## BOEYE 4019



USER MANUAL

Thank you for your patronage!
We are confident that our excellent products and service can satisfy you.
For your own safety, please read this user manual carefully before installing the device.
In order to install, operate, and maintain the lighting safety correctly.
We suggest that the installation and operation should be done by the verified technician and follow the instruction strictly.


CAUTION!
Keep this device away from rain and moisture!


## CAUTION!

Unplug mains lead before opening the housing!

Every person involved with the installation, operation and maintenance of this device has to:
-be qualified
-follow carefully the instructions of this manual

## INTRODUCTION:

Thank you for having chosen this professional moving head.
You will see you have acquired a powerful and versatile device.
Unpack the device. Inside the carton box you should find:

1. One power in cable\&power out connector
2. One 3Pin DMX cable
3. Two C omega clamps
4. One safety rope
5. One English user manual
(Flight case, Clamps are optional, please contact your dealer)
Please check carefully that there is no damage caused by transportation. Should there be any questions, please consult your dealer and don't install this device.

## GENERAL GUIDELINES

This device is a lighting effect for a professional use on stages, TV, in discotheques, theaters, etc., The device was designed for indoor use only.

This fixture is only allowed to be operated with the max alternating current which stated in the technical specifications in $6^{\text {th }}$ page of this manual.
Lighting effects are not designed for permanent operation. Consistent operation breaks may ensure that the device will serve you for a long time without defects.

Do not shake the device. Avoid brute force when installing or operating the device.
While choosing the installation-spot, please make sure that the device is not exposed to extreme heat, moisture or dust. Please don't project the beam onto combustible substances. The minimum distance between light-output from the projector and the illuminated surface must be more than 0,5 meter.
If you use the quick lock cam in hanging up the fixture, please make sure the quick lock fasteners
turned in the quick lock holes correctly.
Operate the device only after having familiarized with its functions. Do not permit operation by persons not qualified for operating the device. Most damages are the result of unprofessional operation.

Please use the original packaging if the device is to be transported.
For safety reasons, please be aware that all modifications on the device are forbidden. If this device will be operated in any way different to the one described in this manual, the product may suffer damages and the guarantee becomes void. Furthermore, any other operation may lead to short-circuit, burns, electric shock, crash, etc.

## SAFETY INSTRUCTIONS

## CAUTION!

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Be careful with your operations. With a dangerous voltage you can suffer a dangerous electric shock when touching wires!

This device has left the factory in perfect condition. In order to maintain this 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 user manual.

1. In order to guarantee the product's life, please don't put it in the damp places or even the environment over 60degress.
2. Always mount this unit in safe and stable matter.

The qualified professionals are allowed to carry out the lamp installation, operation and maintenance, but they must guarantee to operate in strict accordance with the instructions referred to.
A Important:
Damages caused by the disregard of this user manual are not subject to warranty.
The dealer will not accept liability for any resulting defects or problems.
If the device has been exposed to temperature changes due to environmental changes, do not switch it on immediately. The arising condensation could damage the device. Leave the device switched off until it has reached room temperatures.
This device falls under protection-class I. Therefore it is essential that the device be earthed.
The electric connection must carry out by qualified person.

Make sure the power cord is never crimped or damaged by sharp edges. If this would be the case, replacement of the cable must be done by an authorized dealer.

Always disconnect from the mains, when the device is not in use or before cleaning it. Only handle the power cord by the plug. Never pull out the plug by tugging the power cord.
During initial start-up some smoke or smell may arise. This is a normal process and does not necessarily mean that the device is defective, it should decrease gradually.
Please don't project the beam onto combustible substances.
If the external flexible cable or cord of this luminaire is damaged, it shall be exclusively replaced by the manufacturer or his service agent or a similar qualified person in order to avoid a hazard.


## CAUTION!

Never touch the device during operation!
The housing may heat up!

## CAUTION!

Never look directly into the light source, As sensitive persons may suffer an epileptic shock.

Please be aware that damages caused by manual modifications to be the device are not subject to warranty. Keep away from children and non-professionals. CLEANING AND MAINTENANCE

1. To reduce the risk of electrical shock or fire, do not expose this unit to rain or moisture.
2. Do not spill water or other liquids into or on to your unit.
3. During long periods of non-use, disconnect the unit's main power.
4. It should be installed in a well-ventilated place, at a distance of 50 centimeters or more with the walls. At the same time, please check if the fan and ventilation holes are unobstructed.

The following points have to be considered during the inspection

1) All screws for installing the devices or parts of the device have to be tightly connected and must not be corroded.
2) There must not be any deformations on the housing. Fixations and installations spots(ceiling, suspension, trussing).
3) Mechanically moved parts must not show any traces of wearing and must not rotate with unbalances.
4) The electric power supply cables must not show any damage, material fatigue or sediments. Further instructions depending on the installation spot and usage have to be adhered by a skilled installer and any safety problems have to be removed.

