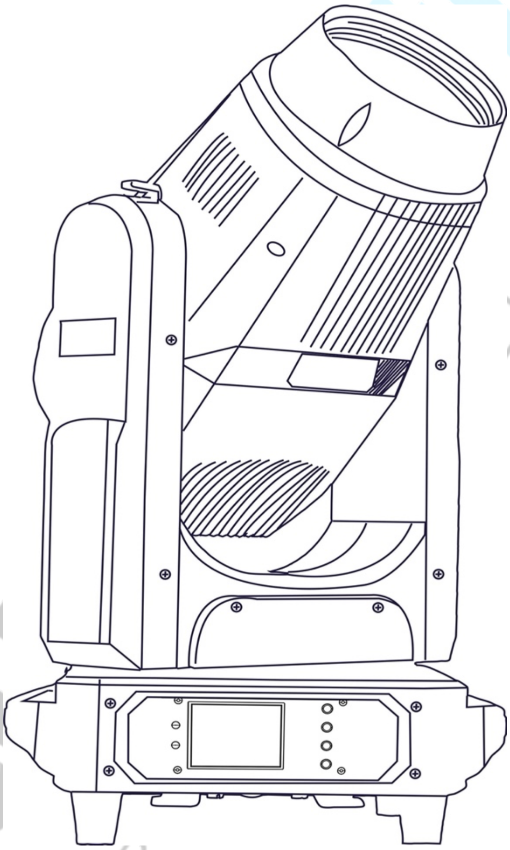
AcuePro

Extreme 600 CMY Hybrid



User Manual

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Chapter 1 - Introduction, Safety & Installation

1. Introduction

Thank you for choosing the Acue Lighting Extreme 600 CMY Hybrid. To use this product correctly and safely, please read the instructions carefully before installing and using this product. This manual contains important installation and operation information. Make sure to strictly follow the instructions when installing and operating this product. Retain this manual in a safe place for future reference.

The Extreme 600 CMY Hybrid uses a high-temperature resistant aluminum/metal body with hard plastic covers and is IP19 rated. IP19 is a classification given to devices that are designed mostly for indoor use in cool dry areas. This product is designed and produced in strict accordance with CE standards and conforms to the international standard of DMX512 signal protocol. It can be controlled manually from the display or by DMX using the built in 3-pin/5-pin XLR in/out connectors. This fixture is suitable for various types of indoor concerts, indoor events, indoor installations, and other like environments.

2. Safety Instructions

- Please keep this User Manual for future reference. All users of this fixture must read the user manual thoroughly.
- Unpack and check contents carefully to make sure there is no damage caused by shipping before using the unit.
- Before operating, ensure that the voltage and frequency of power supply match the power requirements of the unit.
- It's important to properly ground the fixture to avoid electric shock.
- The unit is designed for indoor use. It is alright to use outdoors temporarily but not when moisture is present. Do not point fixture directly into sunlight. Make sure main power connector is connected to an outlet that is not near liquids or moisture.
- The unit must be installed in a location with adequate ventilation, at least 50cm from adjacent surfaces. Be sure that no ventilation slots are blocked.
- Disconnect main power before moving fixture.
- Make sure there are no flammable materials close to the unit while operating, as it is fire hazard.
- Use safety cable when mounting this unit.
- Do not connect this product to power dimmers.
- Max ambient operating temperature is 40˚C. Do not operate if the temperature is higher than this.
- Unit surface temperature may reach up to 85˚C. Do not touch the housing bare-handed during its operation. Turn off the power and allow about 15 minutes for the unit to cool down before replacing or serving.
- In the event of serious operating problem, stop using the unit immediately. Never try to repair the unit by yourself. Repairs carried out by unskilled individuals can lead to further damage or malfunction. Please contact the nearest authorized technical assistance center. Always use the same type of parts.

3. Maintenance & Installation

3.1 Maintenance

- To reduce the risk of electrical shock or fire, do not expose the power cable connector of this unit to rain or moisture.
- Intermittent usage will extend this fixtures service life.
- Please clear the fan, fan net, and optical lens of any dust or obstructions in order to keep the fixture in a proper working state.
- Do not use alcohol or any other organic solvent to wipe the shell.

3.2 Statement

All fixtures have been tested thoroughly before leaving the factory. In order to keep the product in good condition and ensure safe operation, users should follow the safety precautions and warnings in this manual.

Important: **Damages caused by not following the guidelines in this user manual are not covered under warranty. The manufacturer is not responsible for product issues caused by misuse.**

3.3 Safety Precaution

- In order to guarantee the product's life expectancy, do not store or use in environments over 60˚ C.
- Always mount this unit in a safe and stable manner. Mounting system must be able to withstand 10x that of the fixture's weight. A safety cable must always be used as a secondary source for securing the fixture.
- Installation of this fixture may only be carried out by skilled individuals.
- This product can be used in the voltage range of 90-240V and is an indoor rated product. Please make sure that the power mains voltage used is not higher/or lower than what the product can withstand! The power plug must be inserted into a protected Class I socket and must be grounded properly.
- In order to make sure the product is used properly, please read this manual carefully.

