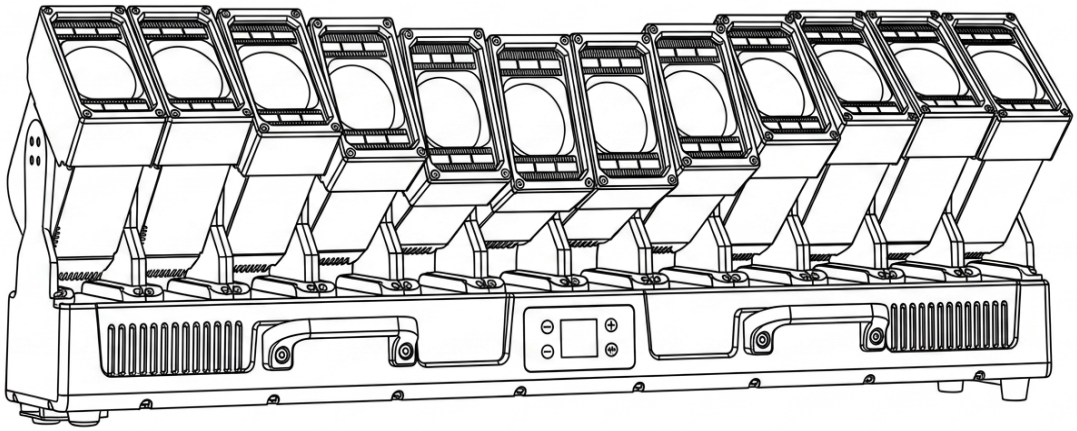
AquaSnake 1260 waterproof

SHAKING HEAD BEAM LIGHT



FXLIGHTING

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USER MANUAL

Please read carefully before use

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CHAPTER 1 — PRECAUTIONS AND INSTALLATION

1 Remove Packaging

For correct and safe use of this product, please read the instructions carefully before installation and use. This instruction contains important information about installation and application. Please strictly follow the instructions when installing and operating the product. Also, please keep this instruction properly.

The AquaSnake 1260 Shaking Head Beam Light, designed and manufactured in strict compliance with CE standards, features international-standard DMX512 signal protocol. It can be operated independently or in networked configurations, boasting rapid rotation speed, low noise levels, and robust functionality. Perfectly suited for small-to-medium venues including concerts, theaters, studios, nightclubs, and bars.

Please be careful to remove the package. After the package is removed, check whether the product is damaged in the process of transportation and check whether the following contents are complete.

Item	Quantity
AquaSnake 1260 Shaking Head Light	1 unit
Signal line	1
Instruction manual	1
Power cord	1
Hanger	1 set

> **WARNING:** The product is not equipped with relevant maintenance parts. The maintenance and repair of the product can only be carried out by professionals! Please do not change this product without authorization, otherwise the product may be damaged, and the damage caused is not covered by the warranty. In addition, non-professional operation may cause short circuit, burn or electric shock, etc.

2 Safety Instructions

> **ATTENTION!** Please be careful when operating this product. This product is high pressure. If it comes into contact with wires, you may be electrocuted!

This product is in good condition before leaving the factory. In order to maintain the good condition of this product and ensure safe operation, users should follow the safety matters and warnings in this manual.

Important: Damage caused by failure to follow this manual is not covered by the warranty. The supplier shall not be held responsible for product problems arising therefrom.

If the product has been exposed to extreme unstable temperature environment (such as after transportation), do not immediately connect the power supply to the product, because the water droplets caused by temperature changes may damage the product. Please use the product after it has been restored to normal temperature.

This indoor product operates within a voltage range of 90-240V. Ensure the ground voltage remains below the product's safe tolerance level. The power plug must be plugged into a Class I socket with proper protection. The green or tea-colored conductor must be grounded.

Please regularly inspect the product-grade power cord to ensure it is not folded, damaged, or scratched, and that it is not connected to other wires. Special care should be taken when connecting the power cord or related wiring. Always unplug the power cord before using the product or cleaning it.

- Before using the product, please familiarize yourself with the operation function of the product. Do not let children or non-professionals touch the product.
- Please do not shake this product. Do not use brute force when installing or operating the product.
- Do not allow non-professionals to operate the product. Most damage is caused by unprofessional operation.
- The product is not equipped with relevant maintenance parts. The maintenance and repair of the product can only be carried out by professionals!

3 Product Notes

- If the product has been subjected to a large temperature difference (for example, after transportation), do not start the product immediately, because hot account cold shrink will damage the product. Please wait until the equipment reaches normal room temperature before starting the product.
- Pay attention to earthquake protection. Avoid strong collision during product installation.
- Please do not lift the entire product through the lamp head, because the mechanical parts of the equipment may be damaged.
- When choosing the installation location, make sure that the product is not exposed to overheating, too wet or too dusty. Do not place any wires on the ground, otherwise there may be a risk of electric shock.
- Before installing the product, ensure that the installation point is safe.
- Secure the product with a safety rope and check all screws for correct installation.
- Make sure the lens is in good condition. Replace the lens if it is damaged or scratched.
- It is recommended that the product be operated by technicians familiar with the product. Non-professionals are prohibited from operating the equipment, because many losses are caused by non-professional operation.
- Take good care of the packaging materials for secondary transportation.
- Do not change the product without the guidance of the manufacturer or distributor.
- Any equipment failure caused by failure to operate the equipment as specified in the instructions is not covered by the warranty. In addition, any accidents caused by short circuit, injury, electric shock, UV damage, bulb explosion, etc. are not covered by the warranty.

