BEAM MOVING HEAD
YODN Lamp

200W 5R MOVING HEAD
Brightness / Stable
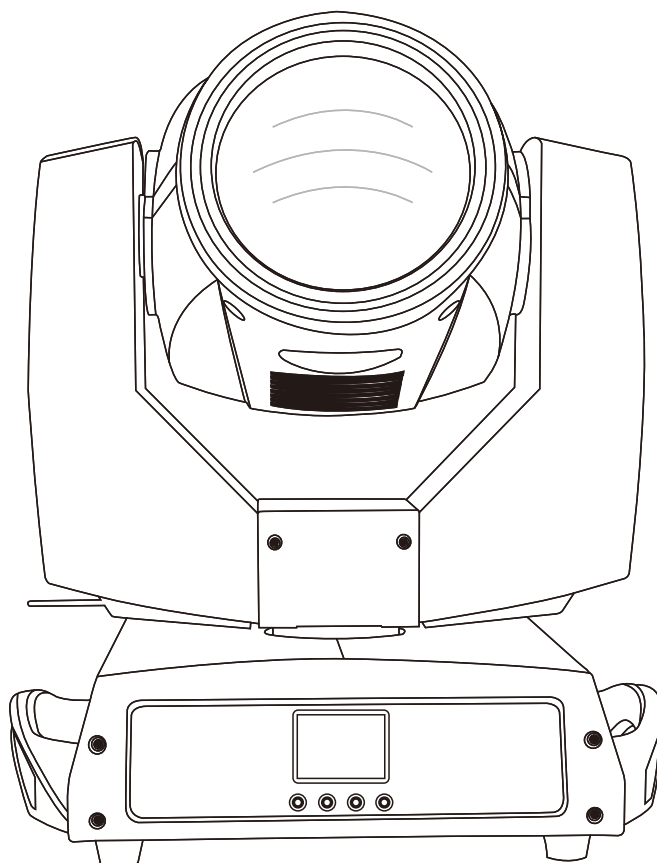
USER MANUAL

Version 1.0 beta

SAFE USAGE OF THE PROJECTOR

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

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

DO NOT mount the projector directly onto inflammable surface

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

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

Do not project the beam onto inflammable surfaces, minimum distance is   5m 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 a projector's optical system clean. Do not touch LED lens with bare hands.

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

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

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

Exterior surface temperatures of the luminaire after 5 minutes operation is55℃, when steady state is achieved 70℃,

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

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

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

POWER SUPPLY-MAINS

Connect the power cord as follows:

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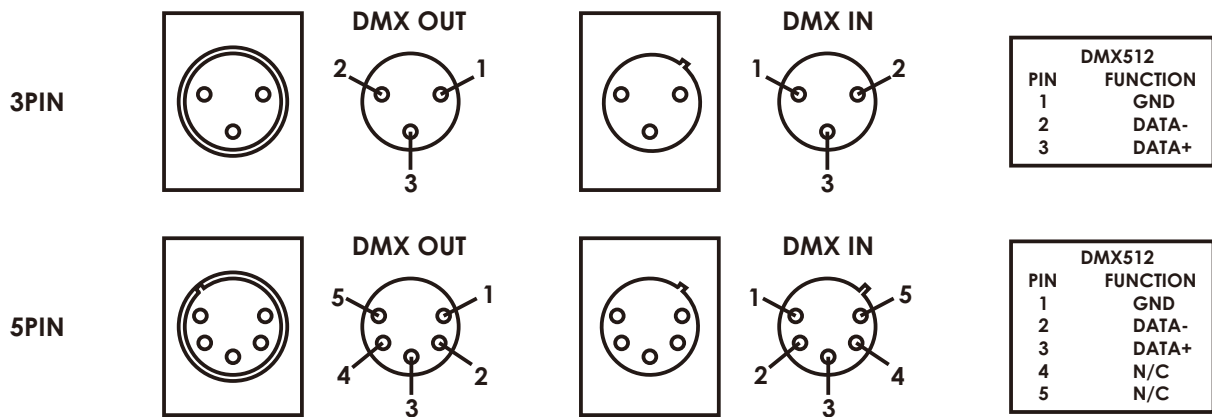   E (earth) =yellow/green
      N (neutral) =blue