3.4 Cable Connection (DMX)

Make sure to use a cable conforming to specifications EIA RS-485: 2-pole twisted, shielded, 120Ohm characteristic impedance, 22-24 AWG, Low capacity. Do not use microphone cable or other cable with characteristics differing from those specified. The end connections must be made using XLR type 3-pin/ 5-pin male/female connectors. A terminating plug must be inserted into the last fixture with a resistance of 120 Ohm (minimum 1/4 W) between terminals 2 and 3.

IMPORTANT: The wires must not make contact with each other or with the metal casing of the connectors. The casing itself must be connected to the ground of the connector plugs.

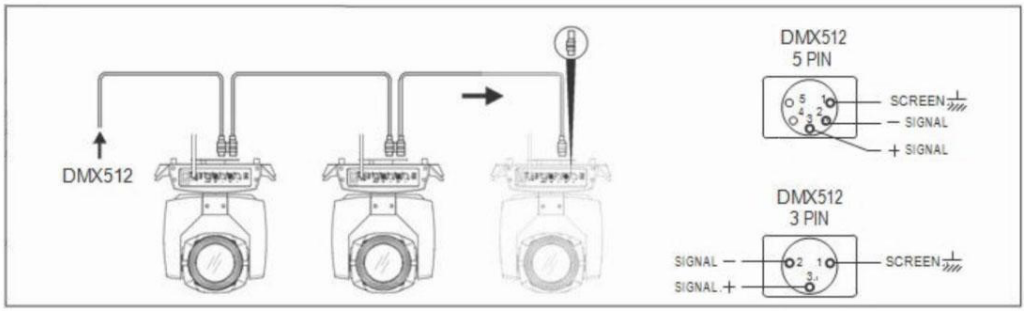


Figure 1 Schematic diagram of DMX signal line connection

4. Fixture Installation

Fixtures can be placed/mounted horizontally, hung at an angle or upside down. Make sure to pay attention to the installation method when hanging at an angle or upside down.

Before positioning the fixture, it is necessary to ensure the stability of the installation site. Always mount this unit in a safe and stable manner. Mounting system must be able to withstand 10x that of the fixture's weight. A safety cable must always be used as a secondary source for securing the fixture.

This product can be used in the voltage range of 90-240V and is an indoor rated product. Please make sure that the power mains voltage used is not higher/or lower than what the product can withstand! The power plug must be inserted into a protected Class I socket and must be grounded properly.

Acue Lighting shall not be liable for any occurrences caused by improper installation/rigging.

5. Technical Parameters

Input Voltage: AC 90V-240V / 50-60HZ
Light Source: 600W LED Module
Light Source Life: 20,000 Hours
Channel Modes: 26CH/34CH/39CH
Horizontal Pan: 540˚ (16-bit precision scanning) electronic error correction
Vertical Tilt: 270˚ (16-bit precision scanning) electronic error correction
Dimming: 0-100% Linear adjustment
Focus: Linear automated focus lens adjustment
Frost: 1x Independent frost filter (on/off)
Zoom Angle: 3.5˚ to 50˚ zoom range
Strobe: 0-30 fps w/adjustable speed control
Colors: 8 Colors + white light with Linear CMY+CTO color mixing system
Fixed Gobo: 10 fixed gobos + open
Rotating Gobo: 7 Rotating & indexing gobos + open
Prism System: 8 + 6 facet prisms independent rotation control in both forward and reverse directions
Effect Wheel: 1 independent effect disk
Operating Modes: DMX, Manual, Sound, Auto, Master/Slave
Display: 2.4 inch LCD display + 4x Touch button operation
DMX: 3-pin + 5-pin DMX in/out, with RDM function
Net Weight: 50.5 lbs.
Product size: 38*27*67CM 15" x 10.5" x 26.5"

Chapter 2 - Display Settings & Operation

1. Summary

A schematic diagram of the fixture's display panel is shown in Figure 3. The number of fixture channels is indicated in the upper left corner of the title. The middle red font displays the usage time of the lamps. The upper right corner shows the fault status of the lamps (when there is no fault information to view, it displays "ERR";

otherwise, it displays "NOR"). Below is the status bar, which shows the current signal of the light, bulb status, communication status, etc. (The panel in the figure is an example image and does not represent the actual appearance of the product panel. Please refer to panels of the same type as your product for reference).

This lamp supports DMX/RDM protocol. When the lamp is searched by RDM host, the panel will show "RDM" three letters to indicate that the lamp is normally enumerated.

Note: Do not use sharp or pointed objects to click on the display screen.

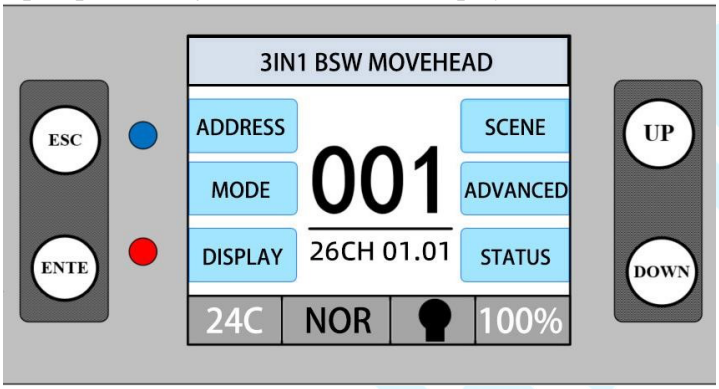


Figure 3 Schematic diagram of touch button display panel

2. Operation

1. Touch Controls

- The middle area is the display area, and the two sides are the input area. You can use the touch button to control the cursor to select the items that need to be set or viewed. Press the OK key to complete and save the selection.