4 Lighting Installation

> **NOTE:** For safety reasons, please install this product in a place away from the aisle, seating area, or within reach of the person.

This luminaire can be installed horizontally, hung at an angle, or inverted. When installing at an angle or upside down, special attention must be paid to the installation method. For fixed installation: before positioning the luminaire, ensure the stability of the installation site. When installing upside down, make sure the luminaire does not fall off the support frame.

Safety ropes must be securely threaded through support brackets and lamp handles to ensure proper suspension. To prevent lamp detachment or movement, pedestrians must remain below during installation and debugging. Regularly inspect the safety ropes for wear and check for loose hook screws. The manufacturer shall not be liable for any consequences resulting from lamp detachment due to unstable suspension systems.

- Before hanging this product, make sure that the installation point can bear 10 times the weight of this product.
- Products must be installed with double protection devices, such as safety ropes.
- When hanging, removing or repairing this product, do not stand under the installation point.
- Please ensure that the product should be installed at least 0.5 meters away from flammable materials.

- Safety Considerations: Top-mounted installations require experienced personnel to calculate load requirements, select appropriate materials, and conduct periodic safety inspections of components and products. Do not attempt to install these systems yourself without proper knowledge. Improper handling may result in serious consequences such as personal injury.
- Before powering on the product, make sure that all required hanging and installation steps have been completed.

Quick lock suspension: The bottom of this product has a special professional suspension part, including quick lock suspension part and safety rope suspension point. When suspending this product on a truss, remember to use the appropriate quick-release lock to secure it at the designated hanging point on the product's quick-release lock. Install an M10 screw to secure it in place. For added safety, attach a safety rope to the bottom's designated suspension point and fasten it to the truss.

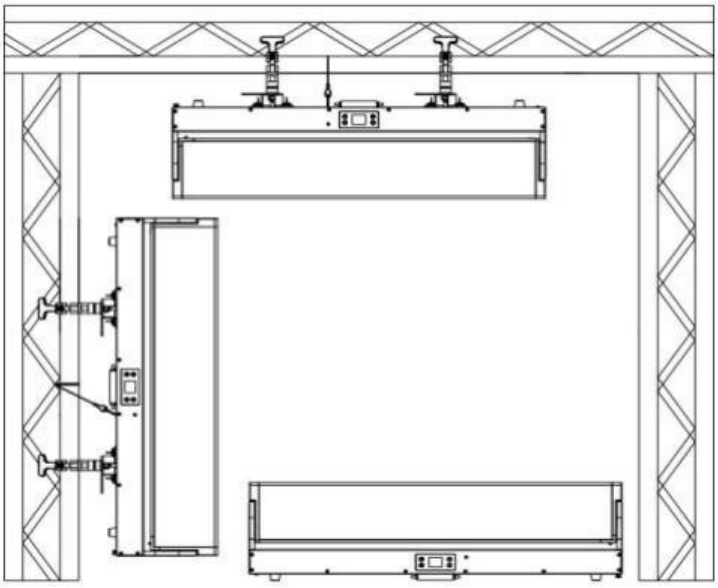

Figure 1 — Schematic diagram of lamp installation

No matter which type of suspension you choose, remember to use a safety cord. The bottom of the product has a special safety cord suspension point. Please refer to the picture above and remember to use the specially provided safety cord suspension point. Do not attach the safety cord to the handle position.

5 DMX-512 Linkage

This lighting system employs a DMX512 signal control protocol with parallel-connected fixtures. For multi-lamp configurations, dual-core shielded cables are recommended. Connect each fixture using its DMX signal ports (XLR connectors): INPUT and OUTPUT. Ensure all 3-pin XLR connectors are properly matched. A DMX signal terminal block is essential to prevent signal interference from electrical noise. The terminal block features a 120-ohm 1-watt resistor between pins 2 and 3 of the XLR connector, which should be installed on the last fixture's OUTPUT port.

Calculation method of lamp starting address code

> **FORMULA:** The starting address code of the current lamp is equal to (the starting address code of the previous lamp) + (the number of channels of the lamp).

1. The starting address code value A001 of the first lamp.
2. The basic channel number of the controller should be greater than or equal to the total number of lamp use channels.
3. When using any controller, each luminaire must have its own starting address code. For example, if the first luminaire is set with A001 as its starting address code and has 16 channels, the second luminaire should be configured with A017, the third with A033, and so on (this configuration method may vary depending on the specific control console).

Connect the male XLR connector of this product to the controller's signal output port, and the female connector to the signal input port on the back panel. You can connect multiple units in series. The required signal cables must be three-core shielded cables with XLR input and output connectors. Refer to the diagram below for details.