## CAUTION!



Disconnect from mains before starting maintenance operation!

In order to make the lights in good condition and extend the life time, we suggest a regular cleaning to the lights.

1) Clean the inside and outside lens each week to avoid the weakness of the lights due to accumulation of dust.
2) Clean the fan each week.
3) A detailed electric check by approved electrical engineer each three month, make sure that the circuit contacts are in good condition, prevent the poor contact of circuit from overheating.

We recommend a frequent cleaning of the device. Please use a moist, lint-free cloth. Never use alcohol or solvents.

## TECHNICAL PARAMETERS

## Power supply

AC110-240V $50 / 60 \mathrm{~Hz}$
Power consumption: 800W

## Light source

19*40W RGBW 4 in1 Osram LEDs
Individual LED control
Average life: $50,000 \mathrm{hrs}$
Color temperature: 2500K-8000K

## Effect

Zoom angle: 4-60
Wash/Beam/Graphic/Effects function
Front lens can rotated infinity
With "vortex" and "kaleidoscope" effects
Variable built-in dynamic effects
4 Liner dimming curves
2 color mode (RGBW / CMY)
Strobe: 1-25 hz, random and pulse flash

## Control

Pan/Tilt: 540/270 ${ }^{\circ}$
Control mode: DMX512
DMX channels: 21/35/78/92/97
Powercon in and out, XLR in \& out: 3-pin
Size: $46.3 \times 33.3 \times 46.2 \mathrm{~cm}$
Net weight: 20.35 kg

Fixture Size


## MOUNTING AND INSTALLATION

## Cautions:

For added protection mount the fixtures in areas outside walking paths, seating areas, or in areas were the fixture might be reached by unauthorized personnel.
Before mounting the fixture to any surface, make sure that the installation area can hold a minimum point load of 10 times the device's weight.
Fixture installation must always be secured with a secondary safety attachment, such as an appropriate safety cable.

Never stand directly below the device when mounting, removing, or servicing the fixture from a periodic safety inspection of all installation material and the fixture. If you lack these qualifications, do not attempt the installation yourself. Improper installation can result in bodily injury.
Be sure to complete all rigging and installation procedures before connecting the main power cord to the appropriate wall outlet.
Clamp Mounting: The B-Eye provides a unique mounting bracket assembly that integrates the bottom of the base, the included "Omega Bracket," and the safety cable rigging point in one unit (see the illustration below). When mounting this fixture to truss be sure to secure an appropriately rated clamp to the included omega bracket using a M10 screw fitted through the center hole of the "omega bracket". As an added safety measure be sure to attached at least one properly rated safety cable to the fixture using on of the safety cable rigging point integrated in the base assembly.


Regardless of the rigging option you choose for your B-Eye, always be sure to secure your fixture with a safety cable. The fixture provides a built-in rigging point for a safety cable on the hanging bracket as illustrated above. Be sure to only use the designated rigging point for the safety cable and never secure a safety cable to a carrying handle.

## DMX-512 CONTROL CONNECTIONS

Connect the provided XLR cable to the female 3-pin XLR output of your controller and the other side to the male 3-pin XLR input of the moving head. You can chain multiple Moving heads be connected together through serial linking. The cable needed should be two core, screened cable with XLR input and output connectors. Please refer to the diagram below.

DMX-512 connection with DMX terminator:



DMX Input 3-Pin XLR Socket


1: Ground
2: Data (-)
3: Data (+)


For installations where the DMX cable has to run a long distance or is in an electrically noisy environment, such as in a discotheque, it is recommended to use a DMX terminator. This helps in preventing corruption of the digital control signal by electrical noise. The DMX terminator is simply an XLR plug with a $120 \Omega$ resistor connected between pins 2 and 3 ,which is then plugged into the output XLR socket of the last fixture in the chain. Please see illustrations below.


## FUNCTIONS OF BUTTONS

Confirms the displayed value, or activates the displayed function,
or enters the successive menu.

## USING THE MENU:

1 ) Press "OK" once - "Main Menu" appears on the display.
2) Use the UP and DOWN keys to select the menu to be used:

- Setup (Setup Menu): To set the setting options.
- Option (Option Menu): To set the operating options
- Informations (Informations Menu): To read the counters, software version and other information.
- Manual Control (Manual control Menu): To trigger the test and manual control functions.
- Test (Test Menu): To check the proper functionning of effects
- Advanced (Advanced Menu): Access to the "Advanced menu" is recommended for a trained technical personnel.
"Advanced" password:988

3) Press "OK" to display the first item in the selected menu.
4) Use the UP and DOWN keys to select the MENU items.

