STARSHINE LIGHTS PRODUCT MANUAL

F9 IP65 BEAM MOVING HEAD PRODUCT MANUAL

Safety Notes

- All fixtures are shipped in good condition with proper packaging. Please operate the fixture strictly according to this user manual. Any failure caused by improper use or human error is not covered by the warranty.
- Before using the product, please unpack and inspect it carefully to make sure the fixture has not been damaged during transportation.
- This fixture is suitable for dry and humid environments. Its protection rating is IP66. The fixture should be kept clean and maintained regularly.
- Installation, operation, and maintenance must be carried out only by qualified professionals. All procedures must be performed strictly according to the instructions in this manual.
- When securing the fixture, always use a safety cable. When moving the fixture, support the bottom of the unit at the same time.
- The fixture should be installed in a well-ventilated location. Keep it at least 50 cm away from walls, and make sure all ventilation openings are unobstructed.
- Before operation, make sure the power supply voltage matches the voltage required by the fixture.
- Each fixture must be safely grounded, and the electrical installation must comply with relevant standards to prevent electric shock.
- Do not operate the fixture in environments below 0°C or above 40°C.
- A small amount of smoke or odor may appear when a new fixture is first used. This will disappear after approximately 15 minutes of operation.
- Do not place flammable materials near the fixture while it is operating to prevent fire hazards.
- Do not use a power cable with damaged insulation. Do not place the power cable on or across other wires. When the fixture is not in use or when cleaning it, unplug the power cable. Do not pull the cable with excessive force or drag the cable directly.
- After the fixture has been operating steadily, the surface temperature may reach around 70°C. Do not touch the fixture with bare hands.
- Prevent flammable liquids, water, metal objects, or other conductive materials from entering the fixture. This may cause electric shock or fire. If any foreign object enters the fixture, disconnect the power immediately.
- Do not touch any wires while the fixture is operating to avoid electric shock.
- The distance between the fixture and the illuminated surface must be greater than 12 m.
- There are no user-serviceable parts inside the fixture. Do not open the housing without authorization.
- If the fixture fails or operates abnormally, stop using it immediately. Non-professional personnel must not attempt to repair it by themselves.
- If the fixture needs to be transported again, please use the original packaging materials.
- If the lamp is damaged, deformed by heat, or has reached the end of its service life, replace it promptly.
- Do not look directly into the light while the fixture is operating.