2. Setting Parameter Values

When the selected parameter item needs to be altered, the window shown in Figure 4 will be opened:

Figure 4. Value Settings page

- **Setting the Value:** You can set the required value by pressing the "up" and "down" keys.
- **Saving the Value:** After setting the value using the "up" and "down" keys, press the "ENTE" key to save the value to the internal storage immediately. The saved value will be applied to the lamp when the next time is started.

3. Set the option on/off

- When the parameter is set to on/off, you can directly click the corresponding item to switch the parameter value, and the modified parameters will be saved to the internal memory. Press the parameter option on the right, and the corresponding option will turn gray. When you release your finger, the corresponding parameter will change and save.

- The determination of important parameters will be set through the confirmation window, as shown below in Figure 5.

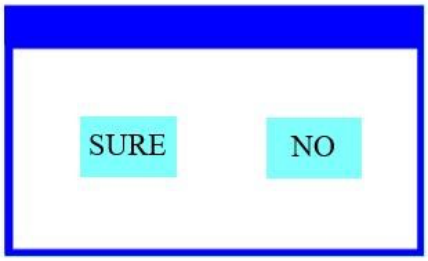


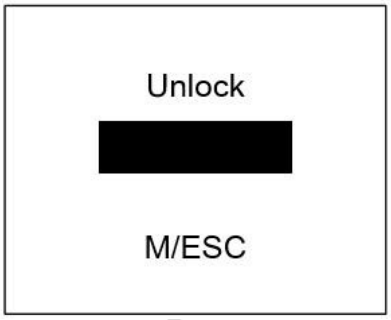
Figure 5 Selection Confirmation Window

4. Sub-Menu Navigation

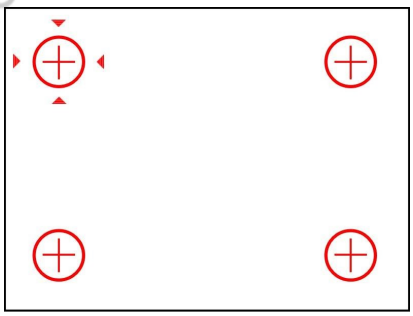
5. Screen Lock

Since this fixture uses touch buttons which are capacitive sensing, we have designed a screen lock to prevent accidental changes to settings that could cause unexpected changes in the operation of the fixture. To unlock you can follow the prompts on the display and click the corresponding buttons one by one.

- After a period of no signal inputs the screen will enter the key lock screen interface which has two modes. You can choose the desired screen lock method in the settings. Figure 7 below shows the 2 lock screen options.



graph 7-1



graph 7-2

- For the interface shown in Figure 7-1, press the corresponding "ESC", "ENTER", "UP" and "DOWN" keys according to the prompts indicated below the interface before unlocking.
- For the interface shown in Figure 7-2, when a corresponding button is pressed, the red icon of that button will turn black, and the red indicator will point to the next button position. By pressing all four corresponding buttons in sequence, you can exit the screen lock interface. If the button icon remains red after pressing a button, it indicates that the incorrect button was pressed.

- After power-on, when editing the parameters of the fixture it will trigger the entry into the screen lock interface; however, browsing parameters does not trigger this entry. When the "lock screen" function is enabled, after a certain period without any touch input, editing the fixture parameters will also trigger the entry into the lock screen interface. When the "lock screen" function is disabled, a power cycle will be needed to disable it fully. Once the fixture is power cycled you will need to unlock the fixture one more time and you will no longer be prompted to unlock the display. After unlocking and exiting the lock screen interface, it will not re-enter the lock screen interface during the current power-on cycle.
- "Lock Screen" function switch. To prevent accidental touch from turning off the "Lock Screen" function, when the "Lock Screen" is on, pressing the confirm button for the "Lock Screen" option will take you to a lock screen interface page, which prompts you to turn off the "Lock Screen" function; if the "Lock Screen" is off, you can directly turn it on.

3. Function operation and parameter setting

Enter the Settings interface, as shown in Figure 6-1:

- In the main interface, you can select six buttons to enter the corresponding parameter setting interface.

1. Setting the DMX Address

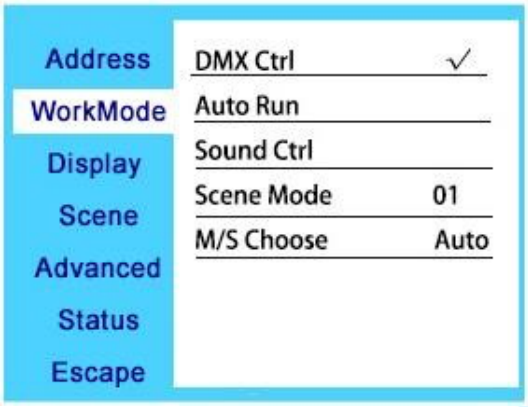
The DMX address and channel mode of the fixture can be set through the page shown in Figure 6-1 below.

graph 6-1

The operations to set the DMX address are as follows:

- Select "previous" or "next", the fixture will automatically calculate the address of the next or previous fixture according to the current address and channel data.
- Click the address value to enter the value editing window. The fixture automatically obtains the current channel number of the fixture and automatically filters out the unusable address code.
- This fixture supports RDM protocol and the DMX address can remotely be set using RDM.
- Channel mode: different channel modes can be selected in this option.