## MENU FUNCTION

|  | Stetting Address | 001-512 |  |
| :---: | :---: | :---: | :---: |
|  |  | Channel Model | $21 \mathrm{CH} / 35 \mathrm{CH} / 78 \mathrm{CH} / 97 \mathrm{CH} / 92 \mathrm{CH}$ |
|  |  | Workking Model | DMX/Sound/Auto |
|  |  | Pan Reversal | On/Off |
|  | Fixture Setting | Tilt Reversal | On/Off |
|  |  | Fans Control | Silent/Low Speed/ Medium Speed/High Speed |
|  |  | Dimmer Curve | Linear/Inverse Finger Curve/ Positive Finger Curve/S Curve |
|  |  | Off Dimmer Quickly | On/Off |
|  |  | No DMX state | Clear/Keep |
|  |  | Red | 000-255 |
|  |  | Red Fine | 000-255 |
|  | Manuel Control | Green |  |
|  |  | Green Fine |  |
|  |  | ...... | $\ldots$ |
|  |  |  | Boot Times |
|  |  | Time Info | Total Time |
|  |  |  | Number Of Boot Times |
| Menu |  | Sensor Detection | Pan Sensor |
|  | Fixture Info |  | Tilt Sensor |
|  |  |  | Zoom Sensor |
|  |  |  | Rotation Sensor |
|  |  | Software Version | Display Verison |
|  |  |  | Motor Version |
|  |  |  | Dimmer Version |
|  |  |  | Internet Version |



## CHANNEL LIST



NOTE: On conclusion of resetting in case of absence of DMX signal, Pan \& Tilt move to the "Home" position (Pan 128 bit - Tilt 128 bit ) all the others channels stay at 0 bit.


- RED FINE GREEN FINE BLUE FINE WHITE FINE


## - LINEAR CTO

| BIT | EFFECT |
| :---: | :---: |
| 255 | 2500 K |
| $\ldots$ | $\ldots$ |
| 224 | 3200 K |
| $\ldots$ | $\ldots$ |
| 188 | 4000 K |
| $\ldots$ | $\ldots$ |
| 144 | 5000 K |
| $\ldots$ | $\ldots$ |
| 117 | 5600 K |
| $\ldots$ | $\ldots$ |
| 99 | 6000 K |
| $\ldots$ | $\ldots$ |
| 54 | 7000 K |
| $\ldots$ | $\ldots$ |
| 10 | 8000 K |
| 0.9 | UNUSED RANGE |

Note: If CTO channel is active, the WHITE channel is disabled.