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

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

CONTROL CONNECTION

		DMX512	
		PIN	FUNCTION
3PIN	DMX OUT / DMX IN	1	GND
		2	DATA-
		3	DATA+

		DMX512	
		PIN	FUNCTION
5PIN	DMX OUT / DMX IN	1	GND
		2	DATA-
		3	DATA+
		4	N/C
		5	N/C

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

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

120 Ohms

⇦ **DMX512**
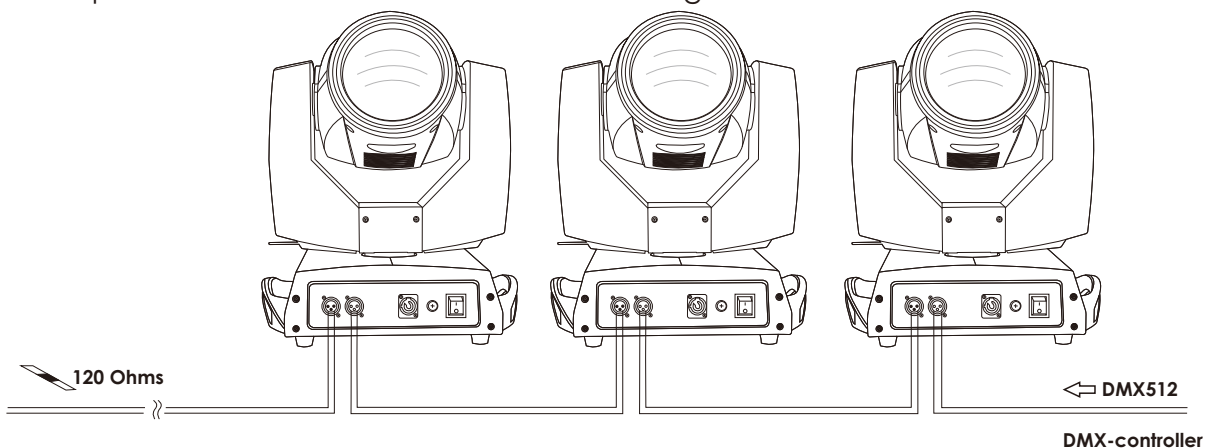
DMX-controller

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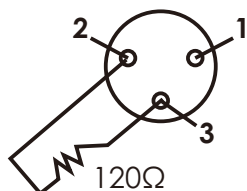
DMX TERMINATOR CONNECTION
Connect a 120Ω(OHM) resistor across pins 2 and 3 in an XLR plug and insert into the DMX out socket on the last unit in the chain.

PIN2 PIN3

SETUP OPTIONS-PROJECTOR CONFIGURATION

FUNC   DOWN   UP   ENTER
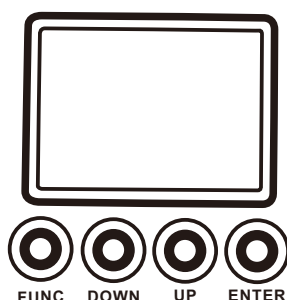
Projector configuration can be set conveniently via press button switch and LCD display.
To browse or change its setup options, Press button ENTER to unlock panel. Menu will be displayed on the screen, each menu has it own sub-menu. Each menu has specific function, Please refer to "**Operation Menu**" for details.
Press button UP or DOWN if you want to browse or change through the various Setup Options.
Press button ENTER to save your settings or enter the next menu.
Press button UP or DOWN to change values.(Add or subtract)
Press button FUNC , it will return to the upper menu one by one.

TO SET THE DMX START ADDRESS

Each projector must be given a DMX start address so that the correct projector responds to the correct control signals. This DMX start address is the channel number from which the projector starts to "listen" to the digital control information being sent out from the controller. The fixture have 3 DMX modes. There are simple mode, standard mode and extended mode. For example standard mode has 11 channels, so set the No. 1 projector's address 001, No. 2 projector's address 012, No. 3 projector's address 023, No. 4 projector's address 034 and so on.
Launch the projector. Press button ENTER more than 5 seconds to unlock panel.
Press button ENTER to display **DMX address**.
Press button UP or DOWN , you can set the address.
Press button ENTER to confirm, which means the projector has saved the Start Address automatically, when powered on next time, it will display the value saved last time.
Press button UP or DOWN to change values.(Add or subtract)
Press button FUNC , it will return to the upper menu one by one.

