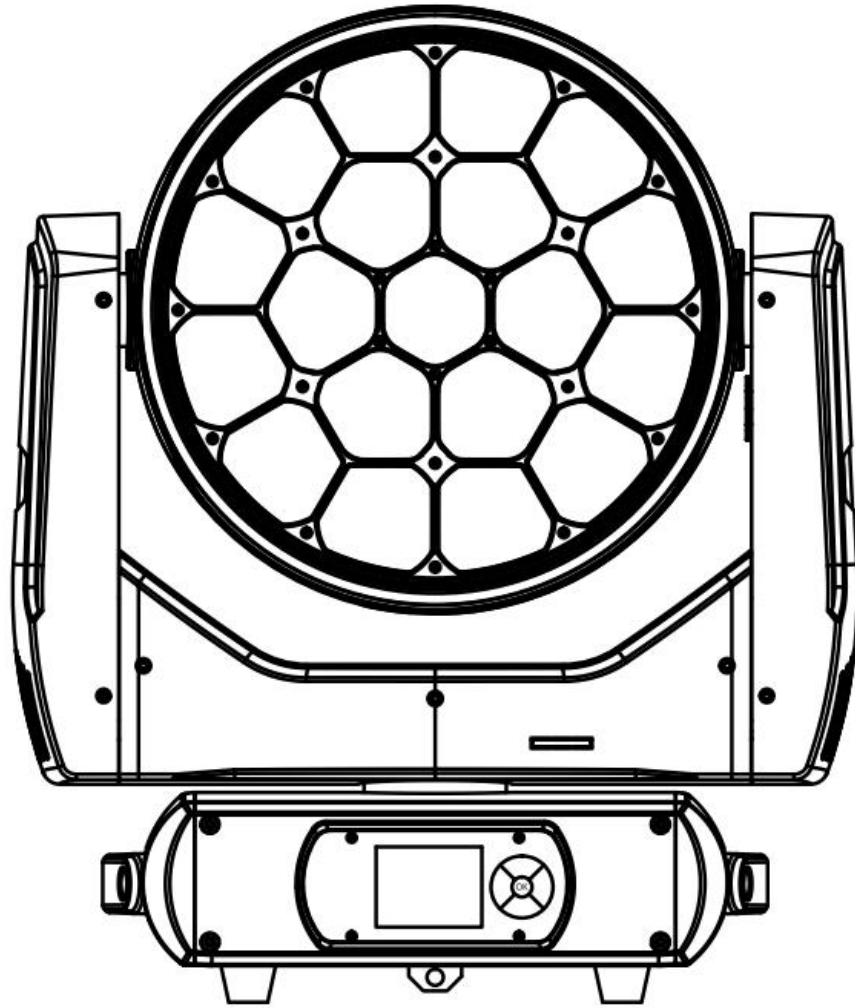


B-EYE K15



USERMA

KEEP THIS USER MANUAL FOR FUTURE NEEDS

Thank you for your patronage!

We are confident that our excellent products and service can satisfy you.

For your own safety, please read this user manual carefully before installing the device.

In order to install, operate, and maintain the lighting safety correctly.

We suggest that the installation and operation should be done by the verified technician and follow the instruction strictly.



CAUTION!

Keep this device away from rain and moisture!



CAUTION!

Unplug mains lead before opening the housing!

Every person involved with the installation, operation and maintenance of this device has to:

-be qualified

-follow carefully the instructions of this manual

INTRODUCTION:

Thank you for having chosen this professional moving head.

You will see you have acquired a powerful and versatile device.

Unpack the device. Inside the carton box you should find:

1. One power in cable&power out connector
2. One 3Pin DMX cable
3. Two C omega clamps
4. One safety rope
5. One English user manual

(Flight case, Clamps are optional, please contact your dealer)

Please check carefully that there is no damage caused by transportation. Should there be any questions, please consult your dealer and don't install this device.

GENERAL GUIDELINES

This device is a lighting effect for a professional use on stages, TV, in discotheques, theaters, etc., The device was designed for indoor use only.

This fixture is only allowed to be operated with the max alternating current which stated in the technical specifications in 6th page of this manual.

Lighting effects are not designed for permanent operation. Consistent operation breaks may ensure that the device will serve you for a long time without defects.

Do not shake the device. Avoid brute force when installing or operating the device.

While choosing the installation-spot, please make sure that the device is not exposed to extreme heat, moisture or dust. Please don't project the beam onto combustible substances. The minimum distance between light-output from the projector and the illuminated surface must be more than 0,5 meter.

If you use the quick lock cam in hanging up the fixture, please make sure the quick lock fasteners

turned in the quick lock holes correctly.

Operate the device only after having familiarized with its functions. Do not permit operation by persons not qualified for operating the device. Most damages are the result of unprofessional operation.

Please use the original packaging if the device is to be transported.

For safety reasons, please be aware that all modifications on the device are forbidden. If this device will be operated in any way different to the one described in this manual, the product may suffer damages and the guarantee becomes void. Furthermore, any other operation may lead to short-circuit, burns, electric shock, crash, etc.

SAFETY INSTRUCTIONS



CAUTION!

Be careful with your operations. With a dangerous voltage you can suffer a dangerous electric shock when touching wires!

This device has left the factory in perfect condition. In order to maintain this condition and to ensure a safe operation, it is absolutely necessary for the user to follow the safety instructions and warning notes written in this user manual.

1. In order to guarantee the product's life, please don't put it in the damp places or even the environment over 60degrees.
2. Always mount this unit in safe and stable matter.

The qualified professionals are allowed to carry out the lamp installation, operation and maintenance, but they must guarantee to operate in strict accordance with the instructions referred to.

▲ Important:

Damages caused by the disregard of this user manual are not subject to warranty.

The dealer will not accept liability for any resulting defects or problems.

If the device has been exposed to temperature changes due to environmental changes, do not switch it on immediately. The arising condensation could damage the device. Leave the device switched off until it has reached room temperatures.

This device falls under protection-class I . Therefore it is essential that the device be earthed.

The electric connection must carry out by qualified person.

Make sure the power cord is never crimped or damaged by sharp edges. If this would be the case, replacement of the cable must be done by an authorized dealer.

Always disconnect from the mains, when the device is not in use or before cleaning it. Only handle the power cord by the plug. Never pull out the plug by tugging the power cord.

During initial start-up some smoke or smell may arise. This is a normal process and does not necessarily mean that the device is defective, it should decrease gradually.

Please don't project the beam onto combustible substances.

If the external flexible cable or cord of this luminaire is damaged, it shall be exclusively replaced by the manufacturer or his service agent or a similar qualified person in order to avoid a hazard.

**CAUTION!**

Never touch the device during operation!
The housing may heat up!

**CAUTION!**

Never look directly into the light source,
As sensitive persons may suffer an epileptic shock.

