XR1000 Framing

PR-2727

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.

PR LIGHTING LTD.
http://www.pr-lighting.com

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Please note that as part of our ongoing commitment to continuous product development, specifications are subject to change without notice. Whilst every care is taken in the preparation of this manual we reserve the right to change specifications in the course of product improvement. The publishers cannot be held responsible for the accuracy of the information herein, or any consequence arising from them.
Every unit is tested completely and packed properly by the manufacturer. Please make sure the packing and / or the unit are in good condition before installation and use. Should there be any damage caused by transportation, consult your dealer and do not use the unit. Any damage caused by improper use will not be assumed by the manufacturer and / or dealer.

ACCESSORIES

These items are packed together with the projector:

Name	Quantity	Unit	Remark
G clamps	2	Pcs	
DMX connectors	1	Set	
Safety cord	1	Pc	
User's manual	1	Pc	
Ω clamps	2	Pcs	Optional

SAFE USAGE OF THE PROJECTOR

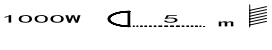
When unpacking and before disposing of the carton check there is no transportation damage before using the projector. Should there be any damage caused by transportation, consult your dealer and do not use the apparatus.

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.

The projector is not designed or intended to be mounted directly on to inflammable surfaces. 

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. 

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.

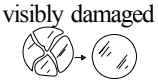
It is essential that each projector is correctly earthed and that electrical installation conforms to all relevant standards.

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 the lamp clean. Do not touch the lamp glass with bare hand.

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 that their effectiveness is impaired, for example by cracks or deep scratches. 

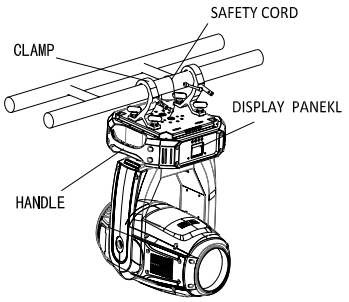
Exterior surface temperatures of the luminaire after 30 minutes operation is 80℃, when steady state is achieved 120℃,

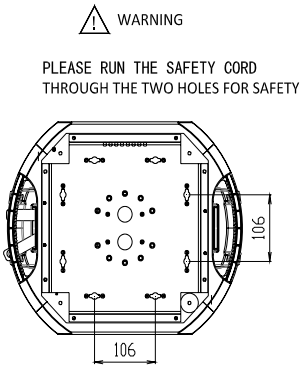
There is no user serviceable parts inside the projector, do not open the housing and never operate the projector with the covers removed.

If you have any questions or suggestions, don’t hesitate to consult your dealer or manufacturer

Always disconnection from Power, when the device not in use or before cleaning or any maintenance work !

INSTALL THE PROJECTOR





Take 2 clamps and the safety cord out from the package and mount 2 clamps on the underside of fixture with 2 retainers attached to each clamp. Hang the fixture on the structure and fasten the screws attached to each clamp. (See the **WARNING** on the underside of the base as shown above) **To pass the SAFETY CORD through the HOLES for safety!** 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 to is secure and strong enough to support the weight of a XR 1000 Framing

WARNING:

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

2. For safety the safety cord should afford 10 times the Projector's weight.

FITTING THE LAMP

Lock the yoke before fitting/replacing the lamp.

Just as Shown by Figure 1, after Opening the cover at the rear of the projector by loosening 4 fastfit screws, you can see the structure as shown in the figure 2 on the right.

Hold the bottom of a lamp while taking it out, then loosen the lamp anti-clockwise and pull it out from the rear of a projector. Lamp installation and Take-out are in reverse orders.

Note: don't touch the bulb of the new lamp with bare hands so as not to impair the beam output.

Close the rear cover and fasten 4 fastfit screws.

Important: Always read "Instructions for use" enclosed with the lamp.

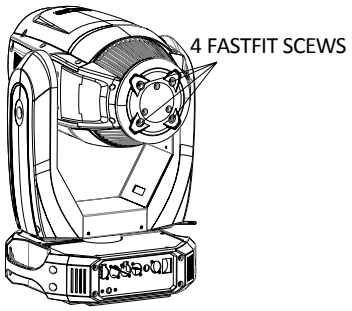


FIGURE 1

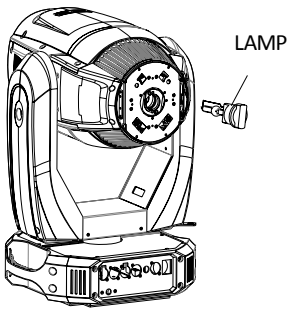


FIGURE 2

POWER SUPPLY-MAINS

Connect the power cord as follows:

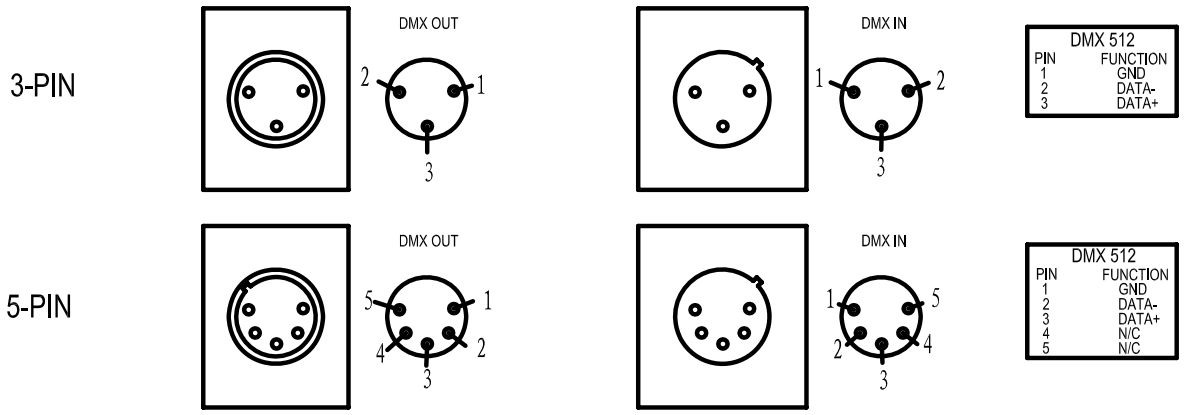
L (live) =brown
E (earth) =yellow/green
N (neutral) =blue

Before connection with mains power, make sure that the voltage and frequency marked on the rating plate of the projector match what are supplied. 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(yellow/green twin wire) and the electrical installation conforms to all relevant standards.

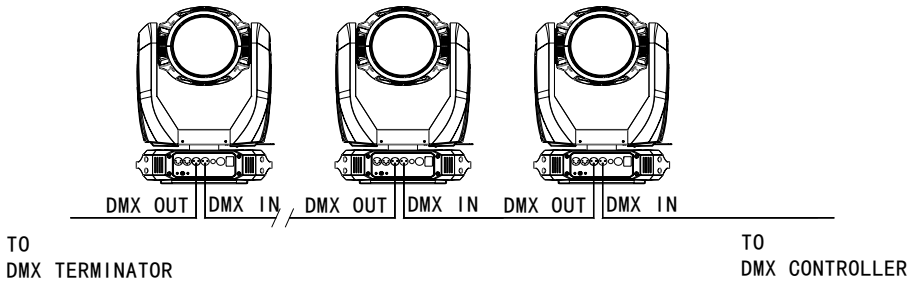
CONTROL CONNECTION



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

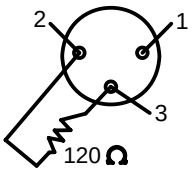
Note: care should be taken to ensure that none of the pins touch the metallic body of the plug or each other. XLR plugs and sockets mustn't be connected in any way other than mentioned in the above figure. The XR 1000 Framing accepts digital control signals in protocol DMX512 (1990).

Connect the controller's DMX output to the first fixture's DMX input, and connect the first fixture's DMX output to the second fixture's DMX input and connect the rest fixtures in the same way. Eventually connect the last fixture's DMX output to a DMX terminator as shown in the figure below.

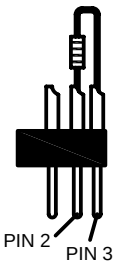


DMX TERMINATOR

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.



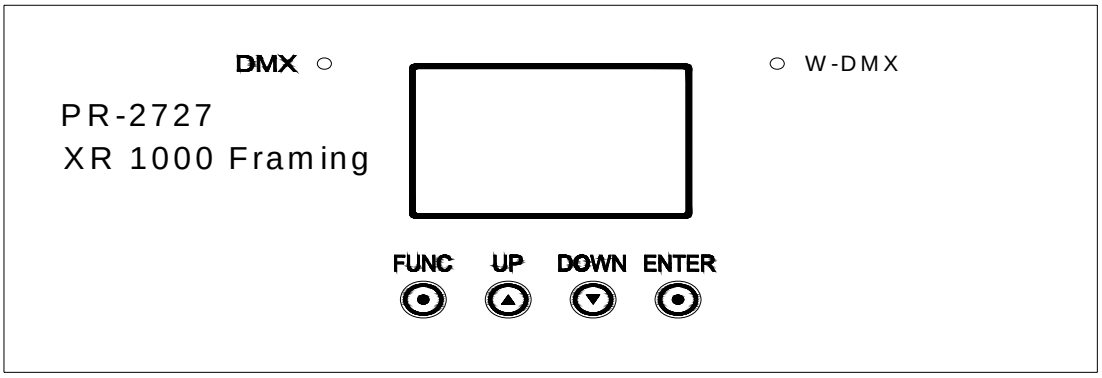
DMX TERMINATOR
CONNECTION
Connect a 120Ω(OHM) resistor across pins 2 and 3 in an XLR plug and insert into the DMX out socket on the last unit in the chain.



SETUP OPTIONS-PROJECTOR CONFIGURATION

Projector configuration can be set conveniently via push button and LCD display.
Launch the projector and press button ENTER for more than 5 seconds to unlock the panel, the LCD will show the function menu of the projector, each main menu has its submenus and each submenu has a specific function. For details, please see the "OPERATION MENU" section.
Press button UP or DOWN if you want to browse through the various Setup Options.
Press button ENTER to save your settings or enter the submenu.
Press button UP or DOWN to change values(plus or minus)
Press button FUNC, it will return to the upper menu. If button FUNC not pressed, the default will show display status automatically.