STARSHINE
— LIGHTS —

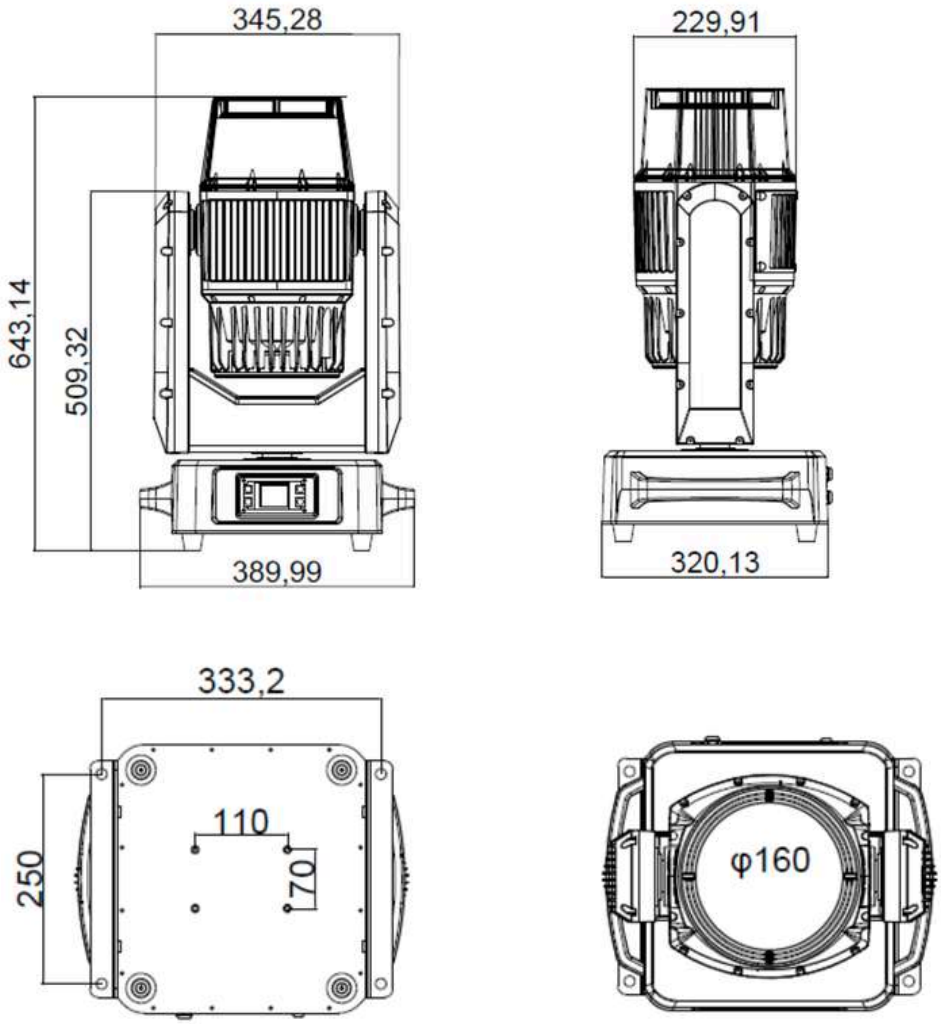
STARSHINE LIGHTS
PRODUCT MANUAL

Technical Specifications

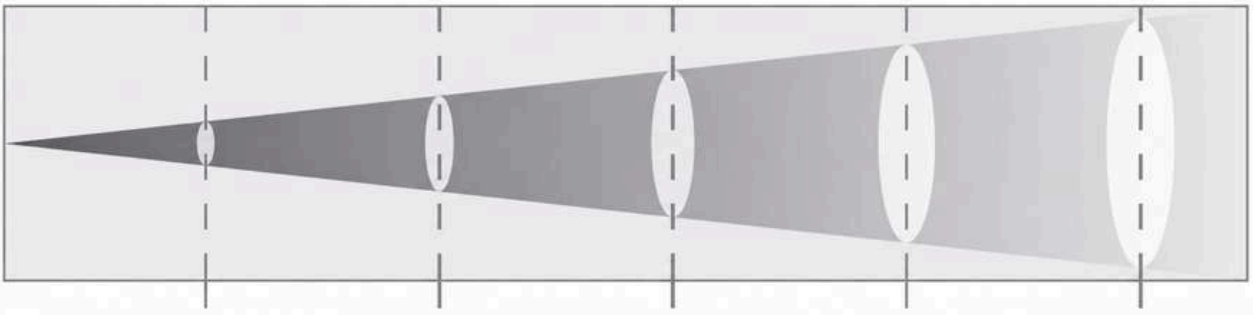
Item	Specification
Input Voltage	AC100V–240V, 50/60Hz
Power Consumption	460W / 550W / 600W
Light Source	350W USHIO / 382W Osram / 420W USHIO
Color Temperature	7900 ± 500K
Light Source Lifetime	1,500 hours
Beam Angle	0°–2°
Lens Diameter	160 mm
Pan Movement	540°
Tilt Movement	270°
Color Wheel	14 colors + 1 open position
Gobo Wheel	13 fixed gobos + 1 white/open position
Zoom	Motorized zoom
Frost Effect	1 frost effect
Strobe	0–20Hz, multiple strobe effects
Dimmer	0%–100% smooth dimming
Prism	8-facet prism and 24-facet prism
Power Connection	Waterproof power input and output
Signal Connection	3-pin waterproof DMX signal input and output
Operating Environment	0°C to +40°C
Dimensions	705 × 375 × 300 mm
Weight	25 kg
Protection Rating	IP66
Housing	Full die-cast aluminum housing, black painted finish
Control Mode	DMX512
DMX Channels	16CH
Display	1.8-inch display with manual reverse function

STARSHINE LIGHTS PRODUCT MANUAL

Product Dimensions

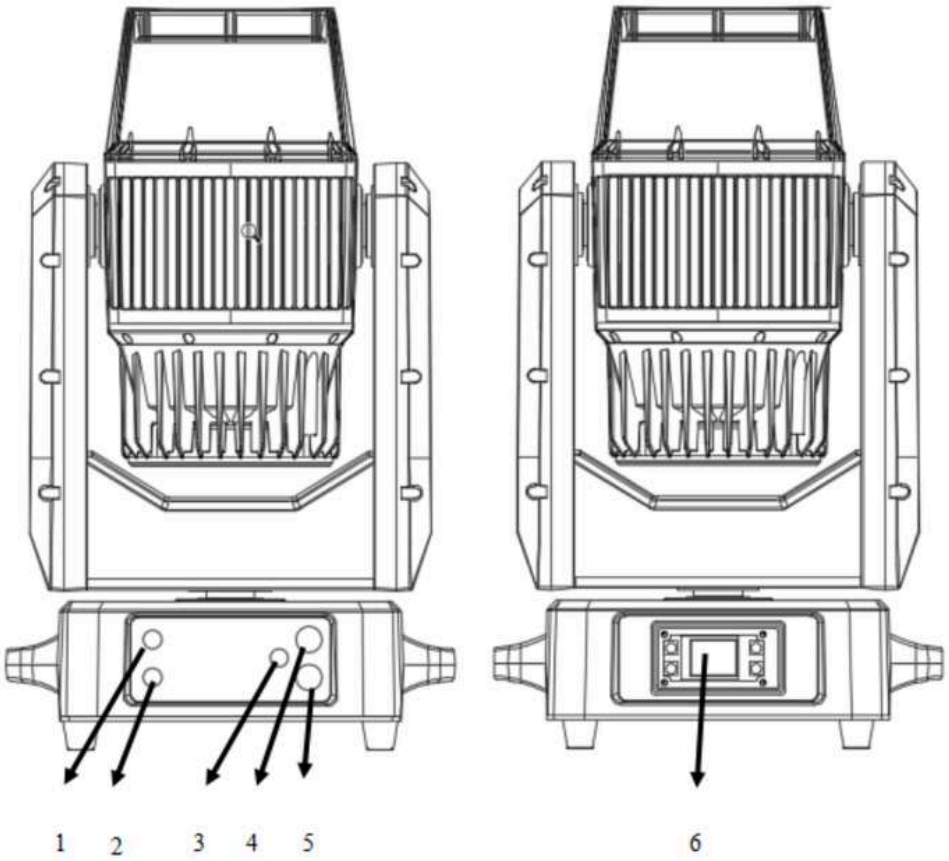


Product Illuminance Chart



Distance (m)	10	20	25	30	50
Illuminance (Lux)	580000	145000	92800	64500	23000
Beam Diameter (m)	0.3	0.59	0.74	0.89	1.48

Control Panel



1. DMX Input	For DMX512 connection, use a 3-pin XLR signal cable to connect the controller and the fixture, and input the DMX signal.		
2. Signal Output	For DMX512 connection, use a 3-pin XLR signal cable to connect to the next fixture, and output the DMX signal.		
3. Vent Valve			
4. Power Input	Connect to power supply.		
5. Power Output	Connect to the next unit for power supply.		
6. Display Panel Buttons	ESC	Back	
	▲UP	Up	Go to the previous option
	▼DOWN	Down	Go to the next option
	ENTER	Confirm	Confirm the selected function

This product uses an IP65 waterproof power cable, IN/OUT.

Use the hand-pull connector method to connect the power cable.

