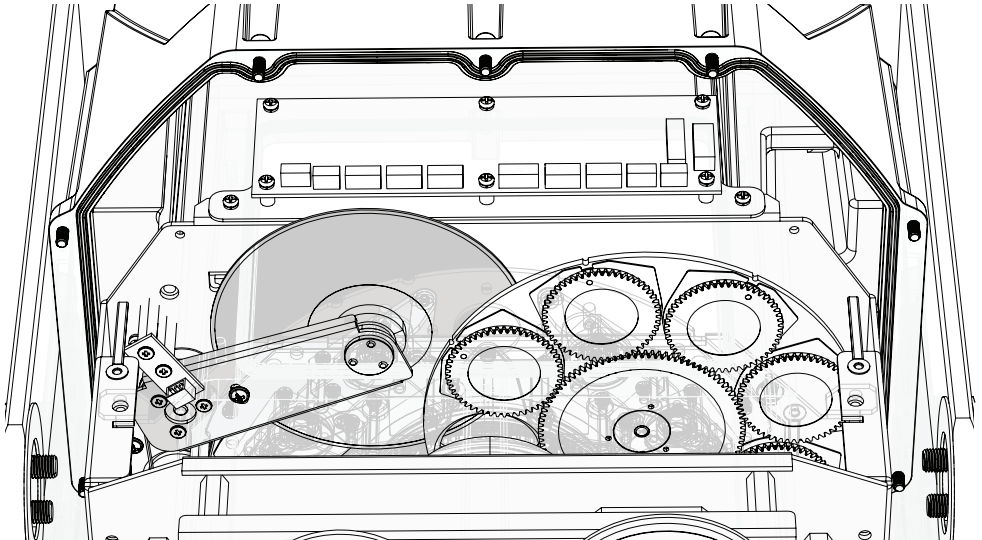
2



Remove the marked six screws of the top protective cover (1).

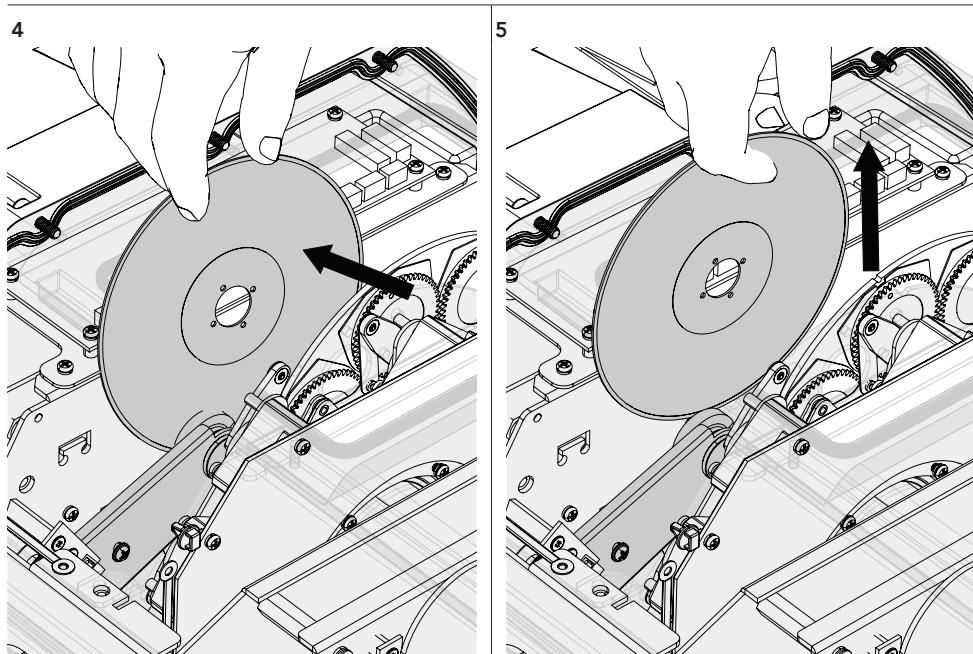
Lift the top cover off the fixture. For ease of access, and if it is safe to do so, you can unclip the safety cable and remove the cover completely from the fixture (2).