Please be aware that damages caused by manual modifications to be the device are not subject to warranty. Keep away from children and non-professionals.

CLEANING AND MAINTENANCE

1. To reduce the risk of electrical shock or fire, do not expose this unit to rain or moisture.
2. Do not spill water or other liquids into or on to your unit.
3. During long periods of non-use, disconnect the unit's main power.
4. It should be installed in a well-ventilated place, at a distance of 50 centimeters or more with the walls. At the same time, please check if the fan and ventilation holes are unobstructed.

The following points have to be considered during the inspection

- 1) All screws for installing the devices or parts of the device have to be tightly connected and must not be corroded.
- 2) There must not be any deformations on the housing. Fixations and installations spots(ceiling, suspension, trussing).
- 3) Mechanically moved parts must not show any traces of wearing and must not rotate with unbalances.
- 4) The electric power supply cables must not show any damage, material fatigue or sediments. Further instructions depending on the installation spot and usage have to be adhered by a skilled installer and any safety problems have to be removed.

**CAUTION!**

Disconnect from mains before starting maintenance operation!

In order to make the lights in good condition and extend the life time, we suggest a regular cleaning to the lights.

- 1) Clean the inside and outside lens each week to avoid the weakness of the lights due to accumulation of dust.
- 2) Clean the fan each week.
- 3) A detailed electric check by approved electrical engineer each three month, make sure that the circuit contacts are in good condition, prevent the poor contact of circuit from overheating.

We recommend a frequent cleaning of the device. Please use a moist, lint-free cloth. Never use alcohol or solvents.

TECHNICAL PARAMETERS

Power supply

AC110-240V 50/60 Hz

Power consumption: 800W

Light source

19*40W RGBW 4 in1 Osram LEDs

Individual LED control

Average life: 50,000 hrs

Color temperature: 2500K-8000K

Effect

Zoom angle: 4-60°

Wash/Beam/Graphic/Effects function

Front lens can rotated infinity

With “vortex” and “kaleidoscope” effects

Variable built-in dynamic effects

4 Liner dimming curves

2 color mode (RGBW / CMY)

Strobe: 1-25 hz, random and pulse flash

Control

Pan/Tilt: 540/270°

Control mode: DMX512

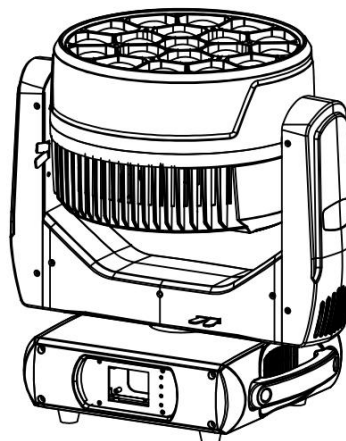
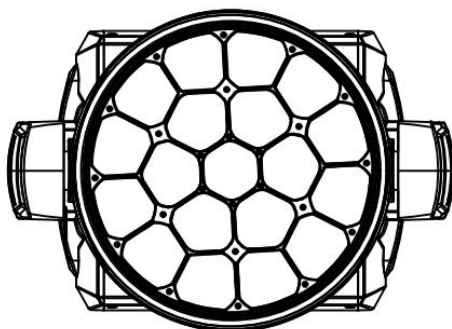
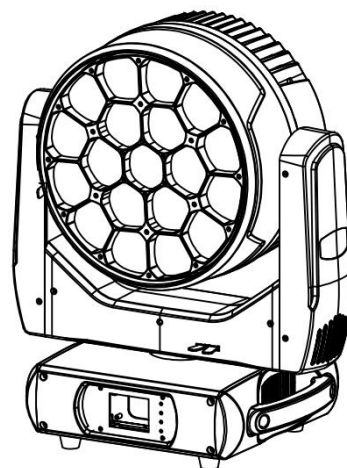
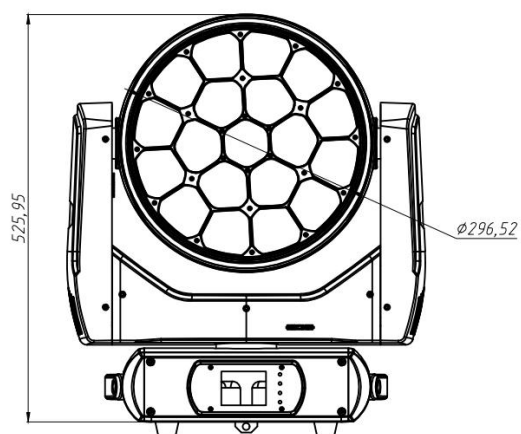
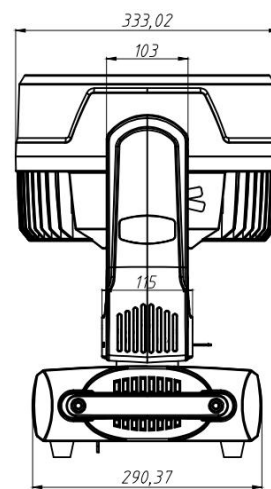
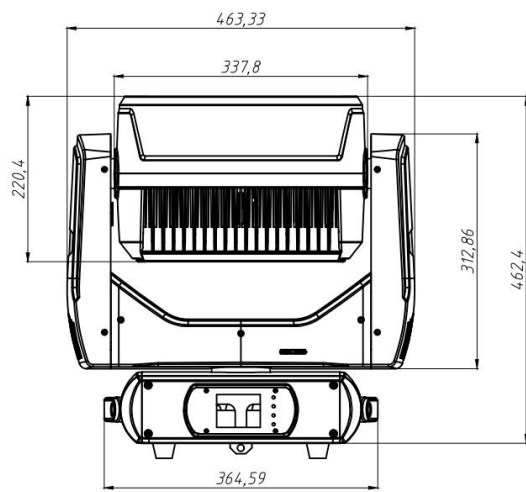
DMX channels: 21/35/78/92/97

Powercon Tru1,XLR in & out: 3-pin

Size:46.3x33.3x46.2cm

Net weight: 20.35kg

Fixture Size



MOUNTING AND INSTALLATION

Cautions:

For added protection mount the fixtures in areas outside walking paths, seating areas, or in areas where the fixture might be reached by unauthorized personnel.