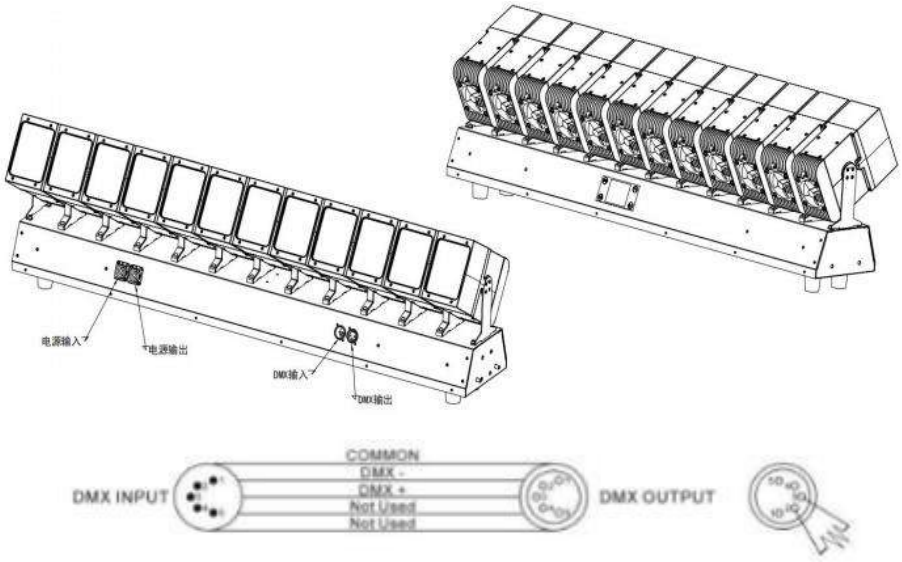

Figure 2 — DMX512 connection diagram

CHAPTER 2 — PANEL OPERATIONS

1 Lighting Panels

The schematic diagram of the lamp panel is shown in Figure 3:

1. **Signal light:** the upper DMX signal light is lit in blue when the lamp is connected to the control console, and does not light up in normal state; the lower fault error signal light is lit in red when the lamp reports error, and does not light up in normal state.
2. **Temperature:** As shown in the diagram, the lamp board temperature is 30°C. If the temperature display shows ---°C, it indicates abnormal temperature detection in the luminaire. This may be caused by a broken circuit in the temperature control connection wire. If the temperature display shows ***°C and there is a significant difference from the ambient temperature, it could indicate a short circuit in the temperature control connection wire. The equipment must be repaired by a professional technician to resolve the issue before normal operation can resume.
3. **Address code:** can display the range 001-512, the address code shown on the figure is 001.
4. **DMX mode:** 512 mode.
5. **Keys:** UP — Up key; MENU — Back button; ENTER — Confirm key; DOWN — Next key.

> **NOTE:** Do not use sharp or pointed objects to click the display screen to prevent damage.

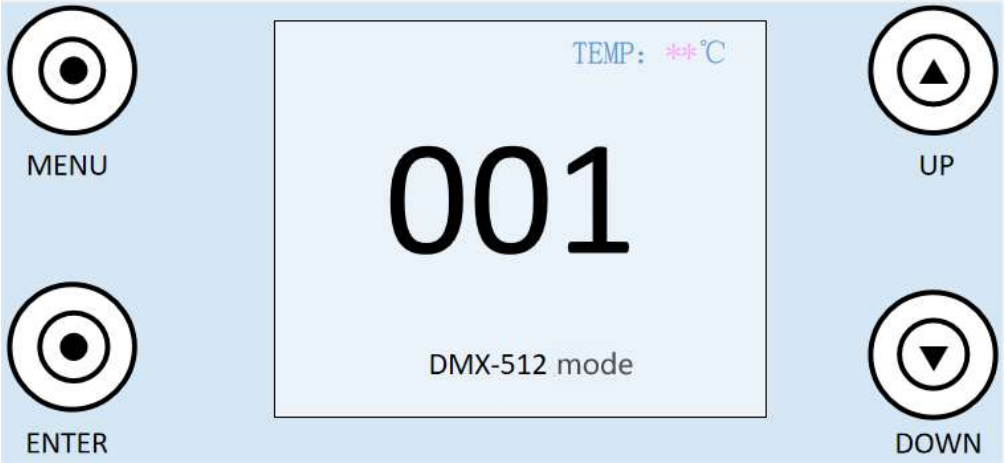

Figure 3 — Schematic diagram of four key display panel

2 Menu Home Screen

The first menu interface contains 6 submenus. Select the corresponding submenus by "UP" key and "DOWN" key, and click "ENTER" key to enter the corresponding sub-menu interface.

1. **Address:** Click to enter the address code setting. The number of address codes can be increased or decreased by pressing the "UP" key and "DOWN" key. The address codes displayed on the lamp panel will be updated synchronously.

2. **Settings:** Click to enter the system options, you can change the working mode of the lamp, working parameters and panel display Settings.
3. **Manual mode:** Click to enter manual mode, you can control the function of the lamp, please refer to the channel table for details.
4. **Calibration:** Click the input password to enter the system calibration mode.
5. **Reset:** Click to enter the system reset mode and control the bulb.
6. **Information:** Click to view the system error correction, software and hardware version and other information.

