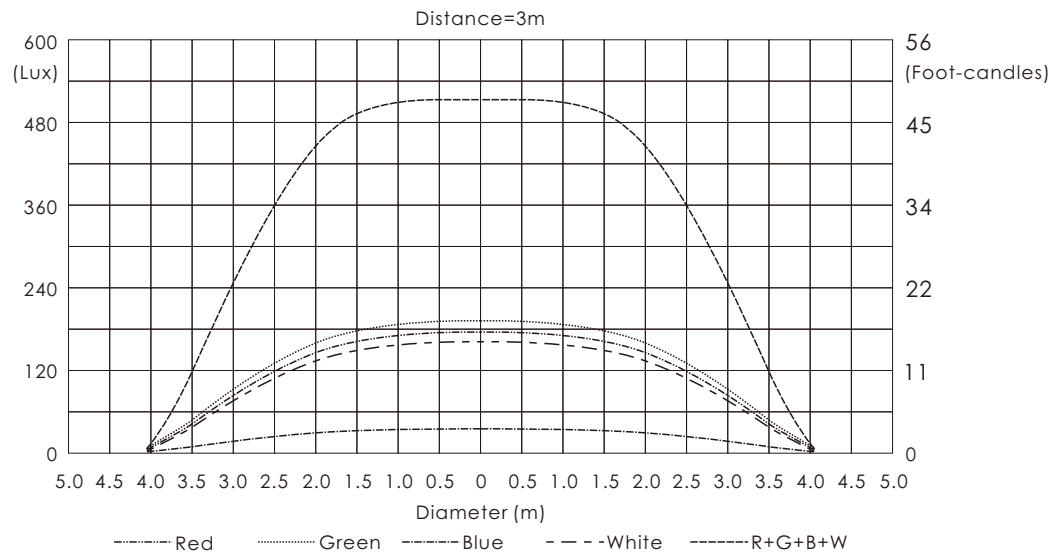


## Max.zoom(70°)

Distance (m)	1	3	5	Intensity (center) Lux/Footcandles
Red	1310/122	160/15	70/6.5	
Green	1610/150	193/18	75/7	
Blue	282/26	35/3.2	14/1.3	
White	1472/137	174/16	69/6.4	

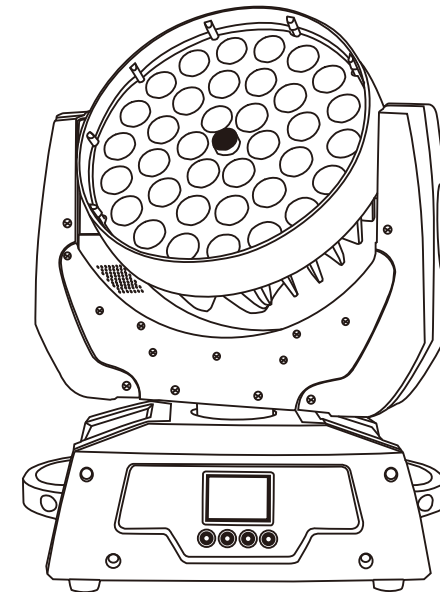
Distance (m)	1	2	3	5	8	10	Intensity (center) Lux/Footcandles
R+G+B+W	4200/390	1100/102	510/47	200/19	80/7.4	60/5.6	