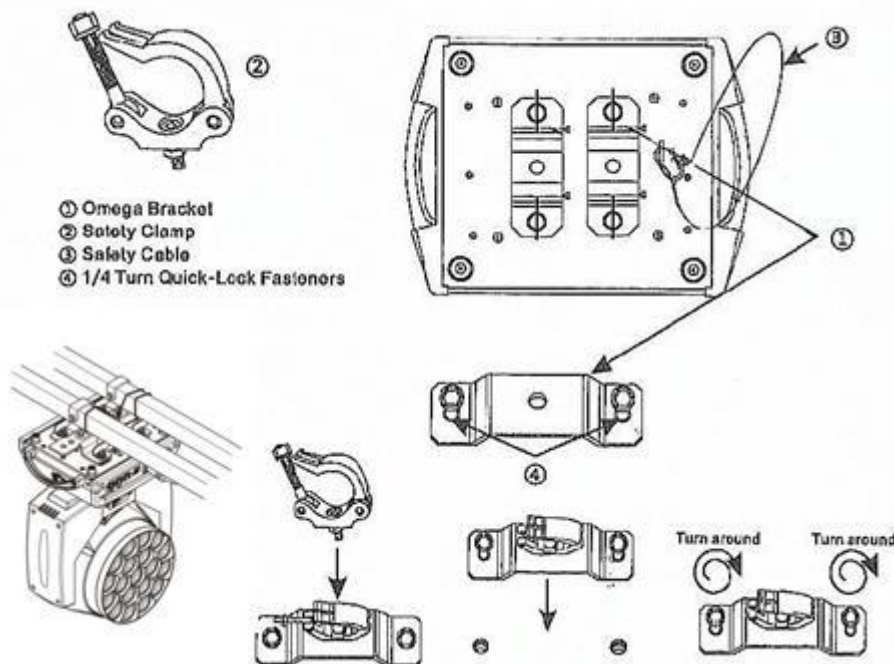
Before mounting the fixture to any surface, make sure that the installation area can hold a minimum point load of 10 times the device's weight.

Fixture installation must always be secured with a secondary safety attachment, such as an appropriate safety cable.

Never stand directly below the device when mounting, removing, or servicing the fixture from a periodic safety inspection of all installation material and the fixture. If you lack these qualifications, do not attempt the installation yourself. Improper installation can result in bodily injury.

Be sure to complete all rigging and installation procedures before connecting the main power cord to the appropriate wall outlet.

Clamp Mounting: The B-Eye provides a unique mounting bracket assembly that integrates the bottom of the base, the included "Omega Bracket," and the safety cable rigging point in one unit (see the illustration below). When mounting this fixture to truss be sure to secure an appropriately rated clamp to the included omega bracket using a M10 screw fitted through the center hole of the "omega bracket". As an added safety measure be sure to attach at least one properly rated safety cable to the fixture using one of the safety cable rigging points integrated in the base assembly.

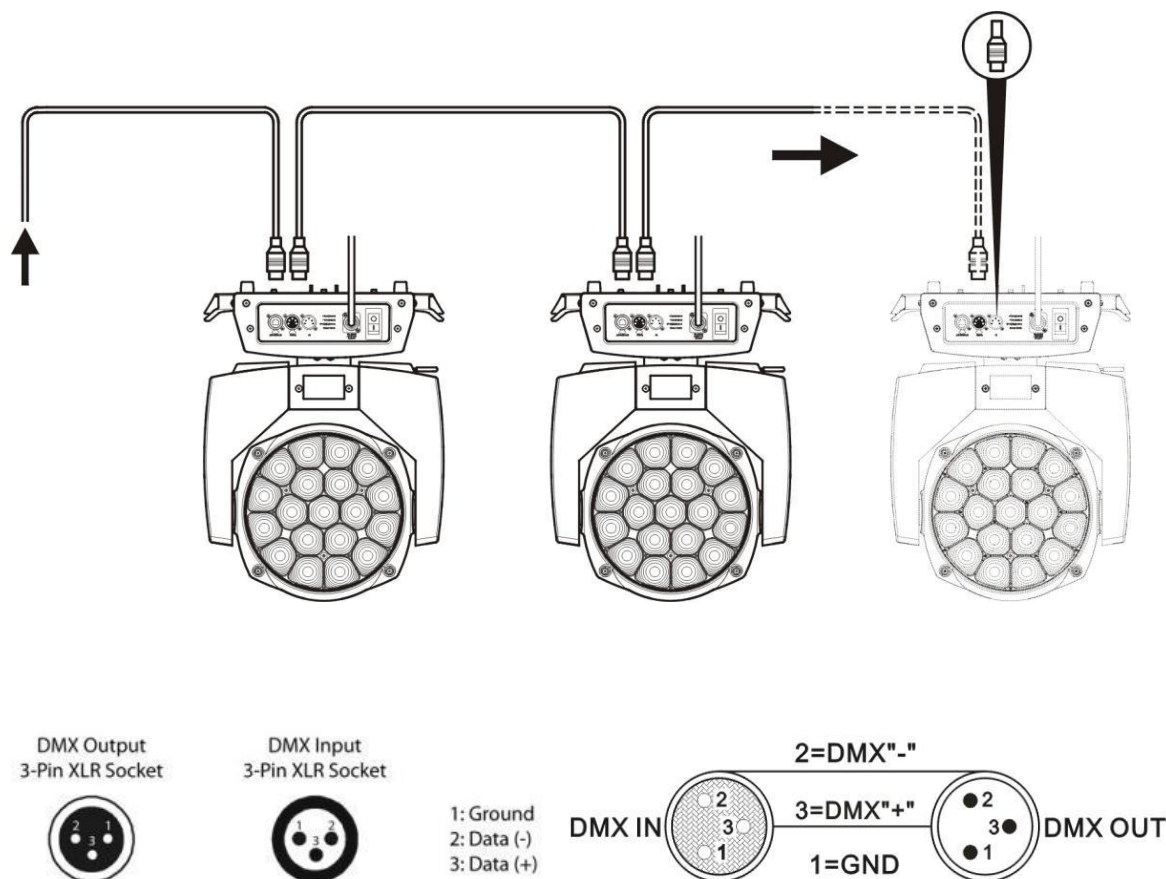


Regardless of the rigging option you choose for your B-Eye, always be sure to secure your fixture with a safety cable. The fixture provides a built-in rigging point for a safety cable on the hanging bracket as illustrated above. Be sure to only use the designated rigging point for the safety cable and never secure a safety cable to a carrying handle.

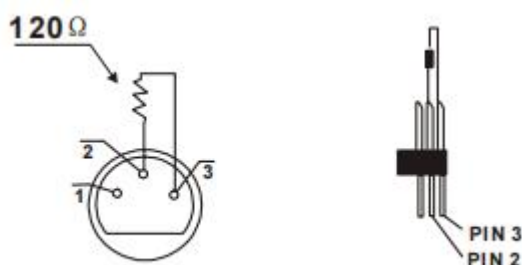
DMX-512 CONTROL CONNECTIONS

Connect the provided XLR cable to the female 3-pin XLR output of your controller and the other side to the male 3-pin XLR input of the moving head. You can chain multiple Moving heads be connected together through serial linking. The cable needed should be two core, screened cable with XLR input and output connectors. Please refer to the diagram below.