2. Operating Modes



graph 6-2

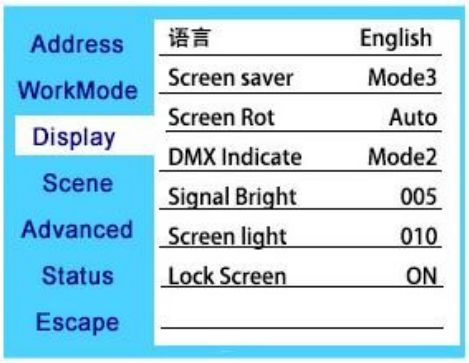
The operation mode of the fixture can be set through the page shown in Figure 6-2 (above). This fixture supports four operating modes (DMX, Auto, Voice Activation and Scene modes). For detailed parameter value settings, please refer to the previous section. The specific parameter setting descriptions are shown in the table below:

running mode

DMX Mode	Console mode, receive DMX signal, RDM signal	
Auto Mode	The fixture runs automatically according to the built-in program	
Voice-activated Mode	When the lamp detects a strong sound, the lamp automatically runs a scene according to the built-in program, otherwise it keeps the last scene	
Scene mode 01	The fixture can operate in the way of set scenes, and supports custom editing of up to 10 scenes	
	1~10	Output the specified scenario
	Timing	The scene is automatically output in the order of the set scene time (not 0), and the scene with time 0 is automatically skipped
Master-slave selection	When the non-DMX mode is effective, the mode of data output is selected. The lamp automatically detects the DMX status and automatically switches the output to prevent data conflict	
	master	The lamp operates internally. If there is no signal from DMX, the output data (synchronous) is output, otherwise no data is output
	slave	The lamp operates internally and does not output data (not synchronized with other lamps)
	voluntarily	If there is no DMX signal, the fixture operates according to the built-in signal, otherwise, the lamp operates according to the DMX signal

The scene mode is suitable for a single or small number of fixtures. You only need to output a fixed scene, or you need to run a simple program. You can edit it in the scene page without connecting to the console.

3. Panel displays Settings



graph 6-3

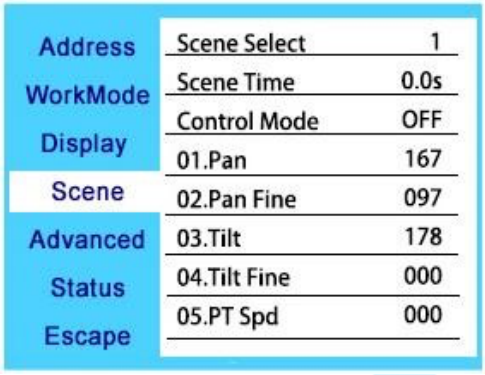
This setting allows has language control (ENGLISH & CHINESE), Display rotation, etc. Enter the corresponding sub-menu function as shown in Figure 6-3 for changing any of these settings. The specific menu contents are shown in the following table:

Display Settings

Language	Set the display language	
	English	English display
	Chinese	Chinese display
Screen saver	Choose the desired screen actions. Inactivity after 30 seconds of no touch inputs will enter selected mode	
	close	Keep the last operation page and light up the screen
	pattern 1	Turn off the screen
	pattern 2	Black screen, the address code of the current lamp is displayed in the lower left corner
	pattern 3	Display the Acue Lighting logo, address and operating mode
	pattern 4	Display the Acue Lighting Logo, address and operating mode for 30 seconds before the screen is turned off
Screen Rotation	Set the display direction of the screen (standing or hanging)	
	close	Do not reverse display
	open	Reverse display
DMX indicate	Set the indication mode of DMX signal indicator	
	pattern 1	It lights up when there is a signal and goes out when there is no signal
	pattern 2	It goes out when there is a signal and it lights up when there is no signal
	pattern 3	It flashes when there is a signal and goes out when there is no signal
Screen backlight	Set the brightness of the screen backlight after 10 seconds without operation, and fully bright when operating	
	1~10	Ten levels
Lock screen	Set whether to enable the lock screen	
	close	When set to “close” the fixture will only ask you to unlock screen once in that power cycle. Once the power is cycled it will need to be unlocked again
	open	After a period of no operation, the fixture will enter the lock screen

4. Scene mode

Enter the page shown in Figure 6-4 (the channels displayed in the image are just examples; please refer to the channel table description in the following chapter for the specific channel table of this fixture). The lights enter scene editing mode. When you enter this page with no DMX data input, any edited data is immediately reflected on the fixture. When DMX input is being received, it receives DMX signals and reads out the current DMX data, which is then reflected in each of the corresponding channel line.



graph 6-4

The content of the page depends on the current selected channel, and the content and order of the displayed channel are consistent with the lamp channel table. Through this page, you can edit 10 scenes as shown in the following table:

Scene mode

Scene selection	Select the current operation scenario	
	1~10	10 scene setting formats
Scene time	Set the retention time of the current scene in automatic mode. The final time is determined by the multiple of the scene time, with a unit of 0.1 seconds	
	0	The current scene does not participate in automatic scene output
	1-255	0...1 second to 25.5 seconds
1. X-axis	0-255	The data of each channel is set, and the display content and sequence correspond to the channel table of the lamp one by one
……	0-255	
……	0-255	
N. function	0-255	

If the reset channel in the scene is edited to effectively reset the data, the light will be reset. However, after resetting, the value of the corresponding reset channel will be automatically cleared to prevent multiple consecutive resets.