## LED MOVING HEAD LedWash

**36 x 10w RGBW 4in1**

Zooming

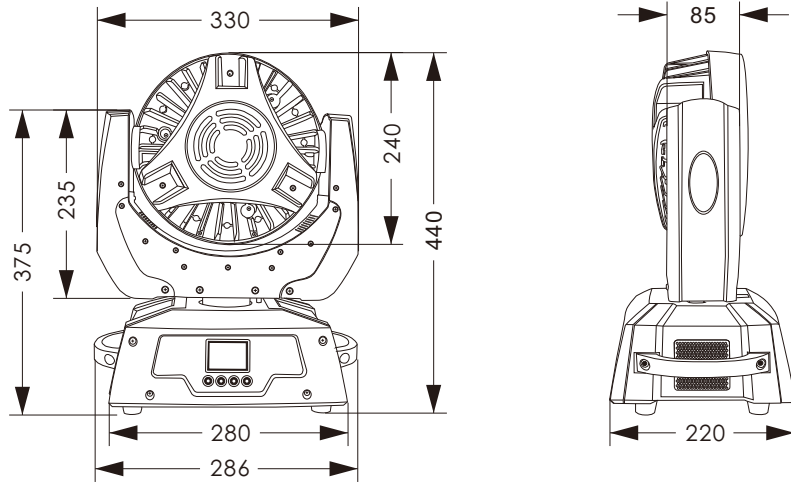


This product manual contains important information about the safe installation and use of this projector. Please read and follow these instructions carefully and keep this manual in a safe place for future reference.

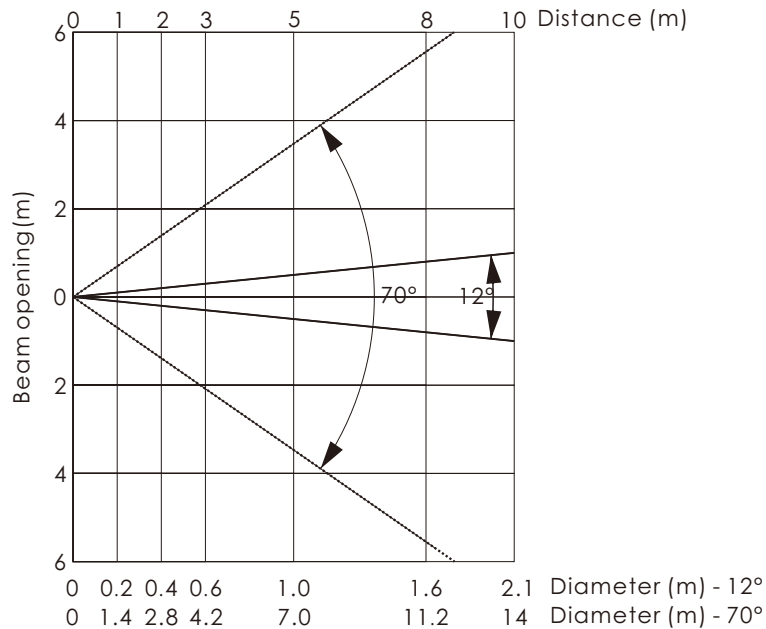
**USER MANUAL**

Version 1.0 beta

**DIMENSIONS (mm):**



**PHOTOMETRIC DIAGRAMS**



**SAFE USAGE OF THE PROJECTOR**

When unpacking and before disposing of the carton check there is no transportation damage before using the projector. Should there be any damage caused by transportation, consult your dealer and do not use the apparatus.

The projector is for indoor use only, IP20. Use only in dry locations. Keep this device away from rain and moisture, excessive heat, humidity and dust. Do not allow contact with water or any other liquids.

DO NOT mount the projector directly onto inflammable surface 

The projector is only intended for installation, operation and maintenance by qualified personnel.

The projector must be installed in a location with adequate ventilation, at least 50cm from adjacent wall surfaces. Be sure that no ventilation slots are blocked.

Do not project the beam onto inflammable surfaces, minimum distance is 5m  $\alpha$  5m  $\beta$

Avoid direct exposure to the light from the lamp. The light is harmful to the eye. Do not attempt to dismantle and/or modify the projector in any way. Electrical connection must only be carried out by qualified personnel.

Before installation, ensure that the voltage and frequency of power supply match the power requirements of the projector. It is essential that each projector is correctly earthed and that electrical installation conforms to all relevant standards. Do not connect this device to any other types of dimmer apparatus.

Make sure that the power-cord is never crimped or damaged by sharp edges. Never let the power-cord come into contact with other cables. Only handle the power-cord by the plug. Never pull out the plug by tugging the power-cord.

Keep a projector's optical system clean. Do not touch LED lens with bare hands.

