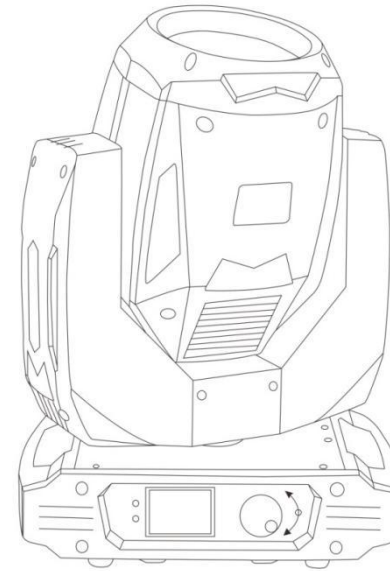


# 10R BEAM MOVE HEAD LIGHT[1B]

## USER MANUAL



JIA-J488

**JIA LIGHTING**

Please read over this manual before operation the light

# Product Instruction

- lamp: Philips MSD Platinum 10R or YODN 10R
- Channel mode:16 DMX512 Channel
- Pan scan: 540°(16bit) Electric correction
- Tilt scan: 270° (16bit) Electric correction
- Display:TFT LCD,supports 180° turning show
- Color wheel: one color wheel, 14 kinds of color chips in one color wheel
- Gobo: 17 gobos
- Effect Wheel: Rotation 8 prism+48 prism, effect move , frost
- 0-100% mechanical dimming, mechanical dimming and free dimming available.
- strobe macro control available.
- Over heat protection
- Power Input: 100-240V, 50/60Hz
- Power Dissipation: 350W
- IP level :IP20

		246-250	Shake slow to fast GOB012
		251-255	Shake slow to fast GOB013
CH5	Prism1	0-127	None
		128-255	8Prism1
CH6	Prism ROT	0-127	0-400
		128-190	Rotate forward (fast to slow)
		191-192	Stop
		193-255	Rotate reverse (slow to fast)
CH7	Prism2	0-127	None
		128-255	48Prism2
CH8	Frost/7 Colorful	0-127	Insert frost
		128-255	Insert 7 colorful
CH9	Focus	0-255	From far to near
CH10	PAN	0-255	0-540°
CH11	PAN 16bit	0-255	
CH12	TILT	0-255	0-270°
CH13	TILT 16bit	0-255	
CH14	Effect	0-255	0-255
CH15	Reset	128-255	Reset 3 sencods
CH16	Lamp	100-105	Close lamp over 3 sencods
		200-205	Open lamp over 3 sencods

CH4	Gobo	0-4	White
		5-9	GOB01
		10-14	GOB02
		15-19	GOB03
		20-24	GOB04
		25-29	GOB05
		30-34	GOB06
		35-39	GOB07
		40-44	GOB08
		45-49	GOB09
		50-54	GOB010
		55-59	GOB011
		60-64	GOB012
		65-69	GOB013
		70-125	Rotate forward (fast to slow)
		126-130	Stop
		131-190	Rotate reverse (slow to fast)
		191-195	Shake slow to fast GOB01
		196-200	Shake slow to fast GOB02
		201-205	Shake slow to fast GOB03
		206-210	Shake slow to fast GOB04
		211-215	Shake slow to fast GOB05
		216-220	Shake slow to fast GOB06
		221-225	Shake slow to fast GOB07
	226-230	Shake slow to fast GOB08	
	231-235	Shake slow to fast GOB09	
	236-240	Shake slow to fast GOB010	
	241-245	Shake slow to fast GOB011	

## Chapter 2 Panel operation

### 2.1 Brief

The light panel diagram show as 错误!未找到引用源。 , 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, Can not use sharp objects chick displayer.

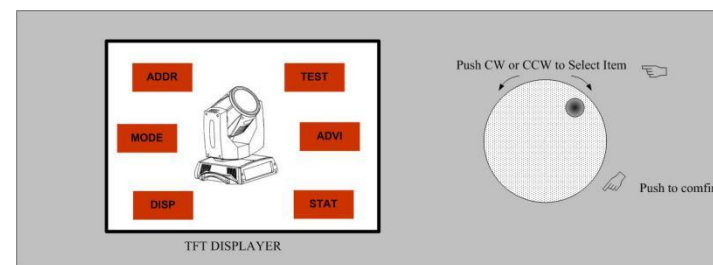


Figure 1 Panel diagram

### 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 KEYr can be 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 错误!未找到引用源。 will popup.

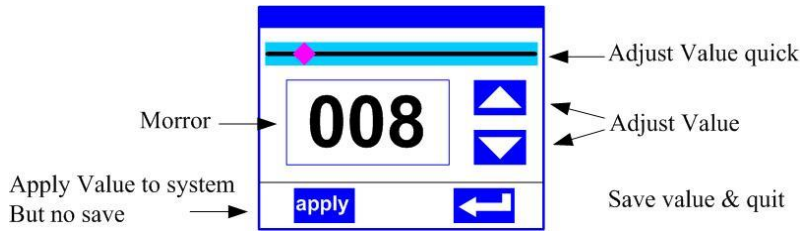


Figure 2 Dialog of value setting

- **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 hav't saved;
- **Save Value :** Any time, click on the lower right corner of the "OK" button, the setting will been 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 错误!未找到引用源。 will been popup ask for the confirm. Chick 'sure' to confirm.