View this page to obtain the current channel table order of the lamp. For specific channel data, please refer to the detailed channel description.

5. Set the working parameters of the lamp

graph 6-5

Enter the page shown in Figure 6-5 above, adjust the field parameters of the fixture to facilitate the field installation of the lamp:

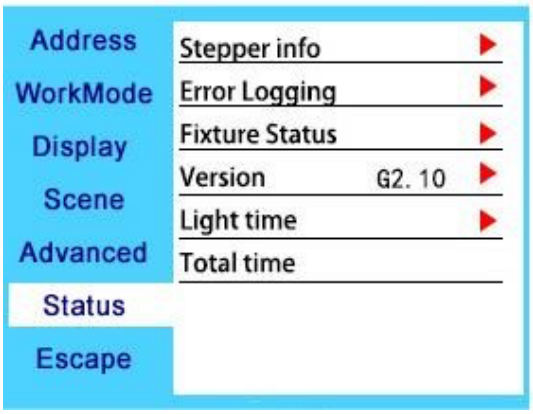
advanced setup

The Y axis is reversed	Set the Y axis rotation direction	
	close	Not reverse
	open	opposite direction
Position Correction	Set whether the light detects XY loss of step and corrects it	
	close	Do not correct your position after losing your balance
	open	The position is automatically corrected after the loss of step, and the fault of loss of step is recorded
Data-hold	Set the output status of the light when there is no DMX signal	
	close	No signal, so the motor and light source return to the position and state when reset is completed
	open	No signal, keep the last frame of DMX data output
Scene time multiplier	The scene retention time is determined together with the scene time	
	1-255	Retention time = scene time * multiple
Lighting reset	A confirmation box will pop up. After selecting "SURE", the light position will return to the initial position	
Factory Settings	A confirmation box will pop up. After selecting "SURE", the light parameters will return to the factory setting	

When the light cannot be calibrated, check whether the "optocoupler correction" is turned off.

When the signal is removed, if the position of the light is not as expected output, check the "data retention" setting first.

6. Check the current status of the light



graph 6-6

Enter the page shown in Figure 6-6 to view the information and real-time status of the lamp, so as to know the use status of the light. If the light needs after-sales service, please provide the status information displayed on this page as the basis for judgment, as shown in the following table:

status information

Motor information	Display the information status of all motors and signals in the light	
	Hoare	Not displayed, indicating that the motor is not corrected by Hall, 0 indicates that the motor is away from the correction position point, and 1 indicates that the motor is at the correction position point
	state	Display the status of the reset of the motor
	X axle	Display the real-time position value of the X-axis optical coupling feedback
	Y axle	Display the real-time position value of the Y-axis optical coupling feedback
	optocoupler	Display the level state of two signals of optical coupler X and Y axes in binary
Fault/state logging	Display the last 8 fault records of the light reset and operation. The fault records are not saved after power failure, and are valid for the current power cycle	
	fault data	The total number of faults detected after power-on
	12：:03	The power-on time when the fault occurs, in minutes
	Hall fault	The motor does not detect an effective Hall signal when the motor is reset
	Hall short circuit	The Hall signal of the motor is detected to be valid when the motor reset is corresponding
	Photoelectric coupling fault	No valid optocoupler signal was detected when the motor was reset
	fall out step	Corresponding to the motor losing step during operation
	Push the lever	The positioning rod is hit when the motor is reset
	Light bulb faulty	The bulb unexpectedly blew out
	Sensor failure	Temperature sensor signal is abnormal
	Fan failure	The main fan is not working properly
Lighting status	Display the key status data of the current lamp for reference	
	communication	0~100%, communication quality of data link inside the lamp

	miscount	The total number of error frames detected after power-on is accumulated
	Light source temperature	Display the temperature of the current light source. "---" indicates no detection
	Display board temperature	Displays the temperature of the current display panel or the ambient temperature nearby
	Sensor 1 temperature	Displays the current motherboard temperature or ambient temperature of the motherboard installation location
Version information	Display the information and version of the current lamp, which is an important reference for after-sales maintenance	
	equipment	The name of the lamp is the same as the equipment information of RDM
	model	The model of the lamp is the same as the model information of RDM
	display board	The firmware version and serial number of the display board
	Mainboard 1	Firmware version and serial number of motherboard 1
Light source time	Record the total cumulative time of the light source opening, in minutes. The user manually clears it as a reference time for regular maintenance of the light source	
Fixture time	Record the total cumulative time of light opening, unit minutes, cannot be deleted	

Chapter 3 - Channel description

1. Channel Table

Note: The different light channel tables are different, the following channel table is for reference only.

