Ultra 14RX Beam 295 watts By AUVI Lights

USER MANUAL

TFT DISPLAY & TOUCH

Please read over this manual before operating the light

CONTENTS

Chapter 1 Installation and attention

1.1 Maintenance

- To reduce the risk of electrical shock or fire, do not expose this unit to rain or moisture.
- Intermittently using will extend this item's service life.
- Please clear the fan, fan net , and optical lens in order to keep good work state.
- Do not use the alcohol or any other organic solvent to wipe the shell.

1.2 Statement

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

Note: All information is subject to change without prior notice.

1.3 Safety Precaution

- In order to guarantee the product's life, please don't put it in the damp places or even the environment over 60 degree.
- Always mount this unit in safe and stable matter.
- Install or dismantle should be operated by professional engineer.
- Using lamp，the change rate of power voltage should be within±10%. If the voltage is too high, it will shorten the light's life; if it's not enough, will influence the effect.
- Please restart it 20 minutes later after turning off the light, until full-cooling. Frequent switching will reduce the life span of lamps and bulbs; intermittent using will improve the life of bulbs and lights.
- In order to make sure the product is used correctly, please read the Manual carefully.

1.4 Product Instruction

- Lamp: Japan BORYLI 295W 14R (Life:2200 hours Color temperature: 8000K)
- Channel mode: 18 DMX512 Channel
- Pan scan: 540°(16bit) Electric correction
- Tilt scan: 270° (16bit) Electric correction
- Amazing dot matrix, four tact switch, 180° turning show
- Color wheel: 14 Colors (13 Colors+White), and 6 rolors Rainbow effect;
- Gobo wheel: 13 Gobos (8 Fixed Gobos + 5 Glass Colorful Gobos) + Open;
- Two Prism Wheels:

6 Rotating prisms, Dynamic 3D Prism, 15 kinds of Combined Prisms effects.

Wheel 1: 16-facet Circular +6 Row Mirror + 6&12 facet Dynamic 3D Prism

Wheel 2: 32- facet Circular + 6 Row Mirror + (8+16+24) facet Dynamic 3D Prism.

- 0-100% mechanical dimming, mechanical dimming and free dimming available.

- Strobe macro control available;
- Lens optical system alchemical force , beam angle 0□4°;
- Over-heat protection
- Power Input: 100-240V, 50/60Hz
- Power Dissipation: 400W
- IP level :IP20
- Magnetic ballast and AC/Dc power supply
- Product Size□523×337×511mm
- Packing Size: 635X440X725
- Net weight□19.5KG

1.5 Cable connection□DMX□

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 or 5-pin male/female connectors. A terminating plug must be inserted into the last projector with a resistance of 120Ohm (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 shield braid and to pin 1 of the connectors.

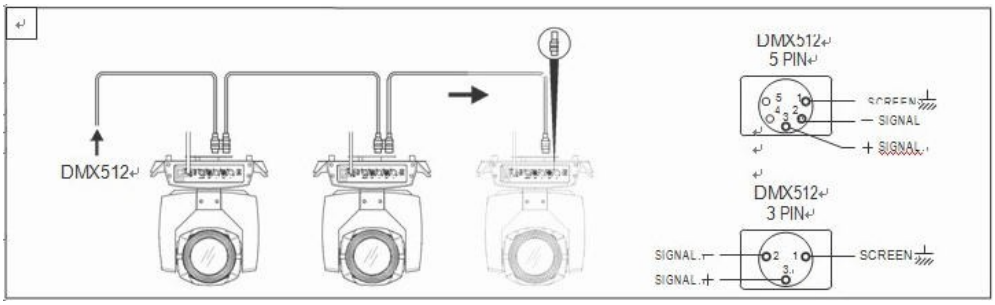

Figure 1 DMX Cable connection

1.6 Rigging (Optional)

This equipment can be positioned and fixed by clamp in every direction of the stage. Locking system makes it easy to fasten to the bracket.