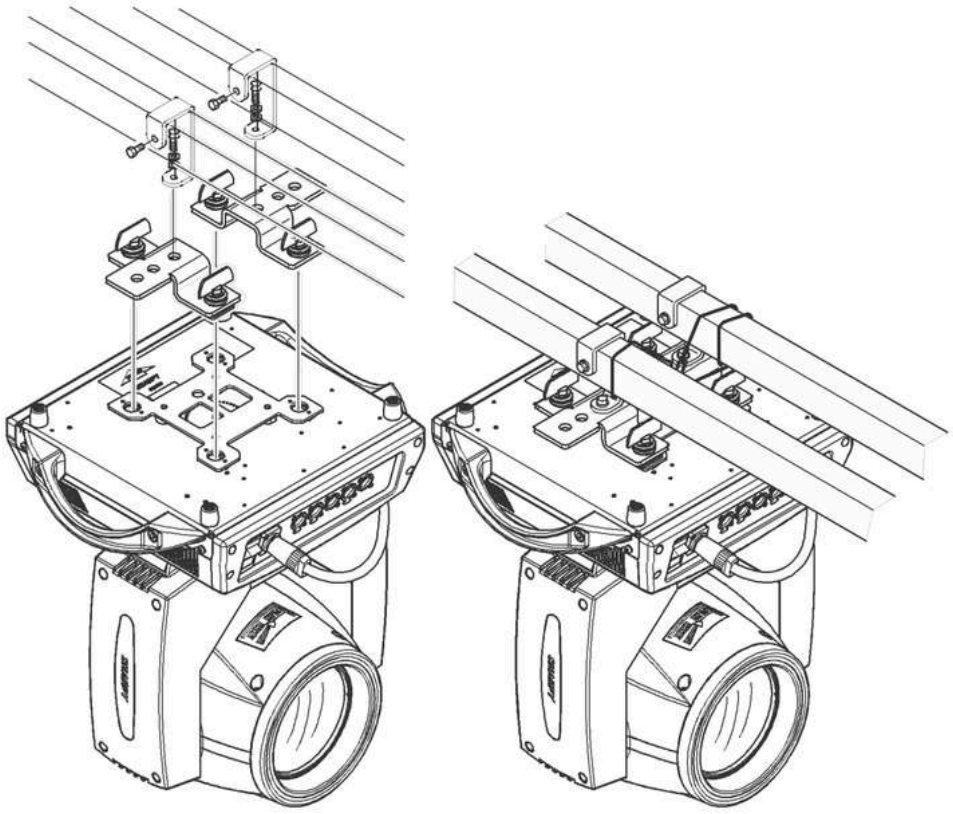
Note: Due to the power load, one 1.5 mm^2 power cable can supply up to 4 units at 230V, and up to 2 units at 120V.

STARSHINE LIGHTS

PRODUCT MANUAL

Fixture Installation

- The fixture must be installed by qualified professionals. Keep the fixture away from areas where unauthorized personnel may be able to touch it by hand. Do not stand directly underneath the fixture during installation, removal, or maintenance.
- When installing the fixture, make sure it is securely mounted to prevent vibration, slipping, or falling during operation. Also make sure the supporting structure can hold at least 10 times the weight of the fixture without deformation. In addition, a safety cable capable of supporting at least 12 times the weight of the fixture must be used during installation to prevent the fixture from falling if the mounting clamp fails.
- This fixture can be operated in three different installation positions: hanging installation, side mounting, or placement on a flat horizontal surface. Always use and install the supplied safety cable as a safety measure to prevent accidental damage, injury, or death if the mounting clamp fails.



Fixture Installation

- Menu Functions
- When using the fixture for the first time, the menu must be unlocked. Press the [▲UP] and [▼DOWN] buttons twice in sequence, then press [ENTER] to unlock the menu.
- Use the [ENTER], [▲UP], and [▼DOWN] buttons to browse the menu.
- To select a menu option or confirm the selected setting, press the [ENTER] button.
- To return to the previous menu without making any changes, press the [MENU] button to go back and exit.
- If there is no operation for a long period of time, the fixture will automatically lock the screen. To unlock it, press the [▲UP] and [▼DOWN] buttons twice in sequence, then press [ENTER].
- The menu functions are listed below.
- The fixture panel diagram is shown below. In the upper-left corner of the title area, the fixture channel number is displayed. In the upper-middle area, the red text shows the fixture operating time. In the upper-right corner, the fixture fault status is displayed. If there is unread fault information, “ERR” will be displayed; otherwise, “NOR” will be displayed.
- The lower section is the status bar, which displays the current fixture signal, lamp status, communication status, and other information.
- The panel shown in the diagram is for reference only and does not represent the actual appearance of the product panel. Please refer to the panel type that matches the product you are using.
- This fixture supports the DMX/RDM protocol. When the fixture is detected by an RDM controller, the letters “RDM” will appear on the panel, indicating that the fixture has been successfully enumerated.
- Note: Do not touch or press the display screen with sharp or pointed objects to avoid damage.

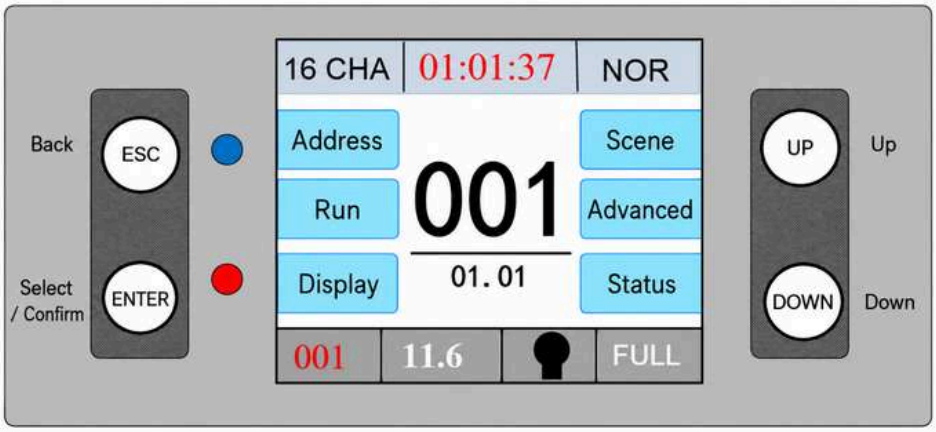


Figure 1 Touch Button Display Panel Diagram

Operation

Operating the Fixture with Touch Buttons

- The middle area is the display area, and the input areas are located on both sides. You can use the touch buttons to move the cursor and select the item you want to set or view. Press the Confirm button to complete the operation.