OPERATION MENU

Level 1	Level 2	Level 3	Level 4
LED Stage Light 200W Beam DMX Address = 001			
LED Stage Light 200W Beam Auto = P01:S01			
LED Stage Light 200W Beam Master = P01:S01			
LED Stage Light 200W Beam Slave = P01:S01			
LED Stage Light 200W Beam Slave same			
LED Stage Light 200W Beam Music = P01:S01			
LED Stage Light Address Setup	LED Stage Light Address Setup Address = 001		
LED Stage Light Reset	LED Stage Light Reset Effects		
	LED Stage Light Reset Pan & Tilt		
	LED Stage Light Reset Complete		
LED Stage Light Manual Operation	LED Stage Light Manual Operation Pan	LED Stage Light Manual Operation Pan = 000	
	LED Stage Light Manual Operation Titl	LED Stage Light Manual Operation Tilt = 000	
	LED Stage Light Manual Operation Dimmer	LED Stage Light Manual Operation Dimmer = 000	
	LED Stage Light Manual Operation Strobe	LED Stage Light Manual Operation Strobe = 000	
	LED Stage Light Manual Operation Color Wheel	LED Stage Light Manual Operation Color Wheel = 000	
	LED Stage Light Manual Operation Fixed Gobo Wheel	LED Stage Light Manual Operation Fixed Gobo = 000	

Level 1	Level 2	Level 3	Level 4
	LED Stage Light Manual Operation Prism	LED Stage Light Manual Operation Prism = 000	
	LED Stage Light Manual Operation Prism Rotation	LED Stage Light Manual Operation Prism.Rot = 000	
	LED Stage Light Manual Operation Frost	LED Stage Light Manual Operation Frost = 000	
	LED Stage Light Manual Operation Focus	LED Stage Light Manual Operation Focus = 000	
LED Stage Light Operation Mode	LED Stage Light Mode = DMX Mode	LED Stage Light DMX Mode = Short Mode	
		LED Stage Light DMX Mode = Standard Mode	
		LED Stage Light DMX Mode = Extended Mode	
	LED Stage Light Mode = Auto Mode	LED Stage Light Select Program Program = x	
	LED Stage Light Mode = Master Mode	LED Stage Light Select Program Program = x	
	LED Stage Light Mode = Slave SYNC Mode	LED Stage Light Select Program Program = x	
	LED Stage Light Mode = Slave SAME Mode		
	LED Stage Light Mode = Music Mode	LED Stage Light Select Program Program = x	
LED Stage Light Option Settings	LED Stage Light Option Pan Tilt Swap	LED Stage Light Pan Tilt Swap =OFF	
		LED Stage Light Pan Tilt Swap =ON	
	LED Stage Light Option Pan Invert	LED Stage Light Pan Invert =OFF	
		LED Stage Light Pan Invert =ON	

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

Level 1	Level 2	Level 3	Level 4
		LED Stage Light Adjust Fixed Gobo Wheel	LED Stage Light Adjust Fixed Gobo = +000
		LED Stage Light Adjust Prism	LED Stage Light Adjust Prism = +000
		LED Stage Light Adjust Frost	LED Stage Light Adjust Frost = +000
		LED Stage Light Adjust Effect Move	LED Stage Light Adjust Effect Move = +000
		LED Stage Light Adjust Focus	LED Stage Light Adjust Focus = +000
	LED Stage Light Mic Sensitivity	LED Stage Light Mic Sensitivity =080%	
LED Stage Light Information	LED Stage Light Temperature	LED Stage Light Temperature =025C	
	LED Stage Light Fixture Hours	LED Stage Light Fixture Hours =00000 H	LED Stage Light Reset Hours =NO
			LED Stage Light Reset Hours =YES
	LED Stage Light Product ID	LED Stage Light Product ID = Y***********	
	LED Stage Light View DMX Value	LED Stage Light View DMX Value Channel 001 = 000	
	LED Stage Light Version	LED Stage Light Version =1.00F	
LED Stage Light Lamp Manual Control	LED Stage Light Lamp Status	LED Stage Light Control = DMX Status = Hot	
	LED Stage Light Turn Lamp On		
	LED Stage Light Turn Lamp Off		
LED Stage Light Load Defaults	LED Stage Light Load Defaults =NO		

Level 1	Level 2	Level 3	Level 4
	LED Stage Light Load Defaults =YES		
LED Stage Light Factory Setup			
LED Stage Light Password Setup	**LED Stage Light Password Request = ************001**		
	LED Stage Light Password Setup Insert key		
	LED Stage Light Password Setup Password OK		