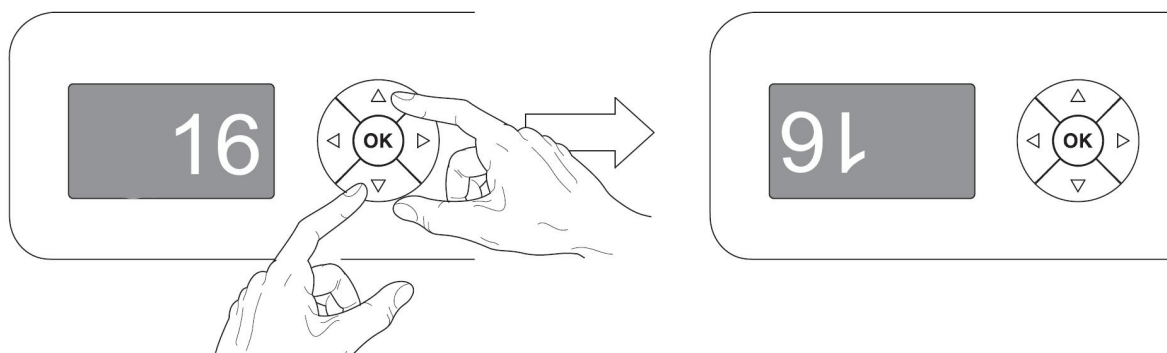
DMX-512 connection with DMX terminator:



For installations where the DMX cable has to run a long distance or is in an electrically noisy environment, such as in a discotheque, it is recommended to use a DMX terminator. This helps in preventing corruption of the digital control signal by electrical noise. The DMX terminator is simply an XLR plug with a 120 Ω resistor connected between pins 2 and 3, which is then plugged into the output XLR socket of the last fixture in the chain. Please see illustrations below.



FUNCTIONS OF BUTTONS



Reversal of the display

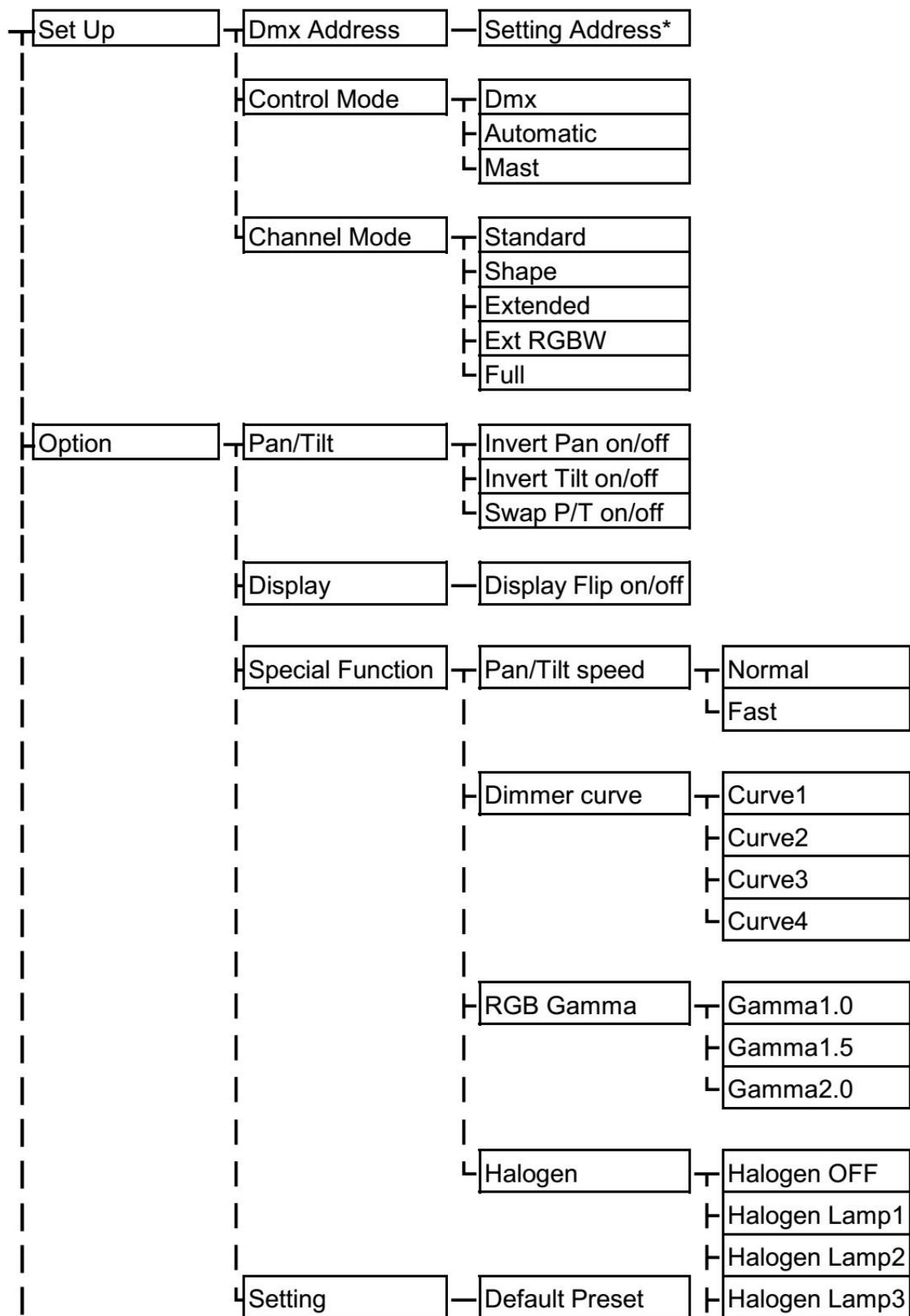
To activate this function, press UP and DOWN keys simultaneously while the display is in the rest mode. This status will be memorised and maintained even for the next time it will be switched on. To return to the initial state, repeat the operation all over again.

	Confirms the displayed value, or activates the displayed function, or enters the successive menu.
	Decreases the value displayed (with auto-repetitions) or passes to the next item in the menu.
	Increases the value displayed (with auto-repetitions) or passes to the previous item in a menu.
	Return to the top level.
	Commute from units, tens, hundreds, in the "Address", "Fixture ID" and "Calibration" menu.

USING THE MENU:

- 1) Press "OK" once - "Main Menu" appears on the display.
- 2) Use the UP and DOWN keys to select the menu to be used:
 - Setup (Setup Menu): To set the setting options.
 - Option (Option Menu): To set the operating options
 - Informations (Informations Menu): To read the counters, software version and other information.
 - Manual Control (Manual control Menu): To trigger the test and manual control functions.
 - Test (Test Menu): To check the proper functioning of effects
 - Advanced (Advanced Menu): Access to the "Advanced menu" is recommended for a trained technical personnel.
- "Advanced" password: 988
- 3) Press "OK" to display the first item in the selected menu.
- 4) Use the UP and DOWN keys to select the MENU items.