The channel of this light can be viewed in the scene mode. The channel mode is set in the "Address Settings" page, and the specific detailed data are shown in the following table:

26CH	Name	Value	Description
CH1	Pan	0-255	0-540˚
CH2	Pan Fine	0-255	0-2˚
CH3	Tilt	0-255	0-270˚
CH4	Tilt Fine	0-255	0-1˚
CH5	PT Speed	0-255	Fast to slow
CH6	Dimmer	0-255	0-100% Dimmer
CH7	Strobe	0-31	Dark
		32-63	Open
		64-95	Pulse strobe slow to fast
		96-127	Open
		128-143	Fade in strobe slow to fast
		144-159	Fade out strobe slow to fast
		160-191	Open
		192-223	Random strobe slow to fast
		224-255	Open
CH8	Color	0-127	Linear color
		128-129	White
		130-134	Red
		135-138	Green
		139-143	Blue
		144-147	Rose Red
		148-152	Orange
		153-157	Purple
		158-161	Amaranth
		162-166	Brown
		167-189	Brown
		190-215	Forward scroll effect from fast to slow
		216-217	Stop
		218-255	Backward scroll effect from slow to fast
CH9	C	0-255	C
CH10	M	0-255	M
CH11	Y	0-255	Y

CH12	CTO	0-255	CTO
CH13	Fixed Gobo	0-3	White
		4-9	Gobo1
		10-15	Gobo2
		16-21	Gobo3
		22-27	Gobo4
		28-33	Gobo5
		34-39	Gobo6
		40-45	Gobo7
		46-51	Gobo8
		52-57	Gobo9
		58-63	Gobo10
		64-69	Gobo10
		70-87	Gobo10
		88-95	Shake slow to fast Gobo1
		96-103	Shake slow to fast Gobo2
		104-111	Shake slow to fast Gobo3
		112-119	Shake slow to fast Gobo4
		120-127	Shake slow to fast Gobo5
		128-135	Shake slow to fast Gobo6
		136-143	Shake slow to fast Gobo7
		144-151	Shake slow to fast Gobo8
		152-159	Shake slow to fast Gobo9
		160-167	Shake slow to fast Gobo10
		168-175	Shake slow to fast Gobo10
		176-183	Shake slow to fast Gobo10
		184-191	Shake slow to fast Gobo10
		192-199	Shake slow to fast Gobo10
		200-201	White
		202-222	Backward water effect from fast to slow

		223-255	Forward water effect from slow to fast
CH14	Zoom	0-255	Large to small
CH15	Focus	0-255	Far to near
CH16	Focus Fine	0-255	
CH17	Rotate Gobo	0-4	White
		5-7	Gobo1
		8-10	Gobo2
		11-13	Gobo3
		14-16	Gobo4
		17-19	Gobo5
		20-22	Gobo6
		23-31	Gobo7
		32-34	Gobo1
		35-37	Gobo2
		38-40	Gobo3
		41-43	Gobo4
		44-46	Gobo5
		47-49	Gobo6
		50-59	Gobo7
		60-67	Shake slow to fast Gobo1
		68-75	Shake slow to fast Gobo2
		76-83	Shake slow to fast Gobo3
		84-91	Shake slow to fast Gobo4
		92-99	Shake slow to fast Gobo5
		100-107	Shake slow to fast Gobo6
		108-129	Shake slow to fast Gobo7
		130-137	Shake slow to fast Gobo1
		138-145	Shake slow to fast Gobo2
		146-153	Shake slow to fast Gobo3
		154-161	Shake slow to fast Gobo4
		162-169	Shake slow to fast Gobo5
		170-177	Shake slow to fast Gobo6

		178-199	Shake slow to fast Gobo7	
		200-201	White	
		202-222	Forward water effect from fast to slow	
		223-255	Backward water effect from slow to fast	
CH18	Gobo Rotation	0-255	0-360 degrees	In coordination with the rotating gobo 5-31
		0	Stop	
		1-127	Rotate forward from fast to slow	In coordination with the rotating gobo 32-59
		128	Stop	
		129-255	Rotate backward from slow to fast	
CH19	Gobo Rotation Fine	0-255		
CH20	Gobo Effects	0-5	None	
		6-87	Shake from slow to fast	
		88-172	Forward water effects from fast to slow	
		173-255	Forward water effects from fast to slow	
CH21	8 Facet Prisms	0-3	None	
		4-255	Inert 8 facet prisms	
CH22	8 Facet Prisms Rotation	0-127	0-360 degrees	
		128-190	Rotate forward from fast to slow	
		191-192	Stop	
		193-255	Rotate backward from slow to fast	
CH23	6 Facet Prisms	0-3	None	
		4-255	Inert 6 facet prisms	
CH24	6 Facet Prisms Rotation	0-127	0-360 degrees	
		128-190	Rotate forward from fast to slow	
		191-192	Stop	
		193-255	Rotate backward from slow to fast	
CH25	Frost	0-127	None	
		128-255	Frost	
CH26	Reset/Function	0-139	None	
		140-149	Reset XY motor over 3 seconds	
		150-199	Reset effect motor over 3 seconds	