TO SET THE DMX START ADDRESS



Each XR 1000 Framing 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 XR 1000 Framing has 3 DMX modes. There are standard mode ,short mode and extended mode. For example standard mode has36channels, so set the No. 1 projector's address 001, No. 2 projector's address 037, No. 3 projector's address 073, No. 4 projector's address 109, 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 and DOWN, you can set the address;
Press button ENTER to confirm; after powered on next time, the default will be last value saved
Press button FUNC, it will return to the upper menu.

OPERATION MENU

First Menu	Secondary Menu	Third Menu	Fourth Menu
DMX Address DMX	DMX Address=XXX		
Reset	Are You Sure		
Config Settings	DMX Mode （Default：Standard）	Standard 16	
		Extended 16	
		Short 8	
	Lamp Control （Default：CHAN）	By Control Channel	
		By Power On	
		By DMX Present	
	Loss of DMX	When DMX is Lost Normal time out	
		When DMX is Lost Hold Last Value	
	Fan Operate Mode	Fan Operate Mode Normal	
		Fan Operate Mode Quieter	
		Fan Operate Mode Hot Environment	
	Factory Settings (Press button DOWN/UP/ENTER at the same time to enter the sub-menu)	Fixture Type (WARNING: Never change the fixture type or the system will be damaged!)	
Option Settings	Color Positions	Color Positions STEPPED	
		Color Positions LINEAR	
	F-Gobo Positions	F-Gobo Positions STEPPED	
		F-Gobo Positions LINEAR	
	Pan DMX Invert	Pan DMX Invert OFF	
		Pan DMX Invert ON	
	Tilt DMX Invert	Tilt DMX Invert OFF	
		Tilt DMX Invert ON	
	Pan Tilt Swap	Pan Tilt Swap OFF	
		Pan Tilt Swap ON	
	Dimmer Invert	Dimmer Invert OFF	
		Dimmer Invert ON	
	Iris Invert	Iris Invert OFF	
		Iris Invert ON	

	Zoom Invert	Zoom Invert OFF	
		Zoom Invert ON	
	CYM Invert	CYM Invert OFF	
		CYM Invert ON	
	CTO Invert	CTO Invert OFF	
		CTO Invert ON	
	Defaults	Defaults OFF	
		Defaults Restore Defaults	
Display Options	Display Mode	Display On Always	
		Display OffAfter Delay	
	Display Invert	Display Invert OFF	
		Display Invert ON	
	Display Dimming	Disp Dim Level Min	
		Disp Dim Level 1	
		Disp Dim Level 2	
		Disp Dim Level 3	
		Disp Dim Level 4	
		Disp Dim Level 5	
		Disp Dim Level 6	
		Disp Dim Level 7	
		Disp Dim Level 8	
		Disp Dim Level 9	
		Disp Dim Level Full	
	Display Contrast	Display Contrast XX(1~21)	
Information	Lamp Hours	Lamp Hours= XX	Reset Lamp Hours Are You Sure(UP/DOWN)
	Total Hours	Total Hours= XX	
	Temperature	Display Board	Display Board= XX℃
		Driver Board 1	Driver Board 1= XX℃
		Driver Board 2	Driver Board 2= XX℃
		Driver Board 3	Driver Board 3= XX℃
		Driver Board 4	Driver Board 4= XX℃
		Driver Board 5	Driver Board 5= XX℃

		Pan and Tilt	Pan and Tilt= XX℃
		Head Sensor	Head Sensor= XX℃
	Software Version	Display Board	Display Board= X.X.X
		Driver Board 1	Driver Board 1= X.X.X
		Driver Board 2	Driver Board 2= X.X.X
		Driver Board 3	Driver Board 3= X.X.X
		Driver Board 4	Driver Board 4= X.X.X
		Driver Board 5	Driver Board 5= X.X.X
		Pan and Tilt	Pan and Tilt= X.X.X
	View DMX Values	DMX Channel 1=XXX	
	Electronic SN	Electronic SN= **********	
	RDM Device Label	RDM Device Label ANSI E1.20 RDM Version X.X	
	Pan Encoder	Wiring Normal Pan Err 0 Count 50880	
	Tilt Encoder	Wiring Normal Tilt Err 0 Count 28080	
	Driver Faults	X Over Temp 0 Y Over Temp 0 X Fault 0 Y Fault 0	
Test Modes	Factory Setup	Factory Setup OFF	
		Factory Setup ON	
	Self Test	Self Test OFF	
		Self Test ON	
Lamp Manual Control	Lamp Status	On Command Sent S= X C= X Lamp On	
	Turn Lamp On		
	Turn Lamp Off		
Wireless Options	Wireless Mode	Wireless Mode XLR First	
		Wireless Mode Wireless Only	
		Wireless Mode XLR Only	
		Wireless Mode Wireless To XLR	
		Wireless Mode Wireless First	
	Un-Link Wireless	Really Un-Link Enter=Yes	