The projector should always be installed with a secondary safety fixing. A safety cord is supplied for this; it should be attached as shown in "installing the projector" section.

Shields and lens shall be changed if they have become visibly damaged to such an extent than their effectiveness is impaired, for example by cracks or deep scratches.

LED lamps should be replaced if damaged or having reached life limit.  

Exterior surface temperatures of the luminaire after 5 minutes operation is 55°C, when steady state is achieved 70°C,

There is no user serviceable parts inside the projector, do not open the housing and never operate the projector with the covers removed.

If you have any questions, don't hesitate to consult your dealer or manufacturer.

**Always disconnect a projector from the POWER when not in use or before cleaning or any**

## MAINTENANCE

To prolong a Projector's life, Regular maintenance should be done for its LED optical System to ensure that the system be in best operational condition. If the projector does not function, check the fuses on the power socket of the projector, if burned, they should only be replaced by fuses of the same specification. Should these be damaged call a qualified technician before replacement. The projector has thermal protection device that will switch off the projector in case of overheating, should this occur, check if the fans work normally or fan and fan shield are blocked by dust. If the projector not operational, call a qualified technician. After cleaned and repaired, the projector can be restarted.

**Any maintenance work should only be carried out by qualified technicians.**

## KEEPING THE PROJECTOR CLEAN

It definitely necessary to keep a projector clean for its reliable use. Cooling fans and their shield should be cleaned every 15days. LED lamps' lens and cover should be cleaned regularly for optimized light output.

Cleaning frequency depends on how often a projector is used and its operational environment. A soft cloth and typical glass cleaning products should be used in cleaning. It is recommended to clean the external optics at least once every 20 days.

**Do not use any organic solvent, e.g. alcohol, to clean the housing of the apparatus.**

## TROUBLESHOOTING

PROBLEM	ACTION
The projector can't be started	<ul style="list-style-type: none"> <li>&gt; Power Cable not connected well</li> <li>&gt; Power supply damaged or not connected well, a qualified Technician should be required</li> <li>&gt; Control board not connected well and a qualified Technician should be</li> </ul>
The lamp can be started, but LED lamps are off and not controlled	> LED boards not connected properly, a qualified technician is needed
A projector's lamps are on but it doesn't respond to the controller	<ul style="list-style-type: none"> <li>&gt; Make sure that the projector's start address is correctly set</li> <li>&gt; Replace or repair the DMX cable.</li> </ul>
The beam appears dim and its brightness slows sharply	> Ambient temperature too high which result in a projector overheating, necessary ventilating measures needed.

## POWER SUPPLY-MAINS

Connect the power cord as follows:

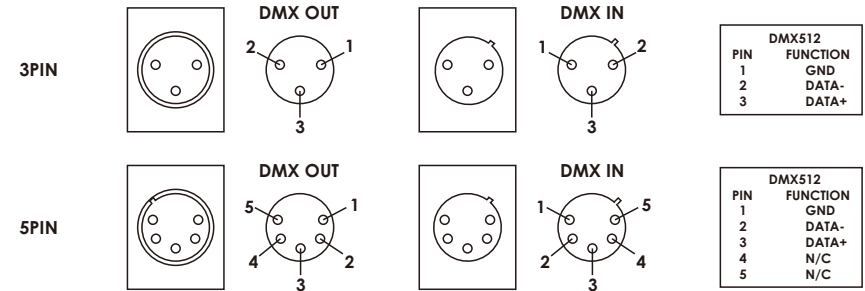
- L (live) =brown
- E (earth) =yellow/green
- N (neutral) =blue

Use the plug provided to connect the mains power to the projector paying attention to the voltage and frequency marked on the panel of the projector. It is recommended that each projector be supplied separately so that they may be individually switched on and off.

