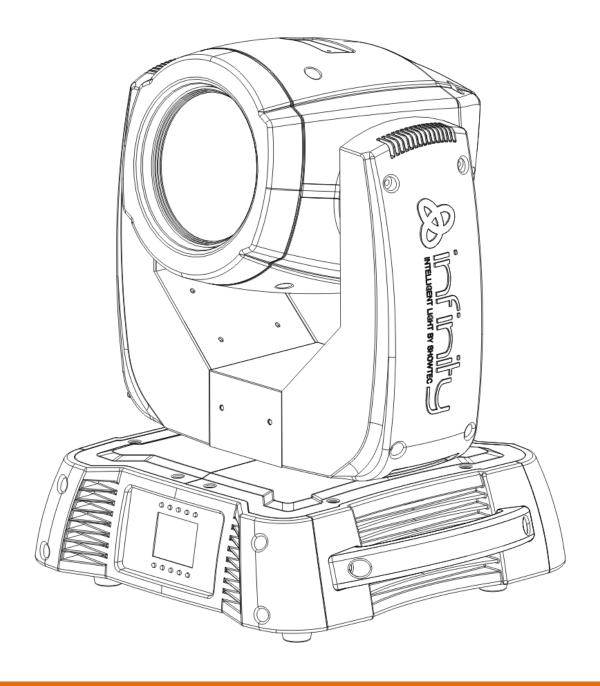


MANUAL



ENGLISH

Infinity iB-5R

V3

Ordercode: 41530

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Warning



For your own safety, please read this user manual carefully before your initial start-up!

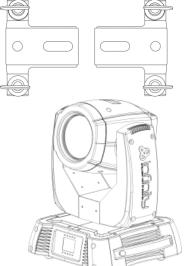


Unpacking Instructions

Immediately upon receiving this product, carefully unpack the carton and check the contents to ensure that all parts are present, and have been received in good condition. Notify the dealer immediately and retain packing material for inspection if any parts appear damaged from shipping or the carton itself shows signs of mishandling. Save the carton and all packing materials. In the event that a fixture must be returned to the factory, it is important that the fixture be returned in the original factory box and packing.

Your shipment includes:

- Infinity iB-5R with PowerCON power cable (1 m)
- 2 x quick-lock brackets for truss mounting
- User manual







CAUTION!

Keep this device away from rain and moisture! Unplug mains lead before opening the housing!



Safety Instructions

Every person involved with the installation, operation and maintenance of this device has to:

- be qualified
- follow the instructions of this manual



CAUTION! Be careful with your operations.

With a dangerous voltage you can suffer a dangerous electric shock when touching the wires!



Before your initial start-up, please make sure that there is no damage caused by transportation. Should there be any, consult your dealer and do not use the device.

To maintain perfect condition and to ensure a safe operation, it is absolutely necessary for the user to follow the safety instructions and warning notes written in this manual.

Please consider that damages caused by manual modifications to the device are not subject to warranty.

This device contains no user-serviceable parts. Refer servicing to qualified technicians only.



IMPORTANT:

The manufacturer will not accept liability for any resulting damages caused by the non-observance of this manual or any unauthorized modification to the device.

- Never let the power cord come into contact with other cables! Handle the power cord and all connections with the mains with particular caution!
- Never remove warning or informative labels from the unit.
- Never use anything to cover the ground contact.
- Never lift the fixture by holding it at the projector-head, as the mechanics may be damaged. Always hold the fixture at the transport handles.
- Never place any material over the lens.
- Never look directly into the light source.
- Never leave any cables lying around.
- Do not insert objects into air vents.
- Do not connect this device to a dimmer pack.
- Do not switch the device on and off in short intervals, as this would reduce the device's life.
- Do not touch the device's housing bare-handed during its operation (housing becomes very hot). Allow the fixture to cool for at least 5 minutes before handling.
- Do not shake the device. Avoid brute force when installing or operating the device.
- Only use device indoors, avoid contact with water or other liquids.
- Only operate the fixture after having checked that the housing is firmly closed and all screws are tightly fastened.
- Only operate the device after having familiarized with its functions.
- Avoid flames and do not put close to flammable liquids or gases.
- Always keep case closed while operating.
- Always allow free air space of at least 50 cm around the unit for ventilation.
- Always disconnect power from the mains, when device is not used or before cleaning! Only handle
 the power cord by the plug. Never pull out the plug by tugging the power cord.
- Make sure that the device is not exposed to extreme heat, moisture or dust.
- Make sure that the available voltage is not higher than stated on the rear panel.
- Make sure that the power cord is never crimped or damaged. Check the device and the power cord from time to time.
- If the lens is obviously damaged, it has to be replaced, so that its functions are not impaired due to cracks or deep scratches.
- If device is dropped or struck, disconnect mains power supply immediately. Have a qualified engineer inspect for safety before operating.
- If the device has been exposed to drastic temperature fluctuation (e.g. after transportation), do not switch it on immediately. The arising condensation water might damage your device. Leave the device switched off until it has reached room temperature.
- If your Infinity device fails to work properly, discontinue use immediately. Pack the unit securely (preferably in the original packing material), and return it to your Infinity dealer for service.
- For adult use only. Moving head must be installed out of the reach of children. Never leave the unit running unattended.
- Never attempt to bypass the thermostatic switch or fuses.
- For replacement use fuses of same type and rating only.
- The user is responsible for correct positioning and operating of the Infinity. The manufacturer will not accept liability for damages caused by the misuse or incorrect installation of this device.
- This device falls under protection class I. Therefore it is essential to connect the yellow/green conductor to earth.
- Repairs, servicing and electric connection must be carried out by a qualified technician.
- WARRANTY: Till one year after date of purchase.



CAUTION! Eyedamages!!!

Avoid looking directly into the lightsource!!!

(meant especially for epileptics)!!!





Operating Determinations

- This device is not designed for permanent operation. Consistent operation breaks will ensure that the device will serve you for a long time without defects.
- The minimum distance between light output and the illuminated surface must be bigger than 12 meters.
- The maximum ambient temperature ta = 40°C must never be exceeded.
- To eliminate wear and improve lifespan, during periods of non-use, completely disconnect from power via breaker or by unplugging.
- The relative humidity must not exceed 50% with an ambient temperature of 40°C.
- If this device is operated in any other way, than the one described in this manual, the product may suffer damages and the warranty becomes void.
- Any other operation may lead to dangers like short-circuit, burns, electric shock, crash etc.

You endanger your own safety and the safety of others!

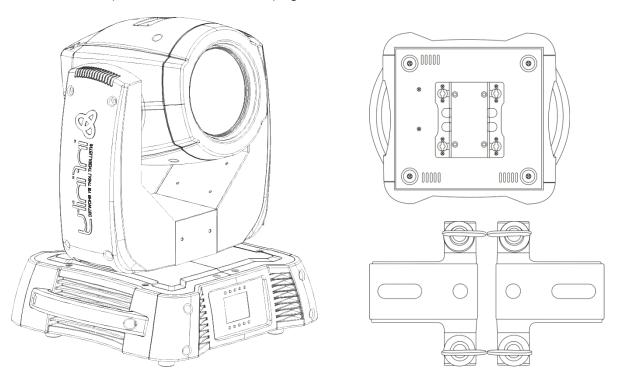
Rigging

Please follow the European and national guidelines concerning rigging, trussing and all other safety issues.

Do not attempt the installation yourself!
Always let the installation be carried out by an authorized dealer!

Procedure:

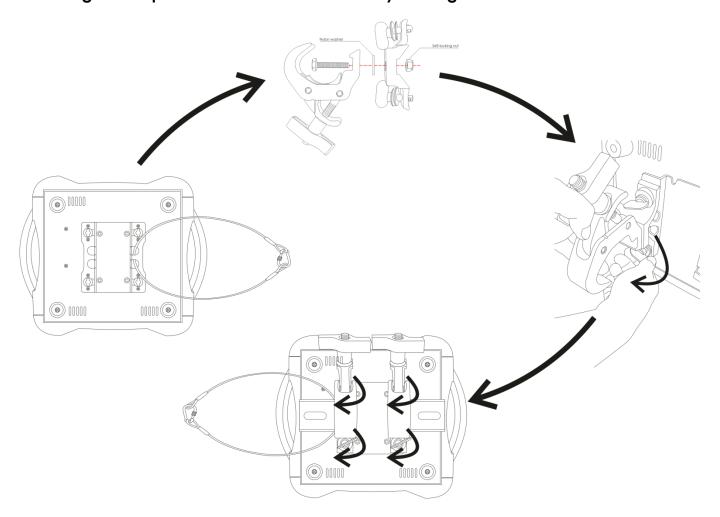
- If the Infinity is lowered from the ceiling or high joists, professional trussing systems have to be used.
- Use a clamp to mount the Infinity, with the mounting bracket, to the trussing system.
- The Infinity must never be fixed swinging freely in the room.
- The installation must always be secured with a safety attachment, e.g. an appropriate safety net or safety cable.
- When rigging, derigging or servicing the Infinity, always make sure, that the area below the
 installation place is blocked and staying in the area is forbidden.