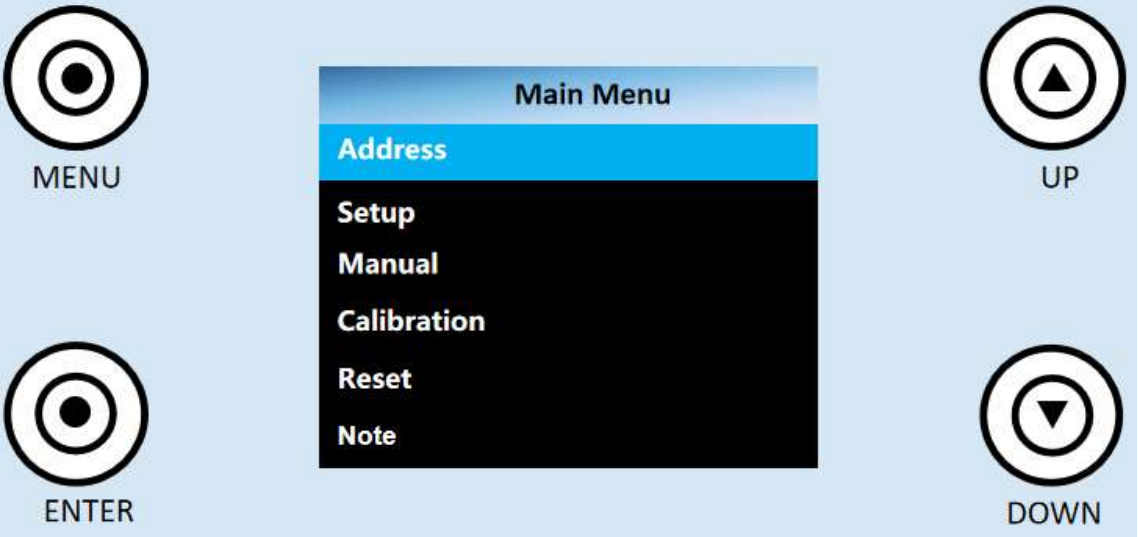

Figure 4 — Main menu (Address / Setup / Manual / Calibration / Reset / Note)

2.1 System Setting

The system setting interface is shown in Figure 5. Enter the system setting, click "ENTER" key to select the Settings that need to be modified, then select the changed content through "UP" and "DOWN" keys, and finally confirm with "ENTER" key to change the working mode, working parameters and display settings of the panel. For details, see Table 1.

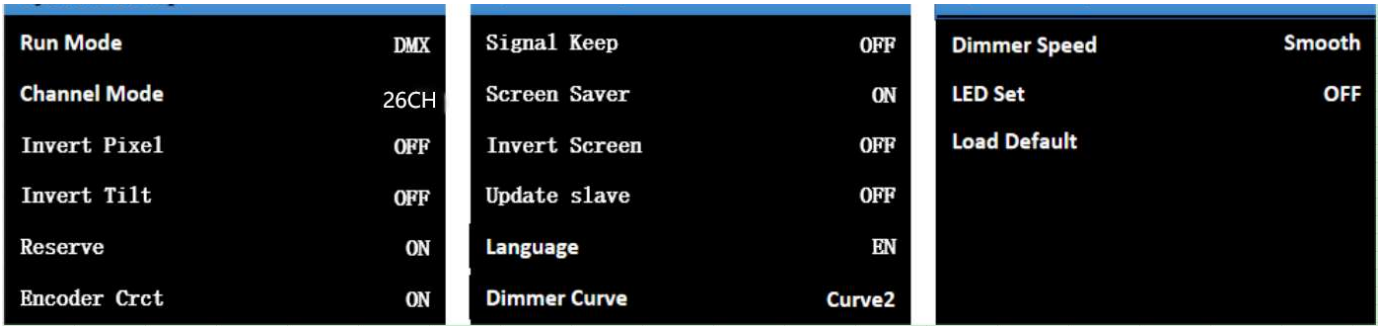

Figure 5 — System Settings window

Option	Value	Description
Work pattern	DMX pattern	Control console mode, receive DMX signal
	Autonomous mode 1	The lamp runs automatically with built-in self-starting program 1
	Self-drive mode 2	The lamp runs automatically with built-in self-starting program 2
	Voice-activated mode	When the lamp detects a strong sound, the lamp automatically runs a scene according to the built-in program, otherwise it remains the last scene
Channel pattern	26CH / 59CH / 128CH / 152CH / 182CH / 314CH / 329CH	
Pixel reversal	Close	Not reverse (set the pixel direction)
	Open	Opposite direction
Vertical reversal	Close	Not reverse (set the Y-axis direction)
	Open	Opposite direction
Reserve function 1	On / Off	—
Reserve function 2	On / Off	—
Signal retention	Close	No signal: motor and light source return to the position and state when the reset is complete

