

Halo ALED Beam 350

User Manual



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TECHNICAL PARAMETERS

Light source

Light source:300W LED Moudle+ 36pcsx0.5W RGB SMD LEDS

Life expectancy:50,000 hours

Input voltage range:100-240V~50/60Hz Power consumption:375W

Optical

Advanced optical system ensure clear, sharp image quality High-efficiency optical system

Beam angle:1.5degree

Controls

Protocols: DMX512,Sound Active,Automatic,Master/Slave,RDM DMX modes:1

Control channels:18 channels

Pan/Tilt resolution:16-bit Electronic ballast

Firmware Upgrade via DMX link

Power supply with electronic auto-ranging

Power connector in/out

Data in/out: 3-pin or 5-pin XLR

Effect

Rotation Gobos

1x gobo wheelwith 7gobos plus open

Color Wheel

1x color wheel with 14 colors plus white

Prism

8facet and 6+12 facet

Frost Rainbow Wheel

frost+rainbow effect

Construction

Tilt movement:270°

Pan movement:540°

Automatic Pan/Tilt position correction

Weight&Dimension

Dimensions:340*290*530mm

Weight:15kg

Chapter 1 Installation and attention

Maintenance

- To reduce the risk of electrical shock or fire, do not expose this unit to rain or moisture.
- Intermittently using will extend this item's service life.
- Please clear the fan, fan net, and optical lens in order to keep good work state.
- Do not use the alcohol or any other organic solvent to wipe the shell.

Statement

The product has perfect performance and integrity packing. All users should be strictly complying 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.

Note: All information is subject to change without prior notice.

Safety Precaution

- In order to guarantee the product's life, please don't put it in the damp places or even the environment over 60degrees.
- Always mount this unit in safe and stable matter.
- Install or dismantle should operate by professional engineer.
- Using lamp, the change rate of power voltage should be within $\pm 10\%$, If the voltage is too high, it will shorten the light's life; If it's not enough, will influence the effect.
- Please restart it 20 minutes later after turning off light, until full-cooling. Frequent switching will reduce the life span of lamps and bulbs; intermittent using will improve the life of bulbs and lamps.
- In order to make sure the product is used well, please read the Manual carefully.

Cable connection (DMX)

Use a cable conforming to specifications EIA RS-485: 2-pole twisted, shielded, 120Ohm characteristic impedance, 22-24 AWG, low capacity. Do not use microphone cable or other cable with characteristics differing from those specified. The end connections must be made using XLR type 3 or 5-pin male/female connectors. A terminating plug must be inserted into the last projector with a resistance of 120Ohm (minimum 1/4 W) between terminals 2 and 3. Figure 1 shows a signal line connection diagram (the fixture in the figure is an example picture and does not represent the real appearance of this product).

IMPORTANT: The wires must not make contact with each other or with the metal casing of the connectors. The casing itself must be connected to the shield braid and to pin 1 of the connectors.

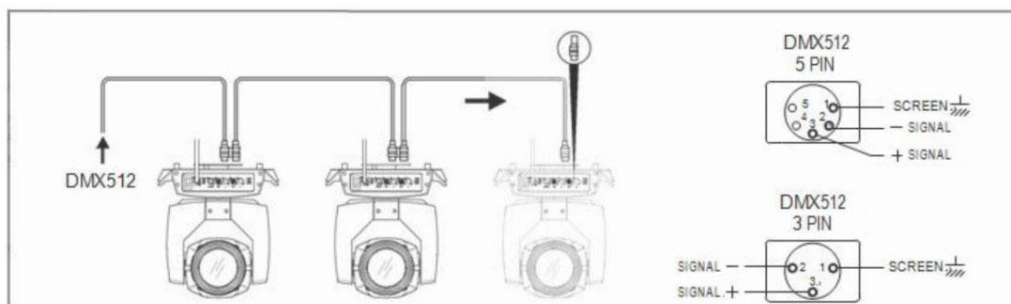


Figure 1 Diagram of the DMX Cable connection

Rigging (Optional)

As shown in Figure 2 (the fixture in the figure is an example picture and does not represent the real appearance of this product), this equipment can be positioned and fixed by clamp in every direction of the stage. Locking system makes it easy to fasten to the bracket.