Operation Mode	Operation Mode= DMX Operation				
	Operation Mode= Master Mode				
	Operation Mode= Slave Mode				
	Operation Mode= Static Scene				
User Memories	Edit User Memory	User Memory 1	Scene 1(1~200)		
		User Memory 2			
		Static Scene			
	Init User Memory	Reset User Memory 1		Reset User 1 Unlock 2 3 44	
		Reset User Memory 2		Reset User 1 Unlock 2 3 4	
		Reset Static Scene		Reset User Scn Unlock 2 3 4	

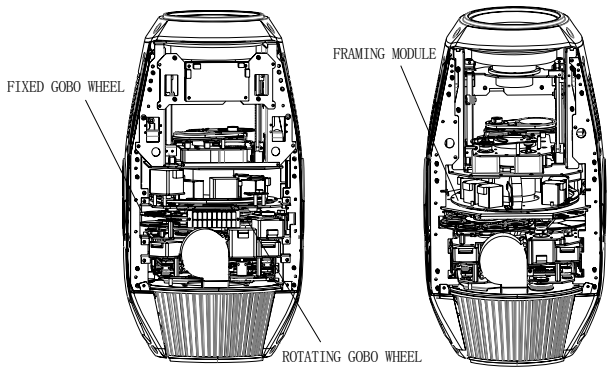
ERROR MESSAGES

In the course of launch, Projector examines automatically whether there are errors and if there are, it will display information as follows:

Sensor Err S1-M1	Color wheel (1# drive board motor 1) error
Sensor Err S1-M2	CTO (1# drive board motor 2) error
Sensor Err S1-M3	CYM-magenta (1# drive board motor 3) error
Sensor Err S1-M4	CYM-yellow (1# drive board motor 4) error
Sensor Err S1-M5	CYM-cyan (1# drive board motor 5) error
Sensor Err S2-M1	Rotating Gobo wheel (2# drive board motor 1) error
Sensor Err S2-M2	Gobo rotation (2# drive board motor 2) error
Sensor Err S2-M3	Zoom- In (2 drive board motor 3) error
Sensor Err S3-M1	Focus (3# drive board motor 1) error
Sensor Err S3-M2	Zoom(3# drive board motor 2) error
Sensor Err S3-M3	Prism-in (3# drive board motor 3) error
Sensor Err S3-M4	Prism rotation (3# drive board motor 4) error
Sensor Err S3-M5	Fixed Gobo wheel (3# drive board motor 5) error
Sensor Err S5-M3	90degree rotational framing module (5# drive board motor 3)error
Over Temp Error	Over Temp Error
Temp Sense Error	Temp Sense Error
Temp Sense Error	Temp Sense Error
Head Fan 1 Fail	Head Fan 1 Fail
Head Fan2 Fail	Head Fan2 Fail
Head Fan 3 Fail	Head Fan 3 Fail
Head Fan 4 Fail	Head Fan 4 Fail
Pan Encoder Err	Pan Encoder Err

Tilt Encoder Err	Tilt Encoder Err
Pan Enc T Out	Pan Enc T Out
Tilt Enc T Out	Tilt Enc T Out
Pan Sensor Error	Pan Sensor Error
Tilt Sensor Error	Tilt Sensor Error
Pan Over Temp	Pan Over Temp
Pan Driver Fault	Pan Driver Fault
Tilt Over Temp	Tilt Over Temp
Tilt Driver Fault	Tilt Driver Fault
Pan Enc Rev Err	Pan Enc Rev Err
Tilt Enc Rev Err	Tilt Enc Rev Err

REPLACING GOBOS



Disconnect the fixture from power. Lock Tilt. Carefully lift off the cover by unfastening the 6 screws and see the structure shown as above.

For the replacement of fixed gobos, rotating gobos and effect wheel, the old ones can be directly taken out by hands and new ones be inserted with due care .

Close the side cover and fasten 6 fastfit screws and unlock tilt.

DMX PROTOCOL

Short mode	Standard mode	Extended Mode	FUNCTION	DMX	DESCRIPTION
1	1	1	Strobe	000-010	Close
				011-025	Open
				026-225	Strobe speed from slow to fast
				226-239	Macro 1
				240-241	Macro 2
				242-246	Macro 3
				247-255	Open
2	2	2	Dimming	000-003	Close
				004-255	Linear dimming（0-100%）
	3	3	Dimming Fine	0-255	Dimmer in 16 bit
3	4	4	CYM Macro	000-016	White
				017-035	Yellow+ Magenta=Red
				036-054	Yellow
				055-073	Yellow +Cyan=Green
				074-092	Cyan
				093-110	Cyan + Magenta= Violet
				111-128	Magenta
				129-255	CYM color mixing from slow to fast
4	5	5	Cyan	000-255	Cyan (linear 0~100%)
		6	Cyan in 16 Bit	000-255	Cyan 16 Bit
5	6	7	Yellow	000-255	Yellow (linear 0~100%)
		8	Yellow in 16 Bit	000-255	Yellow in 16 Bit
6	7	9	Magenta	000-255	Magenta (linear 0~100%)
		10	Magenta in 16 Bit	000-255	Magenta in 16 Bit
7	8	11	CTO	000-255	Linear adjust from high to low
		12	CTO in 16 Bit	000-255	CTO in 16 Bit
8	9	13	Color Wheel	000-008	White
				009-0015	White+ Color 1
				016-023	Color 1（Blue）
				024-030	Color 1+ Color 2
				031-038	Color 2(Green)
				039-045	Color2+ Color 3
				046-053	Color3(Orange)
				054-060	Color3+ Color 4
				061-068	Color4(Magenta)
				069-075	Color4+ Color 5
				076-083	Color5(CTB)
				084-090	Color5+ Color 6
				091-098	Color6(Purple)
				099-105	Color6+ Color 7
				106-113	Color7(Red)