3

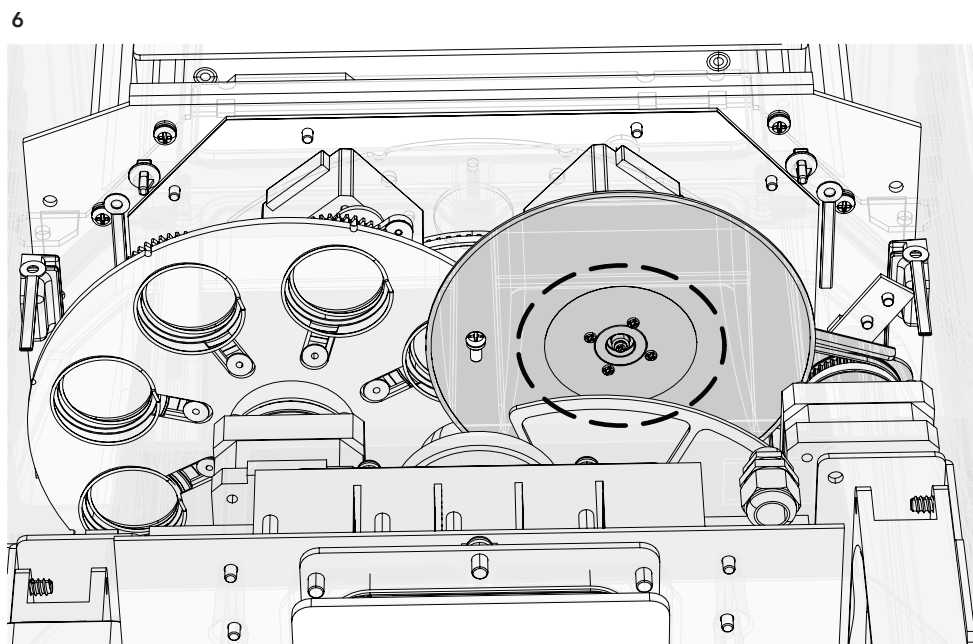


Move the animation wheel upward.

Please turn! →



Apply a little pressure on the animation wheel (4) and slide it upwards (5).

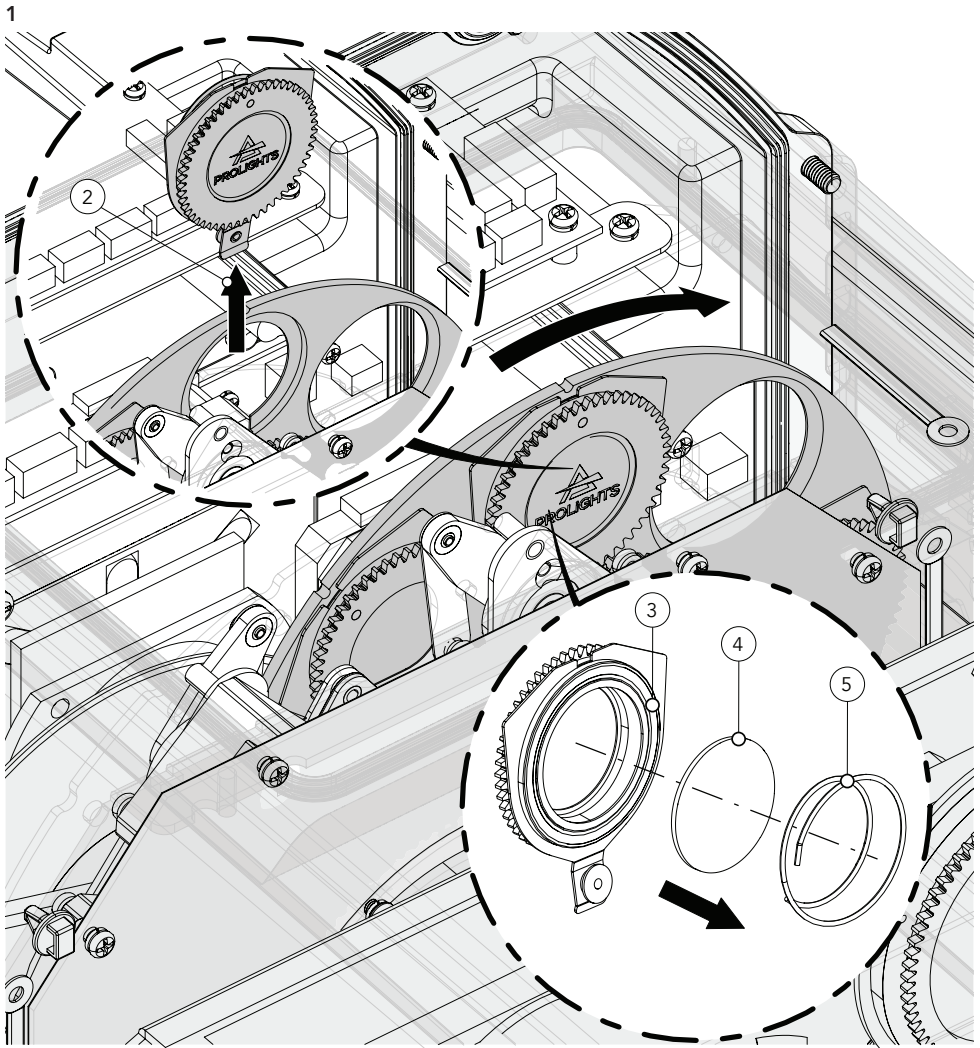


Insert the animation wheel into the central hole provided on the hardware.