The Infinity can be placed on a flat stage floor or mounted to any kind of truss with a clamp.



Mounting a clamp to the underside of the Infinity moving head



Improper installation can cause serious damage to people and property!

Connection with the mains

Connect the device to the mains with the power-plug.

Always pay attention, that the right color cable is connected to the right place.

International	EU Cable	UK Cable	US Cable	Pin
L	BROWN	RED	YELLOW/COPPER	PHASE
Ν	BLUE	BLACK	SILVER	NULL
(YELLOW/GREEN	GREEN	GREEN	EARTH

Make sure that the device is always connected properly to the earth!





Return Procedure



Returned merchandise must be sent prepaid and in the original packing, call tags will not be issued. Package must be clearly labeled with a Return Authorization Number (RMA number). Products returned without an RMA number will be refused. Highlite will not accept the returned goods or any responsibility. Call Highlite 0031-455667723 or mail aftersales@highlite.nl and request an RMA prior to shipping the fixture. Be prepared to provide the model number, serial number and a brief description of the cause for the return. Be sure to properly pack fixture, any shipping damage resulting from inadequate packaging is the customer's responsibility. Highlite reserves the right to use its own discretion to repair or replace product(s). As a suggestion, proper UPS packing or double-boxing is always a safe method to use.

Note: If you are given an RMA number, please include the following information on a piece of paper inside the box:

- 01) Your name
- 02) Your address
- 03) Your phone number
- 04) A brief description of the symptoms

Claims

The client has the obligation to check the delivered goods immediately upon delivery for any short-comings and/or visible defects, or perform this check after our announcement that the goods are at their disposal. Damage incurred in shipping is the responsibility of the shipper; therefore the damage must be reported to the carrier upon receipt of merchandise.

It is the customer's responsibility to notify and submit claims with the shipper in the event that a fixture is damaged due to shipping. Transportation damage has to be reported to us within one day after receipt of the delivery.

Any return shipment has to be made post-paid at all times. Return shipments must be accompanied with a letter defining the reason for return shipment. Non-prepaid return shipments will be refused, unless otherwise agreed in writing.

Complaints against us must be made known in writing or by fax within 10 working days after receipt of the invoice. After this period complaints will not be handled anymore.

Complaints will only then be considered if the client has so far complied with all parts of the agreement, regardless of the agreement of which the obligation is resulting.



Description of the device

Features

The Infinity iB-5R is a moving-head with high output and great effects.

- DMX control via standard DMX-controller
- User-selectable Pan & Tilt ranges, 540° / 360° / 180° / 90°
- Reverse Pan / Tilt movement
- Special: Pan / Tilt movement, Color, Gobo change blackout
- Pan 0° -- 540°, Tilt 0° -- 270°
- Pan/Tilt resolution: 16 bit
- Control: Built-in programs, Master/Slave, DMX-512
- DMX channels: Basic (15CH) or Advanced (18CH)
- Gobo wheel: Static gobo wheel with 17 metal gobos and open
- Gobo functions: Gobo-flow effect, Gobo shake
- Color wheel: 14 dichroic-filters and white
- Color functions: Split colors, Rainbow-flow effect
- Rotation: Bi-directional
- Prism: 8-facet rotating prism
- Frost filter
- 10 built-in programs selectable by DMX
- Input voltage: 100-240V AC
- Light source: Osram Sirius HRI 230W (included)
- Lamp socket: E20.6
- Color temp.: 8000K
- Beam angle: 1°-3,8° electronic adjustment
- Power consumption: 385W (full output)
- Dimmer: 0-100% Mechanical
- Strobe: 0-20Hz
- Focus: Motorized
- Housing: Black metal & flame-retardant plastic
- Connections: XLR data IN/OUT (XLR 3-pin/5-pin)
- Fuse: F7AL / 250V
- Dimensions: 346 x 417 x 490 mm (LxWxH)
- Weight: 20,5 kg
- Minimum distance to lighted objects: 12 m

Optional accessories

MOD41530 – Wireless DMX upgrade kit (external antenna) MOD41530IA - Wireless DMX upgrade kit (internal antenna)



The Wireless DMX upgrade kit should be installed ONLY by a qualified technician.

Do not attempt installation yourself!



70315 – Quicktrigger Slimline basic

70450 - Saveking 3mm

70451 - Saveking 3mm

Ordercode: 41530

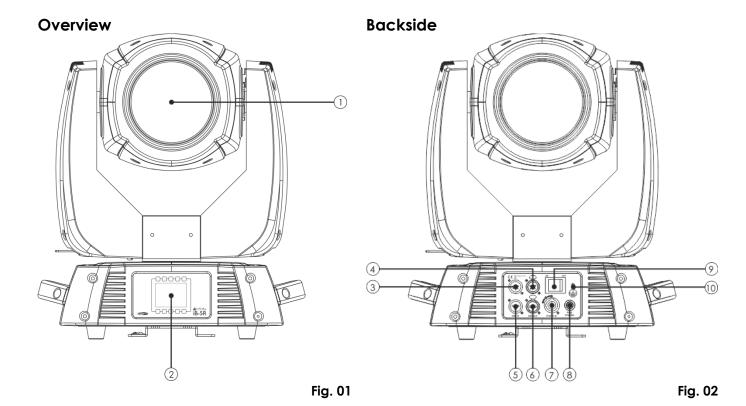
81014 - Osram Sirius HRI 230W

90456 – Schuko to Neutrik PowerCON splitter 3-way

<u>D7030</u> – Case for 2 x iS-200/iB-5R

D7235 - Case for 2 x iS-200/iB-5R





- 01) Lens
- 02) LCD display
- 03) DMX signal connector (IN) 5-pin
- 04) DMX signal connector (OUT) 5-pin
- 05) DMX signal connector (IN) 3-pin

- 06) DMX signal connector (OUT) 3-pin
- 07) Neutrik Powercon IN
- 08) Fuse F7AL/250V
- 09) Power switch ON/OFF
- 10) Ground/earth connection

NOTE: Knowledge of DMX is required to fully utilize this unit.

Installation

Remove all packing materials from the Infinity iB-5R. Check that all foam and plastic padding is removed. Connect all cables.

Do not supply power before the whole system is set up and connected properly.

Always disconnect from electric mains power supply before cleaning or servicing.

Damages caused by non-observance are not subject to warranty.

Installing the Lamp

The Infinity iB-5R uses the Osram Sirius HRI 230W (ordercode 81014) bulb as manufactured by all popular manufacturers. Use only the appropriate lamp for your unit.

Note that, product versions that use other lamps, may be offered in the future. Check your product specification label for information.

Always disconnect from electric mains power supply before changing lamps.

The lamp has to be replaced when it is damaged or deformed due to the heat.

Do not install lamps with a higher wattage! Lamps with a higher wattage generate temperatures the device was not designed for.

Damages caused by non-observance are not subject to warranty.

Always read the safety instructions that are included with the lamp.

Oil on hands shortens the lamp life. (If you touch the bulb glass, wipe off the glass with a clean, lint-free towel and rubbing alcohol.).

Always read all the safety warnings at the beginning of this manual, before replacing the lamp!!!



Let the lamp cool down for 20 minutes, before replacing the lamp.





Procedure:

- 01) Loosen the 8 screws on both sides of the housing and remove both covers (fig. 03).
- 02) Push on the lamp protection. Pull the lamp out of the housing (fig. 04).
- 03) Gently disconnect the 2 black cables from the lamp.
- 04) Remove a new lamp from the box and hold it **by the base**. Read lamp instructions. **Do not touch the lamp bulb glass**. Oil on hands shortens the lamp's lifespan. If you touch the bulb glass, wipe it off with a clean, lint free towel and rubbing alcohol.
- 05) Connect the previously disconnected 2 black cables to the new lamp.
- 06) Using some force, insert the new lamp into the housing (fig. 05).
- 07) Replace the lamp covers and snugly fasten the previously removed 8 screws (fig. 03).

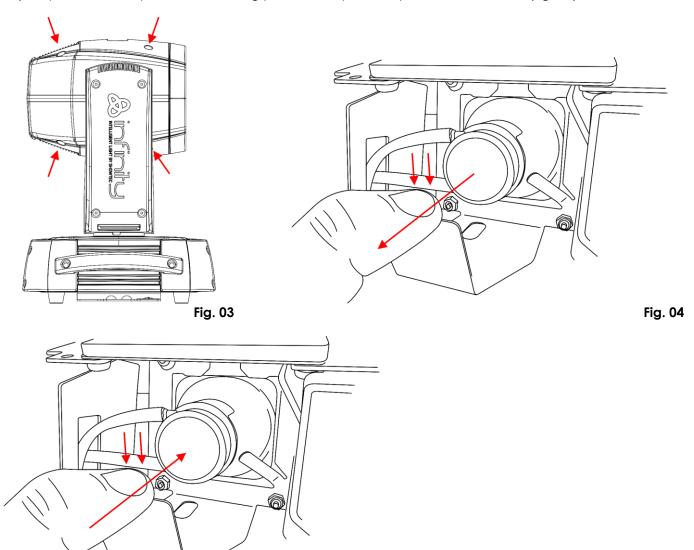


Fig. 05

Lamp Adjustment

Using a screwdriver, turn the adjustment screw to adjust the lamp position. The lamp position is set in the factory. As the lamps differ from manufacturer to manufacturer, it may be necessary to readjust their position. The lamp must be readjusted if the light does not seem to be evenly distributed within the ray of light. Ignite the lamp and focus the ray of light on an even surface (wall).