				114-120	Color7+ White
				121-127	White
				128-191	Rotation ,Clockwise from slow to fast
				192-255	Rotation, Anti-clockwise from slow to fast
9	10	14	Iris	000-255	From Big to Small In size
		15	Iris Fine	000-255	Iris in 16 Bit
10	11	16	Iris Macro	000-010	White
				011-072	Iris Effect 1
				073-136	Iris Effect 2
				137-198	Iris Effect 3
				199-214	Iris Effect 4
				215-222	Iris Effect 5
				223-230	Iris Effect 6
				231-255	Fully Open
11	12	17	Fixed Gobo Wheel	00-016	White
				017-032	Gobo 1
				033-048	Gobo 2
				049-064	Gobo 3
				065-080	Gobo 4
				081-096	Gobo 5
				097-112	Gobo 6
				113-127	Gobo 7
				128-149	Rotation （clockwise From slow to Fast）
				150-171	Reverse Rotation （anti-clockwise From slow to Fast）
				172-183	Shake of Gobo 1
				184-195	Shake of Gobo 2
				196-207	Shake of Gobo 3
				208-219	Shake of Gobo 4
				220-231	Shake of Gobo 5
				232-243	Shake of Gobo 6
				244-255	Shake of Gobo 7
12	13	18	Rotating Gobo Wheel	000-016	White
				017-032	Gobo 1
				033-048	Gobo 2
				049-064	Gobo 3
				065-080	Gobo 4
				081-096	Gobo 5
				097-112	Gobo 6
				113-127	Gobo 7
				128-156	Rotation （Clockwise From slow to Fast）
				157-185	Rotation （Anti-clockwise From slow to Fast）
				186-195	Shake of Gobo 1
				196-205	Shake of Gobo 2

				206-215	Shake of Gobo 3
				216-225	Shake of Gobo 4
				226-235	Shake of Gobo 5
				236-245	Shake of Gobo 6
				246-255	Shake of Gobo 7
13	14	19	Gobo Rotation	000-127	Gobo Indexing
				128	Stop
				129-188	Rotation （Clockwise From slow to Fast）
				189-195	Stop
				196-255	Rotation （Anti-Clockwise From slow to Fast）
	15	20	Gobo Rotation Fine	0-255	Gobo Rotation in 16 Bit
14	16	21	Framing Blade1 (Left)	000-255	Linear light spot from big to small(blade 1/left)
		22		000-255	Light spot 16 bit precision(blade 1/left)
15	17	23	Framing Blade1 (right)	000-255	Linear light spot from big to small(blade 1/right)
		24		000-255	Light spot 16 bit precision(blade 1/right)
16	18	25	Framing Blade2 (Left)	000-255	Linear light spot from big to small(blade 2/left)
		26		000-255	Light spot 16 bit precision(blade 2/left)
17	19	27	Framing Blade2 (right)	000-255	Linear light spot from big to small(blade 2/right)
		28		000-255	Light spot 16 bit precision(blade 2/right)
18	20	29	Framing Blade3 (Left)	000-255	Linear light spot from big to small(blade 3/left)
		30		000-255	Light spot 16 bit precision(blade 3/left)
19	21	31	Framing Blade3 (right)	000-255	Linear light spot from big to small(blade 3/right)
		32		000-255	Light spot 16 bit precision(blade 3/right)
20	22	33	Framing Blade4 (Left)	000-255	Linear light spot from big to small(blade 4/left)
		34		000-255	Light spot 16 bit precision(blade 4/left)
21	23	35	Framing Blade4 (right)	000-255	Linear light spot from big to small(blade 4/right)
		36		000-255	Light spot 16 bit precision(blade 4/right)
22	24	37	Framing module 0°~90°rotation	000-255	Framing module 0°~90°rotation
	25	38		000-255	Rotation 16 bit precision
23	26	39	Three-Facet Prism	000-016	White
				017-255	Prism
24	27	40	Prism Rotation	000-127	Prism Indexing
				128	Stop
				129-191	Rotation(Clockwise from slow to fast)
				192	Stop
				193-255	Rotation(Anti- Clockwise from slow to fast)
25	28	41	Frost Filter	000-255	Linear Frost
26	29	42	Focusing	000-255	Linear Focusing
		43	Focusing Fine	000-255	Focusing in 16 bit precision
27	30	44	Zoom	000-255	Linear Zooming