### IMPORTANT

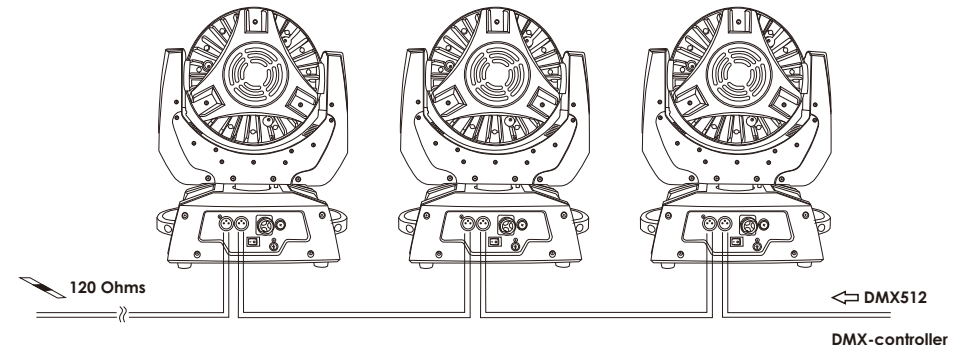
**It is essential that each projector is correctly earthed and the electrical installation conforms to all relevant standards.**

## CONTROL CONNECTION



Connection between controller and projector and between one projector and another must be made with a 2 core-screened cable, with each core having at least a 0.5mm diameter. Connection to and from the projector is via cannon 5 pin (which are included with the projector) or 3 pin XLR plugs and sockets. The XLR's are connected as shown in the figure above.

Note: care should be taken to ensure that none of the pins touch the metallic body of the plug or each other. The body of the plug is not connected in any way. The projector accepts digital control signals in protocol DMX512 (1990). Connect the controller's output to the first fixture's input, and connect the first fixture's output to the second fixture's input and connect the rest fixtures in the same way. Eventually connect the last fixture's output to a DMX terminator as shown in the figure below.



Level 1	Level 2	Level 3	Level 4
LED Stage Light Information	LED Stage Light Temperature	LED Stage Light Temperature =025C	
	LED Stage Light Fixture Hours	LED Stage Light Fixture Hours =00000 H	LED Stage Light Reset Hours =NO
			LED Stage Light Reset Hours =YES
	LED Stage Light Product ID	LED Stage Light Product ID = Y*****	
	LED Stage Light View DMX Value	LED Stage Light View DMX Value Channel 001 = 000	
	LED Stage Light Version	LED Stage Light Version =1.00	
LED Stage Light Load Defaults	LED Stage Light Load Defaults =NO		
	LED Stage Light Load Defaults =YES		

**Note:**

There is only one Projector to be set as a Master in a signal Cable. If Master's functions used, Please disable DMX control signal.

When multiple projectors' work together in synchronous control state, Parameters can be transmitted from the master projector to the slave projectors such as DMX channel mode, Display setting status and operation mode (User memory data is included). Before parameters transmitted, the projector which will send parameters should be set as a Master and others be as Slaves.

**OPERATION MENU**

Level 1	Level 2	Level 3	Level 4
LED Stage Light 36 Led Zoom DMX Address = 001			
LED Stage Light 36 Led Zoom Auto = P01:S01			
LED Stage Light 36 Led Zoom Master = P01:S01			
LED Stage Light 36 Led Zoom Slave = P01:S01			
LED Stage Light 36 Led Zoom Slave same			
LED Stage Light Address Setup	LED Stage Light Address Setup Address = 001		
LED Stage Light Reset	LED Stage Light Reset Complete		
LED Stage Light Manual Operation	LED Stage Light Manual Operation Pan	LED Stage Light Manual Operation Pan = 000	
	LED Stage Light Manual Operation Tilt	LED Stage Light Manual Operation Tilt = 000	
	LED Stage Light Manual Operation Red	LED Stage Light Manual Operation Red = 000	
	LED Stage Light Manual Operation Greenl	LED Stage Light Manual Operation Green = 000	
	LED Stage Light Manual Operation Blue	LED Stage Light Manual Operation Blue = 000	
	LED Stage Light Manual Operation White	LED Stage Light Manual Operation White = 000	
	LED Stage Light Manual Operation Zoom	LED Stage Light Manual Operation Zoom = 000	

