

# SKYSTAR

## SR-260 BEAM MOVE HEAD LIGHT

### USER MANUAL



GUANGZHOU LIGHTSTAR LIGHT CO.,LTD

[Http://www.lightskystar.com](http://www.lightskystar.com)

# CONTENTS

Chapter 1 Installation and attention .....	1
1. Maintenance .....	1
2. Statement .....	1
3. Safety Precaution .....	1
4. Product Instruction .....	1
5. Cable connection (DMX) .....	2
6. Rigging (Optional) .....	2
Chapter 2 Panel operation .....	4
1. Brief .....	4
2. Operation .....	4
1. Operate light with touch or encoder button .....	4
2. Parameter value setting .....	4
3. Boolean parameter setting .....	5
4. Sub Menu (Parameter) .....	5
3. Operation and parameter instruction .....	5
1. Set DMX Address .....	6
2. Set Light work mode .....	6
3. Set display .....	7
4. Test light .....	7
5. Set light run parameter .....	8
6. View status .....	8
Chapter 3 Channel description .....	10
1. Channel table .....	10

## Chapter 1 Installation and attention

### 1. 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.

### 2. 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.

### 3. 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.

### 4. Product Instruction

- lamp: 9R 260W
- POWER CONSUMPTION: 230 V 50 HZ 400 VA
- OPTICAL DEVICE: high efficiency lens group,0°-1.5°zoom
- ELECTRONIC FOCUS: 20 meters, 130000 LUX
- CHANNEL MODE: 16 standard DMX512 channel
- LEVEL SCANNING: 540 (16 bit precision scan)
- VERTICAL SCAN: 280 (16 bit precision scan)
- COLOR WHEEL: 13color and white light with two-way rotating and rainbow effect
- ROTATING GOBO WHEEL: 13 gobos and white circle with design jitter and arbitrary

positioning function

- PRISM: 5 prism, 2 prism wheel with superposition, positive and negative rotation .
- SHUT: Double pole shut up to 13 times per second, random shut and pulse shut can be choosed
- DIMMER: 0% ~ 100% linear dimmer
- FROST: 0% ~ 100% linear frost
- Electronic ballast : make the product more light and bright. Lamp more stable environmental protection and more energy saving
- SWITCHING POWER SUPPLY : AC100 ~ 240 V, 50/60 HZ
- FIXTURE DIMENSION: L310×250×520(mm)
- PACKING DIMENSION: L405×320×615(mm)
- NET WEIGHT: 14KG
- GROSS WEIGHT: 16KG

## 5. 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.

**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.

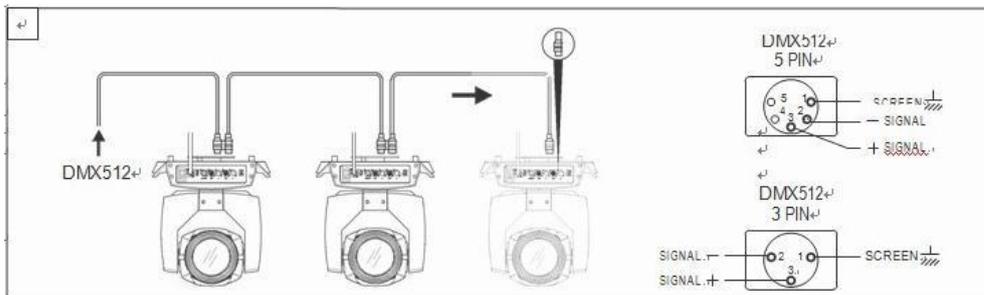


Figure 1 DMX Cable connection

## 6. Rigging (Optional)

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.