Parameter Value Input

- When the selected parameter item requires a numerical value input, a window will open as shown in Figure 2:

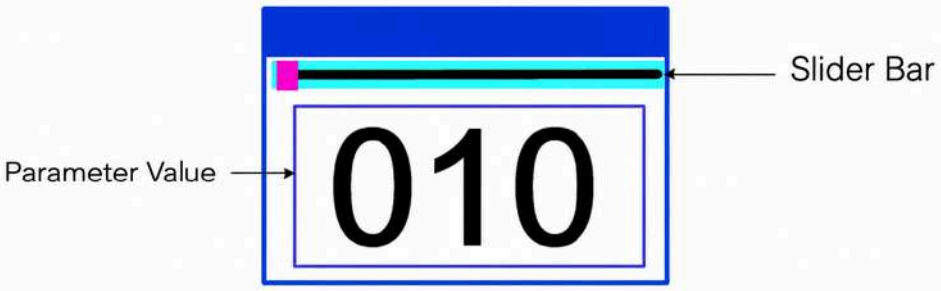


Figure 2 Value Setting Page

- Set the value: Use the Up and Down buttons to set the desired value.
- Save the value: After setting the value with the buttons, press the [ENTER] button. The value will be saved immediately to the internal memory. The next time the fixture is powered on, the saved value will be applied automatically.

Setting Options On/Off

When the parameter is an On/Off setting, simply tap the corresponding item to switch the parameter value. After this type of parameter is changed, it will be saved to the internal memory.
Press the parameter option on the right side, and the corresponding option will turn gray. When you release your finger, the parameter will change and be saved.
Important parameter settings must be confirmed through a confirmation window, as shown in Figure 3 below:

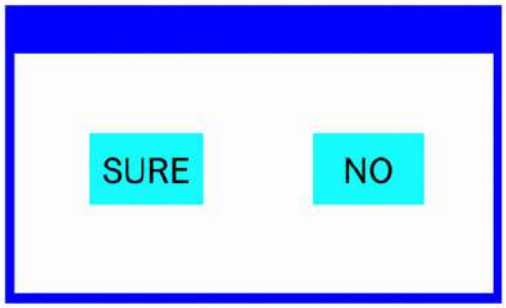


Figure 3 Confirmation Input Window

Subpages (Parameters)

Figure 6-1 Address Setting

Figure 6-2 Run Settings

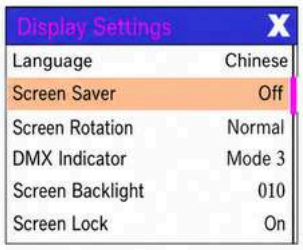


Figure 6-3 Display Settings

Figure 6-4 Scene Settings

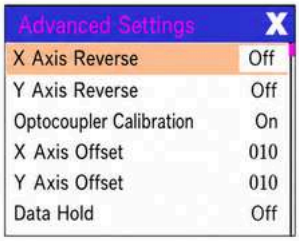


Figure 6-5 Advanced Settings

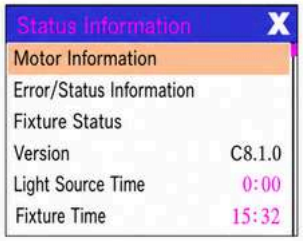


Figure 6-6 Status Settings

Function Operation and Parameter Settings

- Enter the settings interface, as shown in Figure 6-1.
- On the main interface, you can select one of the six buttons to enter the corresponding parameter setting page.

Setting the DMX Address

- The fixture's DMX address, channel mode, and other related settings can be configured on the page shown in Figure 6-1 below.

Figure 6-1

The fixture menu settings are optimized for DMX address configuration. The address can be set in the following ways:

- Select "Previous Unit" or "Next Unit". The fixture will automatically calculate the address of the previous or next unit based on the current DMX address and channel data, allowing quick address setup.
- Tap the DMX address value to enter the value editing window. Any valid DMX address can be set here. The fixture automatically detects the current channel count and filters out unavailable address values (512 – current channel count).
- The fixture supports the RDM protocol, allowing the DMX address to be set remotely through RDM.
- Channel Mode: Different channel modes can be selected cyclically.

Setting the Fixture Operating Mode

Figure 6-2

Through the page shown in Figure 6-2 above, you can set the fixture's operating mode and control the lamp.
The fixture supports four operating modes: DMX Mode, Auto Mode, Sound Control Mode, and Scene Mode. For detailed parameter value settings, please refer to the previous section. The specific parameter descriptions are shown in the table below:

Operating Mode

Parameter	Option	Description
Operating Mode	DMX Mode	Console control mode. The fixture receives DMX signals and RDM signals.
Operating Mode	Auto Mode	The fixture runs automatically according to the built-in programs.
Operating Mode	Sound Control Mode	When the fixture detects a strong sound signal, it automatically runs one scene according to the built-in program. If no strong sound is detected, it remains on the last scene.
Scene Mode	1	Runs according to the configured scene mode. Up to 10 custom scenes can be edited.
Scene Mode	1–10	Outputs the specified scene.
Scene Mode	Auto	Automatically cycles through scenes in sequence according to the configured scene time. Scenes with a time value of 0 will be skipped automatically.
Master/Slave Select	—	Effective in non-DMX mode. Selects the data output mode. The fixture automatically detects the DMX status and switches the output mode to prevent data conflicts.
Master/Slave Select	Master	The fixture runs according to the built-in program. If there is no DMX signal, it outputs data for synchronization. If a DMX signal is present, it does not output data.
Master/Slave Select	Slave	The fixture runs according to the built-in program but does not output data, so it does not synchronize other fixtures.
Master/Slave Select	Auto	If there is no DMX signal, the fixture runs according to the built-in program. If a DMX signal is present, the fixture operates according to the DMX signal.
Lamp On/Off	—	For lamp light source control. A confirmation dialog box will pop up. Select "SURE" to confirm the current operation and turn the lamp on or off. The interval between switching the lamp on and off is limited to 30 seconds.
Lamp On/Off	Off	The current lamp output is turned off.
Lamp On/Off	On	The current lamp output is turned on.