MENU FUNCTION



Information	Fixture hours	Fixture time
		Reset? NO
		YES
	System version	Vxxx
Manual Control	Reset All	NO
		YES
	Channel	Red
		Red fine
		Green
		Green fine
		Blue
		Blue fine
		White
		White fine
		Linear CTO
		Macro colour
		Strobe
		Dimmer
		Dimmer fine
		Pan
		Pan fine
		Tilt
		Tilt fine
		Function
		Reset
		Zoom
		Zoom Rotation
Test	Pan/Tilt	
	Colour	
	Zoom	
	All	
Advanced	Adjust Pan	(Need password:988)
	Adjust Tilt	

CHANNEL LIST

STANDARD		SHAPE		EXTENDED		EXTENDED RGBW		FULL	
Ch	Channel Mode	Ch	Channel Mode	Ch	Channel Mode	Ch	Channel Mode	Ch	Channel Mode
1	Red	1	Red	1	Red	1	Red	1	Red
2	Red fine	2	Red fine	2	Red fine	2	Red fine	2	Red fine
3	Green	3	Green	3	Green	3	Green	3	Green
4	Green fine	4	Green fine	4	Green fine	4	Green fine	4	Green fine
5	Blue	5	Blue	5	Blue	5	Blue	5	Blue
6	Blue fine	6	Blue fine	6	Blue fine	6	Blue fine	6	Blue fine
7	White	7	White	7	White	7	White	7	White
8	White fine	8	White fine	8	White fine	8	White fine	8	White fine
9	Linear CTO	9	Linear CTO	9	Linear CTO	9	Linear CTO	9	Linear CTO
10	Macro color	10	Macro color	10	Macro color	10	Macro color	10	Macro color
11	Strobe	11	Strobe	11	Strobe	11	Strobe	11	Strobe
12	Dimmer	12	Dimmer	12	Dimmer	12	Dimmer	12	Dimmer
13	Dimmer fine	13	Dimmer fine	13	Dimmer fine	13	Dimmer fine	13	Dimmer fine
14	Pan	14	Pan	14	Pan	14	Pan	14	Pan
15	Pan fine	15	Pan fine	15	Pan fine	15	Pan fine	15	Pan fine
16	Tilt	16	Tilt	16	Tilt	16	Tilt	16	Tilt
17	Tilt fine	17	Tilt fine	17	Tilt fine	17	Tilt fine	17	Tilt fine
18	Function	18	Function	18	Function	18	Function	18	Function
19	Reset	19	Reset	19	Reset	19	Reset	19	Reset
20	Zoom	20	Zoom	20	Zoom	20	Zoom	20	Zoom
21	Zoom Rotation	21	Zoom Rotation	21	Zoom Rotation	21	Zoom Rotation	21	Zoom Rotation
		22	Shape selection	22	Red Led 1	22	Red Led 1	22	Shape selection
		23	Shape speed	23	Green Led 1	23	Green Led 1	23	Shape speed
		24	Shape fade	24	Blue Led 1	24	Blue Led 1	24	Shape fade
		25	Shape R		Red Led...	25	White Led 1	25	Shape R
		26	Shape G	76	Red Led 19		Red Led...	26	Shape G
		27	Shape B	77	Green Led 19		Green Led....	27	Shape B
		28	Shape W	78	Blue Led 19		Blue Led....	28	Shape W
		29	Shape Dimmer				White Led....	29	Shape Dimmer
		30	Background Dimmer			90	Red Led 18	30	Background Dimmer
		31	Shape transition			91	Green Led 18	31	Shape transition
		32	Shape offset			92	Blue Led 18	32	Shape offset
		33	Foreground strobe			93	White Led 18	33	Foreground strobe
		34	Background strobe			94	Red Led 19	34	Background strobe
		35	Background select			95	Green Led 19	35	Background select
						96	Blue Led 19		Red Led 1
						97	White Led 19		Green Led 1
									Blue Led 1
								90	Red Led 1
								91	Green Led 19
								92	Blue Led 19

NOTE: On conclusion of resetting in case of absence of DMX signal, Pan & Tilt move to the "Home" position (Pan 128 bit - Tilt 128 bit) all the others channels stay at 0 bit.

- RED
- GREEN
- BLUE
- WHITE



BIT	EFFECT
255	LED ON
0	LED OFF

- RED FINE
- GREEN FINE
- BLUE FINE
- WHITE FINE



BIT	EFFECT
255	UP
0	LOW

- LINEAR CTO

BIT	EFFECT
255	2500 K
...	...
224	3200 K
...	...
188	4000 K
...	...
144	5000 K
...	...
117	5600 K
...	...
99	6000 K
...	...
54	7000 K
...	...
10	8000 K
0-9	UNUSED RANGE

Note: If CTO channel is active, the WHITE channel is disabled.

- MACRO COLOUR

BIT	LEE REFERENCE	COLOUR	BIT VALUE			
			R	G	B	W
209-255	-	White	255	235	66	255
208	-	Dirty White	255	255	122	255
207	197	Alice Blue	128	255	143	0
191-206	181	Congo Blue	77	0	255	0
184-190	174	Dark Steel Blue	181	255	95	0
180-183	170	Deep lavender	255	168	64	0
179	169	Lilac Tint	255	199	49	0
175-178	165	Daylight Blue	82	214	90	0
174	164	Flame Red	255	46	2	0
172-173	162	Bastard Amber	255	181	28	0
168-171	158	Deep Orange	222	84	0	0
162-167	152	Pale Gold	253	171	26	0
157-161	147	Apricot	255	143	13	0
151-156	141	Bright Blue	0	255	87	0
149-150	139	Primary Green	77	255	0	0
147-148	137	Special lavender	219	197	79	0
146	136	Pale Lavender	255	197	61	0
145	135	Deep Golden Amber	255	58	0	0
142-144	132	Medium Blue	0	255	143	0
138-141	128	Bright Pink	255	53	36	0
136-137	126	Mauve	227	41	56	0
134-135	124	Dark Green	84	255	13	0
131-133	121	Leaf Green	206	255	0	0
129-130	119	Dark Blue	0	186	255	0
128	118	Light Blue	74	255	82	0
127	117	Steel Blue	206	255	56	0
126	116	Med Blu Green	206	255	56	0
125	115	Peacock Blue	51	255	51	0
123-124	113	Magenta	255	20	15	0
121-122	111	Dark Pink	255	109	33	0
120	110	Middle Rose	217	130	28	0
119	109	Light Salmon	255	138	31	0
118	108	English Rose	255	148	23	0
117	107	Light Rose	255	141	31	0
115-116	105	Orange	255	122	0	0
114	104	Deep Amber	255	166	0	0
113	103	Straw	230	160	0	69
112	102	Light Amber	237	163	0	0
110-111	100	Spring Yellow	245	202	0	0
100-109	90	Dark yellow green	41	219	0	0
89-99	79	Just Blue	0	194	130	0
78-88	68	Sky Blue	0	255	135	0
68-77	58	Lavender	243	117	133	199
62-67	52	Light Lavender	243	117	39	197
49-61	39	Pink Carnation	255	107	0	130
46-48	36	Medium Pink	255	87	0	107
45	35	Light Pink	255	112	0	141
35-44	25	Sunrise Red	255	83	2	0
32-34	22	Dark Amber	255	65	0	0
31	21	Gold Amber	255	100	0	0
30	20	Medium Amber	255	135	0	0
29	19	Fire	255	56	0	0
27-28	17	Surprise Peach	198	114	9	0
23-26	13	Straw Tint	152	115	9	0
20-22	10	Medium Yellow	156	126	0	0
19	-	Black	0	0	0	0
18	-	White 5000 K	255	137	0	193
17	-	White 3700 K	255	201	25	255
16	-	White 7000 K	216	237	61	255
15	-	Magenta	255	0	255	0
14	-	Yellow	255	255	0	0
13	-	Cyan	0	255	255	0
12	-	Blue	0	0	255	0
11	-	Green	0	255	0	0
10	-	Red	255	0	0	0
0-9	-	Macro color OFF	-	-	-	-