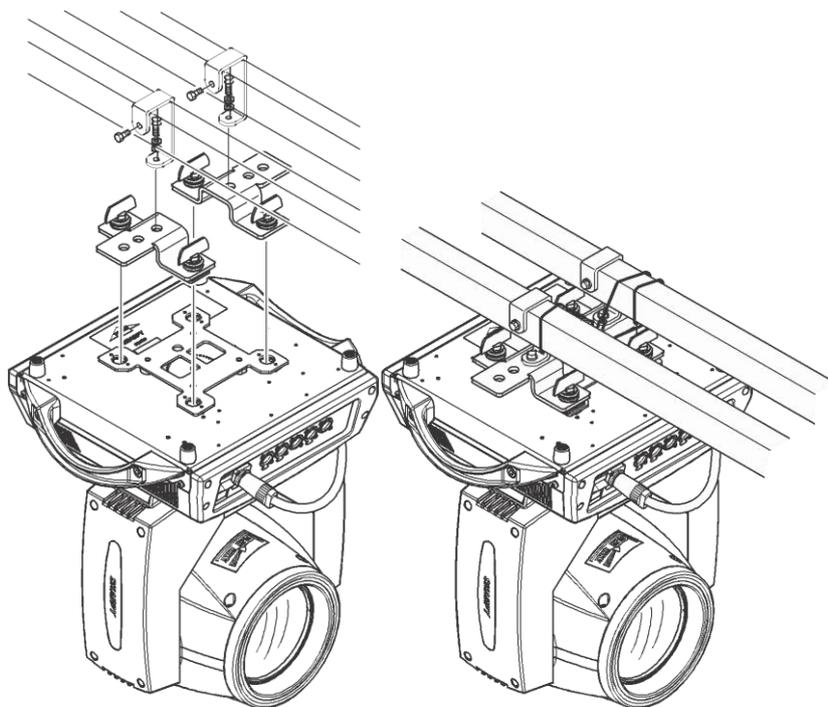


Figure 2 Installation

## Chapter 2 Panel operation

### 1. Brief

The light panel diagram show as Figure 3, Left area is TFT Displayer, support touch, and right area is encoder button, both of touch and coder button can operate light and setting. Display & operation just like ‘Android operation system’, touch the item will set or modify setting.

Note: Prevent damage the touch or TFT displayer, Can not use sharp objects chick displayer.

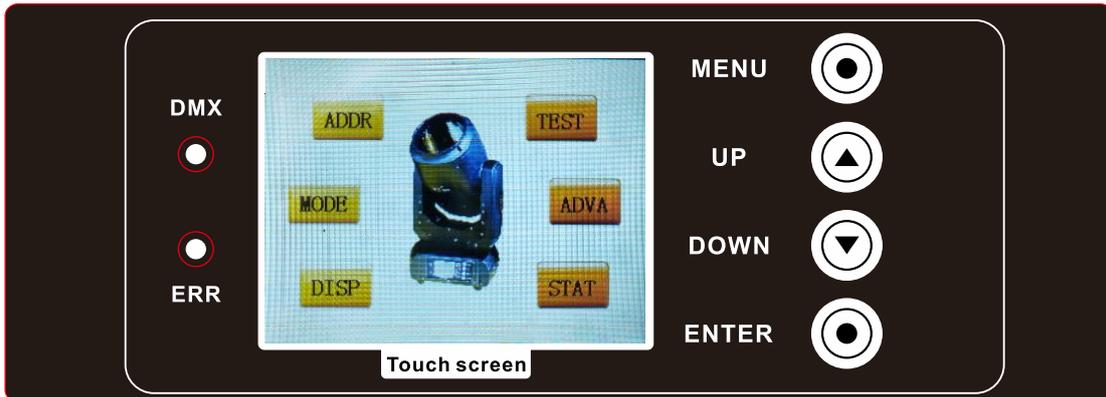


Figure 3 Panel diagram

### 2. Operation

#### 1. Operate light with touch or encoder button

- The left area is TFT Displayer and touch, chick item or value with finger will to complete operation of set light setting(parameters) or view light state.
- The area on the right hand side is rotary encoder with button, As auxiliary input interface, if disable touch function,, the encoder can been choose to set or view the item, and then press the encoder button to confirm the selection, rotary encoder again set the parameter value, finally, Press encoder button one again to save value or setting.

#### 2. Parameter value setting

When the selected item is value need to been modified, the dialog shown in Figure 4 will popup.