Option	Value	Description
	Open	No signal: keep the last frame of DMX data output
Screen Protection	Close	Screen always on
	Open	In static environment, the screen is turned off at regular intervals
	—	Screen on screen time
Screen flip	Close	Screen facing forward
	Open	Screen reversal
	Automatic	The system can automatically rotate the screen according to the direction of gravity
Sync updates	Close	Sync updates are disabled
	Open	After opening, connect multiple lamps with DMX line, and update information synchronously in the setting interface and calibration interface. (Note: Please unplug the DMX signal line connected to the console)
Language	Chinese / EN	—
Lighting curve	Curve 1	Straight line
	Curve 2	Slope of square law curve
	Curve 3	Inverse square law curve
	Curve 4	S curve
Coloration speed	Fast	Fast dimming
	Smoothing	Slow dimming
LED number	Close	Light ID editing is off
	1–12	Select the ID to be edited and click OK. The Y-axis will automatically go vertical into editing mode. At this time, bend the Y-axis towards the screen until the red light is on. Then bend the Y-axis in the opposite direction until the red light is off, indicating that the lamp head ID is successfully edited.
	—	Set the lamp head ID

Option	Value	Description
Factory data reset	Cancel	Res sic stantibus
	Affirm	Lights return to factory settings

Table 1

Primary Menu	Secondary Menu	Level 3 / Parameters
Address	001–512	The number of channels added each time is reduced from the normal number
System setup	Running mode	DMX / Self-Drive 1 / Self-Drive 2 / Voice-Controlled
	Channel pattern	26CH / 59CH / 128CH / 152CH / 182CH / 314CH / 329CH
	Pixel reversal	On / Off
	Vertical reversal	On / Off
	Reserve function 1	On / Off
	Reserve function 2	On / Off
	Signal retention	On / Off
	Screen Protection	On / Off
	Screen flip	On / Off / Automatic
	Synced updates	On / Off
	Language	Chinese / EN
	Coloration speed	Fast / Smooth
	Lighting curve	Curve 1 / Curve 2 / Curve 3 / Curve 4
	LED number	Off / 1–12
Manual mode	Current channel mode channel	0–255
System calibration	Enter password	Lamp calibration
System reset	Effect motor reset	Effect pan reset except XY
	Scan motor reset	Only XY axis reset
	All motors reset	Light fixture reset
System info	Repositioning information	Device error message
	DMX data monitoring	Channel values of the receiving console
	Sensor information	Sensor status information
	Hardware / Software version	Display hardware and software version

Table 2

2.2 System Calibration

Enter the password **"6688"** to enter the system calibration interface. The values can be modified by pressing the "UP" key and "DOWN" key to modify the power of the lamp and motor stroke parameters.

Option	Description
Initial position calibration	After entering the sub-interface, you can adjust the reset position of Y-axis 1–12 motor and focus motor 1–12 to compensate for the error in hardware installation. The adjustment range is ±127 values (representing up/down/ left/right), and 127 means no adjustment.
White balance	After entering the sub-interface, you can adjust the white balance of LED 1–12 red, green, blue and white. The adjustment range is 0–255, and 255 means no adjustment.
Power	After entering the subinterface, you can adjust the maximum power of the whole lamp. 255 indicates the maximum power.
Change password	Set the system calibration password.

Table 3

2.3 Manual Mode

In manual mode, you can control the function of the lamp directly from the panel without receiving DMX signals. Refer to the channel tables in Chapter 3 for detailed channel descriptions and value ranges.

2.4 System Reset

Click "Reset" in the main menu to enter the system reset mode and control the bulb. Three reset options are available: Effect motor reset (pan reset except XY), Scan motor reset (XY axis only), and All motors reset (full fixture reset).

2.5 System Information

Press "ENTER" to enter the information interface, select the information to be viewed through "UP" and "DOWN", and click "ENTER" to view the corresponding content. For details, see Table 4.

Option	Description
Reboot error message	1) IC1/IC2 communication failure (failure of communication between light boards)
	2) X/Y opto-coupler error
	3) The focus motor reset fails
DMX data monitoring	This enters the sub-interface, where the channel values are displayed numerically for viewing.
Sensor information	1) Amplified Hall — Zoom in 1–5 (X X X X X...)
	2) Y-axis Hall — Axis Y 1–5 (X X X X...)

Option	Description
	3) Temperature 1–12 — temperature 1–5 (X X X X...). Use the up and down keys to turn pages.
Hardware version	XX.XX.XX.XX — Display board version. Light board A version. Light board B version.
Software version	XX.XX.XX.XX — Display board version. Light board A version. Light board B version.

Table 4

CHAPTER 3 — CHANNEL DESCRIPTION AND TECHNICAL PARAMETERS

1 Channel Tables

26CH Mode

CH	Value	Function
1	000–255	Y axis 1-12 — 0-100%
2	000–255	Fine tune Y-axis 1-12 — 0-100%
3	000–255	Y-axis velocity — 0-100%
4	000–004	Y-axis macro — NF
	005-255	Y-axis macro — See the Y-axis macro chart
5	000	Colour temperature — NF
	001-255	Colour temperature — From 19,000K to 2,700K
6	0	Color Macro — NF
	001-255	Color Macro — See the color macro chart
7	0	Pattern — NF
	001-255	Pattern — Figure 1–255
8	000–015	Built-in LED effect — NF
	016-255	Built-in LED effect — Each of the eight values has an effect
9	000–127	Built-in LED effect speed — Fast or slow
	128	Built-in LED effect speed — Cease
	129-255	Built-in LED effect speed — Slow to fast
10	000–255	LED built-in effect delay — Speed
11	0	Background color — NF
	001-255	Background color — See the color macro chart
12	000–255	Background color dimming — 0-100%
13	000–255	Aiming — 0-100%
14	000–019	Stroboflash — Close
	020-255	Stroboflash — See the strobe chart
15	000–255	Scaling 1-12 — 0-100%
16	000–009	Control — NF
	010-255	Control — See control chart
17	000–255	Red — 0-100%
18	000–255	Green — 0-100%
19	000–255	Blue — 0-100%
20	000–255	White — 0-100%
21	0–19	Superglare — Blind spot