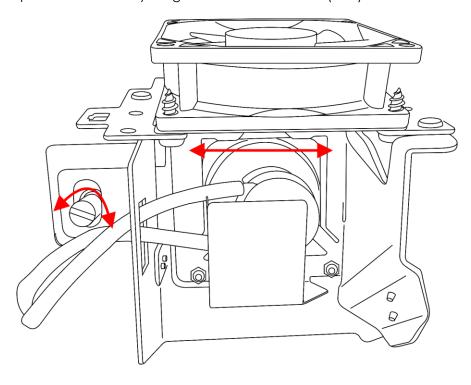


Fig. 06

Lock / Unlock the Moving-head

You can **lock** the moving head by sliding the lock pin to the left (horizontally) for **Pan** or up (vertically) for **Tilt** (**Red arrows**). You can **unlock** the moving head by sliding the lock pin to the right (horizontally) for **Pan** or down (vertically) for **Tilt** (**Green arrows**).

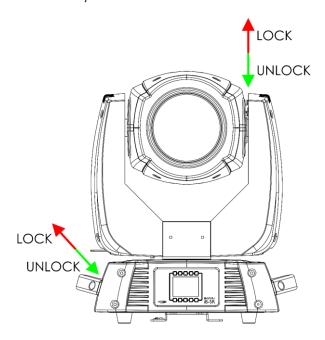


Fig. 07

Set Up and Operation

Follow the directions below, as they pertain to your preferred operation mode. Before plugging the unit in, always make sure that the power supply matches the product specification voltage. Do not attempt to operate a 120V specification product on 230V power, or vice versa.

Control Modes

There are 3 modes:

- Stand-alone
- Master/Slave
- DMX512 (15CH, 18CH)

One Infinity (Stand-alone)

- 01) Fasten the effect light onto firm trussing. Leave at least 1 meter on all sides for air circulation.
- 02) Always use a safety cable (ordercode 70140 / 70141).
- 03) Plug the end of the electric mains power cord into a proper electric power supply socket.
- 04) When the Infinity is not connected with a DMX cable, it functions as a stand-alone device.
- 05) Please see page 20 for more information about the built-in programs.

Multiple Infinitys (Master/Slave control)

- 01) Fasten the effect light onto firm trussing. Leave at least 0,5 meter on all sides for air circulation.
- 02) Use a 3-pin/5-pin XLR cable to connect the Infinity.

The pins:



- 01) Earth
- 02) Signal -
- 03) Signal +
- 03) Link the units as shown in fig. 08. Connect the first unit's DMX "out" socket with the second unit's "in" socket, using a DMX signal cable. Repeat this process to link the second, third, and fourth units. You can use the same functions on the master device as described on pages 16-22. This means that you can set your desired operation mode on the master device and all slave devices will react the same as the master device.

Multiple Infinitys (Master/Slave control)

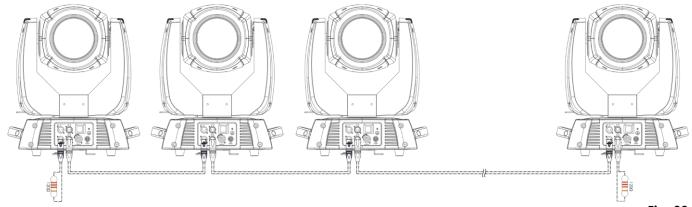
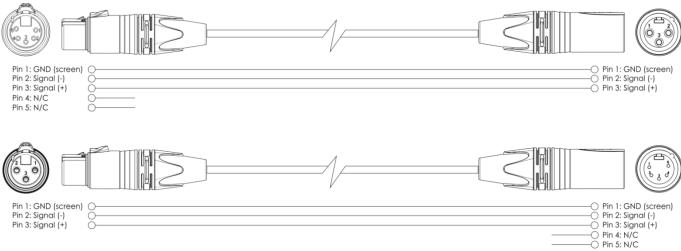


Fig. 08



Multiple Infinitys (DMX Control)

- 01) Fasten the effect light onto firm trussing. Leave at least 1 meter on all sides for air circulation.
- 02) Always use a safety cable (ordercode 70140 / 70141).
- 03) Plug the end of the electric mains power cord into a proper electric power supply socket.
- 04) Use a 3-pin XLR cable to connect the Infinitys and other devices.



- 05) Link the units as shown in fig. 09. Connect a DMX signal cable from the first unit's DMX "out" socket to the second unit's "in" socket. Repeat this process to link the second, third, and fourth units.
- 06) Supply electric power: Plug electric mains power cords into each unit's PowerCON socket, then plug the other end of the mains power cord into proper electric power supply sockets, starting with the first unit. Do not supply power before the whole system is set up and connected properly.

Multiple Infinitys DMX Set Up

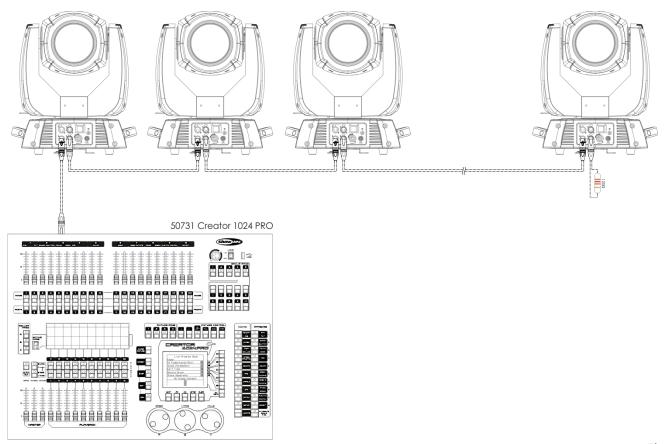


Fig. 09

Note: Link all cables before connecting electric power



Fixture Linking

You will need a serial data link to run light shows of one or more fixtures using a DMX-512 controller or to run synchronized shows on two or more fixtures set to a master/slave operating mode. The combined number of channels required by all the fixtures on a serial data link determines the number of fixtures the data link can support.

Important:

Fixtures on a serial data link must be daisy chained in one single line. To comply with the EIA-485 standard no more than 30 devices should be connected on one data link. Connecting more than 30 fixtures on one serial data link without the use of a DMX optically isolated splitter may result in deterioration of the digital DMX signal.



Maximum recommended DMX data link distance: 100 meters

Maximum recommended number of Infinitys on a DMX data link: 30 fixtures

Maximum recommended number of Infinitys on a power link @110V: 2 fixtures

Maximum recommended number of Infinitys on a power link @240V: 4 fixtures

Data Cabling

To link fixtures together you must obtain data cables. You can purchase DAP Audio certified DMX cables directly from a dealer/distributor or construct your own cable. If you choose to create your own cable please use data-grade cables that can carry a high quality signal and are less prone to electromagnetic interference.

DAP Audio DMX Data Cables

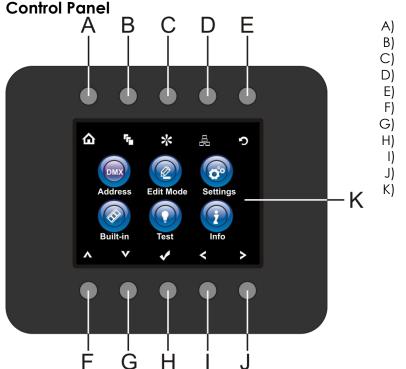
Ordercode: 41530

- DAP Audio Basic microphone cable for allround use. bal. XLR/M 3-pin > XLR/F 3-pin. **Ordercode** FL01150 (1,5 m), FL013 (3 m), FL016 (6 m), FL0110 (10 m), FL0115 (15 m), FL0120 (20 m).
- DAP Audio X-type data cable XLR/M 3-pin > XLR/F 3-pin. Ordercode FLX0175 (0,75 m), FLX01150 (1,5 m), FLX013 (3 m), FLX016 (6 m), FLX0110 (10 m).
- DAP Audio cable for the demanding user with exceptional audio-qualities and connector made by Neutrik®. **Ordercode** FL71150 (1,5 m), FL713 (3 m), FL716 (6 m), FL7110 (10 m).
- DAP Audio cable for the demanding user with exceptional audio-qualities and connector made by Neutrik®. **Ordercode** FL7275 (0,75 m), FL72150 (1,5 m), FL723 (3 m), FL726 (6 m), FL7210 (10 m).
- DAP Audio 110 Ohm cable with digital signal transmission. Ordercode FL0975 (0,75 m), FL09150 (1,5 m), FL093 (3 m), FL096 (6 m), FL0910 (10 m), FL0915 (15 m), FL0920 (20 m).
- DAP Audio data cable FL08 DMX/AES-EBU, XLR/M 5-pin > XLR/F 5-pin. Ordercode FL08150 (1,5 m), FL083 (3 m), FL086 (6 m), FL0810 (10 m), FL0820 (20 m).
- DAP Audio DMX adapter: 5-pin/3-pin. Ordercode FLA29.
- DAP Audio DMX adapter: 3-pin/5-pin. Ordercode FLA30.