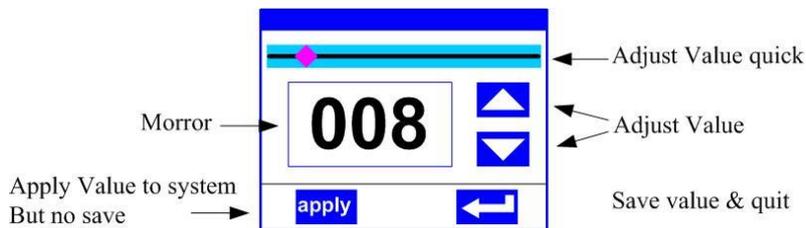


Figure 4 Dialog of value setting

- **Modify value:** Can quickly modify value via pull the slider to the desired position, or click the button of ‘up’ or ‘down’ whit finger on the right side to set the exact desired value, another way is roll encoder on the right hand side of panel.
- **Apply value:** When Value had been modified, Then press the bottom of ‘apply’ in the left

corner to apply to the light, but hav't saved;

- **Save Value:** Any time, click on the lower right corner of the "OK" button, the setting will be saved into internal memory.

### 3. Boolean parameter setting

- when the selected parameters is a Boolean value (such as ON or OFF), can directly modify setting by chick corresponding item, the setting will be saved right now.
- When the parameter is a key item, chick corresponding item, a dialog shown in Figure 5 will be popup ask for the confirm. Chick 'sure' to confirm.

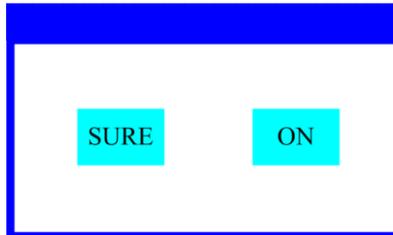


Figure 5 Dialog of confirm

### 4. Sub Menu (Parameter)

Chick item of main menu, enter corresponding sub menu, shown in Figure 6, total 6 sub menu, includes class of parameter and status:

- ADDRESS: Set light DMX address.
- WORKMOD: Set light work mode, master or slave mode when in auto run mode.
- DISPLAY: Set display parameter, eg. select language.
- TEST: Used for test light, modify DMX channel data to test function, the corresponding function of reference channel function table.
- ADVANCE: Set light running parameter.
- STATUS: view light current status.

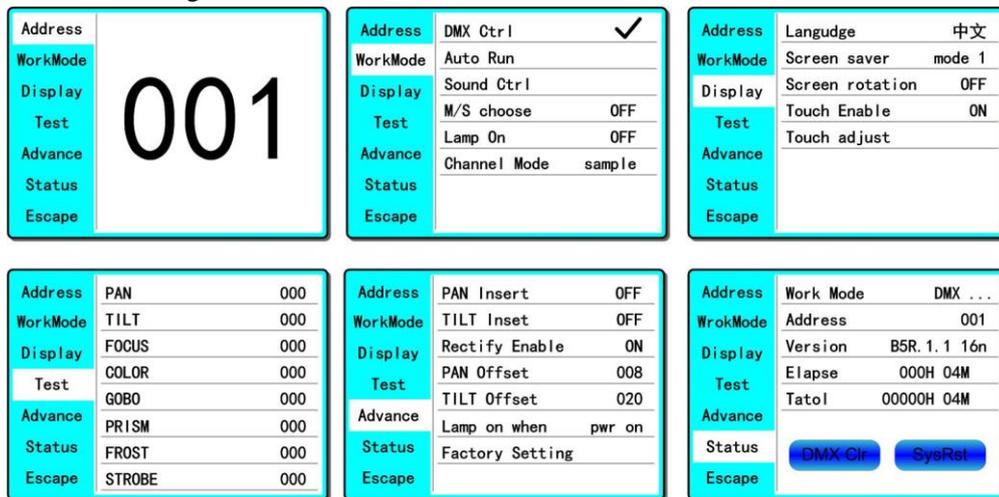


Figure 6 Parameter menu

### 3. Operation and parameter instruction

Via following operation, enter sub menu(parameter menu) shown in Figure 6

- In main menu, chick 1/6 function button into corresponding parameter menu.
- In sub menu(page), chick main item on the left side of displayer, can shift to corresponding

sub menu(page) quickly.

### 1. Set DMX Address

Click and select the "ADDR", can enter the page of DMX address setting, range from 1 to 512, the address code shouldn't is not greater than (512- channels quantity), otherwise the light will not be controlled. Following is the operation:

Enter the page of DMX address, as shown in Figure 7, click the blank area in right side of display will pop-up diglog as in Fig. 4, modify value, then click 'ENTER' to confirm and save DMX address code.