		45	Zooming Fine	000-255	Linear Zooming in 16 bit precision
28	31	46	Pan	000-255	Pan(0°~540°)
	32	47	Pan Fine	000-255	Pan in 16 bit precision
29	33	48	Tilt	000-255	Tilt(0°~270°)
	34	49	Tilt Fine	000-255	Tilt in 16 bit precision
	35	50	Pan & Tilt Speeds	000-255	Pan & Tilt Speed from Fast to Slow
30	36	51	Control	000-047	Reserved
				048-080	Reset
				081-112	Reserved
				113-144	Lamp Off (Delay for 3 s)
				145-168	Reserved
				169-200	Lamp Half Power
				201-223	Reserved
				224-255	Lamp Full Power

Remark:
If you intend to turn on/off the lamp via the last channel of the controller, don't attempt to push the channel to value 224-255 immediately after turning it off, or push the slide bar to value 224-255 to wait it cooling. Under these 2 circumstances, the lamp can not be turned on. The right operation is: turn it off---cool down---push the slide bar to turn it on.

LED INDICATION

Green	On	DMX signal OK
	Off	No DMX signal
	Flash	DMX signal error
Yellow	On	Setting the panel
Blue	On	Power
Red/Green	Red	Running self test mode
	Green	Reserved
Green	On	Wireless signal OK
	Off	No connection to any transmitter
	Flash	Lost contact with the transmitter or linking transmitter

MAINTENANCE

If the projector's lens becomes damaged or broken it should be replaced. If the lamp becomes damaged or deformed in any way it must be replaced. If the light from the lamp appears dim this would normally indicate that it is reaching the end of its life and it should be changed at once, aged lamps run to the extremity of their life might explode. If the projector does not function, check the fuses on the power socket of the projector, they should only be replaced by fuses of the same specification. The projector has overheat protection device that will switch off the projector in case of overheating. Should it happen, check if the fans are blocked or not, or if they are dirty, clean them before switching on the projector again.
Any maintenance work should only be carried out by qualified technicians.

LUBRICATION

To ensure the smooth rotation of the rotating gobos and movement of the lens for focusing, it is recommended that the bearings for the rotating gobos and the 2 sliding tracks for the focusing lens holder be lubricated every two months. Use only high quality, high-temperature grease .

KEEPING THE PROJECTOR CLEAN

To ensure the reliability of the projector it should be kept clean. It is recommended that the fans should be cleaned every 15 days. The lens and dichroic colour filters should also be regularly cleaned to maintain an optimum light output. **Do NOT use any type of solvent containing chemical elements on dichroic colour filters.**

Cleaning frequency depends on the environment in which the fixture operates. 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 and clean the internal optics at least once every 30 / 60 days.

Do not use any organic solvent, e.g. alcohol, to clean the reflector mirror, dichroic colour filters or housing of the apparatus.

TROUBLESHOOTING

PROBLEM	ACTION
The projector doesn't switch on	➢ Check the fuse on the power socket. ➢ Check the lamp.
The lamp is on but the projector doesn't respond to the controller	➢ Make sure that the fixture's start address is right ➢ Replace or repair the XLR signal cable.
The projector functions intermittently	➢ Make sure the fan is working well or fans and their shields are not blocked
Beam appears dim, Low in brightness	➢ Make sure the lamp is within its lifespan ➢ Remove dust or grease from the lenses.
The project image appears to have a halo	➢ Carefully clean the lamp, optical lenses and other components.
Heavily Defective Beam	➢ Check if lens are in good condition(not cracked) ➢ Clean dust or grease on the lens.

TECHNICAL DATA

VOLTAGES:

200V~240V AC，50/60Hz

POWER CONSUMPTION:

1200W@220V

LAMP:

OSRAM	HTI 1000W/PS	OR: PHILIPS	MSR GoldTM 1000 MiniFastFit
Colour Temperature	5800K	Colour Temperature	6000k
Socket	PGJX36	Socket	PGJX36
Manufacturers Rated Lamp Life	750hours	Manufacturers Rated Lamp Life	900hours

Colors:

CMY linear mixing system with macros

1 color wheel: 7colors+ 1 White

Half color effect, rainbow effect with bi-directional and variable speeds

Stepping/linear color changing

CTO:

0~100% linear CTO

GOBOS/Framing Module:

1 Rotating gobo wheel:

7 interchangeable gobos+1 open, glass or metal gobos can be fixed

Indexable, bi-directionally rotatable at variable speeds and shakable

1 Fixed gobo wheel :

7 interchangeable gobos+ white

bi-directional wheel scrolling at variable speeds and shakable

Gobo diameter: Φ36.3mm

Gobo image diameter: Φ23mm

1 Framing module: 4 framing blades

0°~90°rotation ,graphics at different sizes and shapes, curtain effect.