CH	Value	Function
	20-24	Opening the light
	25-64	The average frequency flickers from fast to slow
	65-70	Opening the light
	71-84	Drive fast and turn off slowly, from slow to fast
	85-89	Opening the light
	90-104	Slow to open and close, from slow to fast
	105-109	Opening the light
	110-124	Random strobe
	125-129	Opening the light
	130-144	Random quick open slow close
	145-150	Opening the light
	151-164	Random slow open fast close
	165-255	Opening the light / Flicker 1-4 patterns
22	000-255	Auxiliary light white — 0-100%
23	000-255	Tertiary yellow — 0-100%
24	000-067	Fuxing CTO — Not have
	068-247	Fuxing CTO
	248-255	Not have
25	0-7	Fill light effect — Not have
	8-191	Fill light effect — Effect 1-23 (8 numbers per effect)
	192-255	Not have
26	0-127	Exposure speed — The effect jumps from slow to fast
	128-255	Exposure speed — The effect gradient goes from slow to fast

59CH Mode

CH	Value	Function
1	000–255	Y-axis 1 — 0-100%
2	000–255	Fine tune the Y-axis 1 — 0-100%
3	000–255	Y-axis 2 — 0-100%
4	000–255	Fine tune Y-axis 2 — 0-100%
5	000–255	Y axis 3 — 0-100%
6	000–255	Fine tune Y-axis 3 — 0-100%
7	000–255	Y axis 4 — 0-100%
8	000–255	Fine-tuning the Y-axis 4 — 0-100%
9	000–255	Y-axis 5 — 0-100%
10	000–255	Fine tune Y-axis 5 — 0-100%
11	000–255	Y-axis 6 — 0-100%
12	000–255	Fine tune Y-axis 6 — 0-100%
13	000–255	Y-axis 7 — 0-100%
14	000–255	Fine tune Y-axis 7 — 0-100%
15	000–255	Y-axis 8 — 0-100%
16	000–255	Fine tune Y-axis 8 — 0-100%
17	000–255	Y-axis 9 — 0-100%
18	000–255	Fine tune Y-axis 9 — 0-100%
19	000–255	Y axis 10 — 0-100%
20	000–255	Fine tune Y-axis 10 — 0-100%
21	000–255	Y axis 11 — 0-100%
22	000–255	Fine tune Y-axis 11 — 0-100%
23	000–255	Y axis 12 — 0-100%
24	000–255	Fine tune Y-axis 12 — 0-100%
25	000–255	Y-axis speed
26	000–004	Y axle — NF
	005-255	Y axle — See the Y-axis macro chart
27	0	Colour temperature — NF
	001-255	Colour temperature — From 19,000K to 2,700K
28	0	Color Macro — NF
	001-255	Color Macro — See the color macro chart
29	0	Pattern — NF
	001-002	Pattern — Figure 1–255
30	000–015	Built-in LED effect — NF
	016-255	Built-in LED effect — Each of the eight values has an effect
31	000–127	LED built-in speed — Fast or slow

CH	Value	Function
	128	LED built-in speed — Cease
	129-255	LED built-in speed — Slow to fast
32	000-255	LED built-in effect delay — Speed
33	0	Background color — NF
	001-255	Background color — See the color macro chart
34	000-255	Background color dimming — 0-100%
35	000-255	Aiming — 0-100%
36	000-019	Stroboflash — Close
	020-255	Stroboflash — See the strobe chart
37	000-255	Scaling 1 — 0-100%
38	000-255	Scaling 2 — 0-100%
39	000-255	Scaling 3 — 0-100%
40	000-255	Scaling 4 — 0-100%
41	000-255	Scaling down 5 — 0-100%
42	000-255	Zoom 6 — 0-100%
43	000-255	Scaling 7 — 0-100%
44	000-255	Scaling 8 — 0-100%
45	000-255	Scaling 9 — 0-100%
46	000-255	Zoom in 10 — 0-100%
47	000-255	Scaling 11 — 0-100%
48	000-255	Scaling 12 — 0-100%
49	000-009	Control — NF
	010-255	Control — See control chart
50	000-255	Red and blue — RGBW: 0-100% / CMY: 100-0%
51	000-255	Green — RGBW: 0-100% / CMY: 100-0%
52	000-255	Blue — RGBW: 0-100% / CMY: 100-0%
53	000-255	White — RGBW: 0-100% / CMY: 100-0%
54	000-255	Auxiliary light white — 0-100%
55	000-255	Tertiary yellow — 0-100%
56	000-067	Fuxing CTO — Not have
	068-247	Fuxing CTO
	248-255	Not have
57	0-7	Fill light effect — Not have
	8-191	Fill light effect — Effect 1-23 (8 numbers per effect)
	192-255	Not have
58	0-127	Exposure speed — Effect jumps from slow to fast
	128-255	Exposure speed — Effect gradient from slow to fast
59	000-255	Dimming — 0-100%