Attention! Two clamps are needed to fix the equipment. Every clamp is locked by fastener of 1/4 kind. Fastener can only be locked clockwise.

Attention! Fasten a safety string to the additional hole of side aluminum piece. The secondary accessory could not hang on the delivery handle. Nip the equipment on bracket.

- Check if rigging clamp (not including the one inside) damaged or not? If stand ten times weight as the equipment. Make sure the architecture can stand ten times weight as all the equipment, clamps, wirings and other additional fixtures.
- Screws for clamping must be fixed firmly. Take one M12 screw (Grade 8.8 or higher) to clamp bracket, and then screw the nuts.

- Level the two hanging points at the bottom of clamp. Insert fastener to the bottom, lock the two levers by 1/4 rotating clockwise; then install another clamp.
- Install on safety string which stands at least ten times weight as equipment. Terminal of the accessory is designed for clamps.
- Make sure pan/tilt lock unlocked or not. Keep the distance more than 1M from equipment to flammable material or lighting source.

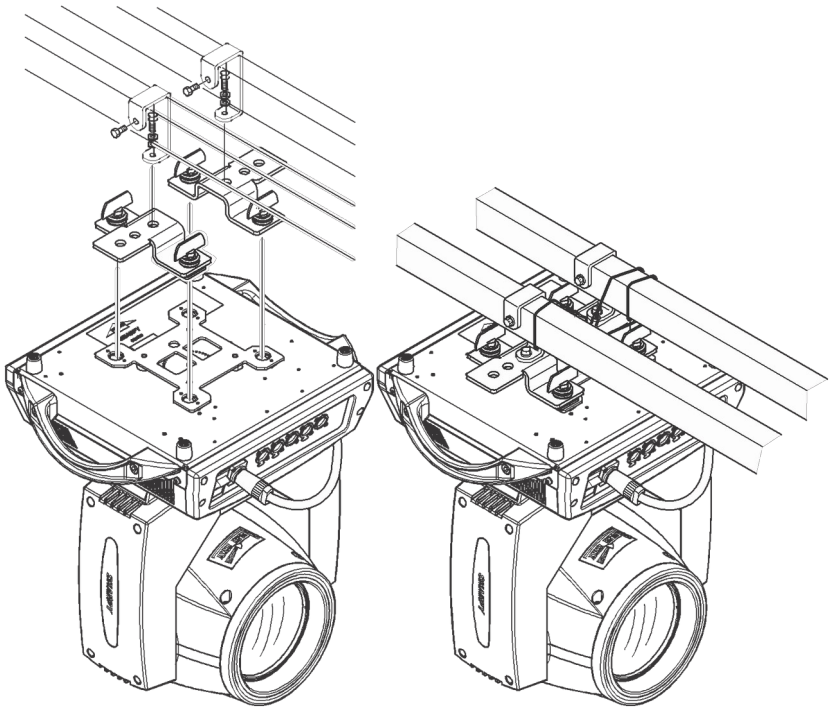

Figure 2 Installation

Chapter 2 Panel operation

2.1 Brief

The light panel diagram show as Figure 3, Left area is TFT Displayer, support touch, and right area is KEY, both of touch and KEY can operate light and setting.

Display & operation just like “Android operation system”, touch the item will set or modify setting.

Note: Prevent damage the touch or TFT displayer, do not use sharp objects chick displayer.

Figure 3 Panel diagram

2.2 Operation

2.2.1 Operate light with touch or KEY

- The left area is TFT Displayer and touch, chick item or value with finger will to complete operation of set light setting (parameters) or view light state.
- The area on the right hand side is 4 KEY. As auxiliary input interface, if disable touch function,, the KEY can been choose to set the parameter.

2.2.2 Parameter value setting

When the selected item is value need to been modified, the dialog shown in Figure 4 will popup.