PRISM:

1pc,3-facet rotating Prism(bi-directional with variable speeds)

FROST FILTER:

1pc frost filter(prism priority)

FOCUSING:

DMX linear Focusing

ZOOMING:

DMX linear Zooming

DIMMER:

0-100% linearly adjustable

IRIS:

5-100% linearly adjustable

Macro

SHUTTER:

Double shutter blades, 0.3~25 F.P.S

Macro

HEAD MOVEMENT:

Pan 540º, Tilt 270º with auto position correction

BEAM ANGLE:

11°-51°, Linear Adjustment in 16 bit

CONTROL:

DMX512, 3 pin and 5 pin interfaces

30channels in short mode, 36channels in standard mode and 51channels in extended mode

Self-test mode

OTHER FUNCTIONS:

Adjustable Pan & Tilt speed

Use time display for the projector and the lamp respectively

English & Chinese Menu in LCD with brightness and contrast adjustable

Energy saving Ballast

Sensor Diagnosis Function

Input signal protection and isolation

Modular Structure for easy maintenance

Optional DMX512 wirless signal Transmitter

HOUSING:

High temperature ABS, IP20

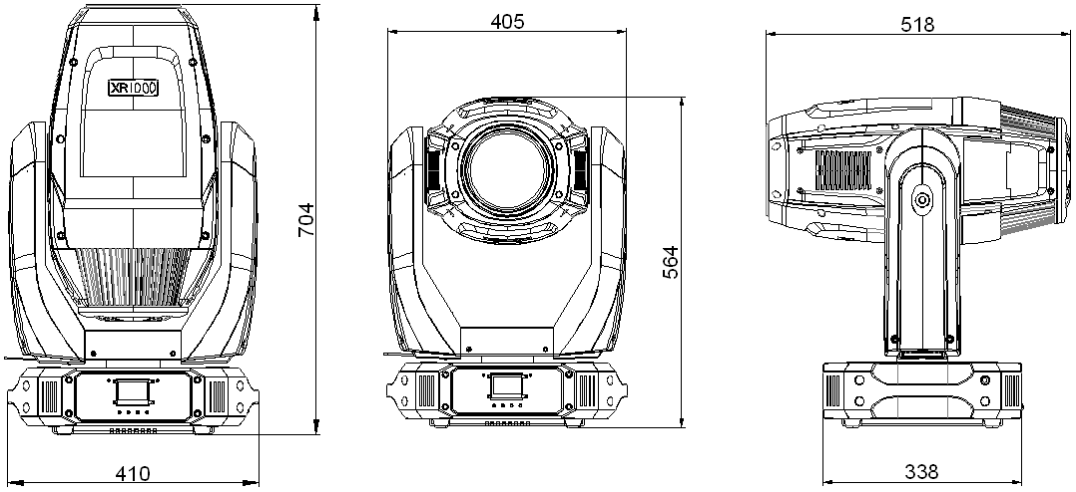
NET WEIGHT:

32Kg

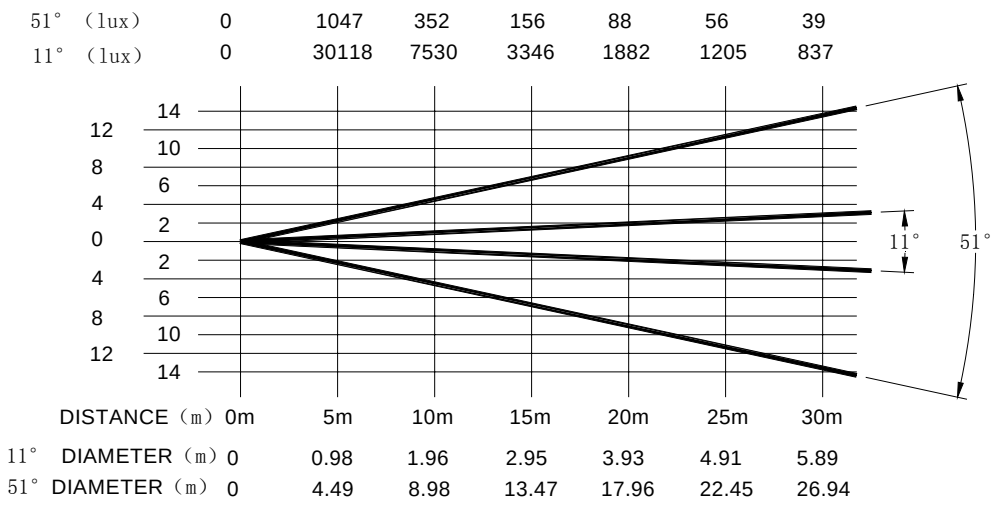
GROSS WEIGHT(IN FLIGHT CASE)