128CH / 152CH / 182CH / 314CH / 329CH Modes

> **NOTE:** The higher channel modes (128CH through 329CH) expand individual per-head control. Each mode adds dedicated Y-axis, fine-tune Y-axis, scaling, dimming, RGBW fine-tuning, and auxiliary light channels for each of the 12 lamp heads individually. The structure follows the same pattern as the 59CH mode, extended per head. The final channels in each mode retain the same global functions: Superglare, Auxiliary light white, Tertiary yellow, Fuxing CTO, Fill light effect, and Exposure speed.

329CH Mode — Final Channels (303–329)

CH	Value	Function
303	000–255	Dimming 12 — 0-100%
304	000–255	Fine-tuning dimming 12 — 0-100%
305	000–255	Red 12 — RGBW: 0-100% / CMY: 100-0%
306	000–255	Fine-tuning red 12 — RGBW: 0-100% / CMY: 100-0%
307	000–255	Green 12 — RGBW: 0-100% / CMY: 100-0%
308	000–255	Fine-tuning Green 2 — RGBW: 0-100% / CMY: 100-0%
309	000–255	Blue 12 — RGBW: 0-100% / CMY: 100-0%
310	000–255	Fine-tuning Blue 12 — RGBW: 0-100% / CMY: 100-0%
311	000–255	White 12 — RGBW: 0-100% / CMY: 100-0%
312	000–255	Fine-tuning White 12 — RGBW: 0-100% / CMY: 100-0%
313	000–255	Auxiliary light white 12-1 — 0-100%
314	000–255	Auxiliary light yellow 12-1 — 0-100%
315	000–255	Auxiliary light white 12-2 — 0-100%
316	000–255	Auxiliary light yellow 12-2 — 0-100%
317	000–255	Auxiliary light white 12-3 — 0-100%
318	000–255	Auxiliary light yellow 12-3 — 0-100%
319	000–255	Auxiliary light white 12-4 — 0-100%
320	000–255	Auxiliary light yellow 12-4 — 0-100%
321	000–255	Auxiliary light white 12-5 — 0-100%
322	000–255	Auxiliary light yellow 12-5 — 0-100%
323	000–255	Auxiliary light white 12-6 — 0-100%
324	000–255	Auxiliary light yellow 12-6 — 0-100%
325	000–255	Auxiliary light white — 0-100%
326	000–255	Tertiary yellow — 0-100%
327	000–067	Fuxing CTO — Not have
	068-247	Fuxing CTO
	248-255	Not have
328	0–7	Fill light effect — Not have

CH	Value	Function
	8-191	Fill light effect — Effect 1-23 (8 numbers per effect)
	192-255	Not have
329	0-127	Exposure speed — Effect jumps from slow to fast
	128-255	Exposure speed — Effect gradient from slow to fast

2 Reference Charts

Y-Axis Macro Chart

Value	Function
000–004	Not have
005–009	Y Axis Macro 1
010–014	Y Axis Macro 2
…	…
250–254	Y Axis Macro 50
255	Y Axis Macro 51

Remarks: When the Y-axis macro is effective, the coarse adjustment of Y-axis 1 is to adjust the starting position of Y-axis macro, and the fine adjustment of Y-axis 1 is to adjust the swing amplitude of Y-axis macro. The speed of Y-axis motor is the speed of Y-axis macro (from slow to fast). The effective value of Y-axis macro amplitude is 1-255.

Color Macro Chart

Value	Color
000	Not have
001–002	White 2700K
003–004	White 3200K
005–006	White 4200K
007–008	White 5600K
009–010	White 8000K
011	Blue
012–048	+ Green
049	Cyan
050–086	-Blue
087	Green
088–124	+ Red
125	Yellow
126–162	-Green
163	Red
164–200	+ Blue
201	Magenta
202–238	-Red
239	Blue
240–247	Color fade, fast to slow

Value	Color
248–255	Color snap, fast to slow

Strobe (Frequency) Chart

Value	Function
000–019	Off
020–024	On
025–064	Strobe, fast to slow
065–069	On
070–084	Strobe 100-0%, fast to slow
085–089	On
090–104	Strobe 0-100%, fast to slow
105–109	On
110–124	Random strobe, fast to slow
125–129	On
130–144	Random strobe 100-0%, fast to slow
145–149	On
150–164	Random strobe 0-100%, fast to slow
165–169	On
170–184	Pulse strobe, fast to slow
185–189	On
190–204	Random pulse strobe, fast to slow
205–209	On
210–224	Strobe 0-100-0%, fast to slow
225–229	On
230–244	Random pulse strobe, fast to slow
245–255	On

Control Chart

Value	Function
000–054	Not have
056–060	Y-axis motor reset (keep 5S effective)
061–065	Scaling motor reset (keep 5S in effect)
066–075	Full reset (keep 5S in effect)
076–255	Reserved