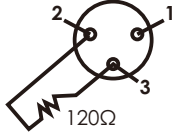
Level 1	Level 2	Level 3	Level 4
LED Stage Light Operation Mode	LED Stage Light Mode = DMX Mode	LED Stage Light DMX Mode = Short Mode	
		LED Stage Light DMX Mode = Standard Mode	
		LED Stage Light DMX Mode = Extended Mode	
	LED Stage Light Mode = Auto Mode	LED Stage Light Select Program Program = 001	
	LED Stage Light Mode = Master Mode	LED Stage Light Select Program Program = 001	
	LED Stage Light Mode = Slave SYNC Mode	LED Stage Light Select Program Program = 001	
	LED Stage Light Mode = Slave SAME Mode		
LED Stage Light Option Settings	LED Stage Light Option Pan Tilt Swap	LED Stage Light Pan Tilt Swap =OFF	
		LED Stage Light Pan Tilt Swap =ON	
	LED Stage Light Option Pan Invert	LED Stage Light Pan Invert =OFF	
		LED Stage Light Pan Invert =ON	
	LED Stage Light Option Tilt Invert	LED Stage Light Tilt Invert =OFF	
		LED Stage Light Tilt Invert =ON	
	LED Stage Light Option Display Setup	LED Stage Light Display Setup Delay Off	LED Stage Light Delay Off = Disable

Level 1	Level 2	Level 3	Level 4
			LED Stage Light Delay Off = Enable
		LED Stage Light Display Setup Display Invert	LED Stage Light Display Invert = OFF
			LED Stage Light Display Invert = ON
		LED Stage Light Display Setup Language	LED Stage Light Language = English
			LED Stage Light Language = 简体中文
	LED Stage Light Option Lost DMX	LED Stage Light Lost DMX =Clear Value	
		LED Stage Light Lost DMX =Hold Value	
LED Stage Light Advanced	LED Stage Light Access Code	LED Stage Light Access Code Code = 000	注: Code = 008
	LED Stage Light Adjust	LED Stage Light Adjust Pan	LED Stage Light Adjust Pan = +000
		LED Stage Light Adjust Tilt	LED Stage Light Adjust Tilt = +000
		LED Stage Light Adjust Red	LED Stage Light Adjust Red = 000
		LED Stage Light Adjust Green	LED Stage Light Adjust Green = 000
		LED Stage Light Adjust Blue	LED Stage Light Adjust Blue = 000
		LED Stage Light Adjust White	LED Stage Light Adjust White = 000

## DMX TERMINATOR

In the Controller mode, at the last fixture in the chain, the DMX output has to be connected with a DMX terminator. This prevents electrical noise from disturbing and corrupting the DMX control signals.

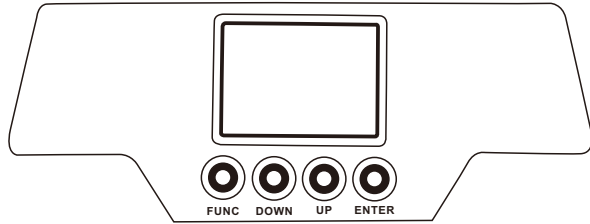
The DMX terminator is simply an XLR connector with a 120Ω(ohm) resistor connected across pins 2 and 3, which is then plugged into the output socket on the last projector in the chain. The connections are illustrated below.



**DMX TERMINATOR CONNECTION**  
Connect a 120Ω(OHM) resistor across pins 2 and 3 in an XLR plug and insert into the DMX out socket on the last unit in the chain.



## SETUP OPTIONS-PROJECTOR CONFIGURATION



Projector configuration can be set conveniently via press button switch and LCD display.

To browse or change its setup options, Press button **ENTER** to unlock panel. Menu will be displayed on the screen, each menu has its own sub-menu. Each menu has specific functions. Please refer to "Operation Menu" for details.

Press button **UP** or **DOWN** if you want to browse or change through the various Setup Options.

Press button **ENTER** to save your settings or enter the next menu.

Press button **UP** or **DOWN** to change values.(Add or subtract)

Press button **FUNC**, it will return to the upper menu one by one.