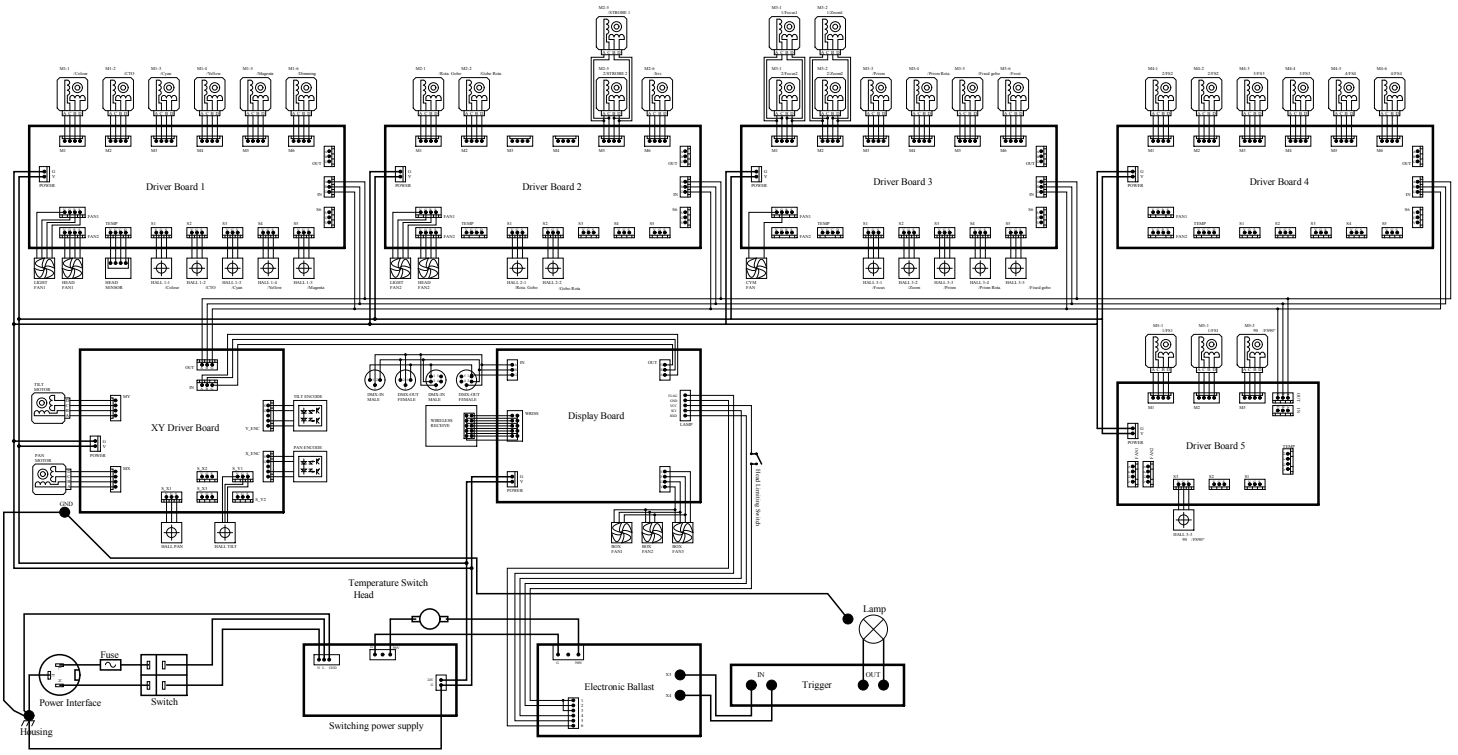
64Kg

SIZES:



LIGHT OUTPUT:





PR-2727FRAMING

Component Order Code

NAME	PART NO.	QUANTITY	REMARK
PAN MOTOR	030040178	1	
TILT MOTOR	030040178	1	
DIMMER MOTOR	030040186	1	
STROBE MOTOR	030040210	2	
CYM MOTOR	030040211	4	
ROTATING GOBO WHEEL MOTOR	030040212	1	
FIXED GOBO WHEEL MOTOR	030040215	1	
COLOR WHEEL MOTOR	030040217	1	
IRIS MOTOR	030040221	1	
ROTATOR MOTOR	030040218	1	
FOCUS MOTOR	030040219	2	
FROST MOTOR	030040215	1	
FRAMING BLADE MOTOR	030040236	8	
FRAMING MODULE ROTATION MOTOR	030040131	1	
ZOOM MOTOR	030040219	2	
PRISM ROTATION MOTOR	030040220	1	
PRISM-IN MOTOR	030040221	1	
FAN	030060072	1	
TURBO- FAN	030060064	4	
FAN	030060066	1	
FAN	030069005	1	
FAN	030060055	1	
LAMP BALLAST	040070116	1	
LAMP	100070032	1	
ROTATING GOBO WHEEL ACCESSORY	120110370	1	
COLOR WHEEL ACCESSORY	120110371	1	
FIXED GOBO WHEEL ACCESSORY	120110372	1	
LCD MASTER BOARD	230020667	1	
6 CHANNEL DRIVER BOARD1	230020671A	1	
6 CHANNEL DRIVER BOARD2	230060272A	1	
6 CHANNEL DRIVER BOARD3	230060273A	1	
XY DRIVER BOARD	230060271	1	
FUSE	270041066	1	
TILT BELT	290151241	1	
ZOOMING BELT	290151386	2	
FIXED GOBO WHEEL BELT	290151255	1	
CYM BELT	290151258	4	
FOCUS BELT	290151330	1	
PRISM WHEEL -IN BELT	290151354	1	
GOBO ROTATION BELT	290151354	1	
COLOR WHEEL BELT	290151355	1	
ROTATING GOBO WHEEL BELT	290151356	1	
PAN BELT	290151357	1	
PRISM WHEEL ROTATION BELT	290151358	1	
FOCUSING BELT	290151313	2	

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