13

The Infinity can be operated with a controller in **control mode** or without the controller in **stand-alone mode**.



- A) Home button
- B) Edit Menu button
- C) Settings Mode button
- D) Address Setting button
- E) Infinity Logo button
- F) Up button
- G) Down button
- H) OK/ENTER button
- I) Left button
- J) Right button
- () LCD display

Fig. 10

Control Mode

The fixtures are individually addressed on a data-link and connected to the controller.

The fixtures respond to the DMX signal from the controller. (When you select the DMX address and save it, the controller will display the saved DMX address the next time.)

DMX Addressing

The control panel on the front side of the base allows you to assign the DMX fixture address, which is the first channel from which the Infinity will respond to the controller.

Please note when you use the controller, the unit has 18 channels.

When using multiple Infinitys, make sure you set the DMX addresses right.

Therefore, the DMX address of the first Infinity should be 1(001); the DMX address of the second Infinity should be 1+18=19 (019); the DMX address of the third Infinity should be 19+18=37 (037), etc.

Please, be sure that you don't have any overlapping channels in order to control each Infinity correctly. If two or more Infinity's are addressed similarly, they will work similarly.

Controlling:

After having addressed all Infinity fixtures, you may now start operating these via your lighting controller. **Note:** After switching on, the Infinity will automatically detect whether DMX 512 data is received or not. If there is no data received at the DMX-input, the "**LED**" on the control panel will not flash. The problem may be:

- The XLR cable from the controller is not connected with the input of the Infinity.
- The controller is switched off or defective, the cable or connector is defective, or the signal wires are swapped in the input connector.

Note: It's necessary to insert a XLR termination plug (with 120 Ohm) in the last fixture in order to ensure proper transmission on the DMX data link.



Menu Overview





Main Menu Options



DMX address



Edit Mode



Settings Menu



Built-in Programs



Test Mode



Info

仚

Home



Edit Menu



Setting Mode



Address Setting



Infinity Logo



Up



Down



OK



Left



Right

1. DMX Addressing

With this menu you can set the DMX address.

- < > A



- 02) Now you <u>can</u> adjust the device's DMX settings.
- 03) Press the <u>button</u>, to co<u>nfirm. You</u> can choose from 512 different DMX addresses.
- 04) Press the and/or buttons to select the required address from 512
- 05) Once you have set the desired DMX address, press the button to store the settings.

2. Edit Mode

With this menu you can set your desired mode.



- 02) Press the button, to confirm. You can choose one of the 3 available modes.
- 03) Press the buttons to select the required mode:



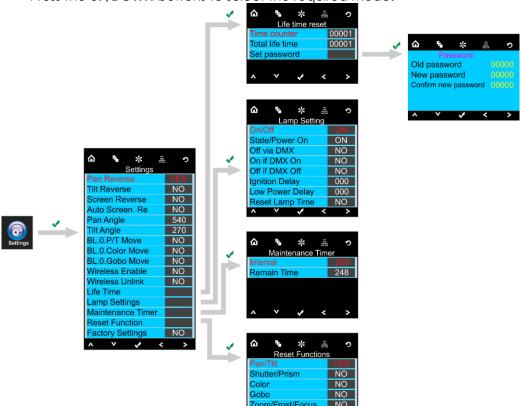
- 04) Once you have selected the desired mode, press the buttons to change the value from NO to YES.
- 05) Press the button to confirm your choice.
- 06) If the device has been set to MASTER MODE, all the connected slave devices will act the same as the master device.
- 07) If the device has been set to slave, it will react the same as its master device.

3. Settings Menu

With this menu you can set your desired mode.

01) Press the button and select

02) Press the **UP/DOWN** button, to confirm. You can choose 16 different modes. Press the **UP/DOWN** buttons to select the required mode:



- 03) Once you have selected the desired mode, press the buttons to change the value from NO to YES.
- 04) A couple of menus have more options than the regular YES or NO function:

Pan Angle: 540°, 360°, 180°
 Tilt Angle: 270°, 180°, 90°

3.1. Life Time

With this menu you can reset the device's counters.

- 01) Press the _____ buttons to select Life Time and press the _____ button to open the menu.
- 02) Press the buttons to choose one of the 3 reset options:
 - Time Counter (the time counter will be reset)
 - Total Life Time (the device's operation time counter will be reset)
 - Set Password
- 03) If you select <u>Time Counter or Total Life Time</u>, press the <u>button to open the selection menu</u>.
- 04) Press the buttons to choose either YES or NO. Press the button to confirm

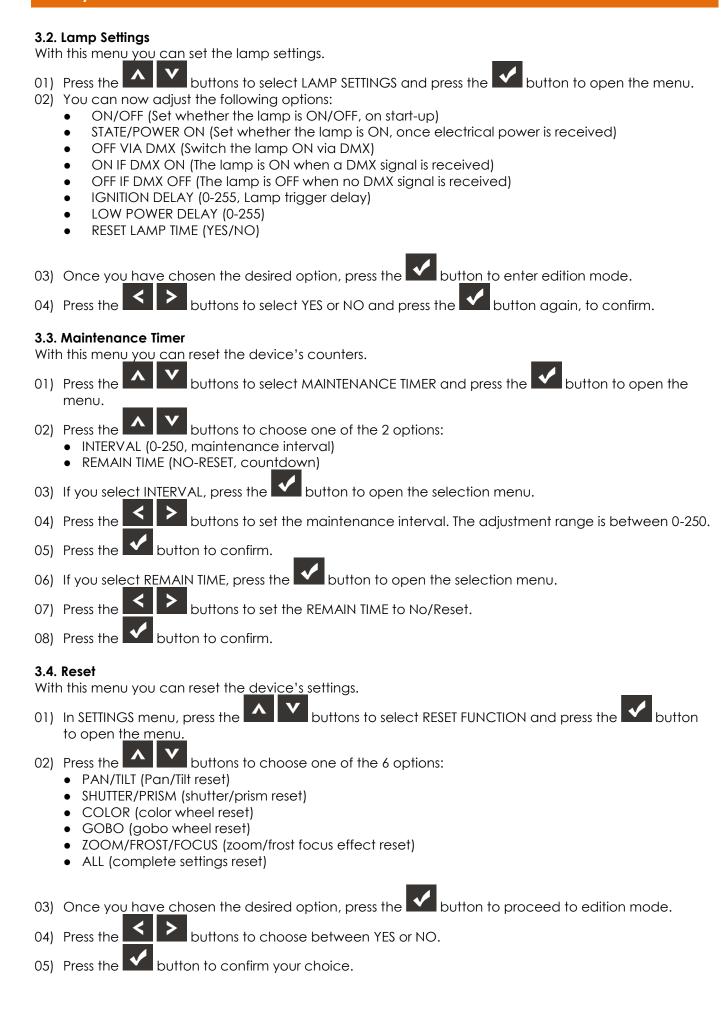
3.1.1. Set Password

With this menu you can set the new password for the device.

- 01) Press the _____ buttons to select Set Password and press the ____ button to open the menu.
- 02) The following screen will pop up:



- 03) Press the buttons to select the digit which you want to edit.
- 04) Press the buttons to adjust the values.





4. Built-in Programs

With this menu you can set the desired built-in program.



01) Press the button or press the < > ^ V

button to enter the menu.

buttons to select the desired built-in program.

Program Number 0	YES
Program Number 1	NO
Program Number 2	NO
Program Number 3	NO
Program Number 4	NO
Program Number 5	NO
Program Number 6	NO
Program Number 7	NO
Program Number 8	NO
Program Number 9	NO

button to confirm your choice.

buttons to choose either YES or NO and press the button to activate the desired built-in program.

5. Test Menu

With this menu you can set your desired mode.



- 03) Press the buttons to choose one of the 2 modes:
 - AUTO TEST
 - MANUAL TEST
- 04) Press the to confirm your choice.



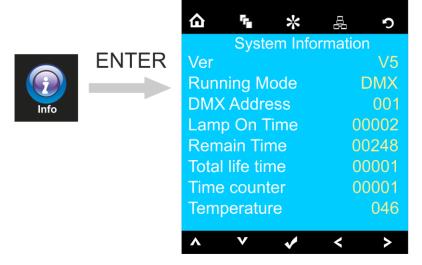
- 05) If you have selected AUTO TEST mode, the device will automatically test all its functions.
- 06) If you have selected MANUAL TEST mode, press the buttons to select the desired option.
- 07) Press the <u>button</u> to enter edition mode.
- 08) Press the buttons to change the values from 0 to 255.
- 09) Once you have adjusted the desired setting, press the button to store changes and test the function.

6. System Information

With this menu you can set your desired mode.



- 02) Press the button to enter the menu.
- 03) The display will show:



04) You can now monitor the device's status.

DMX Channels

18 Channels (Advanced)

Channel 1 – Horizontal movement (Pan)

Move the slider up, in order to move head horizontally (PAN).