- MACRO COLOUR

| BIT | LEE REFERENCE | COLOUR | BIT VALUE |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  |  | R | G | B | W |
| 209-255 | - | White | 255 | 235 | 66 | 255 |
| 208 | - | Dirty White | 255 | 255 | 122 | 255 |
| 207 | 197 | Alice Blue | 128 | 255 | 143 | 0 |
| 191-206 | 181 | Congo Blue | 77 | 0 | 255 | 0 |
| 184-190 | 174 | Dark Steel Blue | 181 | 255 | 95 | 0 |
| 180-183 | 170 | Deep lavender | 255 | 168 | 64 | 0 |
| 179 | 169 | Lilac Tint | 255 | 199 | 49 | 0 |
| 175-178 | 165 | Daylight Blue | 82 | 214 | 90 | 0 |
| 174 | 164 | Flame Red | 255 | 46 | 2 | 0 |
| 172-173 | 162 | Bastard Amber | 255 | 181 | 28 | 0 |
| 168-171 | 158 | Deep Orange | 222 | 84 | 0 | 0 |
| 162-167 | 152 | Pale Gold | 253 | 171 | 26 | 0 |
| 157-161 | 147 | Apricot | 255 | 143 | 13 | 0 |
| 151-156 | 141 | Bright Blue | 0 | 255 | 87 | 0 |
| 149-150 | 139 | Primary Green | 77 | 255 | 0 | 0 |
| 147-148 | 137 | Special lavender | 219 | 197 | 79 | 0 |
| 146 | 136 | Pale Lavender | 255 | 197 | 61 | 0 |
| 145 | 135 | Deep Golden Amber | 255 | 58 | 0 | 0 |
| 142-144 | 132 | Medium Blue | 0 | 255 | 143 | 0 |
| 138-141 | 128 | Bright Pink | 255 | 53 | 36 | 0 |
| 136-137 | 126 | Mauve | 227 | 41 | 56 | 0 |
| 134-135 | 124 | Dark Green | 84 | 255 | 13 | 0 |
| 131-133 | 121 | Leaf Green | 206 | 255 | 0 | 0 |
| 129-130 | 119 | Dark Blue | 0 | 186 | 255 | 0 |
| 128 | 118 | Light Blue | 74 | 255 | 82 | 0 |
| 127 | 117 | Steel Blue | 206 | 255 | 56 | 0 |
| 126 | 116 | Med Blu Green | 206 | 255 | 56 | 0 |
| 125 | 115 | Peacock Blue | 51 | 255 | 51 | 0 |
| 123-124 | 113 | Magenta | 255 | 20 | 15 | 0 |
| 121-122 | 111 | Dark Pink | 255 | 109 | 33 | 0 |
| 120 | 110 | Middle Rose | 217 | 130 | 28 | 0 |
| 119 | 109 | Light Salmon | 255 | 138 | 31 | 0 |
| 118 | 108 | English Rose | 255 | 148 | 23 | 0 |
| 117 | 107 | Light Rose | 255 | 141 | 31 | 0 |
| 115-116 | 105 | Orange | 255 | 122 | 0 | 0 |
| 114 | 104 | Deep Amber | 255 | 166 | 0 | 0 |
| 113 | 103 | Straw | 230 | 160 | 0 | 69 |
| 112 | 102 | Light Amber | 237 | 163 | 0 | 0 |
| 110-111 | 100 | Spring Yellow | 245 | 202 | 0 | 0 |
| 100-109 | 90 | Dark yellow green | 41 | 219 | 0 | 0 |
| 89-99 | 79 | Just Blue | 0 | 194 | 130 | 0 |
| 78-88 | 68 | Sky Blue | 0 | 255 | 135 | 0 |
| 68-77 | 58 | Lavender | 243 | 117 | 133 | 199 |
| 62-67 | 52 | Light Lavender | 243 | 117 | 39 | 197 |
| 49-61 | 39 | Pink Carnation | 255 | 107 | 0 | 130 |
| 46-48 | 36 | Medium Pink | 255 | 87 | 0 | 107 |
| 45 | 35 | Light Pink | 255 | 112 | 0 | 141 |
| 35-44 | 25 | Sunrise Red | 255 | 83 | 2 | 0 |
| 32-34 | 22 | Dark Amber | 255 | 65 | 0 | 0 |
| 31 | 21 | Gold Amber | 255 | 100 | 0 | 0 |
| 30 | 20 | Medium Amber | 255 | 135 | 0 | 0 |
| 29 | 19 | Fire | 255 | 56 | 0 | 0 |
| 27-28 | 17 | Surprise Peach | 198 | 114 | 9 | 0 |
| 23-26 | 13 | Straw Tint | 152 | 115 | 9 | 0 |
| 20-22 | 10 | Medium Yellow | 156 | 126 | 0 | 0 |
| 19 | - | Black | 0 | 0 | 0 | 0 |
| 18 | - | White 5000 K | 255 | 137 | 0 | 193 |
| 17 | - | White 3700 K | 255 | 201 | 25 | 255 |
| 16 | - | White 7000 K | 216 | 237 | 61 | 255 |
| 15 | - | Magenta | 255 | 0 | 255 | 0 |
| 14 | - | Yellow | 255 | 255 | 0 | 0 |
| 13 | - | Cyan | 0 | 255 | 255 | 0 |
| 12 | - | Blue | 0 | 0 | 255 | 0 |
| 11 | - | Green | 0 | 255 | 0 | 0 |
| 10 | - | Red | 255 | 0 | 0 | 0 |
| 0-9 | - | Macro color OFF |  | . | . | - |

-STOP STROBE - FOREGROUND STROBE - BACKGROUND STROBE


## - DIMMER

- DIMMER FINE

- PAN

- PAN FINE



Operation with option InvertPan $\hat{v}$ Off
(Tilt conventionally represented at 35 bit and option Invert Tilt $\hat{\imath}$ Off)


Operation with option InvertPan $\hat{v}$ On
(Tilt conventionally represented at 35 bit and option Invert Tilt $\hat{\checkmark}$ Off)
-TILT

- TILT FINE


Operation with option InvertPan $\hat{\wedge}$ Off
(Tilt conventionally represented at 35 bit and option Invert Tilt $\hat{\vee}$ Off)


Operation with option InvertPan $\hat{\vee}$ On
(Tilt conventionally represented at 35 bit and option Invert Tilt $\hat{v}$ Off)