		200-209	Reset whole light over 3 seconds
		210-255	None

34CH	39CH	Name	Value	Description
CH1	CH1	Pan	0-255	0-540 degrees
CH2	CH2	Pan Fine	0-255	0-2 degrees
CH3	CH3	Tilt	0-255	0-270 degrees
CH4	CH4	Tilt Fine	0-255	0-1 degree
CH5	CH5	PT Spd	0-255	Fast to slow
CH6	CH6	Reset/Function	0-139	None
			140-149	Reset XY motor over 3 seconds
			150-199	Reset effect motor over 3 seconds
			200-209	Reset whole light over 3 seconds
			210-255	None
CH7	CH7	C	0-255	C
CH8	CH8	M	0-255	M
CH9	CH9	Y	0-255	Y
CH10	CH10	Color Wheel	0-127	Linear color
			128-129	White
			130-134	Red
			135-138	Green
			139-143	Blue
			144-147	Rose Red
			148-152	Orange

			153-157	Purple
			158-161	Amaranth
			162-166	Brown
			167-189	Brown
			190-215	Forward water effects from slow to fast
			216-217	Stop

			218-255	Backward water effects from slow to fast
	CH11	Color Wheel Fine	0-255	
CH11	CH12	Color wheel 3	0-132	CMY color mixing effects
			133-255	White
CH12	CH13		0-255	
CH13	CH14	Color Wheel Speed	0-255	
CH14	CH15	Light effect speed	0-255	
CH15	CH16	CTO	0-255	
CH16	CH17	Effect Tray	0-255	
CH17	CH18		0-255	
CH18	CH19	Fixed Gobo	0-3	White
			4-9	Gobo1
			10-15	Gobo2
			16-21	Gobo3
			22-27	Gobo4
			28-33	Gobo5
			34-39	Gobo6
			40-45	Gobo7
			46-51	Gobo8
			52-57	Gobo9
			58-63	Gobo10
			64-69	Gobo10
			70-87	Gobo10
			88-95	Shake slow to fast Gobo1
			96-103	Shake slow to fast Gobo2
			104-111	Shake slow to fast Gobo3
			112-119	Shake slow to fast Gobo4
			120-127	Shake slow to fast Gobo5
			128-135	Shake slow to fast Gobo6

			136-143	Shake slow to fast Gobo7
			144-151	Shake slow to fast Gobo8
			152-159	Shake slow to fast Gobo9
			160-167	Shake slow to fast Gobo10
			168-175	Shake slow to fast Gobo10
			176-183	Shake slow to fast Gobo10
			184-191	Shake slow to fast Gobo10
			192-199	Shake slow to fast Gobo10
			200-201	White
			202-222	Backward water effects from fast to slow
			223-255	Forward water effects from slow to fast
CH19	CH20	Rotating Gobo	0-4	White
			5-7	Gobo1
			8-10	Gobo2
			11-13	Gobo3
			14-16	Gobo4
			17-19	Gobo5
			20-22	Gobo6
			23-31	Gobo7
			32-34	Gobo1
			35-37	Gobo2
			38-40	Gobo3
			41-43	Gobo4
			44-46	Gobo5
			47-49	Gobo6
			50-59	Gobo7
			60-67	Shake slow to fast Gobo1
			68-75	Shake slow to fast Gobo2
			76-83	Shake slow to fast Gobo3
			84-91	Shake slow to fast Gobo4
			92-99	Shake slow to fast Gobo5

			100-107	Shake slow to fast Gobo6	
			108-129	Shake slow to fast Gobo7	
			130-137	Shake slow to fast Gobo1	
			138-145	Shake slow to fast Gobo2	
			146-153	Shake slow to fast Gobo3	
			154-161	Shake slow to fast Gobo4	
			162-169	Shake slow to fast Gobo5	
			170-177	Shake slow to fast Gobo6	
			178-199	Shake slow to fast Gobo7	
			200-201	White	
			202-222	Forward water effects from fast to slow	
			223-255	Backward water effects from slow to fast	
CH20	CH21	Rotating Gobo Rotation	0-255	0-360 Degrees	In coordination with the rotating gobo 5-31
			0	Stop	
			1-127	Rotate forward from fast to slow	In coordination with the rotating gobo 32-59
			128	Stop	
			129-255	Rotate backward from slow to fast	
	CH22	Gobo Rotation Fine	0-255		
CH21	CH23	8 Facet Prisms	0-3	None	
			4-255	Insert 8 facet prisms	
CH22	CH24	8 Facet Prisms Rotation	0-127	0-360 degrees	
			28-190	Rotate forward from fast to slow	
			91-192	Stop	
			93-255	Rotate backward from slow to fast	
CH23	CH25	6 Facet Prisms	0-3	None	
			4-255	6 facet prisms	
CH24	CH26	6 Facet Prisms Rotation	0-127	0-360 degrees	
			28-190	Rotate forward from fast to slow	
			91-192	Stop	

			93-255	Rotate backward from slow to fast
CH25	CH27	Prism Marco	0-255	
CH26	CH28		0-255	
CH27	CH29		0-255	
CH28	CH30		0-255	
CH29	CH31	Frost	0-127	None
			128-255	Frost
CH30	CH32	Zoom	0-255	From large to small
	CH33	Zoom Fine	0-255	
CH31	CH34	Focus	0-255	From far to near
	CH35	Focus Fine	0-255	
CH32	CH36	Effect	0-255	

CH33	CH37	Strobe	0-31	Close
			32-63	Open
			64-95	Pulse strobe from slow to fast
			96-127	Open
			128-143	Fade in strobe from slow to fast
			144-159	Fade out strobe from slow to fast
			160-191	Open
			192-223	Random strobe from slow to fast
			224-255	Open
CH34	CH38	Dimmer	0-255	0-100% dimmer
	CH39	Dimmer Fine	0-255	

Chapter 4 - Common Faults and Troubleshooting

1. Common Troubleshooting

This fixture contains microcomputer circuit boards, high voltage power supply and other professional components, for your safety and product life, it is not recommended to disassemble the fixture and related accessories without authorization.