Scene Mode is suitable for a single fixture or a small number of fixtures when only fixed scenes need to be output, or when a simple program needs to run. In this mode, no lighting console is required. The scenes can be edited directly on the Scene page.
If the fixture uses a lamp light source, please wait 10 minutes after turning off the lamp before turning it on again.

Display Panel Settings

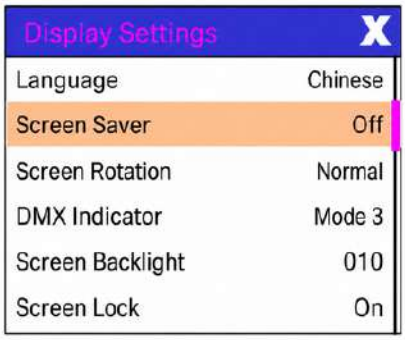


Figure 6-3

Display Settings

The fixture supports both English and Chinese, as well as inverted display and other display options. Enter the corresponding parameter setting page as shown in Figure 6-3. The detailed menu options are shown in the table below:

Menu Item	Option	Description
Display Settings	Language	Sets the display language.
Language	English	Displays the menu in English.
Language	Chinese	Displays the menu in Chinese.
Screen Saver	—	Sets the screen display content or display mode after no operation for 30 seconds.
Screen Saver	Off	Keeps the last operation page displayed and the screen remains on.
Screen Saver	Mode 1	Turns off the screen.
Screen Saver	Mode 2	Displays a black screen and shows the current fixture address in the lower-left corner.
Screen Saver	Mode 3	Displays logo information, address code, and operating mode.
Screen Saver	Mode 4	Displays logo information, address code, and operating mode, then turns off the screen after 30 seconds.
Screen Rotation	—	Sets the display direction of the screen.
Screen Rotation	Off	Normal display, not inverted.
Screen Rotation	On	Inverted display.
DMX Indicator	—	Sets the indication mode of the DMX signal indicator light.
DMX Indicator	Mode 1	The indicator turns on when there is a signal and turns off when there is no signal.
DMX Indicator	Mode 2	The indicator turns off when there is a signal and turns on when there is no signal.
DMX Indicator	Mode 3	The indicator flashes when there is a signal and turns off when there is no signal.

Screen Backlight	—	Sets the screen backlight brightness after 10 seconds of no operation. The screen returns to full brightness during operation.
Screen Backlight	1–10	10 brightness levels.
Screen Lock	—	Sets whether to enable the anti-touch lock interface.
Screen Lock	Off	After the fixture is powered on again, the anti-touch interface will appear only once when editing fixture parameters.
Screen Lock	On	After a period of no operation, the anti-touch lock interface will appear again when editing fixture parameters.

Scene Mode

Enter the page shown in Figure 6-4 below. The channels shown in the image are only examples used to explain the functions. For the actual channel chart of this product, please refer to the channel chart description in the next section.
After entering this page, the fixture enters Scene Editing Mode.
On this page, when the [Console Mode] option is turned Off, the fixture does not receive DMX console data, and the edited data will be reflected on the fixture immediately.
When the [Console Mode] option is turned On, the fixture receives the console signal and reads the console data, then displays the corresponding values on the related channels.

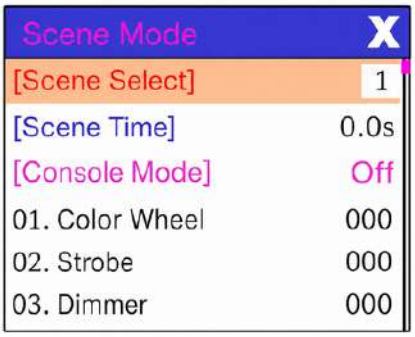


Figure 6-4

The content displayed on this page depends on the currently selected channel. The displayed channel content and order are consistent with the fixture's channel chart.
Through this page, up to 10 scenes can be edited, as shown in the table below:

Menu Item	Option / Range	Description
Scene Select	1–10	Selects the current scene to be edited or operated. Up to 10 scenes can be configured.
Scene Time	—	Sets the hold time of the current scene during automatic scene playback. The final time is determined together with the scene time multiplier. Unit: 0.1 second.
Scene Time	0	The current scene will not be included in automatic scene output.
Scene Time	1–255	0.1 second to 25.5 seconds.
Channel Data	1. X Axis / 0–255	Sets the data value for each channel. The displayed content and order correspond one-to-one with the fixture's DMX channel chart.
Channel Data	… / 0–255	Additional channel values.
Channel Data	N. Function / 0–255	Function channel value.

If valid reset data is edited in the reset channel within a scene, the fixture will reset. After the reset is completed, the value of the corresponding reset channel will automatically return to zero to prevent repeated continuous resets.
By viewing this page, you can obtain the current channel order of the fixture. For specific channel data, please refer to the detailed channel description.

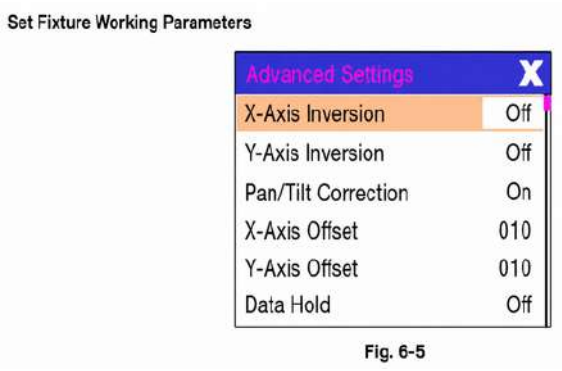


Fig. 6-5

Advanced Settings

Enter the page shown in Figure 6-5 above to adjust the fixture's on-site parameters. These settings are useful for on-site installation and setup.