- FUNCTION

| BIT | EFFECT |  |
| :---: | :---: | :---: |
| 103-255 | Reserved |  |
| 98-102 | Halogen Lamp Simulation, type 5 (2500 W) | Linear CTO @ 0 bit |
| 93-97 | Halogen Lamp Simulation, type 4 (2000 W) | Linear CTO © 0 bit |
| 88-92 | Halogen Lamp Simulation, type 3 ( 1200 W ) | Linear CTO © 0 bit |
| 83-87 | Halogen Lamp Simulation, type 2 (1000 W) | Linear CTO @ 0 bit |
| 78-82 | Halogen Lamp Simulation, type 1 (750W) | Linear CTO @ 0 bit |
| 73-77 | Halogen Lamp Simulation OFF (Default) |  |
| 68-72 | RGBW Gamma curve 3- gamma $=2.0$ |  |
| 63-67 | RGBW Gamma curve 2- gamma $=1.5$ |  |
| 58-62 | RGBW Gamma curve 1- gamma $=1.0$ |  |
| 52-57 | Dimmer Curve 4 |  |
| 48-52 | Dimmer Curve 3 |  |
| 43-47 | Dimmer Curve 2 |  |
| 38-42 | Dimmer Curve 1 |  |
| 24-37 | Pan Tilt Normal |  |
| 12-24 | Pan Tilt Fast (Default) |  |
| 0-11 | Function off - rearmed |  |

The functions are actived passing through the "unused range" and staying 5 seconds in necessary level.
Last selected function still active. Enable setting a new function.


DIMMER CURVE 2-GAMMA 1,5



DIMMER CURVE 4-S


- RESET

\left.| BIT | EFFECT |
| :---: | :--- |
| 255 | COMPLETE RESET |
|  |  |
|  |  |
|  | Complete reset is activated passing throug the unused range |
| and staying 5 seconds in complete reset levels |  |$\right]$

-ZOOM

-ZOOM ROTATION



- ZOOM ROTATION (available on zoom channel from 0 bit to 42 bit

| BIT | MACRO EFFECT |
| :---: | :--- |
| $193-255$ | CCW Rotation, speed from 3 RPH to 10 RPM |
| $191-192$ | Stop rotation |
| $128-190$ | CW Rotation, speed from 10 RPM to 3 RPH |
| 127 | Indexed zone. Lens angle $=60.00$ |
| 126 | Indexed zone. Lens angle $=59.52$ |
| $\ldots$ |  |
| 3 | Indexed zone. Lens angle $=1.42$ |
| 2 | Indexed zone. Lens angle $=0.94$ |
| 1 | Indexed zone. Lens angle $=0.47$ |
| 0 | Indexed zone. Lens angle $=0$ |

- ZOOM ROTATION (available on zoom channel at 255 bit only)

| BIT | MACRO EFFECT |
| :---: | :--- |
| $128-255$ | Lens offset angle: 0.00 degree |
| 127 | Lens offset angle: +4.00 degree |
| 126 | Lens offset angle: +3.94 degree |
| 125 | Lens offset angle: +3.87 degree |
| $\ldots$ |  |
| 1 | Lens offset angle: +0.06 degree |
| 0 | Lens offset angle: 0.00 degree |

- RED LED 1 to... GREEN LED 1 to.. BLUE LED 1 to... WHITE LED 1 to...

| BIT | EFFECT |
| :---: | :---: |
| ${ }^{255}$ | LED ON |
|  |  |
|  |  |
| 0 |  |

## SHAPE MODE DESCRIPTION

## CONCEPTS: FOREGROUND AND BACKGROUND

The powerful shapes engine embedded in the LiteLEES Big-EYE L10 ROTATION and L10 EASY allows the user to set all the possible parameters relating to the pixels of the light in an organic way, with a distinction between the pixels affected by a selected "image" and the ones that are not affected by that specific image (more properly called SHAPE from now on).

The macro called "ring 2 " will, as an example, involve all the pixels that compose the ring of the unit, while the middle pixel and the 1 smaller ring will not be affected by the shape. The involved pixels will belong to the"Foreground" layer, while all the remaining pixels will belong to the "Background" layer.

Pixels on the foreground take the colour the user will select specifically for them using the dedicated channels, while the remaining pixels will all maintain the colours related to the washlight.