Fig. 11

17 - GOBOS REPLACEMENT

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



Remove the top cover (see paragraph "REPLACING THE ANIMATION WHEEL").

Rotate the animation wheel (1) to position the gobo holder to be extracted upwards.

Apply a push to the gobo holder and extract it (2) from the gobo wheel. Then remove the spring (3) and the gobo (4).

To insert the new gobo, follow the reverse procedure respecting the direction of the painted part.

Verify that the gobos run without hindrance and reassemble the group following the procedure in reverse.

Fig. 12

18 - ERROR MESSAGES

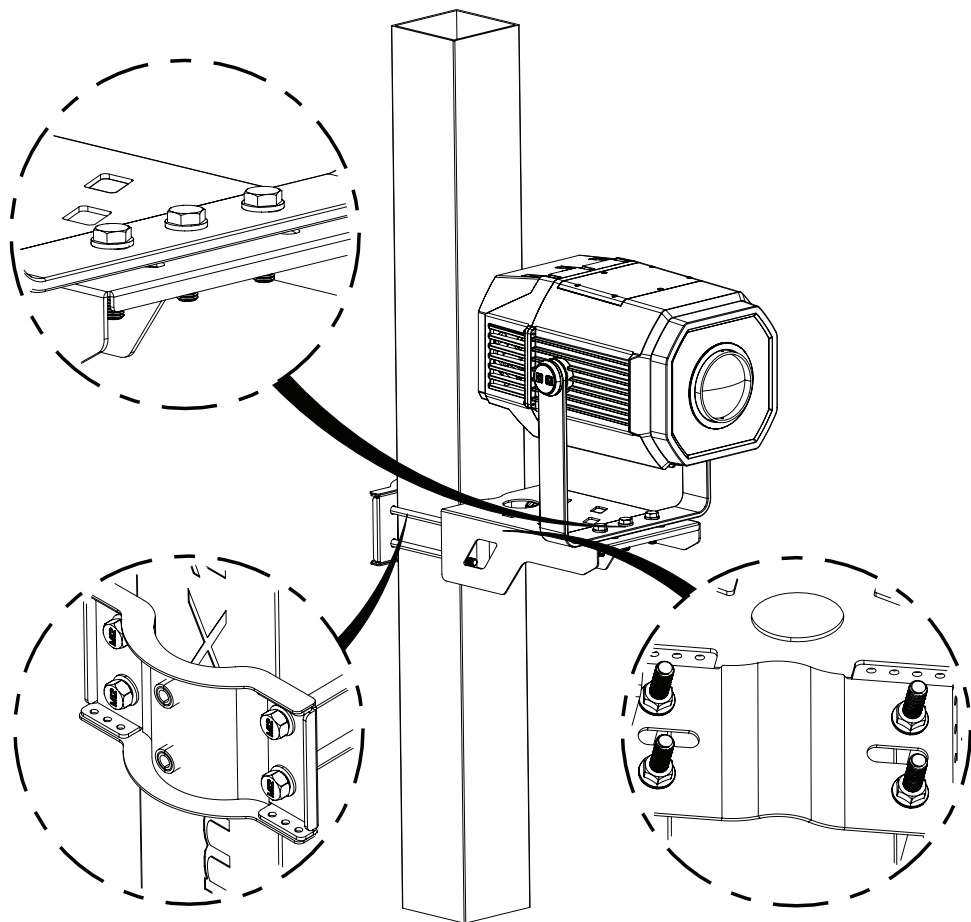
The error is shown on the unit display. In the table below, the "ERROR SHOWED ON SCREEN" column lists the possible errors, accompanied by a possible cause ("POSSIBLE" CAUSES "column).