		120-124	COLOR12
		125-129	COLOR12 + COLOR13
		130-134	COLOR13
		135-139	COLOR13 + WHITE
		140-200	Rotate forward (fast to slow)
<b>CH2</b>	<b>Strobe</b>	0-3	Drak
<b>CH3</b>		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
	<b>Dimmer</b>		0-255

#### 4. 16Channel table

CH1	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

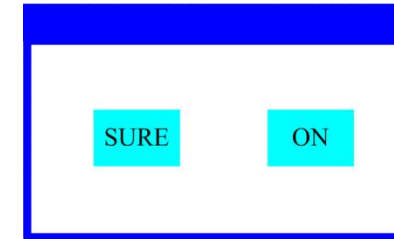


Figure 3 Dialog of confirm

#### 2.2.4 Sub Menu (Parameter)

Click item of main menu, enter corresponding sub menu, shown in 错误!未找到引用源。 , 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, eg. select 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 4 Parameter menu

## 2.3 Operation and parameter instruction

Via following operation, enter sub menu(parameter menu) shown in 错误!未找到引用源。

- In main menu, click 1/6 function button into corresponding parameter menu.
- In sub menu(page), click main item on the left side of display, 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 be not greater than (512- channels quantity), otherwise the light will not be controlled. Following is the operation:

Enter the page of DMX address, as shown in 错误!未找到引用源。 , click the blank area in right side of display will pop-up diglog as in Fig. 4, modify value, then click 'ENTER' to confirm and save DMX address code

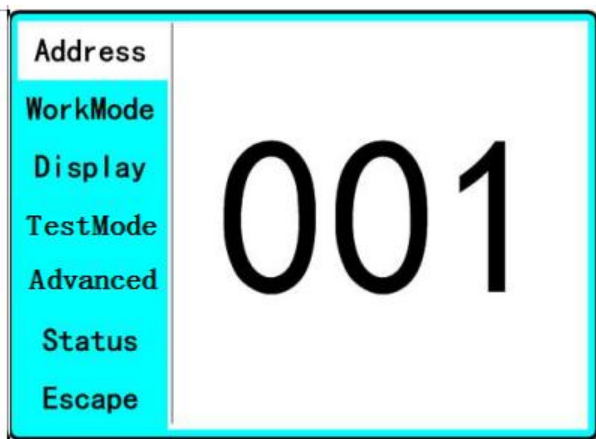


Figure 5 page of DMX Address

### 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 错误!未找到引用源。

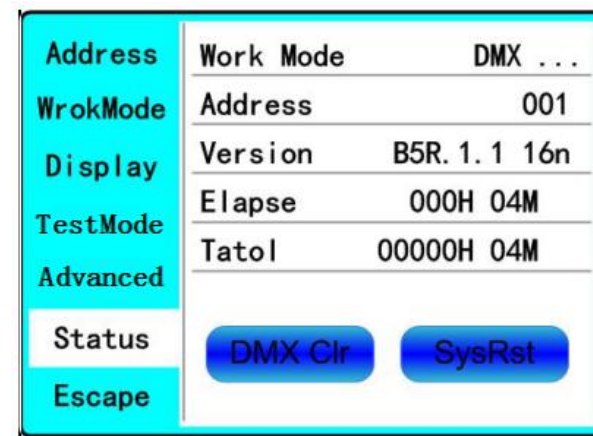


Figure 6 page of status

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

### 2.3.5 ADVA-->Advanced: Set light run parameter

Enter the page as shown in [错误!未找到引用源。](#), set the parameter of light:

Address	PAN Inset	OFF
WorkMode	TILT Inset	OFF
Display	P/T Rectify	ON
TestMode	PAN Offset	010
	TILT Offset	010
Advanced	Lamp when	Power ON
Status	Data hold	OFF
Escape	Factory Setting	

Figure 7 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.

### 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.

Address	DMX Ctrl	✓
WorkMode	Auto Run	
Display	Sound Ctrl	
TestMode	M/S choose	OFF
Advanced	Light Switch	OFF
Status	Channel Qty	sample
Escape		

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 send 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 --> 16CH.(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:parameter following

Address	语言	English
WorkMode	Screen saver	Mode3
Display	Screen rotation	OFF
TestMode	Touch Enable	ON
Advanced	Touch Rectify	
Status		
Escape		

Figure9 page of display

◆ **Language:** English / 中文.

◆ **Screen Saver:** when panel is idle(these is no operation in 10 second), displayer 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 错误!未找到引用源。 , Light will into test mode, in this mode, the light does not receive the data for DMX controller.

Address	PAN	000
WorkMode	TILT	000
Display	FOCUS	000
TestMode	COLOR	000
	GOBO	000
Advanced	PRISM	000
Status	FROST	000
Escape	STROBE	000

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;