## SHAPE PARAMETERS DESCRIPTION

| $\begin{aligned} & \text { SHAPE } \\ & \text { SELECTION } \end{aligned}$ | Allows to choose the kind of shape to be visualized amongst the 63 available ones. Each shape can be composed of a multitude of frames or be a single, static image. |
| :---: | :---: |
| SHAPE SPEED | Allows to set the speed at which the different frames of the selected shape are played by the unit. |
| SHAPE FADE | In case of shapes with multiple frames, it allows to select a snap or faded variation from frame to frame of the same shape. |
| SHAPE RGBW | Allows to select the colour of the pixels composing the selected shape, if all are left at 000 no shape will be visualized (unless the background dimmer and normal RGBW attributes of the unit are given a value, in which case a "negative" of the macro will be shown) |
| SHAPE DIMMER | Allows to select the overall brightness of the pixels involved in the selected shape. |
| BACKGROUND DIMMER | Allows to select the overall brightness of the pixels NOT involved by the selected shape. The relevant colour is set using the normal RGBW channels of the washlight. |
| SHAPE TRANSITION | Internal fade time between a shape and another one set via DMX. Using this "channel" when you change from a shape to a different one as if it was the console fade time will avoid the scrolling effect normally visible when having fades between eg. gobo changes is traditional lights. Fade time on the console should be set to 0 . |
| SHAPE OFFSET | Depending on the selected shape the channel sets the "density" of the involved pixels (few random pixel, many random pixels) or enables an internal algorithm that will distribute the macro between a multitude of lights on a specific DMX line basing on their DMX starting address. |
| $\begin{aligned} & \text { FOREGROUND } \\ & \text { STROBE } \end{aligned}$ | Allows to set a strobe rate for the pixels involved in a macro. |
| $\begin{aligned} & \text { BACKGROUND } \\ & \text { STROBE } \end{aligned}$ | Allows to set a strobe rate for the pixels NOT involved in a macro. |
| $\begin{gathered} \text { BACKGROUND } \\ \text { SELECT } \end{gathered}$ | Allows to reduce, if needed, the background to a lower amount of "rings". With selected macros this allows to mirror the image between the two halves of the fixture's head (in this case the RGBW channels of the washlight will set the colour of the mirrored half and the background will remain black. |

## Note:

## Foreground Shape Effect:

Shapes will be available while (Dimmer CH 12 ), (Strobe CH 11 ), (Shape dimmer CH 29 ), (Foreground strobe CH33), (Shape color $\mathrm{CH} 25 / 26 / 27 / 28$ ) turned on then selecting the Shapes on (Shape Selection CH 22 ) with different speed on (Shape Speed CH23).
Background Effect: Meanwhile the (BG dimmer CH30), (BG strobe CH34), (Color RGBW CH1/3/5/7) turned on.
(CH value mentioned above is based on SHAPE MODE L10Rotation)
Vortex effect: With Shape slot 3(Ring 2 on Shape Selection Value 10) and Zoom rotation turned on.

SHAPE SELECTION*SHAPE SPEED*SHAPE OFFSET*SHAPE FADE*BACKGROUND SELECT

| Shape Selection | Shape Slot | Shape Name | Random Colors *1 | Shape Speed | Shape Offset | Shape Fade | Background Select(*3)(*4) |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 0-7 |  | Macro OFF | No | No | No | No | No |
| 8 | 1 | Pixel 1 | No | No | No | $\begin{gathered} 0=\text { snap } \\ \text { effect } \\ 1-255=\text { Fade } \\ \text { effect } \end{gathered}$ | 0-7=Wash 8-15=Bgrings 16-255 wash |
| 9 | 2 | Ring 1 |  |  |  |  |  |
| 10 | 3 | Ring 2 |  |  |  |  |  |
| 11 | 4 | Reserved |  |  |  |  |  |
| 12 | 5 | Pixel 1+ring1 |  |  |  |  |  |
| 13 | 6 | Pixel 1+ring2 |  |  |  |  |  |
| 14 | 7 | Reserved |  |  |  |  |  |
| 15 | 8 | Single ring (Ramp -/+) | Yes | 0-63 = Radius size, static 64-158 = max to $\min$ speed,Closing effect 159-160 = STOP 161-255 $=$ min to $\max$ speed, Opening effect | $\begin{aligned} & 0-9 \rightarrow \\ & \text { continuous } \\ & 10-255 \rightarrow \\ & \text { random } \\ & \text { Distribution } \\ & \text { of flash } \\ & \text { From } 2 \text { to } 20 \\ & \text { fixtures } \end{aligned}$ | $\begin{gathered} 0=\text { snap } \\ \text { effect } \\ 1-255=\text { Fade } \\ \text { effect } \end{gathered}$ | 0-7=Wash <br> 8-15=Bgrings <br> 16-255 wash |
| 16 | 9 | Filled ring (Ramp -I+) | Yes |  |  |  |  |
| 17 | 10 | Open/Close 1 | Yes |  |  |  |  |
| 18 | 11 | Open/Close 2 | Yes |  |  |  |  |
| 19 | 12 | Random pixels 1 | Yes | $0-63=\text { STOP }$ <br> 64-158 = max to $\min$ speed, Instant-on + fadeout. 159-160 = STOP. 161-255 $=\min$ to $\max ^{2}$ speed, Fadeln + FadeOut. | $0-255 \rightarrow$ select random distribution from 2 up to 20 fixtures | $\begin{gathered} 0=\text { snap } \\ \text { effect } \\ 1-255=\text { Fade } \\ \text { effect } \end{gathered}$ | 0-7=Wash <br> $8-15=$ Bgrings <br> 16-255 wash <br> All fixtures: <br> 255=Mirror effect |
| 20 | 13 | Random pixels 2 | Yes |  | 0-255 Select pixel density |  |  |
| 21 | 14 | Rainbow 1 (Variable speed) | N0 | $0-63=$ Angle 0-360 ${ }^{\circ}$, static. 64-158 = max to $\min$ speed, c.cw rotation 159-160=STOP <br> 161-255 =min to max speed, Cw rotation | 0-255 angle offest from 0 to $360^{\circ}$ | $\begin{gathered} 0=\text { snap } \\ \text { effect } \\ 1-255=\text { Fade } \\ \text { effect } \end{gathered}$ | 0-7=Wash $8-15=$ Bgrings 16-255 wash |
| 22 | 15 | Rainbow 2 (Fixed speed with variable color offset) | N0 | $\begin{gathered} 0-63=\text { STOP } \\ 64-158=\text { c.cw rotation } \\ 159-160=\text { STOP } \\ 161-255=\text { cw rotation } \end{gathered}$ <br> The value 64-158 or 161-255 change the rainbow angle offset <br> (the orange starting angle). | N0 | $\begin{gathered} 0=\text { snap } \\ \text { effect } \\ 1-255=\text { Fade } \\ \text { effect } \end{gathered}$ | $\begin{gathered} 0-7=\text { Wash } \\ 8-15=\text { Bgrings } \\ 16-255=\text { wash } \end{gathered}$ |
| 23 | 16 | Fan | N0 | 0-63 $=$ Angle $0-360^{\circ}$, static. 64-158 = max to $\min$ speed, <br> c.cw rotation <br> 159-160=STOP <br> 161-255 =min to max speed, Cw rotation | 0-255 $\rightarrow$ angle offset from 0 to $360^{\circ}$ | ```0=snap effect 1-255=Fade effect``` | 0-7=Wash <br> 8-15=Bgrings 16-255 wash <br> For all fixtures: Marco 2526 255=Mirror Effect with bkgnd color <br> Macro 272829 255= Show <br> Alternative Color |
| 24 | 17 | Bar 1 |  |  |  |  |  |
| 25 | 18 | Half moon |  |  |  |  |  |
| 26 | 19 | Triangle |  |  |  |  |  |
| 27 | 20 | Segment 1 |  |  |  |  |  |
| 28 | 21 | Arc 1 |  |  |  |  |  |
| 29 | 22 | Arc 2 |  |  |  |  |  |