1. The bulb does not light up (except for LED light source)

Possible reasons: The bulb is not completely cooled, or the bulb has reached its life. Handle as follows:

- Because of abnormal operation, the bulb is not completely cooled, let the lamp body cool for more than 10 minutes to make its internal state fully restored to normal, and then restart the power supply;
- Check whether the bulb has reached the service life, and replace the new bulb; ● Check whether the bulb and lamp circuit are leaking, falling off or poor contact; ● Replace the new light bulb.

2. The beam appeared dim

Possible reasons: the bulb has been used for a long time or the light path is not clean, deal with it as follows:

- Check whether the bulb has reached the service life, and replace the new bulb;
- Check whether the optical parts or bulbs are clean, and whether there is dust on the bulbs and other optical devices. The bulbs and other components in the lamps should be cleaned regularly.

3. The gobo projection is blurred

- Check that the electron focus channel value is appropriate for the current projection distance.

4. The lights work intermittently

Possible reason: The internal line enters the protection state. Handle as follows:

- Check whether the fan is running normally or dirty, resulting in the internal temperature of the lamp rising;
- Check whether the internal temperature control switch is closed;
- Check whether the bulb has reached its service life and replace it with a new one.

5. The light does not accept the control of the console after normal reset

Possible reasons: Signal line fault or lamp parameter setting is not normal, deal with the following:

- Check the starting address code and check the connection of DMX signal lines (whether the signal cable is intact, whether the connector is loose);
- Add signal amplifier, add 120 ohm terminal resistor;

6. The light can't be started

Possible reasons: poor power line. Handle as follows:

- Check whether the fuse on the power input socket is blown, and replace the fuse;
- The light is subjected to vibration during long-distance transportation, resulting in poor contact of the line ● Check the input power supply, computer board and other plug-in devices.

2. Use precautions

- Check that the local power source meets the rated voltage requirements of the product, and whether the leakage protection device and overcurrent protection device meet the requirements of the load;
- Do not use power cords with damaged insulation, and do not connect power cords to other wires;
- The light uses strong fans for cooling, which makes it easy to accumulate dust. It must be cleaned once a month, especially the heat dissipation air outlet. Otherwise, it will be blocked by dust accumulation, resulting in poor heat dissipation and damage the lamp or LED source.
- When installing fixtures, the clamp screws must be tightened properly, and a safety cable should be added as a secondary safety.
- When the light is installed and positioned, any point on the surface of the lamp should be kept at a minimum distance of 10 meters from any flammable and explosive objects, and 2.5 meters from the irradiation object. Please do not directly install the fixture on the surface of combustible substances;
- The continuous working time of the fixture is recommended not to exceed 10 hours, and the interval time between continuous starting of the lamp should not be less than 10 minutes, otherwise it will not be able to trigger normally because of the overheating protection circuit of the bulb;
- The closing time of the switch valve should not exceed 5 minutes. If it is necessary to close the light for a long time, the lamp should be turned off by using the control console (lamp control channel);

- In order to ensure that multiple lights better comply with the scene effect, the lamps should not always be in an incomplete current scene, that is, start the next scene action, it is best not to exceed 3 minutes in this state, to ensure that multiple lamps can run synchronously;
- During use, if the lamp is abnormal, stop using the lamp in time to prevent other faults.

3. RDM usage notes

RDM is an extended version of the DMX512-A protocol, which is a remote device management (Remote Device Management) protocol. Traditional DMX512 communication is one-way communication. The protocol is based on RS-485 bus, which is a time-sharing multi-point, half-duplex protocol. Only one port can be used as the host output at the same time. Therefore, when using RDM, you should pay attention to the following points:

- Use a console or host device that supports the RDM protocol;
- In order to use a bidirectional signal amplifier, traditional unidirectional signal amplifiers are not suitable for the RDM protocol, because the RMD protocol requires feedback data, and using a unidirectional amplifier will block the returned data, resulting in the search for lamps;
- All lights must be set to DMX mode, ensuring that there is only one host on the signal line;
- A 120ohm impedance matching resistor must be inserted between terminal 2 and 3 of the terminal plug. When the signal line is relatively long, differential signals are used to reduce signal reflection for more stable, which is conducive to the quality of communication;
- When the light is controlled by DMX but can't search for the light by RDM, check the signal amplifier first, and then check whether there is a contact failure in line 2 or 3 of the signal line.

Warranty

This product carries a 1-year manufacturer's warranty which covers factory defects or internal issues not caused by the owner/operator of the fixture. Misuse, physical damage, or any other issues caused by misuse by the customer are not covered under manufacturer's warranty. All warranty claims must be handled directly through the manufacturer and not the dealer. Original sales receipt required for all warranty claims. Submit all claims to Info@Acueligthing.com.

For more information about this product as well as all our other products please visit:

www.AcueLighting.com

Or contact us directly:

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