Gradual head adjustment from one end of the slider to the other (0-255, 128-center).

The head can be turned by 540° and stopped at any position you wish.

Channel 2 – Vertical movement (Tilt)

Move the slider up, in order to move head vertically (TILT).

Gradual head adjustment from one end of the slider to the other (0-255, 128-center).

The head can be turned by 270° and stopped at any position you wish.

Channel 3 - Pan fine 16 bit

Channel 4 – Tilt fine 16 bit

Channel 5 - PAN/TILT Speed

0-255 From Max Speed (0) to Min. Speed (255)

Channel 6 – Dimmer intensity CH8 must be open

0-255 From black to brightest

Channel 7 – Dimmer Fine CH8 must be open

0-255 From black to brightest

Channel 8 – Shutter / Strobe 🛕 CH6 must be open 🛕

U-/	Close
8-15	Shutter open
16-131	Strobe effect, from slow to fast (0-10 flashes/sec.)
132-167	Fast close/shutter and slow opening, from slow to fast (0-10 flashes/sec.)
168-203	Slow close/shutter and fast opening, from slow to fast (0-10 flashes/sec.)
204-239	Pulse strobe effect, from slow to fast (0-10 flashes/sec.)
240-247	Random strobe effect, from slow to fast (0-10 flashes/sec.)
248-255	Shutter open



Channel 9 – Color wheel

Linear color change following the movement of the slider. Between 128-189 and 194-255, the color-wheel rotates continuously the so-called "Rainbow" effect.

0-4	Open / White
5-8	Red
9-12	Deep Yellow/Orange
13-16	Turquoise
17-20	Green
21-24	Light Green/Yellow
25-28	Light Blue/Purple
29-32	Rose Red
33-36	Light Yellow
37-40	Pink
41-44	Blue
45-48	Warm White
49-52	½ CTO
53-56	Cool White
57-60	UV
61-66	Open/Red
67-70	Red/Deep Yellow
71-75	Deep Yellow/Turquoise
76-79	Turquoise/Green
80-83	Green/Light Green
84-88	Light Green/Light Blue
89-92	Light Blue/Rose Red
93-97	Rose Red/Light Yellow
98-101	Light Yellow/Pink
102-105	Pink/Blue
106-110	Blue/Warm White
111-114	Warm White/½ CTO
115-119	½ CTO/Cool White
120-123	Cool White/UV
124-127	UV/Open
128-189	Counterclockwise rotation (CCW) rainbow effect from fast to slow
190-193	Stop
194-255	Clockwise rotation (CW) rainbow effect from slow to fast



•	orano o obo misori o obo onarco
0-3	Open / White
4-6	Gobo 1
7-9	Gobo 2
10-12	Gobo 3
13-15	Gobo 4
16-18	Gobo 5
19-21	Gobo 6
22-24	Gobo 7
25-27	Gobo 8
28-30	Gobo 9
31-33	Gobo 10
34-36	Gobo 11
37-39	Gobo 12
40-42	Gobo 13
43-45	Gobo 14
46-48	Gobo 15
49-51	Gobo 16
52-55	Gobo 17
56-59	Open / White





60-63	Gobo Shake 1 from slow to fast
64-67	Gobo Shake 2 from slow to fast
68-71	Gobo Shake 3 from slow to fast
72-75	Gobo Shake 4 from slow to fast
76-79	Gobo Shake 5 from slow to fast
80-83	Gobo Shake 6 from slow to fast
84-87	Gobo Shake 7 from slow to fast
88-91	Gobo Shake 8 from slow to fast
92-95	Gobo Shake 9 from slow to fast
96-99	Gobo Shake 10 from slow to fast
100-103	Gobo Shake 11 from slow to fast
104-107	Gobo Shake 12 from slow to fast
108-111	Gobo Shake 13 from slow to fast
112-115	Gobo Shake 14 from slow to fast
116-119	Gobo Shake 15 from slow to fast
120-123	Gobo Shake 16 from slow to fast
124-127	Gobo Shake 17 from slow to fast
128-189	Clockwise rotation (CW) rainbow effect from fast to slow
190-193	Open
194-255	Counterclockwise rotation (CCW) rainbow effect from slow to fast

Channel 11 - Prism

0-4	Not functional
5-255	8-facet Prism Effect

Channel 1	2 – Prism rotation 📤 CH11 must be set between 5-255 📤	
0-127	Prism-indexing	
100 100	Countarclackwise retation (CCW) from fast to slow	

0-127	Prism-indexing Prism-indexing
128-189	Counterclockwise rotation (CCW) from fast to slow
190-193	Stop
194-255	Clockwise rotation (CW) from slow to fast

Prism enlargement, from small to big



Channel 14 – Focus

0-255 Gradual focus adjustment, from big to small

Channel 15 – Frost Effect

Frost effect, from OFF to FULL

Channel 16 – Channel Functions 0-29 Not functional

0-29	Not functional
30-39	Regular Dim Mode
40-49	Linear Dim Mode
50-59	X/Y Fast Mode, after 3 seconds
60-69	X/Y Regular, after 3 seconds
70-79	Blackout during Pan/Tilt movement, after 3 seconds
80-89	Disable blackout during Pan/Tilt movement, after 3 seconds
90-99	Color wheel blackout during color wheel movement, after 3 seconds
100-109	Disable color wheel blackout during color wheel movement, after 3 seconds
110-119	Gobo wheel blackout during gobo wheel movement, after 3 seconds
120-129	Disable gobo wheel blackout during gobo wheel movement, after 3 seconds
130-139	Lamp On
140-149	Reset Pan/Tilt, after 3 seconds
150-159	Reset Color wheel rotation, after 3 seconds
160-169	Reset Gobo rotation, after 3 seconds



170-179	Reset Shutter/Prism, after 3 seconds
180-189	Not functional
190-199	Reset Frost Effect/Focus, after 3 seconds
200-209	Reset all, after 3 seconds
210-219	Blackout Pan/Tilt/Color wheel/Gobo wheel, after 3 seconds
220-229	Disable blackout Pan/Tilt/Color wheel/Gobo wheel, after 3 seconds
230-239	Lamp Off
240-247	X/Y Smoothing ON
248-255	X/Y Smoothing OFF

Channel 17 – Built-in Programs 🛕 CH6 and CH8 must be open 🛕		
0-7	Not functional	
8-15	Built-in Program 1	
16-23	Built-in Program 2	
24-31	Built-in Program 3	
32-39	Built-in Program 4	
40-47	Built-in Program 5	
48-55	Built-in Program 6	
56-63	Built-in Program 7	
64-71	Built-in Program 8	
72-79	Built-in Program 9	
80-87	Built-in Program 10	
88-95	Built-in Program 11	
96-103	Built-in Program 12	
104-111	Built-in Program 13	
112-119	Built-in Program 14	
120-127	Built-in Program 15	
128-135	Built-in Program 16	
136-143	Built-in Program 17	
144-151	Built-in Program 18	
152-159	Built-in Program 19	
160-167	Built-in Program 20	
168-175	Built-in Program 21	
176-183	Built-in Program 22	
184-191	Built-in Program 23	
192-199	Built-in Program 24	
200-207	Built-in Program 25	
208-215	Built-in Program 26	
216-223	Built-in Program 27	
224-231	Built-in Program 28	
232-239	Built-in Program 29	
240-247	Built-in Program 30	
248-255	Built-in Program 31	

Channel 18 – Built-in program speed CH17 must be set between 8-255 0-255 From fast to slow

Ordercode: 41530 26



15 Channels (Basic)

Channel 1 – Horizontal movement (Pan)

Move the slider up, in order to move head horizontally (PAN).

Gradual head adjustment from one end of the slider to the other (0-255, 128-center).

The head can be turned by 540° and stopped at any position you wish.

Channel 2 – Vertical movement (Tilt)

Move the slider up, in order to move head vertically (TILT).

Gradual head adjustment from one end of the slider to the other (0-255, 128-center).

The head can be turned by 270° and stopped at any position you wish.

Channel 3 - Pan fine 16 bit

Channel 4 - Tilt fine 16 bit

Channel 5 - PAN/TILT Speed

0-255 From Max Speed (0) to Min. Speed (255)

Channel 6 – Dimmer intensity 🛕 CH7 must be open

0-255 From black to brightest

Channel 7 – Shutter / Strobe 🛕 CH6 must be open

0-7	Close
8-15	Shutter open
16-131	Strobe effect, from slow to fast (0-10 flashes/sec.)
132-167	Fast close/shutter and slow opening, from slow to fast (0-10 flashes/sec.)
168-203	Slow close/shutter and fast opening, from slow to fast (0-10 flashes/sec.)
204-239	Pulse strobe effect, from slow to fast (0-10 flashes/sec.)
240-247	Random strobe effect, from slow to fast (0-10 flashes/sec.)
248-255	Shutter open

Channel 8 - Color wheel

Linear color change following the movement of the slider. Between 128-189 and 194-255, the color-wheel rotates continuously the so-called "Rainbow" effect.