| Shape Selection | Shape Slot | Shape Name | Random <br> Colors *1 | Shape Speed | Shape Offset | Shape Fade | Background Select (*3)(*4) |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 30 | 23 | Bar 2 (Variable size) | N0 | 0-63 = STOP, indexed speed <br> 64-158 $=\max$ to $\min$ speed, c.cw rotation. <br> 159-160 = STOP. <br> 161-255 $=\min$ to $\max ^{2}$ speed cc rotation. | 0-255 $\rightarrow$ select shape width | $\begin{gathered} 0=\text { Snap } \\ \text { effect } \\ 1-255 \\ \text { Fade effect } \end{gathered}=$ |  |
| 31 | 24 | Rando explosion | Yes |  | 0-255 $\rightarrow$ select <br> Random distribution | $0=$ Snap effect 1-255=select |  |
| 32 | 25 | Segment 2 | N0 |  | $0-255 \rightarrow \text { select }$ <br> shape width | the faded macro |  |
| 33 | 26 | Reserved |  |  |  |  |  |
| 34 | 27 | Reserved |  |  | $0-255 \rightarrow$ select macro offset | $0=$ Snap effect |  |
| 35 | 28 | Bumping Selection |  |  |  |  |  |
| 36 | 29 | Ramp by 6 |  |  |  |  |  |
| 37 | 30 | Ramp by 4 |  |  | 0-255 $\rightarrow$ select | $0=$ Snap effect |  |
| 38 | 31 | Left/Right scrolling bar |  |  | shape width | the wake of the faded |  |
| 39 | 32 | Up/Down scrolling bar |  |  |  | macro |  |
| 40 | 33 | Bar 3 |  |  |  |  |  |
| 41 | 34 | Reserved |  |  |  | 0 = Snap |  |
| 42 | 35 | Vertical arc 2 |  |  | $0-255 \rightarrow \text { select }$ | $\begin{gathered} \text { effect } \\ 1-255=\text { Fade } \end{gathered}$ |  |
| 43 | 36 | Reserved |  |  | cro offset | effe |  |
| 44 | 37 | Horizontal arc 2 |  |  |  |  |  |
| 45 | 38 | Mirrored pixel |  |  |  |  |  |
| 46 | 39 | Pixel animation 1 |  |  |  |  | $\begin{aligned} 0-7 & =\text { wash } \\ 8-15 & =\text { Bkgnd } \end{aligned}$ |
| 47 | 40 | Pixel animation 2 |  |  |  | $0=$ Snap effect | rings |
| 48 | 41 | Pixel animation 3 |  |  |  | 1-255=select | $16-254=$ |
| 49 | 42 | Pixel animation 4 |  |  |  | wake of the faded | wash $255 \text { = Mirror }$ |
| 50 | 43 | Pixel animation 5 |  |  |  | macro | effet with bkgnd color |
| 51 | 44 | Semi arc (Ramp - $\qquad$ |  |  |  |  | Note: Mirror |
| 52 | 45 | Bumping arc section |  |  | 0-255 $\rightarrow$ select | $0=\operatorname{Snap}_{\text {effect }}$ | effect unavailable |
| 53 | 46 | Pixel animation 6 |  |  | shape offset | $\begin{aligned} & 1-255=\text { Fade } \\ & \text { effect } \end{aligned}$ | $\begin{gathered} \text { Macro } \\ 67,68,69 \text { :the } \end{gathered}$ |
| 54 | 47 | Vertical ramp by 2 |  |  |  | $0=$ Snap effect | is available |
| 55 | 48 | Following pixel by2 |  |  | shape width | 1-255=select the wake of the faded macro | options 1,3,9 |
| 56 | 49 | Syncopation |  |  |  |  |  |
| 57 | 50 | Bumping 1 |  |  | 0-255 $\rightarrow$ select | effect |  |
| 58 | 51 | Bumping 2 |  |  | cro offset | effect |  |
| 59 | 52 | Bumping 3 |  |  |  |  |  |
| 60 | 53 | Vertical pixel scrolling |  |  | 0-255 $\rightarrow$ select macro width | $0=$ Snap effect 1-255=select the wake of the faded macro |  |
| 61 | 54 | Vertical pixel scrolling |  |  |  |  |  |
| 62 | 55 | Random centra section | Yes |  |  | $0=\text { Snap }$ |  |
| 63 | 56 | Random ring 2 |  |  | 0-255 $\rightarrow$ select random distribution | 1-255 = Fade |  |
| 64 | 57 | Reserved |  |  |  |  |  |
| 65 | 58 | Random ring 1+2 |  |  |  |  |  |
| 66 | 59 | Random ring 2 |  |  |  |  |  |
| 67 | 60 | Single pixel ring 1 | NO |  | $0-255 \rightarrow$ select the NO.of led:1,2,3,6,9 this NO. depends on the ring size | $0=$ Snap effect 1-255=select the wake of the faded macro |  |
| 68 | 61 | Single pixel ring 2 |  |  |  |  |  |
| 69 | 62 | Reserved |  |  |  |  |  |
| 70 | 63 | Spiral |  |  | 0-255 $\rightarrow$ select macro width |  |  |