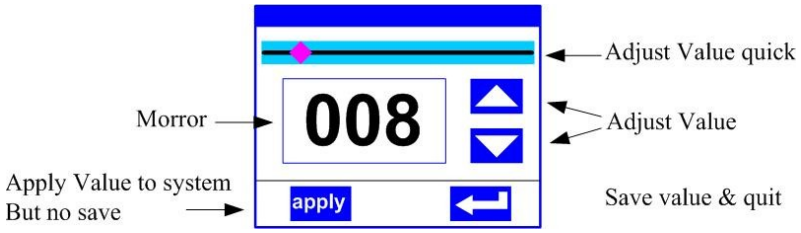

Figure 4 Dialog of value setting

- **Modify value**：Can quickly modify value via pull the slider to the desired position, or click the button of ‘up’ or ‘down’ whit finger on the right side to set the exact desired value, another way is roll encoder on the right hand side of panel.
- **Apply value**：When Value had been modified, Then press the bottom of ‘apply’ in the left corner to apply to the light, but haven’t saved；
- **Save Value**：Any time, click on the lower right corner of the "OK" button, the setting will be saved into internal memory.

2.2.3 Boolean parameter setting

- When the selected parameters is a Boolean value (such as ON or OFF), can directly modify

setting by chick corresponding item, the setting will been saved right now.

- When the parameter is a key item, chick corresponding item, a dialog shown in Figure 5 will been popup ask for the confirm. Chick ‘sure’ to confirm.

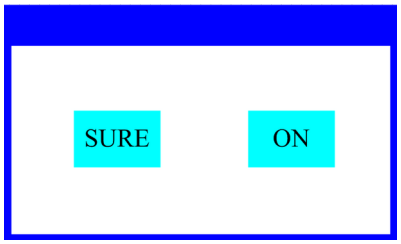

Figure 5 Dialog of confirm

2.2.4 Sub Menu（Parameter）

Chick item of main menu, enter corresponding sub menu, shown in Figure 6, total 6 sub menu, includes class of parameter and status:

- ADDRESS：Set light DMX address.
- WORKMOD：Set light work mode, master or slave mode when in auto run mode.
- DISPLAY： Set display parameter, e.g. selecting language.
- TEST：Used for test light, modify DMX channel data to test function， the corresponding function of reference channel function table.
- ADVANCE：Set light running parameter.
- STATUS：View light current status.