Menu Item	Option / Range	Description
X Axis Reverse	—	Sets the rotation direction of the X axis.
X Axis Reverse	Off	Normal direction, not reversed.
X Axis Reverse	On	Reversed direction.
Y Axis Reverse	—	Sets the rotation direction of the Y axis.
Y Axis Reverse	Off	Normal direction, not reversed.
Y Axis Reverse	On	Reversed direction.
Optocoupler Calibration	—	Sets whether the fixture detects and corrects XY position loss.
Optocoupler Calibration	Off	The position will not be corrected after position loss.
Optocoupler Calibration	On	The position will be automatically corrected after position loss, and the position loss fault will be recorded.
X Axis Offset	4–150	Sets the zero-position offset of the X axis.
Y Axis Offset	4–48	Sets the zero-position offset of the Y axis.
Data Hold	—	Sets the fixture output status when there is no DMX signal.
Data Hold	Off	When there is no signal, the motor and light source return to the position and status after reset completion.
Data Hold	On	When there is no signal, the fixture holds the last frame of DMX data output.
Scene Time Multiplier	1–255	Works together with Scene Time to determine the scene hold time. Hold Time = Scene Time × Multiplier.

Lamp Startup Mode	—	Sets how the lamp is turned on for the first time after power-on.
Lamp Startup Mode	Lamp On at Power-On	The lamp turns on first after power-on, and the fixture resets after 30 seconds.
Lamp Startup Mode	Lamp On After Reset	The fixture resets 3 seconds after power-on, and the lamp turns on after the reset is completed.
Lamp Startup Mode	Manual Lamp On	After the reset is completed, the lamp can be turned on manually through the menu or console.
Fixture Reset	—	A confirmation dialog box will pop up. Select “SURE” and the fixture position will return to the initial position.
Factory Settings	—	A confirmation dialog box will pop up. Select “SURE” and the fixture parameters will return to factory settings.

When Lamp On at Power-On mode is selected, the fixture will wait 30 seconds after power-on to allow the lamp to fully start and the internal voltage to become stable before starting the reset program. If the on-site power supply capacity is stable, Lamp On at Power-On mode is recommended.
If the fixture cannot correct its position, first check whether Optocoupler Calibration is turned off.
If the fixture does not output the expected position after the signal is disconnected, first check the Data Hold setting.
When setting the X/Y offset, after completing the setting, control the X and Y axes through their maximum travel range first to check that the X and Y axes will not hit the positioning rod or the housing after the setting.

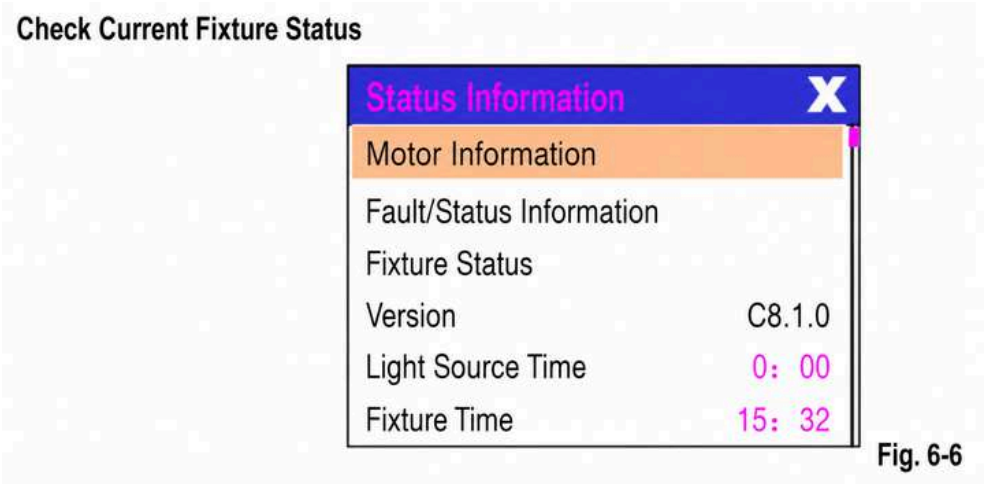


Fig. 6-6

Status Information

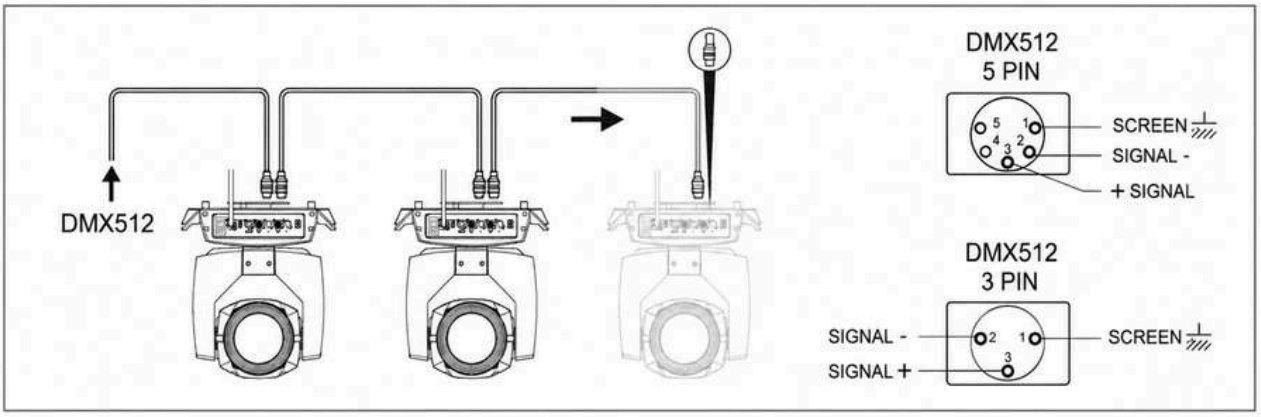
Enter the page shown in Figure 6-6 to view the fixture information and real-time status, so you can understand the current operating condition of the fixture.
If the fixture requires after-sales service, please provide the status information displayed on this page as a reference for diagnosis. The detailed information is shown in the table below:

Menu Item	Sub Item	Description
Motor Information	—	Displays the information and signal status of all motors inside the fixture.
Motor Information	Hall	If no value is displayed, it means the motor does not have Hall calibration. 0 means the motor has left the calibration position. 1 means the motor is at the calibration position.
Motor Information	Status	Displays the motor reset completion status.
Motor Information	X Axis	Displays the real-time position value fed back by the X-axis optocoupler.
Motor Information	Y Axis	Displays the real-time position value fed back by the Y-axis optocoupler.
Motor Information	Optocoupler	Displays the level status of the two optocoupler signals for the X and Y axes in binary format.
Fault / Status Record	—	Displays the most recent 8 fault records during fixture reset and operation. Fault records are not saved after power-off and are valid only during the current power-on cycle.
Fault / Status Record	Fault Data	Displays the total number of faults detected after power-on.
Fault / Status Record	12:03	Displays the power-on time when the fault occurred, in minutes.
Fault / Status Record	Hall Fault	The corresponding motor did not detect a valid Hall signal during reset.
Fault / Status Record	Hall Short Circuit	The corresponding motor detected that the Hall signal remained active during reset.
Fault / Status Record	Optocoupler Fault	The corresponding motor did not detect a valid optocoupler signal during reset.
Fault / Status Record	Step Loss	The corresponding motor lost steps during operation.
Fault / Status Record	Position Stop Collision	The corresponding motor hit the positioning stop during reset.
Fault / Status Record	Lamp Fault	The lamp turned off unexpectedly.
Fault / Status Record	Sensor Fault	The temperature sensor signal is abnormal.
Fault / Status Record	Fan Fault	The main fan is not operating properly.
Fixture Status	—	Displays key current status data of the fixture for reference.
Fixture Status	Communication	0–100%, communication quality of the fixture's internal data link.

Fixture Status	Error Count	Displays the accumulated number of error frames detected after power-on.
Fixture Status	Light Source Temperature	Displays the current light source temperature. "---" means no detection is available.
Fixture Status	Display Board Temperature	Displays the current display board temperature or the ambient temperature nearby.
Fixture Status	Sensor 1 Temperature	Displays the current main board temperature or the ambient temperature around the main board installation position.
Version Information	—	Displays the current fixture information and version. This is an important reference for after-sales maintenance.
Version Information	Device	The fixture name, same as the RDM device information.
Version Information	Model	The fixture model, same as the RDM model information.
Version Information	Display Board	Firmware version and serial number of the display board.
Version Information	Main Board 1	Firmware version and serial number of Main Board 1.
Light Source Time	—	Records the total accumulated operating time of the light source in minutes. This can be manually cleared by the user and used as a reference for regular light source maintenance.
Fixture Time	—	Records the total accumulated operating time of the fixture in minutes. This value cannot be cleared.

DMX512 Controller

6.1 DMX Connection



DMX Signal Cable Connection Diagram

DMX Connection Notes

To reduce signal errors and prevent signal attenuation or interference during transmission, a 120Ω 1/4W resistor can be connected between Pin 2 and Pin 3 of the DMX output port on the last fixture.

b. Connect the fixtures using an XLR signal cable. One end should be connected to the output port of the fixture, and the other end should be connected to the input port of the next fixture. XLR signal cables can only be used for series connection and must not be connected in parallel. DMX512 signal transmission is very fast. Damaged signal cables, loose solder joints, poor contact, or similar issues may affect signal transmission and cause the system to shut down.

c. When the power supply of one fixture is disconnected, the DMX output and input connection is bypassed to maintain the continuity of the DMX line.

d. Each fixture must have its own address code so that it can receive information from the controller. The address range is 1–512.

e. A terminator should be installed at the end of the DMX512 system to reduce signal transmission errors.

f. 3-pin XLR connectors are more commonly used than 5-pin XLR connectors.
g. 3-pin XLR:
PIN 1: GND
PIN 2: Negative signal
PIN 3: Positive signal

5-pin XLR:
PIN 1: GND
PIN 2: Negative signal
PIN 3: Positive signal
PIN 4 / PIN 5: Not used

6.2 Address Code Setting
When using a universal DMX controller to control the fixture, you need to set a starting address for the fixture within the range of 1–512, so that the fixture can receive the DMX signal.
Press the MENU button to enter the main menu. Select DMX Settings, then press the ENTER button to confirm.
Use the UP/DOWN buttons to select the address code 1–512, then press the ENTER button to save.
Please refer to the chart below to set the address codes for the first four fixtures.

Channel Mode	Address Range	1st Fixture Address	2nd Fixture Address	3rd Fixture Address	4th Fixture Address
16CH	001–016	1	17	32	48

STARSHINE LIGHTS

STARSHINE LIGHTS PRODUCT MANUAL

DMX Channels

Channel	Channel Name	DMX Value	Function
1	X Axis	0–255	0–540°
2	X Axis Fine	0–255	0–2°
3	Y Axis	0–255	0–270°
4	Y Axis Fine	0–255	0–1°
5	XY Speed	0–255	From fast to slow
6	Strobe	000–007	Shutter closed
	Strobe	008–015	Shutter open
	Strobe	016–131	Strobe, from slow to fast
	Strobe	132–139	Shutter open
	Strobe	140–181	Fast open, slow close
	Strobe	182–189	Shutter open
	Strobe	190–231	Fast close, slow open
	Strobe	232–239	Shutter open
	Strobe	240–247	Random strobe
	Strobe	248–255	Shutter open
7	Dimmer	0–005	No function
	Dimmer	006–255	0–100% dimming
8	Dimmer Fine	0–255	Fine dimming