• STOP STROBE - FOREGROUND STROBE - BACKGROUND STROBE



BIT	EFFECT
252 - 255	OPEN
239 - 251	RANDOM FAST STROBE
226 - 238	RANDOM MEDIUM STROBE
213 - 225	RANDOM SLOW STROBE
208 - 212	OPEN
207	FAST PULSATION (25 flash/sec)
108	SLOW PULSATION (0,5 flash/sec)
104 - 107	OPEN
103	FAST STROBE (25 flash/sec)
4	SLOW STROBE (1 flash/sec)
0 - 3	CLOSED

• DIMMER



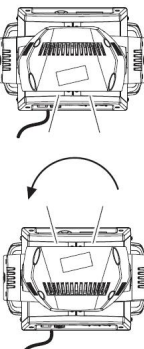
BIT	EFFECT
255	FULL LIGHT
0	NO LIGHT

• DIMMER FINE



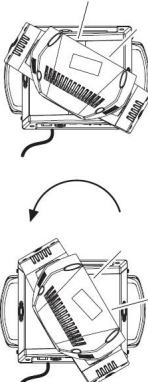
BIT	EFFECT
255	UP
0	LOW

• PAN



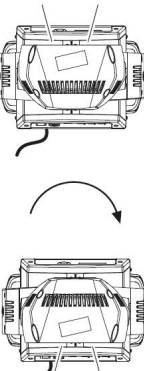
BIT
255
0

• PAN FINE

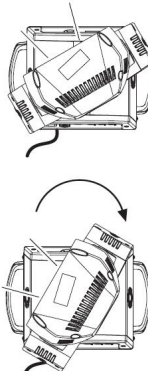


BIT
255
0

Operation with option InvertPan $\diamond$ Off
(Tilt conventionally represented at 35 bit and option Invert Tilt $\diamond$ Off)



BIT
255
0



BIT
255
0

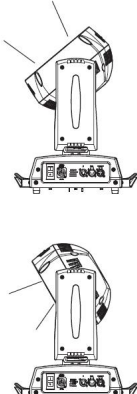
Operation with option InvertPan $\diamond$ On
(Tilt conventionally represented at 35 bit and option Invert Tilt $\diamond$ Off)

• TILT



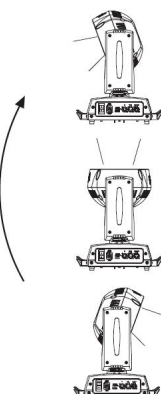
BIT
255
0

• TILT FINE

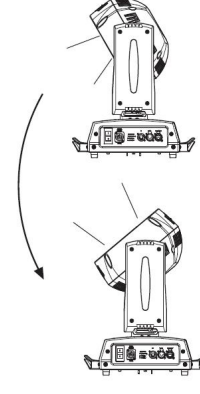


BIT
255
0

Operation with option InvertPan $\diamond$ Off
(Tilt conventionally represented at 35 bit and option Invert Tilt $\diamond$ Off)



BIT
255
0



BIT
255
0

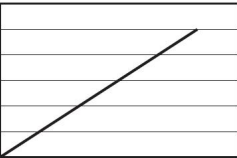
Operation with option InvertPan $\diamond$ On
(Tilt conventionally represented at 35 bit and option Invert Tilt $\diamond$ Off)

• FUNCTION

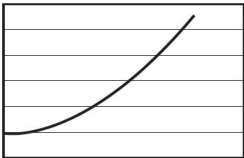
BIT	EFFECT
103 - 255	Reserved
98 - 102	Halogen Lamp Simulation, type 5 (2500 W)
93 - 97	Halogen Lamp Simulation, type 4 (2000 W)
88 - 92	Halogen Lamp Simulation, type 3 (1200 W)
83 - 87	Halogen Lamp Simulation, type 2 (1000 W)
78 - 82	Halogen Lamp Simulation, type 1 (750W)
73 - 77	Halogen Lamp Simulation OFF (Default)
68 - 72	RGBW Gamma curve 3 - gamma = 2.0
63 - 67	RGBW Gamma curve 2 - gamma = 1.5
58 - 62	RGBW Gamma curve 1 - gamma = 1.0
52 - 57	Dimmer Curve 4
48 - 52	Dimmer Curve 3
43 - 47	Dimmer Curve 2
38 - 42	Dimmer Curve 1
24 - 37	Pan Tilt Normal
12 - 24	Pan Tilt Fast (Default)
0 - 11	Function off - rearmed

The functions are activated passing through the "unused range" and staying 5 seconds in necessary level.
Last selected function still active. Enable setting a new function.