0-4	Open / White
5-8	Red
9-12	Deep Yellow/Orange
13-16	Turquoise
17-20	Green
21-24	Light Green/Yellow
25-28	Light Blue/Purple
29-32	Rose Red
33-36	Light Yellow
37-40	Pink
41-44	Blue
45-48	Warm White
49-52	½ CTO
53-56	Cool White
57-60	UV
61-66	Open/Red
67-70	Red/Deep Yellow
71-75	Deep Yellow/Turquoise
76-79	Turquoise/Green
80-83	Green/Light Green
84-88	Light Green/Light Blue
89-92	Light Blue/Rose Red

93-97	Rose Red/Light Yellow
98-101	Light Yellow/Pink
102-105	Pink/Blue
106-110	Blue/Warm White
111-114	Warm White/½ CTO
115-119	½ CTO/Cool White
120-123	Cool White/UV
124-127	UV/Open
128-189	Counterclockwise rotation (CCW) rainbow effect from fast to slow
190-193	Stop
194-255	Clockwise rotation (CW) rainbow effect from slow to fast

Channel 9 – Static Gobo-wheel + Gobo Shake

Ciluiniei 7	- Sidile Gobo Sildke
0-3	Open / White
4-6	Gobo 1
7-9	Gobo 2
10-12	Gobo 3
13-15	Gobo 4
16-18	Gobo 5
19-21	Gobo 6
22-24	Gobo 7
25-27	Gobo 8
28-30	Gobo 9
31-33	Gobo 10
34-36	Gobo 11
37-39	Gobo 12
40-42	Gobo 13
43-45	Gobo 14
46-48	Gobo 15
49-51	Gobo 16
52-55	Gobo 17
56-59	Open / White
60-63	Gobo Shake 1 from slow to fast
64-67	Gobo Shake 2 from slow to fast
68-71	Gobo Shake 3 from slow to fast
72-75	Gobo Shake 4 from slow to fast
76-79	Gobo Shake 5 from slow to fast
80-83	Gobo Shake 6 from slow to fast
84-87	Gobo Shake 7 from slow to fast
88-91	Gobo Shake 8 from slow to fast
92-95	Gobo Shake 9 from slow to fast
96-99	Gobo Shake 10 from slow to fast
100-103	Gobo Shake 11 from slow to fast
104-107	Gobo Shake 12 from slow to fast
108-111	Gobo Shake 13 from slow to fast
112-115	Gobo Shake 14 from slow to fast
116-119	Gobo Shake 15 from slow to fast
120-123	Gobo Shake 16 from slow to fast
124-127	Gobo Shake 17 from slow to fast
128-189	Clockwise rotation (CW) rainbow effect from fast to slow
190-193	Open
194-255	Counterclockwise rotation (CCW) rainbow effect from slow to fast
	<u> </u>



Channel 10 – Prism

0-4	Not tunctional
5-255	8-facet Prism Effect



Channel 11 – Prism rotation CH10 must be set between 5-255



0-127	Prism-indexing
128-189	Counterclockwise rotation (CCW) from fast to slow
190-193	Stop
194-255	Clockwise rotation (CW) from slow to fast