9	Color Wheel	0–4	White
	Color Wheel	5–8	White + Color 1
	Color Wheel	9–12	Color 1
	Color Wheel	13–17	Color 1 + Color 2
	Color Wheel	18–21	Color 2
	Color Wheel	22–25	Color 2 + Color 3
	Color Wheel	26–29	Color 3
	Color Wheel	30–34	Color 3 + Color 4
	Color Wheel	35–38	Color 4
	Color Wheel	39–42	Color 4 + Color 5
	Color Wheel	43–48	Color 5
	Color Wheel	49–51	Color 5 + Color 6
	Color Wheel	52–55	Color 6
	Color Wheel	56–59	Color 6 + Color 7
	Color Wheel	60–63	Color 7
	Color Wheel	64–68	Color 7 + Color 8
	Color Wheel	69–72	Color 8
	Color Wheel	73–76	Color 8 + Color 9
	Color Wheel	77–81	Color 9
	Color Wheel	82–85	Color 9 + Color 10
	Color Wheel	86–89	Color 10
	Color Wheel	90–93	Color 10 + Color 11
	Color Wheel	94–98	Color 11
	Color Wheel	99–102	Color 11 + Color 12

9	Color Wheel	103–106	Color 12
	Color Wheel	107–110	Color 12 + Color 13
	Color Wheel	111–115	Color 13
	Color Wheel	116–119	Color 13 + Color 14
	Color Wheel	120–123	Color 14
	Color Wheel	124–127	Color 14 + Color 15
	Color Wheel	128–189	Clockwise rotation, from fast to slow
	Color Wheel	190–193	Stop rotation
	Color Wheel	194–255	Counterclockwise rotation, from slow to fast
10	Gobo Wheel	0–4	White / Open
	Gobo Wheel	5–9	Gobo 1
	Gobo Wheel	10–14	Gobo 2
	Gobo Wheel	15–19	Gobo 3
	Gobo Wheel	20–24	Gobo 4
	Gobo Wheel	25–29	Gobo 5
	Gobo Wheel	30–34	Gobo 6
	Gobo Wheel	35–39	Gobo 7
	Gobo Wheel	40–44	Gobo 8
	Gobo Wheel	45–49	Gobo 9
	Gobo Wheel	50–54	Gobo 10
	Gobo Wheel	55–59	Gobo 11
	Gobo Wheel	60–64	Gobo 12
	Gobo Wheel	65–69	Gobo 13

10	Gobo Wheel	70–74	Gobo 1 shake, from slow to fast
	Gobo Wheel	75–79	Gobo 2 shake, from slow to fast
	Gobo Wheel	80–84	Gobo 3 shake, from slow to fast
	Gobo Wheel	85–89	Gobo 4 shake, from slow to fast
	Gobo Wheel	90–94	Gobo 5 shake, from slow to fast
	Gobo Wheel	95–99	Gobo 6 shake, from slow to fast
	Gobo Wheel	100–104	Gobo 7 shake, from slow to fast
	Gobo Wheel	105–109	Gobo 8 shake, from slow to fast
	Gobo Wheel	110–114	Gobo 9 shake, from slow to fast
	Gobo Wheel	115–119	Gobo 10 shake, from slow to fast
	Gobo Wheel	120–124	Gobo 11 shake, from slow to fast
	Gobo Wheel	125–129	Gobo 12 shake, from slow to fast
	Gobo Wheel	130–134	Gobo 13 shake, from slow to fast
	Gobo Wheel	135–193	Reverse scrolling, from fast to slow
	Gobo Wheel	134–196	Stop rotation
	Gobo Wheel	197–255	Forward scrolling, from slow to fast
11	Prism 1	000–007	No function
	Prism 1	008–255	Prism 1: 8-facet prism
12	Prism 2	000–007	No function
	Prism 2	008–255	Prism 2: 8 + 16 honeycomb prism
13	Prism Rotation	0–127	Indexing, 0°–360°
	Prism Rotation	128–189	Clockwise rotation, from fast to slow
	Prism Rotation	190–193	Stop
	Prism Rotation	194–255	Counterclockwise rotation, from slow to fast

14	Frost	000–007	No effect
	Frost	008–255	Frost effect
15	Focus	0–255	Focus adjustment, 0–100%
16	Function Channel	000–099	No function
	Function Channel	100–105	Lamp off after 3 seconds
	Function Channel	106–199	No function
	Function Channel	200–205	Lamp on after 3 seconds
	Function Channel	206–209	No function
	Function Channel	210–215	Reset XY motors after 3 seconds
	Function Channel	216–219	No function
	Function Channel	220–235	Reset effect motors after 3 seconds
	Function Channel	236–239	No function
	Function Channel	240–255	Reset the entire fixture after 3 seconds

Troubleshooting

The following are some common problems that may occur during operation, along with suggested solutions.

A. The fixture does not operate, there is no light output, and the fan does not run.
- Check the power connection.
- Check the voltage.
- Check the indicator light on the power switch.

B. The fixture is not controlled by the console.
- Check whether the DMX signal connector and signal cable are connected correctly.
- Check whether the address code is set correctly.
- If the DMX signal transmission is intermittent, check whether the XLR connector and signal cable are properly connected.
- Try using another controller.
- Check whether the DMX signal cable is too close to high-voltage power cables, as this may damage or interfere with the signal circuit.

Fixture Cleaning

To maintain the best performance of the fixture and ensure optimal lighting effects, it is essential to keep the fixture clean. The fixture must be cleaned regularly to prevent dust, dirt, smoke residue, and other contaminants from accumulating on the surface or inside the fixture.

The cleaning frequency depends on the application environment. If dust enters the fixture due to the installation or construction environment, clean it immediately to prevent excessive dust from damaging the optical components of the fixture.

- It is recommended to use a soft, lint-free cloth and high-quality glass cleaning fluid. Do not use solvents under any circumstances.
- Carefully dry all cleaned components.
- Clean the exterior of the lens at least once every 20 days.