3 Technical Parameters

Parameter	Value
Voltage	AC100-240V~ 50/60Hz
Power	850W
Main light	12 × four-in-one 60W LED lamp
Auxiliary light	4 × 321W dual-color light beads (white light + gold light)
Control mode	DMX512, self-walking, master-slave, sound control, with RDM function
Channels	26CH / 59CH / 128CH / 182CH / 314CH / 329CH
Dimming	32-bit, 0–100% linear dimming
Features	Single swing + staining + beam
Working temperature	-30°C to +50°C
Frequency response	1–30Hz
Software upgrade	Upgrade software through DMX connection
Signal I/O	DMX512 Input/Output — Waterproof Power Connector
Protection rating	IP20
Appearance	Metal, black

Main Features

- Excellent mixing effect
- Built-in splicing pin — can achieve rapid machine splicing
- Appearance: metal, black

CHAPTER 4 — COMMON FAULTS AND USAGE NOTES

1 Troubleshooting

> **WARNING:** The lamp contains professional parts such as microcomputer circuit board and high voltage power supply. For your safety and product life, non-professionals should not remove the lamp and related accessories without authorization.

Fault	Possible Cause & Solution
The bulb is not bright (except LED light source)	Possible cause: The bulb is not completely cooled or the bulb has reached its life. — If the bulb is not completely cooled due to abnormal operation, the lamp body should be cooled for more than 10 minutes to make it completely return to normal state, and then start the power supply again. — Check whether the bulb has reached its service life and replace the new bulb. — Check whether the bulb and light fixture circuit is leakage, loose or poor contact. — Replace the new light fixture.
The beam appears dim	Possible cause: long use of the bulb or dirty light path. — Check whether the bulb has reached the service life and replace the new bulb. — Check whether the optical parts or bulbs are clean, and whether there is dust accumulation on the bulbs and other optical devices. The bulbs and other parts in the lamp need to be cleaned and maintained regularly.
Pattern projection ambiguity	Check whether the electronic focus channel value is appropriate for the current projection distance.
The lights work intermittently	Possible cause: The internal line enters the protection state. — Check whether the fan is running normally or dirty, resulting in the internal temperature of the lamp rising. — Check whether the internal temperature control switch is closed. — Check whether the bulb has reached its service life and replace it with a new one.
The lamp is not controlled by the console after normal reset	Possible reasons: signal line fault or lamp parameter setting is not normal. — Check the start address code and check the connection of DMX signal lines (whether the signal cable is intact, whether the connector is loose). — Add signal amplifier and 120 ohm terminal resistor.
The lamp cannot be started	Possible cause: Power line is bad. — Check whether the fuse on the power input socket is blown and replace the fuse. — The circuit contact is poor due to vibration of the lamp during long-distance transportation. — Check the input power supply, computer board and other plug-in devices.

2 Use Notes

- Check whether the local power supply meets the rated voltage requirements of the product, and whether the leakage protector and overcurrent protector meet the requirements of the load.
- Do not use the power line with damaged insulation layer, and do not connect the power line to other conductors.
- The lamp adopts strong wind cooling, which is easy to accumulate dust. It must be cleaned once a month, especially the heat dissipation air outlet. Otherwise, the dust will be blocked and the heat dissipation will be poor, resulting in abnormal lighting.
- When installing the lamp, the fixing screw must be tightened, and the safety cable should be added, and checked regularly.
- When installing and positioning the lamp, any point on the surface of the lamp should be kept a minimum distance of 10 meters from any inflammable and explosive objects, and 2.5 meters away from the irradiated objects. Do not install the lamp directly on the surface of combustible substances.
- The continuous working time of the lamp is recommended not to exceed 10 hours, and the interval between continuous starting of the lamp should not be less than 10 minutes, otherwise it will not be able to trigger normally due to the overheating protection of the bulb.
- The closing time of the switch valve should not exceed 5 minutes. If it is necessary to close the light for a long time, the lamp should be closed using the console (light control channel).
- In order to ensure that multiple lamps can better comply with the scene effect, the lamps should not be in an incomplete current scene, that is, start the next scene action. It is best that this state does not exceed 3 minutes to ensure that multiple lamps can run synchronously.
- During use, if the lamp is abnormal, stop using the lamp in time to prevent other faults.

3 RDM Usage Notes

RDM, an extension of the DMX512-A protocol, is a Remote Device Management (RDM) standard. Unlike traditional DMX512 protocols that rely on RS-485 buses for unidirectional communication — a time-sharing, half-duplex protocol allowing only one port to transmit at any given time — implementing RDM requires careful attention to these key considerations:

- Use a console or host device that supports the RDM protocol.
- The bidirectional signal amplifier should be used. The traditional unidirectional signal amplifier is not suitable for the RDM protocol, because the RDM protocol requires feedback data, and the use of unidirectional amplifier will block the return data, resulting in the search for lamps.
- All lamps must be set to DMX mode to ensure that only one host is on the signal line.
- An impedance matching resistor of 120 ohm must be inserted between terminal 2 and 3 of the terminal plug. When the signal line is relatively long, differential signal can be used to reduce signal reflection and improve communication quality.
- When the lamp is controlled by DMX but cannot search the lamp by RDM, check the signal amplifier first, and then check whether the line 2 and 3 of the signal line are faulty.