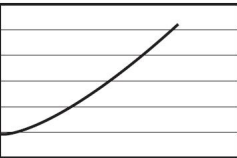
DIMMER CURVE 1 - GAMMA 1 LINEAR



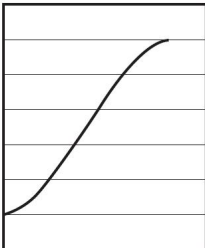
DIMMER CURVE 3 - GAMMA 2,0



DIMMER CURVE 2 - GAMMA 1,5



DIMMER CURVE 4 - S



• RESET

BIT	EFFECT
255	COMPLETE RESET
128 127	Complete reset is activated passing through the unused range and staying 5 seconds in complete reset levels
77 76	COMPLETE RESET PAN / TILT RESET
	Pan / Tilt reset is activated passing through the unused range and staying 5 seconds in Pan / Tilt reset levels
26 25	PAN / TILT RESET ZOOM RESET
	Effects reset is activated passing through the unused range and staying 5 seconds in Effects reset levels.
0	UNUSED RANGE

• ZOOM



BIT	EFFECT
255	WIDE BEAM
0	
	NARROW BEAM

• ZOOM ROTATION



BIT	EFFECT
255	FAST ROTATION
193	SLOW ROTATION
191 - 192	STOP
190	SLOW ROTATION
128	FAST ROTATION
127	
0	LINEAR ROTATION

• ZOOM ROTATION (available on zoom channel from 0 bit to 42 bit)

BIT	MACRO EFFECT
193-255	CCW Rotation, speed from 3 RPH to 10 RPM
191-192	Stop rotation
128-190	CW Rotation, speed from 10 RPM to 3 RPH
127	Indexed zone. Lens angle = 60.00
126	Indexed zone. Lens angle = 59.52
...	
3	Indexed zone. Lens angle = 1.42
2	Indexed zone. Lens angle = 0.94
1	Indexed zone. Lens angle = 0.47
0	Indexed zone. Lens angle = 0

• ZOOM ROTATION (available on zoom channel at 255 bit only)

BIT	MACRO EFFECT
128-255	Lens offset angle: 0.00 degree
127	Lens offset angle: +4.00 degree
126	Lens offset angle: +3.94 degree
125	Lens offset angle: +3.87 degree
...	
1	Lens offset angle: +0.06 degree
0	Lens offset angle: 0.00 degree

• RED LED 1 to... GREEN LED 1 to... BLUE LED 1 to... WHITE LED 1 to...



BIT	EFFECT
255	LED ON
0	LED OFF

SHAPE MODE DESCRIPTION

CONCEPTS: FOREGROUND AND BACKGROUND

The powerful shapes engine embedded in the LiteLEES Big-EYE L10 ROTATION and L10 EASY allows the user to set all the possible parameters relating to the pixels of the light in an organic way, with a distinction between the pixels affected by a selected "image" and the ones that are not affected by that specific image (more properly called SHAPE from now on).

The macro called "ring 2" will, as an example, involve all the pixels that compose the ring of the unit, while the middle pixel and the 1 smaller ring will not be affected by the shape. The involved pixels will belong to the "Foreground" layer, while all the remaining pixels will belong to the "Background" layer.

Pixels on the foreground take the colour the user will select specifically for them using the dedicated channels, while the remaining pixels will all maintain the colours related to the washlight.

SHAPE PARAMETERS DESCRIPTION

SHAPE SELECTION	Allows to choose the kind of shape to be visualized amongst the 63 available ones. Each shape can be composed of a multitude of frames or be a single, static image.
SHAPE SPEED	Allows to set the speed at which the different frames of the selected shape are played by the unit.
SHAPE FADE	In case of shapes with multiple frames, it allows to select a snap or faded variation from frame to frame of the same shape.
SHAPE RGBW	Allows to select the colour of the pixels composing the selected shape, if all are left at 000 no shape will be visualized (unless the background dimmer and normal RGBW attributes of the unit are given a value, in which case a "negative" of the macro will be shown)
SHAPE DIMMER	Allows to select the overall brightness of the pixels involved in the selected shape.
BACKGROUND DIMMER	Allows to select the overall brightness of the pixels NOT involved by the selected shape. The relevant colour is set using the normal RGBW channels of the washlight.
SHAPE TRANSITION	Internal fade time between a shape and another one set via DMX. Using this "channel" when you change from a shape to a different one as if it was the console fade time will avoid the scrolling effect normally visible when having fades between eg. gobo changes in traditional lights. Fade time on the console should be set to 0.
SHAPE OFFSET	Depending on the selected shape the channel sets the "density" of the involved pixels (few random pixel, many random pixels) or enables an internal algorithm that will distribute the macro between a multitude of lights on a specific DMX line basing on their DMX starting address.
FOREGROUND STROBE	Allows to set a strobe rate for the pixels involved in a macro.
BACKGROUND STROBE	Allows to set a strobe rate for the pixels NOT involved in a macro.
BACKGROUND SELECT	Allows to reduce, if needed, the background to a lower amount of "rings". With selected macros this allows to mirror the image between the two halves of the fixture's head (in this case the RGBW channels of the washlight will set the colour of the mirrored half and the background will remain black.

Note:

Foreground Shape Effect:

Shapes will be available while (**Dimmer** CH12), (**Strobe** CH11), (**Shape dimmer** CH29), (**Foreground strobe** CH33), (**Shape color** CH25/26/27/28) turned on then selecting the Shapes on (**Shape Selection** CH22) with different speed on (**Shape Speed** CH23).

Background Effect: Meanwhile the (**BG dimmer** CH30), (**BG strobe** CH34), (**Color RGBW** CH1/3/5/7) turned on. (CH value mentioned above is based on SHAPE MODE L10Rotation)

Vortex effect: With **Shape slot 3** (Ring 2 on Shape Selection Value 10) and **Zoom rotation** turned on.