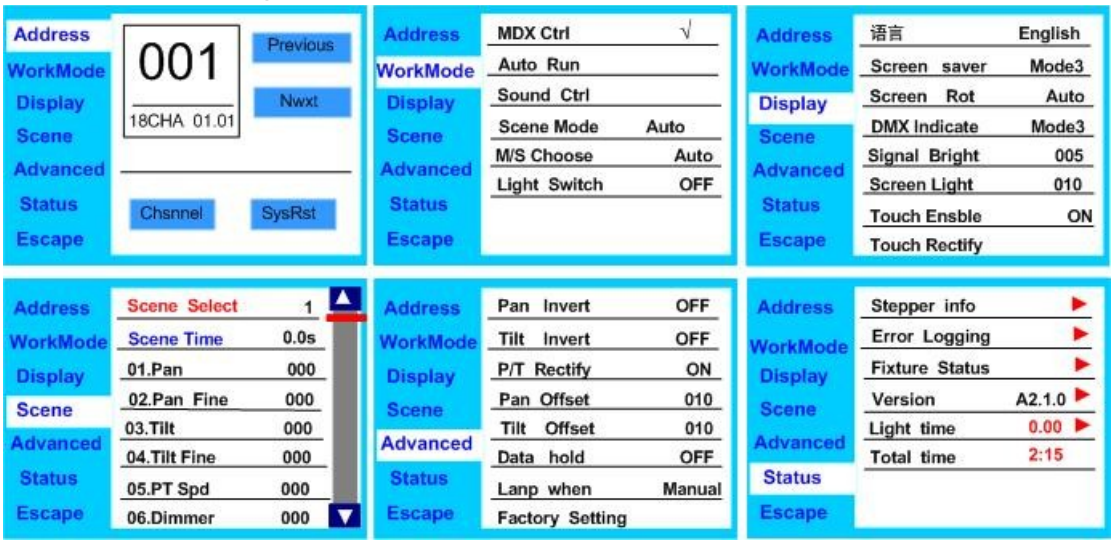

Figure 6 Parameter menu

2.3 Operation and parameter instruction

Via following operation, enter sub menu (parameter menu) shown in Figure 6

- In main menu, chick 1/6 function button into corresponding parameter menu.
- In sub menu (page), chick main item on the left side of displayer, can shift to corresponding sub menu(page) quickly.

2.3.1 ADDR--> Address: Set DMX Address

Click and select the "ADDR", can enter the page of DMX address setting, range from 1 to 512,

the address code shouldn't is not greater than (512- channels quantity), otherwise the light will not been controlled. Following is the operation:

Enter the page of DMX address, as shown in Figure 7, click the blank area in right side of display will pop-up dialog as in Fig.4, modify value, then click 'ENTER' to confirm and save DMX address code.

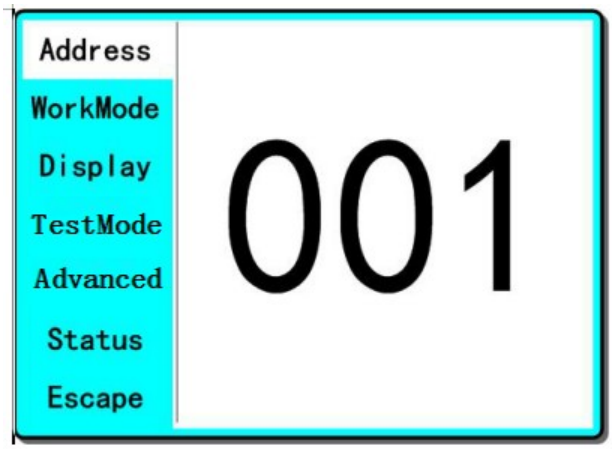

Figure 7 page of DMX Address

2.3.2 MODE--> WorkMode: Set Light work mode

Enter the page of 'WorkMode' as shown in Figure 8 and modify setting. Can set light work mode, control lamp and DMX channel mode.

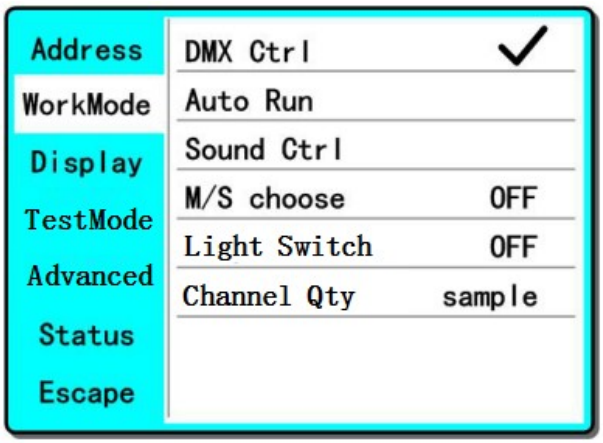

Figure 8 page of work mode

- **DMX Ctrl**: Choose to set DMX Mode,
- **Auto Run**: Choose to set Auto Mode,
- **Sound Ctrl**: Choose to set Sound Mode,
- **M/S Choose:** Available just in 'AUTO RUN' or 'SOUND Ctrl' mode.
  ON--> Master. (Data will be sent to other slave lamp immediately.)
  OFF--> Slaver. (NOT send data to other lamp via DMX Cable).(**Default**)
- **Light Switch:**
  ON--> Turn on the light,
  OFF--> Turn off the light.
- **Channel Qty:** Light support 2 DMX Channel mode: sample or extend
  Simple --> 18CH.(**Default**)
  Expand--> 20CH(or null).