Channel 12 – Prism Enlargement 🕰 CH10 must be set between 5-255 🗘



Prism enlargement, from small to big

Channel 13 - Focus

Gradual focus adjustment, from big to small

Channel 14 – Frost Effect

Frost effect, from OFF to FULL 0-255

Channel 15 – Channel Functions

30-39 Regular Dim Mode 40-49 Linear Dim Mode 50-59 X/Y Fast Mode, after 3 seconds 60-69 X/Y Regular, after 3 seconds 70-79 Blackout during Pan/Tilt movement, after 3 seconds 80-89 Disable blackout during Pan/Tilt movement, after 3 seconds 90-99 Color wheel blackout during color wheel movement, after 3 seconds 100-109 Disable color wheel blackout during color wheel movement, after 3 seconds 110-119 Gobo wheel blackout during gobo wheel movement, after 3 seconds 120-129 Disable gobo wheel blackout during gobo wheel movement, after 3 seconds 130-139 Lamp On 140-149 Reset Pan/Tilt, after 3 seconds 150-159 Reset Color wheel rotation, after 3 seconds 160-169 Reset Gobo rotation, after 3 seconds 170-179 Reset Shutter/Prism, after 3 seconds 180-189 Not functional 190-199 Reset Frost Effect/Focus, after 3 seconds 200-209 Reset all, after 3 seconds 210-219 Disable blackout Pan/Tilt/Color wheel/Gobo wheel, after 3 seconds 230-239 Lamp Off 240-247 X/Y Smoothing ON 248-255 X/Y Smoothing OFF	0-29	Not functional
50-59 X/Y Fast Mode, after 3 seconds 60-69 X/Y Regular, after 3 seconds 70-79 Blackout during Pan/Tilt movement, after 3 seconds 80-89 Disable blackout during Pan/Tilt movement, after 3 seconds 90-99 Color wheel blackout during color wheel movement, after 3 seconds 100-109 Disable color wheel blackout during color wheel movement, after 3 seconds 110-119 Gobo wheel blackout during gobo wheel movement, after 3 seconds 120-129 Disable gobo wheel blackout during gobo wheel movement, after 3 seconds 130-139 Lamp On 140-149 Reset Pan/Tilt, after 3 seconds 150-159 Reset Color wheel rotation, after 3 seconds 160-169 Reset Gobo rotation, after 3 seconds 170-179 Reset Shutter/Prism, after 3 seconds 180-189 Not functional 190-199 Reset Frost Effect/Focus, after 3 seconds 200-209 Reset all, after 3 seconds 210-219 Blackout Pan/Tilt/Color wheel/Gobo wheel, after 3 seconds 220-229 Disable blackout Pan/Tilt/Color wheel/Gobo wheel, after 3 seconds 230-239 Lamp Off 240-247 X/Y Smoothing ON	30-39	Regular Dim Mode
60-69 X/Y Regular, after 3 seconds 70-79 Blackout during Pan/Tilt movement, after 3 seconds 80-89 Disable blackout during Pan/Tilt movement, after 3 seconds 90-99 Color wheel blackout during color wheel movement, after 3 seconds 100-109 Disable color wheel blackout during color wheel movement, after 3 seconds 110-119 Gobo wheel blackout during gobo wheel movement, after 3 seconds 120-129 Disable gobo wheel blackout during gobo wheel movement, after 3 seconds 130-139 Lamp On 140-149 Reset Pan/Tilt, after 3 seconds 150-159 Reset Color wheel rotation, after 3 seconds 160-169 Reset Gobo rotation, after 3 seconds 170-179 Reset Shutter/Prism, after 3 seconds 180-189 Not functional 190-199 Reset Frost Effect/Focus, after 3 seconds 200-209 Reset all, after 3 seconds 210-219 Blackout Pan/Tilt/Color wheel/Gobo wheel, after 3 seconds 220-229 Disable blackout Pan/Tilt/Color wheel/Gobo wheel, after 3 seconds 230-239 Lamp Off 240-247 X/Y Smoothing ON	40-49	Linear Dim Mode
70-79 Blackout during Pan/Tilt movement, after 3 seconds 80-89 Disable blackout during Pan/Tilt movement, after 3 seconds 90-99 Color wheel blackout during color wheel movement, after 3 seconds 100-109 Disable color wheel blackout during color wheel movement, after 3 seconds 110-119 Gobo wheel blackout during gobo wheel movement, after 3 seconds 120-129 Disable gobo wheel blackout during gobo wheel movement, after 3 seconds 130-139 Lamp On 140-149 Reset Pan/Tilt, after 3 seconds 150-159 Reset Color wheel rotation, after 3 seconds 160-169 Reset Gobo rotation, after 3 seconds 170-179 Reset Shutter/Prism, after 3 seconds 180-189 Not functional 190-199 Reset Frost Effect/Focus, after 3 seconds 200-209 Reset all, after 3 seconds 210-219 Blackout Pan/Tilt/Color wheel/Gobo wheel, after 3 seconds 230-239 Lamp Off 240-247 X/Y Smoothing ON	50-59	X/Y Fast Mode, after 3 seconds
80-89 Disable blackout during Pan/Tilt movement, after 3 seconds 90-99 Color wheel blackout during color wheel movement, after 3 seconds 100-109 Disable color wheel blackout during color wheel movement, after 3 seconds 110-119 Gobo wheel blackout during gobo wheel movement, after 3 seconds 120-129 Disable gobo wheel blackout during gobo wheel movement, after 3 seconds 130-139 Lamp On 140-149 Reset Pan/Tilt, after 3 seconds 150-159 Reset Color wheel rotation, after 3 seconds 160-169 Reset Gobo rotation, after 3 seconds 170-179 Reset Shutter/Prism, after 3 seconds 180-189 Not functional 190-199 Reset Frost Effect/Focus, after 3 seconds 200-209 Reset all, after 3 seconds 210-219 Blackout Pan/Tilt/Color wheel/Gobo wheel, after 3 seconds 220-229 Disable blackout Pan/Tilt/Color wheel/Gobo wheel, after 3 seconds 230-239 Lamp Off 240-247 X/Y Smoothing ON	60-69	X/Y Regular, after 3 seconds
90-99 Color wheel blackout during color wheel movement, after 3 seconds 100-109 Disable color wheel blackout during color wheel movement, after 3 seconds 110-119 Gobo wheel blackout during gobo wheel movement, after 3 seconds 120-129 Disable gobo wheel blackout during gobo wheel movement, after 3 seconds 130-139 Lamp On 140-149 Reset Pan/Tilt, after 3 seconds 150-159 Reset Color wheel rotation, after 3 seconds 160-169 Reset Gobo rotation, after 3 seconds 170-179 Reset Shutter/Prism, after 3 seconds 180-189 Not functional 190-199 Reset Frost Effect/Focus, after 3 seconds 200-209 Reset all, after 3 seconds 210-219 Blackout Pan/Tilt/Color wheel/Gobo wheel, after 3 seconds 220-229 Disable blackout Pan/Tilt/Color wheel/Gobo wheel, after 3 seconds 230-239 Lamp Off 240-247 X/Y Smoothing ON	70-79	Blackout during Pan/Tilt movement, after 3 seconds
Disable color wheel blackout during color wheel movement, after 3 seconds 110-119 Gobo wheel blackout during gobo wheel movement, after 3 seconds 120-129 Disable gobo wheel blackout during gobo wheel movement, after 3 seconds 130-139 Lamp On 140-149 Reset Pan/Tilt, after 3 seconds 150-159 Reset Color wheel rotation, after 3 seconds 160-169 Reset Gobo rotation, after 3 seconds 170-179 Reset Shutter/Prism, after 3 seconds 180-189 Not functional 190-199 Reset Frost Effect/Focus, after 3 seconds 200-209 Reset all, after 3 seconds 210-219 Blackout Pan/Tilt/Color wheel/Gobo wheel, after 3 seconds 220-229 Disable blackout Pan/Tilt/Color wheel/Gobo wheel, after 3 seconds 230-239 Lamp Off 240-247 X/Y Smoothing ON	80-89	Disable blackout during Pan/Tilt movement, after 3 seconds
110-119 Gobo wheel blackout during gobo wheel movement, after 3 seconds 120-129 Disable gobo wheel blackout during gobo wheel movement, after 3 seconds 130-139 Lamp On 140-149 Reset Pan/Tilt, after 3 seconds 150-159 Reset Color wheel rotation, after 3 seconds 160-169 Reset Gobo rotation, after 3 seconds 170-179 Reset Shutter/Prism, after 3 seconds 180-189 Not functional 190-199 Reset Frost Effect/Focus, after 3 seconds 200-209 Reset all, after 3 seconds 210-219 Blackout Pan/Tilt/Color wheel/Gobo wheel, after 3 seconds 220-229 Disable blackout Pan/Tilt/Color wheel/Gobo wheel, after 3 seconds 230-239 Lamp Off 240-247 X/Y Smoothing ON	90-99	Color wheel blackout during color wheel movement, after 3 seconds
Disable gobo wheel blackout during gobo wheel movement, after 3 seconds 130-139	100-109	Disable color wheel blackout during color wheel movement, after 3 seconds
130-139 Lamp On 140-149 Reset Pan/Tilt, after 3 seconds 150-159 Reset Color wheel rotation, after 3 seconds 160-169 Reset Gobo rotation, after 3 seconds 170-179 Reset Shutter/Prism, after 3 seconds 180-189 Not functional 190-199 Reset Frost Effect/Focus, after 3 seconds 200-209 Reset all, after 3 seconds 210-219 Blackout Pan/Tilt/Color wheel/Gobo wheel, after 3 seconds 220-229 Disable blackout Pan/Tilt/Color wheel/Gobo wheel, after 3 seconds 230-239 Lamp Off 240-247 X/Y Smoothing ON	110-119	Gobo wheel blackout during gobo wheel movement, after 3 seconds
140-149 Reset Pan/Tilt, after 3 seconds 150-159 Reset Color wheel rotation, after 3 seconds 160-169 Reset Gobo rotation, after 3 seconds 170-179 Reset Shutter/Prism, after 3 seconds 180-189 Not functional 190-199 Reset Frost Effect/Focus, after 3 seconds 200-209 Reset all, after 3 seconds 210-219 Blackout Pan/Tilt/Color wheel/Gobo wheel, after 3 seconds 220-229 Disable blackout Pan/Tilt/Color wheel/Gobo wheel, after 3 seconds 230-239 Lamp Off 240-247 X/Y Smoothing ON	120-129	Disable gobo wheel blackout during gobo wheel movement, after 3 seconds
150-159 Reset Color wheel rotation, after 3 seconds 160-169 Reset Gobo rotation, after 3 seconds 170-179 Reset Shutter/Prism, after 3 seconds 180-189 Not functional 190-199 Reset Frost Effect/Focus, after 3 seconds 200-209 Reset all, after 3 seconds 210-219 Blackout Pan/Tilt/Color wheel/Gobo wheel, after 3 seconds 220-229 Disable blackout Pan/Tilt/Color wheel/Gobo wheel, after 3 seconds 230-239 Lamp Off 240-247 X/Y Smoothing ON	130-139	Lamp On
160-169 Reset Gobo rotation, after 3 seconds 170-179 Reset Shutter/Prism, after 3 seconds 180-189 Not functional 190-199 Reset Frost Effect/Focus, after 3 seconds 200-209 Reset all, after 3 seconds 210-219 Blackout Pan/Tilt/Color wheel/Gobo wheel, after 3 seconds 220-229 Disable blackout Pan/Tilt/Color wheel/Gobo wheel, after 3 seconds 230-239 Lamp Off 240-247 X/Y Smoothing ON	140-149	Reset Pan/Tilt, after 3 seconds
170-179 Reset Shutter/Prism, after 3 seconds 180-189 Not functional 190-199 Reset Frost Effect/Focus, after 3 seconds 200-209 Reset all, after 3 seconds 210-219 Blackout Pan/Tilt/Color wheel/Gobo wheel, after 3 seconds 220-229 Disable blackout Pan/Tilt/Color wheel/Gobo wheel, after 3 seconds 230-239 Lamp Off 240-247 X/Y Smoothing ON	150-159	Reset Color wheel rotation, after 3 seconds
180-189 Not functional 190-199 Reset Frost Effect/Focus, after 3 seconds 200-209 Reset all, after 3 seconds 210-219 Blackout Pan/Tilt/Color wheel/Gobo wheel, after 3 seconds 220-229 Disable blackout Pan/Tilt/Color wheel/Gobo wheel, after 3 seconds 230-239 Lamp Off 240-247 X/Y Smoothing ON	160-169	Reset Gobo rotation, after 3 seconds
190-199 Reset Frost Effect/Focus, after 3 seconds 200-209 Reset all, after 3 seconds 210-219 Blackout Pan/Tilt/Color wheel/Gobo wheel, after 3 seconds 220-229 Disable blackout Pan/Tilt/Color wheel/Gobo wheel, after 3 seconds 230-239 Lamp Off 240-247 X/Y Smoothing ON	170-179	Reset Shutter/Prism, after 3 seconds
200-209 Reset all, after 3 seconds 210-219 Blackout Pan/Tilt/Color wheel/Gobo wheel, after 3 seconds 220-229 Disable blackout Pan/Tilt/Color wheel/Gobo wheel, after 3 seconds 230-239 Lamp Off 240-247 X/Y Smoothing ON	180-189	Not functional
210-219 Blackout Pan/Tilt/Color wheel/Gobo wheel, after 3 seconds 220-229 Disable blackout Pan/Tilt/Color wheel/Gobo wheel, after 3 seconds 230-239 Lamp Off 240-247 X/Y Smoothing ON	190-199	Reset Frost Effect/Focus, after 3 seconds
220-229 Disable blackout Pan/Tilt/Color wheel/Gobo wheel, after 3 seconds 230-239 Lamp Off 240-247 X/Y Smoothing ON	200-209	Reset all, after 3 seconds
230-239 Lamp Off 240-247 X/Y Smoothing ON	210-219	Blackout Pan/Tilt/Color wheel/Gobo wheel, after 3 seconds
240-247 X/Y Smoothing ON	220-229	Disable blackout Pan/Tilt/Color wheel/Gobo wheel, after 3 seconds
	230-239	Lamp Off
248-255 X/Y Smoothing OFF	240-247	X/Y Smoothing ON
	248-255	X/Y Smoothing OFF

Channel Settings

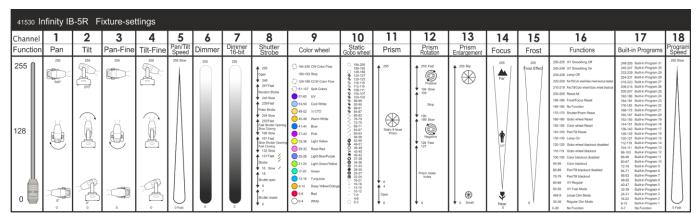


Fig. 11

Maintenance

The Infinity iB-5R requires almost no maintenance. However, you should keep the unit clean. Otherwise, the fixture's light-output will be significantly reduced. Disconnect the mains power supply and then wipe the cover with a damp cloth. Wipe the front glass panel clean with glass cleaner and a soft cloth. Do not use alcohol or solvents. The front glass panel will require weekly cleaning, as smoke-fluid tends to build up residues, reducing the light output very quickly. Do not immerse in liquid.