SHAPE SELECTION*SHAPE SPEED*SHAPE OFFSET*SHAPE FADE*BACKGROUND SELECT

<i>Shape Selection</i>	<i>Shape Slot</i>	<i>Shape Name</i>	<i>Random Colors *1</i>	<i>Shape Speed</i>	<i>Shape Offset</i>	<i>Shape Fade</i>	<i>Background Select(*3)(*4)</i>
0-7		Macro OFF	No	No	No	No	No
8	1	Pixel 1	No	No	No	0=snap effect 1-255=Fade effect	0-7=Wash 8-15=Bgrings 16-255 wash
9	2	Ring 1					
10	3	Ring 2					
11	4	Reserved					
12	5	Pixel 1+ring1					
13	6	Pixel 1+ring2					
14	7	Reserved					
15	8	Single ring (Ramp -/+)	Yes	0-63 = Radius size, static 64-158 = max to min speed, Closing effect 159-160 = STOP 161-255 = min to max speed, Opening effect	0-9 → continuous 10-255 → random Distribution of flash From 2 to 20 fixtures	0=snap effect 1-255=Fade effect	0-7=Wash 8-15=Bgrings 16-255 wash
16	9	Filled ring (Ramp -/+)	Yes				
17	10	Open/Close 1	Yes				
18	11	Open/Close 2	Yes				
19	12	Random pixels 1	Yes	0-63 = STOP 64-158 = max to min speed, Instant-on + fadeout. 159-160 = STOP. 161-255 = min to max speed, FadeIn + FadeOut.	0-255 → select random distribution from 2 up to 20 fixtures	0=snap effect 1-255=Fade effect	0-7=Wash 8-15=Bgrings 16-255 wash All fixtures: 255=Mirror effect
20	13	Random pixels 2	Yes		0-255 Select pixel density		
21	14	Rainbow 1 (Variable speed)	NO	0-63 = Angle 0-360°, static. 64-158 = max to min speed, c.w rotation 159-160=STOP 161-255 =min to max speed, Cw rotation	0-255 angle offset from 0 to 360°	0=snap effect 1-255=Fade effect	0-7=Wash 8-15=Bgrings 16-255 wash
22	15	Rainbow 2 (Fixed speed with variable color offset)	NO	0-63 = STOP 64-158 = c.w rotation 159-160 = STOP 161-255 = cw rotation The value 64-158 or 161-255 change the rainbow angle offset (the orange starting angle).	NO	0=snap effect 1-255=Fade effect	0-7=Wash 8-15=Bgrings 16-255=wash
23	16	Fan	NO	0-63 = Angle 0-360°, static. 64-158 = max to min speed, c.w rotation 159-160=STOP 161-255 =min to max speed, Cw rotation	0-255 → angle offset from 0 to 360°	0=snap effect 1-255=Fade effect	0-7=Wash 8-15=Bgrings 16-255 wash For all fixtures: Marco 25 26 255=Mirror Effect with bkgnd color Macro 27 28 29 255= Show Alternative Color
24	17	Bar 1					
25	18	Half moon					
26	19	Triangle					
27	20	Segment 1					
28	21	Arc 1					
29	22	Arc 2					

Shape Selection	Shape Slot	Shape Name	Random Colors *1	Shape Speed	Shape Offset	Shape Fade	Background Select (*3)(*4)	
30	23	Bar 2 (Variable size)	N0	0-63 = STOP, indexed speed 64-158 = max to min speed, c.cw rotation. 159-160 = STOP. 161-255 = min to max speed cc rotation.	0-255 → select shape width	0 = Snap effect 1-255 = Fade effect	0-7 = wash 8-15 = Bkgnd rings selection 16-254 = wash 255 = Mirror effet with bkgnd color Note: Mirror effect unavailable for macro 31. Macro 67,68,69:the mirror effect is available only for options 1,3,9	
31	24	Rando explosion	Yes		0-255 → select Random distribution	0=Snap effect 1-255=select the wake of the faded macro		
32	25	Segment 2	N0		0-255 → select shape width	0=Snap effect 1-255=select the wake of the faded macro		
33	26	Reserved			0-255 → select macro offset	0=Snap effect		
34	27	Reserved			0-255 → select shape width	0=Snap effect 1-255=select the wake of the faded macro		
35	28	Bumping Selection						
36	29	Ramp by 6			0-255 → select macro offset	0 = Snap effect 1-255 = Fade effect		
37	30	Ramp by 4						
38	31	Left/Right scrolling bar			0-255 → select shape width	0=Snap effect 1-255=select the wake of the faded macro		
39	32	Up/Down scrolling bar						
40	33	Bar 3			0-255 → select macro offset	0 = Snap effect 1-255 = Fade effect		
41	34	Reserved						
42	35	Vertical arc 2			0-255 → select shape width	0=Snap effect 1-255=select the wake of the faded macro		
43	36	Reserved						
44	37	Horizontal arc 2			0-255 → select shape offset	0 = Snap effect 1-255 = Fade effect		
45	38	Mirrored pixel						
46	39	Pixel animation 1			0-255 → select shape width	0=Snap effect 1-255=select the wake of the faded macro		
47	40	Pixel animation 2						
48	41	Pixel animation 3			0-255 → select shape offset	0 = Snap effect 1-255 = Fade effect		
49	42	Pixel animation 4						
50	43	Pixel animation 5			0-255 → select shape width	0=Snap effect 1-255=select the wake of the faded macro		
51	44	Semi arc (Ramp - /+)						
52	45	Bumping arc section			0-255 → select shape offset	0 = Snap effect 1-255 = Fade effect		
53	46	Pixel animation 6						
54	47	Vertical ramp by 2			0-255 → select shape width	0=Snap effect 1-255=select the wake of the faded macro		
55	48	Following pixel by2						
56	49	Syncopation			0-255 → select macro offset	0 = Snap effect 1-255 = Fade effect		
57	50	Bumping 1						
58	51	Bumping 2			0-255 → select macro width	0=Snap effect 1-255=select the wake of the faded macro		
59	52	Bumping 3						
60	53	Vertical pixel scrolling			0-255 → select random distribution	0 = Snap effect 1-255 = Fade effect		
61	54	Vertical pixel scrolling						
62	55	Random centra section	Yes		0-255 → select random distribution	0 = Snap effect 1-255 = Fade effect		
63	56	Random ring 2						
64	57	Reserved						
65	58	Random ring 1+2						
66	59	Random ring 2	NO		0-255→select the NO.of led:1,2,3,6,9 this NO. depends on the ring size	0=Snap effect 1-255=select the wake of the faded macro		
67	60	Single pixel ring 1						
68	61	Single pixel ring 2						
69	62	Reserved						
70	63	Spiral						

• SHAPE FADE

BIT	EFFECT
246-255	Smooth, fading curve with automatic gamma *
245	Smooth, fading curve gamma 2
243	Smooth, fading curve gamma 1,986
244	Smooth, fading curve gamma 1,993
...	
18	Smooth, fading curve gamma 0,513
17	Smooth, fading curve gamma 0,506
16	Smooth, fading curve gamma 0,5
0-15	Snap

• SHAPE TRANSITION

BIT	EFFECT
255	4 sec
...	
216	3 sec
...	
171	2 sec
...	
113	1 sec
...	
73	0,5 sec
...	
5	100 ms
0-4	No fade

• SHAPE RGBW
SHAPE DIMMER
BACKGROUND DIMMER



BIT	EFFECT
255	LED ON
...	
0	LED OFF

• BACKGROUND SELECT

BIT	EFFECT
16-255	No selection
...	
15	Ring 2 + Ring 3
14	Pixel 1 + Ring 2 + Ring 3
13	Pixel 1 + Ring 2
12	Pixel 1 + Ring 3
11	Ring 3
10	Ring 2
9	Pixel 1
8	No selection

CAUTION!

Before packing, please get the zoom lens back inside.(Please match the ARROWS with the DOT)

Without this operation, there will be damage of the fixture!

REMARK

The product has perfect performance and integrity packing. All users should be strictly comply with the warning and operating instructions as stated. Or we aren't in charge of any result by misusing.

Any damage resulting by misuse is not within the Company's warranty.

Any fault or problem caused by neglecting the manual is also not in the charge of dealers.

Errors and omissions for every information given in this manual excepted.

All information is subject to change without prior notice.