2.3.3 DISP-->DISPLAY: Set display

Light support 2 language, rotation display. Enter page as shown in Figure9 to set parameter following:

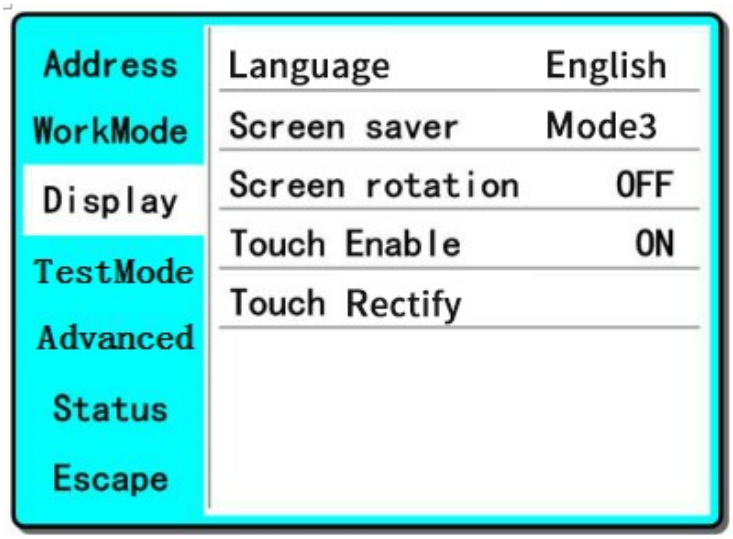

Figure9 page of display

◆ **Language**: English / Chinese.

◆ **Screen Saver:** When panel is idle(these is no operation in 10 second), display will enter saver status.

OFF--> No screen saver.

Mode1--> Power-saving mode, turn off the display.

Mode2--> Displays the current address.

Mode3--> Displays the icon and the current working mode.(**Default**)

◆ **Screen Rotion:** To turning display.

ON--> Normal display.(**Default**)

OFF--> 180° turning display.

◆ **Touch enable**：Disable or enable touch function,.

ON--> Enable touch function.(**Default**)

OFF--> Dosable touch function.

◆ **Touch adjust**：Adjust touch function. Normally, not enter this item.

2.3.4 TEST--> TestMode

Enter the page as shown in Figure 10, Light will into test mode, in this mode, the light does not receive the data for DMX controller.:

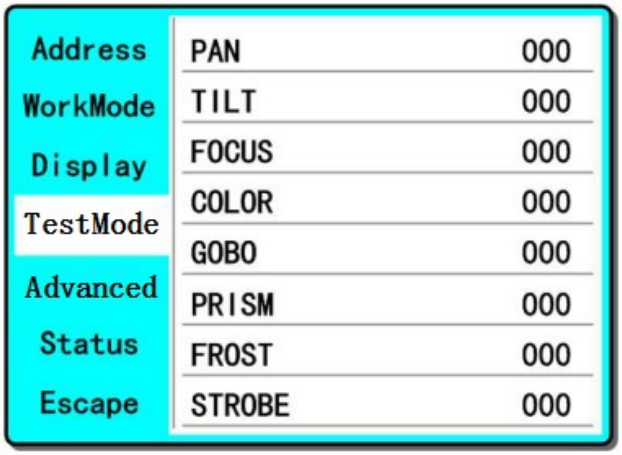

Figure 10 page of Test

◆ **PAN:** range for 0 to 255;

◆ **TILT:** range for 0 to 255;

◆ **FOCUS:** range for 0 to 255;

◆ **COLOR:** range for 0 to 255;
◆ **GOBO:** range for 0 to 255;
◆ **PRISM:** range for 0 to 255;
◆ **FROST:** range for 0 to 255;
◆ **STROBE:** range for 0 to 255;

2.3.5 ADVA-->Advanced: Set light run parameter

Enter the page as shown in Figure 10, set the parameter of light:

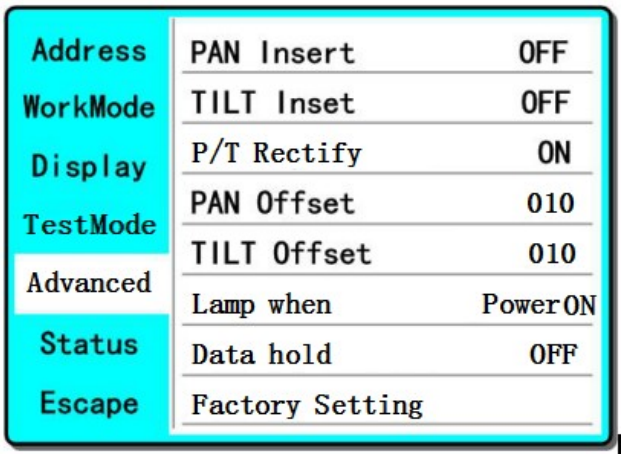

Figure 11 page of run parameter

◆ **Pan Invert**: **Reverse PAN move**
OFF--> Pan Normal move.(**Default**)
ON--> Reverse PAN move.
◆ **Tilt Invert: Reverse TILT move**
OFF--> Tilt Normal move.(**Default**)
ON--> Reverse Tilt move.
◆ **P/T Rectify: Disable or enable position rectify function.**
OFF--> Disable P/T rectify
ON--> Enable P/T rectify-(**Default**)
◆ **Pan Offset:** Set PAN original position. **Default: 10**
◆ **Tilt Offset:** Set TILT original position. **Default: 10**
◆ **Lamp when:**
PowerON--> Turn on the lamp when power on.(**Default**)
RstDone--> Turn on the lamp after reset.
Manual--> Manually turn on the lamp.
◆ **Data hold:**
OFF--> When no DMX signal, return to middle position.(**Default**)
ON--> When no DMX signal, stop in the final position.
◆ **Factory Setting:** Restore all parameter to factory setting.

2.3.6 STAT-->Status: View status

Enter the page as shown in Figure 12:

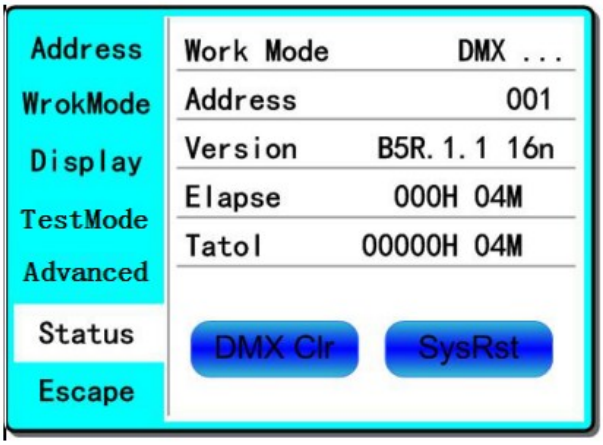

Figure 12 page of status

- **Work Mode:** Show the current working mode.
- **Address:** Show the current address.
- **Version:** Show the version of the light.
- **Elapse:** Working hours after turning on.
- **Tatol:** Cumulative hours of operation

When <Data hold> set <ON>,click to clear DMX data, and make the lamp return to the middle position.

Click to reset.