Note:

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

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

DMX PROTOCOL

Mode/Channel			FUNCTION	VALUE	DESCRIPTION
Short mode	Standard mode	Extended mode			
1	1	1	Pan	0~255	0% - 100%
		2	Pan Fine	0~255	0% - 100%
2	2	3	Tilt	0~255	0% - 100%
		4	Tilt Fine	0~255	0% - 100%
	3	5	P/T Speed	0~255	Pan & Tilt Speed from fast to slow
3	4	6	Dimmer	0~9	Closed
				10~255	Dimmer from 0% - 100%
4	5	7	Strobe	0~9	Closed
				10~127	Strobe from slow to fast
				128~245	Pulsation from slow to fast strobe
				246~255	Open
5	6	8	Color Wheel	0~9	White
				10~15	Color 1
				16~21	Color 1 + Color 2
				22~27	Color 2
				28~33	Color 2 + Color 3
				34~39	Color 3
				40~45	Color 3 + Color 4
				46~51	Color 4
				52~57	Color 4 + Color 5
				58~63	Color 5
				64~69	Color 5 + Color 6
				70~75	Color 6
				76~81	Color 6 + Color 7
				82~87	Color 7
				88~93	Color 7 + Color 8
				94~99	Color 8
				100~105	Color 8 + Color 9
				106~111	Color 9

Mode/Channel			FUNCTION	VALUE	DESCRIPTION
Short mode	Standard mode	Extended mode			
5	6	8	Color Wheel	112~117	Color 9 + Color 10
				118~123	Color 10
				124~129	Color 10 + Color 11
				130~135	Color 11
				136~141	Color 11 + Color 12
				142~147	Color 12
				148~153	Color 12 + Color 13
				154~159	Color 13
				160~165	Color 13 + Color 14
				166~171	Color 14
				172~213	Color rotation from fast to slow
				214~169	Color rotation from slow to fast
6	7	9	RotGobo Wheel	0~5	White (No Gobo)
				6~10	Gobo 1
				11~15	Gobo 2
				16~20	Gobo 3
				21~25	Gobo 4
				26~30	Gobo 5
				60~35	Gobo 6
				70~40	Gobo 7
				80~45	Gobo 8
				90~50	Gobo 9
				0~55	Gobo 10
				10~60	Gobo 11
				20~65	Gobo 12
				30~70	Gobo 13
				40~75	Gobo 14
				50~80	Gobo 15
				60~85	Gobo 16
				70~90	Gobo 17
				80~95	Shake from slow to fast : Gobo 1
				96~100	Shake from slow to fast : Gobo 2
				101~105	Shake from slow to fast : Gobo 3

Mode/Channel			FUNCTION	VALUE	DESCRIPTION
Short mode	Standard mode	Extended mode			
6	7	9	RotGobo Wheel	106~110	Shake from slow to fast : Gobo 4
				111~115	Shake from slow to fast : Gobo 5
				116~120	Shake from slow to fast : Gobo 6
				121~125	Shake from slow to fast : Gobo 7
				126~130	Shake from slow to fast : Gobo 8
				131~135	Shake from slow to fast : Gobo 9
				136~140	Shake from slow to fast : Gobo 10
				141~145	Shake from slow to fast : Gobo 11
				146~150	Shake from slow to fast : Gobo 12
				151~155	Shake from slow to fast : Gobo 13
				156~160	Shake from slow to fast : Gobo 14
				161~165	Shake from slow to fast : Gobo 15
				166~170	Shake from slow to fast : Gobo 16
				171~175	Shake from slow to fast : Gobo 17
				176~215	Rotation from fast to slow
				216~255	Rotation from slow to fast
7	8	10	Prism	0~127	Prism Excluded
				128~255	Prism Inserted
8	9	11	Prism Rotation	0~127	Position Indel 0 - 540 Angle Degree
				128~190	Rotation from fast to slow
				191~192	Stop
				193~255	Rotation from slow to fast
9	10	12	Frost	0~255	0% - 100%
10	11	13	Focus	0~255	0% - 100%
10	11	13	Function "Stay in a certain value for more than 5 seconds"	0~24	Unused
				25~49	Reset: Effects
				50~74	Unused
				75~99	Reset: Pan Tilt
				100~124	Unused
				125~149	Reset: Complete
				150~174	Unused
				175~199	Lamp off
				200~224	Unused
				225~255	Lamp on