| ERROR SHOWED ON SCREEN | POSSIBLE CAUSES |
|---------------------------------------|--|
| [LED ERROR] | This error message is displayed when the LED is switched OFF without a command from the product control system |
| [LED TEMPERATURE ERROR] | This error message indicates that an overheating on the LED has occurred and the lamp has been switched OFF by the product protection system. |
| [LED TEMPERATURE SENSOR ERROR] | LED sensor damaged (open or in short circuit) |
| [LED DRIVER TEMPERATURE ERROR] | This error message indicates that an overheating on the LED DRIVER has occurred and the lamp has been switched OFF by the product protection system. |
| [LED DRIVER TEMPERATURE SENSOR ERROR] | LED DRIVER sensor damaged (open or in short circuit) |
| [LED AIR IN (LOWER) FAN ERROR] | Air in blower for cooling the lamp failed, the lamp has been switched OFF. |
| [LED AIR OUT (UPPER) FAN ERROR] | Air out blower for cooling the lamp failed, the lamp has been switched OFF. |
| [GOBO FAN ERROR] | Blower for cooling the gobo failed |
| [MOTOR PCB 1 ERROR] | Motor pcb 1 not detected |
| [MOTOR PCB 2 ERROR] | Motor pcb 2 not detected |
| [MOTOR PCB 3 ERROR] | Motor pcb 3 not detected |
| [FOCUS ERROR] | Failure detected during the reset of the FOCUS system, if the focus lens is not located in its default position. |
| [GOBO WHEEL ERROR] | Failure detected during the reset of the rotating gobo wheel, if this wheel is not located in the default position |
| [PRISM ERROR] | Failure detected during the reset of the prism, if this effect is not located in the default position. |
| [PRISM ROTATION ERROR] | Failure detected during the reset of the prism rotation, if this effect is not located in the default position. |
| [FROST ERROR] | Failure detected during the reset of the effect FROST 1, if this effect is not located in the default position. |
| [GOBO ROTATION ERROR] | Failure detected during the reset of the rotation of the rotating gobo, if the rotating gobos are not located in the default positions |
| [ZOOM ERROR] | Failure detected during the reset of the ZOOM system, if the focus lens is not located in its default position. |
| [ANIMATION WHEEL ERROR] | Failure detected during the reset of the animation wheel, if this wheel is not located in the default position |
| [COLOR WHEEL ERROR] | Failure detected during the reset of the color wheel, if this wheel is not located in the default position |
| [FRAME ROTATION ERROR] | Failure detected during the reset of the frame rotation, if this frame is not located in the default position |
| [MEMORY ERROR] | SD card not detected |
| [DISPLAY BATTERY ERROR] | Recharge The battery on the display board, keeping the product ON for some hours. |

19 - ACCESSORIES INSTALLATION

BRACKET FOR WALL MOUNTING AND SUSPENSION ON POLES (CODE MOSBRACK)

1



NOTE

Do not mount the bracket on a support whose surface shows deformations, injuries, crushing, etc. Both the bracket and the unit must be secured with a safety cable.

Fig. 14

20 - 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.

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 | <ul style="list-style-type: none"> No power to the product. | <ul style="list-style-type: none"> Check that power is switched ON and cables are plugged in. |
| | <ul style="list-style-type: none"> Fuse blown or internal fault. | <ul style="list-style-type: none"> Check if the Fuse is intact and eventually replace it if necessary. 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. |
| Product reset correctly but does not respond correctly to the controller. | <ul style="list-style-type: none"> Bad signal connection. | <ul style="list-style-type: none"> Inspect connections and cables. Fix eventual bad connections. Repair or replace damaged cables. |
| | <ul style="list-style-type: none"> Signal connection not terminated. | <ul style="list-style-type: none"> Insert DMX termination plug in signal output socket of the last product on the signal line. |
| | <ul style="list-style-type: none"> Incorrect addressing of the product. | <ul style="list-style-type: none"> Check the product address and control settings |
| | <ul style="list-style-type: none"> One of the product is defective and is corrupting the signal transmission on the signal line. | <ul style="list-style-type: none"> 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. | <ul style="list-style-type: none"> One or more hardware components requires mechanical adjustments. | <ul style="list-style-type: none"> Check product stored error messages for more information. Contact PROLIGHTS Service or an authorized service partner. |
| Mechanical effect loses position | <ul style="list-style-type: none"> Mechanical hardware require cleaning, adjustment or lubrication. | <ul style="list-style-type: none"> Check product stored error messages for more information. Contact PROLIGHTS Service or an authorized service partner. |
| Light output turn OFF Intermittently | <ul style="list-style-type: none"> Fixture is too hot. | <ul style="list-style-type: none"> Check product stored error messages. Allow product to cool. Clean the product and airflow filters. Reduce ambient temperature. |
| | <ul style="list-style-type: none"> Hardware failure (temperature sensor, fans, Light source...). | <ul style="list-style-type: none"> Check product stored error messages for more information. Contact. PROLIGHTS Service or an authorized service partner. |
| General low light intensity | <ul style="list-style-type: none"> Dirty lens assembly. | <ul style="list-style-type: none"> Clean the fixture regularly. |
| | <ul style="list-style-type: none"> Dirty or damaged filters. | <ul style="list-style-type: none"> Install lens assembly properly. |

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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