Chapter 3 Channel description

3.1 Channel table

Table 1 Channel brief

CH1	**PAN**	0-255	0-540°
CH2	**TILT**	0-255	
CH3	**PAN 16bit**	0-255	0-270°
CH4	**TILT 16bit**	0-255	
CH5	**XY Speed**	0-255	Fast to slow
CH6	**STROBE**	0-3	Dark
		4-103	Slow strobe to fast strobe
		104-107	White
		108-207	Slow strobe to fast strobe(mode 2)
		208-212	White
		213-251	Free strobe
		252-255	White
CH7	**DIMMER**	0-255	0-100%
CH8	**Color**	0-4	White
		5-9	White + COLOR1
		10-14	COLOR1
		15-19	COLOR1 + COLOR2
		20-24	COLOR2
		25-29	COLOR2 + COLOR3
		30-34	COLOR3
		35-39	COLOR3 + COLOR4
		40-44	COLOR4
		45-49	COLOR4 + COLOR5
		50-54	COLOR5
		55-59	COLOR5 + COLOR6
		60-64	COLOR6
		65-69	COLOR6 + COLOR7
		70-74	COLOR7
		75-79	COLOR7 + COLOR8
		80-84	COLOR8
		85-89	COLOR8 + COLOR9
		90-94	COLOR9
		95-99	COLOR9 + COLOR10
		100-104	COLOR10
		105-109	COLOR10 + COLOR11
		110-114	COLOR11

		115-119	COLOR11 + COLOR12
		120-124	COLOR12
		125-129	COLOR12 + COLOR13
		130-134	COLOR13
		135-139	COLOR13 + White
		140-199	Rotate forward (fast to slow)
		200-255	Rotate reverse (slow to fast)
CH9	**Gobo**	0-4	White
		5-9	GOBO1
		10-14	GOBO2
		15-19	GOBO3
		20-24	GOBO4
		25-29	GOBO5
		30-34	GOBO6
		35-39	GOBO7
		40-44	GOBO8
		45-49	GOBO9
		50-54	GOBO10
		55-59	GOBO11
		60-64	GOBO12
		65-69	GOBO13
		70-128	Rotate forward (fast to slow)
		129-131	Stop
		132-190	Rotate reverse (slow to fast)
		191-195	Shake slow to fast GOBO1
		196-200	Shake slow to fast GOBO2
		201-205	Shake slow to fast GOBO3
		206-210	Shake slow to fast GOBO4
		211-215	Shake slow to fast GOBO5
		216-220	Shake slow to fast GOBO6
		221-225	Shake slow to fast GOBO7
		226-230	Shake slow to fast GOBO8
		231-235	Shake slow to fast GOBO9
		236-240	Shake slow to fast GOBO10
		241-245	Shake slow to fast GOBO11
		246-250	Shake slow to fast GOBO12
		251-255	Shake slow to fast GOBO13
CH10	**Prism**	0-30	None
		31-45	Prism1
		46-60	Prism2
		61-75	Prism3
		76-90	Prism4
		91-105	Prism5
		106-120	Prism6

		121-135	Prism7
		136-150	Prism8
		151-165	Prism9
		167-180	Prism10
		181-195	Prism11
		196-210	Prism12
		211-225	Prism13
		226-240	Prism14
		241-255	Prism15
CH11	**Prism1 Rot**	0-127	0-400 degrees
		128-187	Rotate forward (fast to slow)
		188-195	Stop
		196-255	Rotate reverse (slow to fast)
CH12	**Prism2 Rot**	0-127	0-400 degrees
		128-187	Rotate forward (fast to slow)
		188-195	Stop
		196-255	Rotate reverse (slow to fast)
CH13	**MACRO**	0-30	None
		31-50	MACRO1
		51-70	MACRO2
		71-90	MACRO3
		91-110	MACRO4
		111-130	MACRO5
		130-150	MACRO6
		151-170	MACRO7
		171-190	MACRO8
		191-210	MACRO9
		211-230	MACRO10
		231-255	MACRO11
CH14	**RAINBOW**	0-255	From far to near
CH15	**FROST**	0-255	From far to near
CH16	**FOCUS**	0-255	From far to near
CH17	**Lamp**	100-105	Close lamp over 3 seconds
		200-205	Open lamp over 3 seconds
CH18	**Reset**	210-215	Reset over 3 seconds
		220-235	Close lamp over 3 seconds
		240-255	Open lamp over 3 seconds

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