## TO SET THE DMX START ADDRESS

Each projector must be given a DMX start address so that the correct projector responds to the correct control signals. This DMX start address is the channel number from which the projector starts to "listen" to the digital control information being sent out from the controller. The fixture has 3 DMX modes. There are simple mode, standard mode and extended mode. For example standard mode has 15 channels, so set the No. 1 projector's address 001, No. 2 projector's address 016, No. 3 projector's address 031, No. 4 projector's address 046 and so on.

Launch the projector. Press button **ENTER** more than 5 seconds to unlock panel.

Press button **ENTER** to display **DMX address**.

Press button **UP** or **DOWN**, you can set the address.

Press button **ENTER** to confirm, which means the projector has saved the Start Address automatically, when powered on next time, it will display the value saved last time.

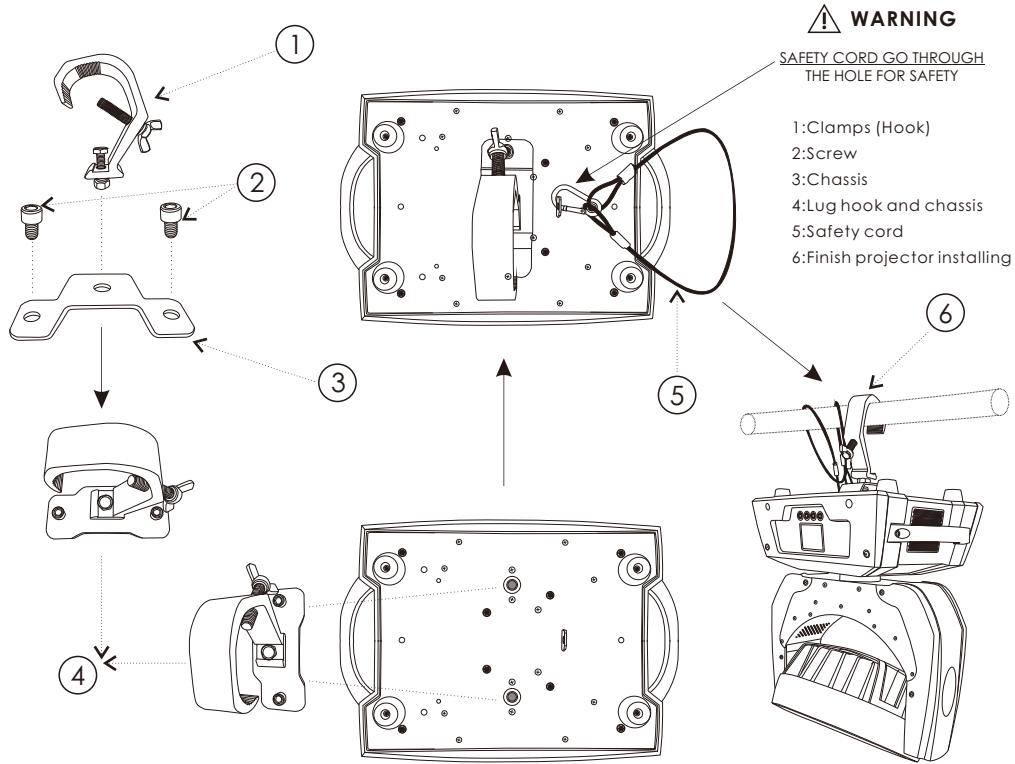
Press button **UP** or **DOWN** to change values.(Add or subtract)

Press button **FUNC**, it will return to the upper menu one by one.