The cooling fans, color wheel, the gobo wheel and the internal lenses should be cleaned monthly with a soft brush.

Please clean internal components once a year with a light brush and vacuum cleaner.

Keep connections clean. Disconnect electric power, and then wipe the DMX and audio connections with a damp cloth. Make sure connections are thoroughly dry before linking equipment or supplying electric power.

The operator has to make sure that safety-related and machine-technical installations are to be inspected by an expert after every year in the course of an acceptance test.

The operator has to make sure that safety-related and machine-technical installations are to be inspected by a skilled person once a year.

The following points have to be considered during the inspection:

- 01) All screws used for installing the device or parts of the device have to be tightly connected and must not be corroded.
- 02) There may not be any deformations on housings, fixations and installation spots.
- 03) Mechanically moving parts like axles, eyes and others may not show any traces of wearing.
- 04) The electric power supply cables must not show any damages or material fatigue.

Changing the Lamp

- 01) Disconnect mains power supply.
- 02) Follow directions for installing a new lamp, pages 8-9.

Replacing the Fuse

Power surges, short-circuit or inappropriate electrical power supply may cause a fuse to burn out. If the fuse burns out, the product will not function whatsoever. If this happens, follow the directions below.

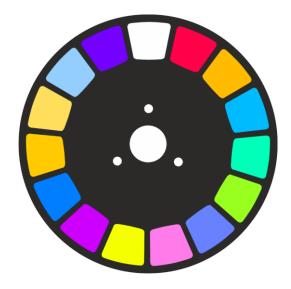
- 01) Unplug the unit from electric power source.
- 02) Insert a screwdriver into the slot in the fuse cover. Turn the screwdriver to the left, at the same time gently push a bit (Turn and Push). The fuse will come out.
- 03) Remove the used fuse. If brown or unclear, it is burned out.
- 04) Insert the replacement fuse into the holder where the old fuse was. Reinsert the fuse cover. Be sure to use a fuse of the same type and specification. See the product specification label for details.



Static Gobo Wheel and Color Wheel







Color wheel

Troubleshooting

No Light

This troubleshooting guide is meant to help solve simple problems.

If a problem occurs, carry out the steps below in sequence until a solution is found. Once the unit operates properly, do not carry out following steps.

If the light effect does not operate properly, refer servicing to a technician.

Suspect four potential problem areas as: factory reset, the power supply, the lamp, the fuse.

- 01) First try to reset the device to its default settings (3-Settings Menu see page 17).
- 02) Power supply. Check that the unit is plugged into an appropriate power supply.
- 03) The lamp. Replace the lamp. See pages 8-9 for replacing the lamp.
- 04) The fuse. Replace the fuse. See page 30 for replacing the fuse.
- 05) If all of the above appears to be O.K., plug the unit in again.
- 06) If you are unable to determine the cause of the problem, do not open the Infinity, as this may damage the unit and the warranty will become void.
- 07) Return the device to your Infinity dealer.

No Response to DMX

Suspect the DMX cable or connectors, a controller malfunction, a light effect DMX card malfunction.

- 01) Check the DMX setting. Make sure that DMX addresses are correct.
- 02) Check the DMX cable: Unplug the unit; change the DMX cable; then reconnect to electrical power. Try your DMX control again.
- 03) Determine whether the controller or light effect is at fault. Does the controller operate properly with other DMX products? If not, take the controller in for repair. If so, take the DMX cable and the light effect to a qualified technician.

See next page for more problem solving.



Problem	Probable cause(s)	Remedy
One or more fixtures do not	No power to the fixture.	Check if power is switched on and cables are plugged in.
function at all.	Primary fuse blown.	Replace fuse.
Fixtures reset correctly, but all respond erratically or not at all to the controller.	The controller is not connected. 3-pin XLR Out of the controller does not match XLR Out of the first fixture on the link (i.e. signal is reversed).	 Connect controller. Install a phase reversing cable between the controller and the first fixture on the link.
	Poor data quality	Check data quality. If much lower than 100 percent, the problem may be a bad data link connection, poor quality or broken cables, missing termination plug, or a defective fixture disturbing the link.
Fixtures reset	Bad data link connection	Inspect connections and cables. Correct poor connections. Repair or replace damaged cables.
correctly, but some respond erratically	Data link not terminated with 120 Ohm termination plug.	 Insert termination plug in output jack of the last fixture on the link.
or not at all to the controller.	Incorrect addressing of the fixtures. One of the fixtures is defective and disturbs data transmission on the link.	 Check address setting. Bypass one fixture at a time until normal operation is regained: unplug both connectors and connect them directly together. Have the defective fixture serviced by a qualified technician.
	3-pin XLR Out on the fixtures does not match (pins 2 and 3 reversed).	Install a phase-reversing cable between the fixtures or swap pin 2 and 3 in the fixture that behaves erratically.
Shutter closes suddenly	The color wheel, gobo wheel or a gobo has lost its index position and the fixture is resetting the effect.	Contact a technician for servicing the problem persists.
No light or lamp cuts out	Fixture is too hot.	 Allow fixture to cool. Clean fan. Make sure air vents and front lens are not blocked. Turn up the air conditioning .
intermittently	Lamp is damaged	Disconnect fixture and replace the lamp.
	The power supply settings do not match local AC voltage and frequency.	Disconnect fixture. Check settings and correct if necessary.



Product Specifications

Model:	Leficity in ED		
}	Infinity iB-5R		
<u> </u>	100-240V AC		
	385W max. at full output F7AL / 250V		
<u> </u>	346 x 417 x 490 mm (LxWxH)		
<u>}</u>			
weigiii.	20,5 kg		
Operation and Programming			
	pin 1 earth, pin 2 (-), pin 3 (+)		
	LCD control panel		
	8-16 bit		
	15, 18 channels		
	3-pin and 5-pin XLR IN		
Signal output:	3-pin and 5-pin XLR OUT		
Lamp	0 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1		
Allowed lamp models*:	Osram Sirius HRI 230W (8000K, 9500lm, 2500h) ordercode 81014 (included)		
Electro-mechanical effects			
DMX-control via standard DMX-control via	ntroller		
 User-selectable Pan & Tilt ranges, 5 	40° / 360° / 180° / 90°		
Reverse Pan / Tilt movement			
Special: Pan / Tilt movement, Color	r. Gobo blackout		
• Pan 0° 540°, Tilt 0° 270°			
Pan/Tilt resolution: 16 bit			
 Control: DMX-512, Built-in programs 			
-			
Gobo wheel: Static gobo wheel with 17 metal gobos and open			
 	Gobo functions: Gobo-flow effect, Gobo shake		
Color wheel: 14 dichroic-filters and			
Color functions: Split colors, Rainbo	w-flow effect		
<u> </u>	Rotation: Bi-directional		
Prism: 8-facet prism			
Frost filter: Yes			
Color temp.: 8000K	Color temp.: 8000K		
Lamp socket: E20.6	• Lamp socket: E20.6		
Beam Angle: 1°-3,8° Electronic adjustment			
• Dimmer: 0-100%			
Strobe: 0-20Hz			
Focus: Motorized focus			
Housing: Black metal & flame-retardant plastic			
Cabaa			
Gobos Color wheel: heat-resistant and intensify glass; dichroic glas coating			
Max. ambient temperature t_a :	40°C; Max. housing temperature t_B : 60°C		
Motor:	high quality stepping-motor controlled by microprocessors		
Minimum distance:			
Minimum distance from flammable surfo			
Minimum distance to lighted object:	12m		

 $^{^{*}}$: Versions for other lamps may be produced. Please check the specification label on your product.

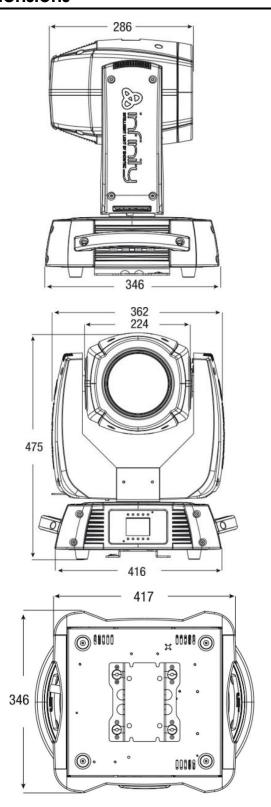
Design and product specifications are subject to change without prior notice.

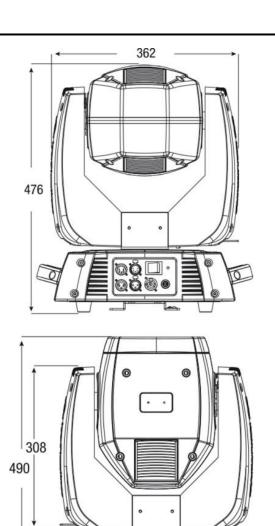


Website: www.highlite.nl Email: service@highlite.nl



Dimensions







100