## - SHAPE FADE

| BIT | EFFECT |
| :---: | :---: |
| 246-255 | Smooit, fading curve with automatic gamma ${ }^{*}$ |
| 245 | Smooth, fading curve gamma? |
| 243 | Smooit, fading curve gamma 1,986 |
| 244 | Smooth, fading curve gamma 1,993 |
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| 18 | Smooth, fading curve gamma 0,513 |
| 17 | Smooit, fading curve gamma 0,506 |
| 16 | Smooth, ading curve gamma 0,5 |
| 0.15 | Snap |

## -SHAPE RGBW <br> SHAPE DIMMER <br> BACKGROUND DIMMER

-SHAPE TRANSITION

| BIT |  | EFFECT |
| :---: | :--- | :--- |
| 255 | 4 see |  |
| $\vdots$ |  |  |
| 216 | 3 see |  |
| $\vdots$ |  |  |
| 171 | 2 see |  |
| $\vdots$ |  |  |
| 1133 | 1 seec |  |
| $\vdots$ |  |  |
| 73 | 0,5 sec |  |
| $\vdots$ |  |  |
|  |  |  |
|  |  |  |
| 5 | 100 ms |  |
| 0.4 | Nofade |  |

## - BACKGROUND SELECT

| BIT | EFFECT |
| :---: | :--- |
| $16-255$ | No selection |
| $\vdots$ |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
| $\vdots$ |  |
| 15 | Ring 2 + Ring 3 |
| 14 | Pixel $1+$ Ring 2 + Ring3 |
| 13 | Pixel 1 + Ring 2 |
| 12 | Pixel $1+$ Ring3 |
| 11 | Ring3 |
| 10 | Ring2 |
| 9 | Pixel 1 |
| 8 | Noselecion |

## REMARK

The product has perfect performance and intergrity packing. All users should be strictly comply with the warning and operating instructions as stated. Or we aren't in charge of any result by misusing.
Any damage resulting by misuse is not within the Company's warranty.
Any fault or problem caused by neglecting the manual is also not in the charge of dealers.
Errors and omissions for every information given in this manual excepted.
All information is subject to change without prior notice.