## DMX PROTOCOL

Short mode	Mode/Channel		FUNCTION	VALUE	DESCRIPTION
	Standard mode	Extended mode			
1	1	1	Pan	0~255	Pan Moving 0 - 540 Degree
	2	2	Pan Fine	0~255	Pan Fine Moving
2	3	3	Tilt	0~255	Tilt Moving 0 - 270 Degree
	4	4	Tilt Fine	0~255	Tilt Fine Moving
	5	5	Move Speed	0~255	Moving Speed From Fast To Slow
3	6	6	Dimmer	0~255	RGBW All Dimmer
		7	Dimmer ( 8 Bit )	0~255	RGBW All Fine Dimmer
4	7	8	Strobe	0~9	No Strobe
				10~255	Strobe From Slow To Fast
5	8	9	Red ( 8 Bit )	0~255	Red control
		10	Red ( 16 Bit )	0~255	Red fine control
6	9	11	Green ( 8 Bit )	0~255	Green control
		12	Green ( 16 Bit )	0~255	Green fine control
7	10	13	Blue ( 8 Bit )	0~255	Blue
		14	Blue ( 16 Bit )	0~255	Blue fine control
8	11	15	White ( 8 Bit )	0~255	White
		16	White ( 16 Bit )	0~255	White fine control
9	12	17	Zoom	0~255	Zoom from Distant to Near
		13	Color Temperature	0~9	No function
				10~19	2700K
				20~29	3200K
				30~39	4200K
				40~49	5600K
				50~59	8000K
		60~255	Color Temperature from Slow to High		
	14	19	Virtual Color Wheel	0~9	Virtual Color ( B>BG>G>GR>R>RB>B )
				10~255	Unused
10	15	20	Function "Stay in a certain value for more than 5 seconds"	0~24	Unused
				25~49	Unused
				50~74	Unused
				75~99	Unused
				100~124	Unused
				125~149	Reset: Complete
				150~174	Unused
				175~199	Unused
			200~224	Unused	
			225~255	Unused	

## INSTALL THE PROJECTOR



Take 1 hook and 1 safety cord out from the package and fix the hook on the chassis, and fasten the hook with the chassis to the underside of fixture with 2 screws. Hang the fixture on the structure and fasten the screws attached to the hook. (See the **WARNING** on the underside of the base as shown above) Always ensure that the projector is firmly anchored to avoid vibration and slipping whilst functioning. Always ensure that the structure that you are going to mount the projector is secure and is strong enough to support a weight of each projector.

### WARNING:

The projector **MUST** be lifted or carried by the **HANDLES** instead of clamps.

For safety the safety cord should afford 10 times of the unit's weight.

## TECHNICAL DATA

### VOLTAGES:

100V~240V AC, 50/60Hz

### POWER CONSUMPTION:

400W@220V

### LED:

Power consumption 10W(RGBW)

Quantity 36pcs

Manufacturers Rated LED Life 50000 Hours

### COLOURS:

RGBW linear color mixing

### COLOR TEMPERATURE CORRECTION:

Linear color temperature correction from 2700K to 8000K

### DIMMER:

0-100% linearly adjustable

### STROBE:

Electronic Strobe 0 ~25F.P.S

### PAN AND TILT:

PAN(0°~540°) and TILT(0°~270°) , User-selectable Pan/Tilt ranges

### ZOOM ANGLE:

12°~70°

### CONTROL:

DMX512, 3 pins interfaces DMX Control Protocol

10channels in short mode, 15channels in standard mode, and 20 channels in extended mode Master/Slave Synchronous

### Control Mode:

DMX512 / Master-Slave / Auto

### HOUSING:

Flame retardant engineering plastic shell/cast aluminum, Ip20

### WORK ENVIRONMENT TEMPERATURE:

-10°C~40°C

### CARTONS PACKING DIMENSION:

Inner: 410x330x450 (mm) Outer: 435x345x480 (mm)

### WEIGHT:

Net weight :9.6Kg Gross Weight: 13.0Kg

# LED MOVING HEAD

LedWash

## 36 X 10w RGBW 4in1 LED Moving Head Zoom

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### Min.zoom (12°)

Distance (m)	1	3	5	Intensity (center) Lux/Footcandles
Red	4320/401	650/60	232/22	
Green	7240/673	880/82	305/28	
Blue	940/87	130/12	50/4.6	
White	1472/137	842/78	310/29	

Distance (m)	1	2	3	5	8	10	Intensity (center) Lux/Footcandles
R+G+B+W	17800/1654	5000/465	2200/205	790/73.4	320/30	200/19	