Attention! Two clamps is needed to fix the equipment. Every clamp is locked by fastener of 1/4 kind. Fastener can only be locked clockwise.

Attention! Fasten a safety string to the additional hole of side aluminum piece. The secondary accessory can not hang on the delivery handle. Nip the equipment on bracket.

- Check if rigging clamp (not including the one inside) damaged or not? If stand ten times weight as the equipment. Make sure the architecture can stand ten times weight as all the equipments, clamps, wirings and other additional fixtures.
- Screws for clamping must be fixed firmly. Take one M12 screw (Grade 8.8 or higher) to clamp bracket, and then screw the nuts.
- Level the two hanging points at the bottom of clamp. Insert fastener to the bottom, lock the two levers by 1/4 rotating clockwise; then install another clamp.
- Install on safety string which stands at least ten times weight as equipment. Terminal of the accessory is designed for clamps.
- Make sure pan/tilt lock unlocked or not. Keep the distance more than 1M from equipment to flammable material or lighting source.

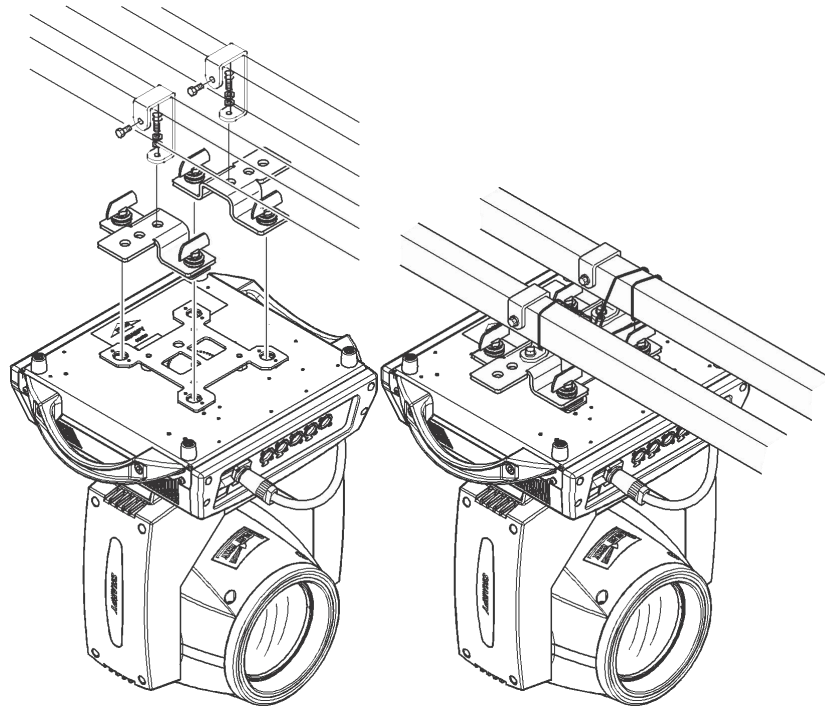


Figure 2 Diagram of the Installation

RDM Note

RDM is an extended version of DMX512-A protocol. It is a remote device management protocol. Traditional DMX512 protocol communication is one-way communication. The protocol is based on RS-485 bus. RS-485 is a time-sharing multi-point, half-duplex protocol. Only one port is allowed to output at the same time. So, when using RDM, we should pay attention to it. The following points:

- To use console or host device that supports RDM host protocol.

- Use bidirectional signal amplifier, traditional one-way signal amplifier is not suitable for RDM protocol, because the RMD protocol needs feedback data, the use of one-way amplifier will block the return of data, resulting in no search fixture;
- All fixture must be set to DMX mode to ensure only one host on the cable.
- A 120 ohm impedance matching resistor must be inserted between terminals 2 and 3 of the terminal plug. When the signal line is longer, reducing the signal reflection will make the differential signal more stable and beneficial to the quality of communication.
- When the fixture appears to accept DMX control, but can not be search by RDM host, first check the signal amplifier, and then check whether the signal line 2, 3 lines have bad contact.

Chapter 2 Channel description

1. Channel table

Note: the channel tables of different lamps are different. The following channel tables are for reference only

This luminance channel can be viewed in scene mode in order, channel mode is set in the "Address Settings" page, specific details of the data as follows:

CHANNEL TABLE

LIST-1	NAME	VALUE	BRIEF
[CH1]	Pan	0-255	0-540(degree)
[CH2]	Tilt	0-255	0-270(degree)
[CH3]	Pan Fine	0-255	0-2(degree)
[CH4]	Tilt Fine	0-255	0-1(degree)
[CH5]	PT Spd	0-255	Fast to slow
[CH6]	Frost		
		0-127	None
		128-255	Insert frost
[CH7]	Strobe		
		0-3	Dark
		4-103	Pluse strobe slow to fast
		104-107	Open
		108-207	Fade strobe slow to fast
		208-212	Open
		213-251	Rand strobe slow to fast
		252-255	Open
[CH8]	Dimmer	0-255	0-100% dimmer
[CH9]	Colour		
		0-4	White
		5-9	White+colour1
		10-14	Colour1
		15-19	Colour1+Colour2
		20-24	Colour2

		25-29	Colour2+Colour3
		30-34	Colour3
		35-39	Colour3+Colour4
		40-44	Colour4
		45-49	Colour4+Colour5
		50-54	Colour5
		55-59	Colour5+Colour6
		60-64	Colour6
		65-69	Colour6+Colour7
		70-74	Colour7
		75-79	Colour7+Colour8
		80-84	Colour8
		85-89	Colour8+Colour9
		90-94	Colour9
		95-99	Colour9+Colour10
		100-104	Colour10
		105-109	Colour10+Colour11
		110-114	Colour11
		115-119	Colour11+Colour12
		120-124	Colour12
		125-129	Colour12+Colour13
		130-134	Colour13
		135-139	Colour13+Colour14
		140-144	Colour14
		145-149	Colour14+Colour15
		150-202	Rotate forward (fast to slow)
		203-255	Rotate reverse (slow to fast)
[CH10]	Gobo		
		0-4	White
		5-9	Gobo1
		10-14	Gobo2
		15-19	Gobo3
		20-24	Gobo4
		25-29	Gobo5
		30-34	Gobo6
		35-39	Gobo7
		40-44	Gobo8
		45-49	Gobo9
		50-54	Gobo10
		55-59	Gobo11
		60-64	Gobo12
		65-69	Gobo13
		70-128	Rotate reverse (fast to slow)
		129-131	Stop
		132-190	Rotate forward (slow to fast)
		191-195	Shake slow to fast Gobo1
		196-200	Shake slow to fast Gobo2

		201-205	Shake slow to fast Gobo3
		206-210	Shake slow to fast Gobo4
		211-215	Shake slow to fast Gobo5
		216-220	Shake slow to fast Gobo6
		221-225	Shake slow to fast Gobo7
		226-230	Shake slow to fast Gobo8
		231-235	Shake slow to fast Gobo9
		236-240	Shake slow to fast Gobo10
		241-245	Shake slow to fast Gobo11
		246-250	Shake slow to fast Gobo12
		251-255	Shake slow to fast Gobo13
[CH11]	Prism1		
		0-127	None
		128-255	Inert prism1
[CH12]	Prism2		
		0-127	None
		128-255	Insert prism2
[CH13]	Prism1.R		
		0-127	0-360(degree)
		128-190	Rotate forward (slow to fast)
		191-192	Stop
		193-255	Rotate reverse (slow to fast)
[CH14]	7Color		
		0-127	None
		128-255	Insert colorful
[CH15]	Focus	0-255	Far to near
[CH16]	Reset		
		0-25	None
		26-76	Reset Effect motor over 3 second
		77-127	Reset XY motor over 3 second
		128-255	Reset fxiture over 3 second
[CH17]	Effect	0-255	
[CH18]	Effect.Spd	0-255	

REMARK

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