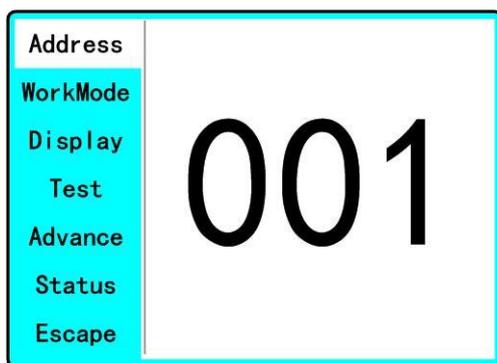


Figure 7 page of DMX Address

### 2. Set Light work mode

Enter the page of 'WORK MOD' as shown in Figure 8 and modify setting. Can set light work mode, control lamp and DMX channel mode..

Light includes 3 work mode: DMX MODE, AUTO RUN and SOUND MODE, Parameter definition as following:

- **DMX Mode:** Under this mode, the light receive data from the DMX controller and move.
- **AUTO RUN:** Under this mode, light will run with inside code(data), ignore data from DMX controller.
- **SOUND Ctrl:** Under this mode, light ignore data from DMX controller., When there is a strong sound in stage, the light will run a scene, otherwise it will keep the last scene.
- **M/S Choose:** 'M/S Choose' is available when light just in 'AUTO RUN' or 'SOUND Ctrl' mode. If this item is set as 'OFF', the light don't send data to other light via DMX Cable. When 'ON', the data will send to other slave light immediately.
- **Lamp control:** Turn on lamp when this item is set 'ON', otherwise, turn off lamp. The gap between operation is limited to 30 second.
- **Channel mode:** Light support 2 DMX Channel mode: sample or extend.

Address	DMX Ctrl	✓
WorkMode	Auto Run	
Display	Sound Ctrl	
Test	M/S choose	OFF
Advance	Lamp On	OFF
Status	Channel Mode	sample
Escape		

Figure 8 page of work mode

### 3. Set display

Light support 2 language, rotation display, Enter page as shown in Figure9 to set parameter following:

- **Language:** Select display as simplified Chinese or English.
- **Screen Saver:** when panel is idle(these is no operation in 10 second), displayer will enter saver status. When set as 'mode 1', saver status is close display, as 'mode 2' saver status will display DMX address code(DMX MODE) or display LOGO(AUTO RUN or SOUND CTRL). As 'OFF', keep light up displayer and show main menu.
- **Screen Rotation:** rotate displayer.
- **Touch enable:** Disable or enable touch function, when disable, use encoder to operate light and set parameter.
- **Touch adjust:** adjust touch function, normally, not enter this item.

Address	Langudge	中文
WorkMode	Screen saver	mode 1
Display	Screen rotation	OFF
Test	Touch Enable	ON
Advance	Touch adjust	
Status		
Escape		

Figure9 page of display

### 4. Test light

Enter the page as shown in Figure 10, Light will into test mode, in this mode, the light does not receive the data for DMX controller.:

- PAN: range for 0 to 255;
- TILT: range for 0 to 255;
- FOCUS: range for 0 to 255;
- COLOR: range for 0 to 255;
- GOBO: range for 0 to 255;
- PRISM: range for 0 to 255;
- FROST: range for 0 to 255;;
- STROBE: range for 0 to 255;.

Address	PAN	000
WorkMode	TILT	000
Display	FOCUS	000
Test	COLOR	000
	GOBO	000
Advance	PRISM	000
Status	FROST	000
Escape	STROBE	000

Figure 10 page of Test

### 5. Set light run parameter

Enter the page as shown in Figure 10, set the parameter of light:

- Pan Invert: Reverse PAN move.
- Tilt Invert: Reverse TILT mover.
- Rectify enable: set as 'OFF', PAN or TILT will disable position rectify function. As 'ON', when PAN or TILT lose steps, light will rectify auto.
- Pan Offset: Set PAN original position.
- Tilt Offset: Set TILT original position.
- Lamp up when: Select lamp on mode, includes 3 mode: power on, after reset done and manual;
- Factory setting: restore all parameter to factory setting.

Address	PAN Inset	OFF
WorkMode	TILT Inset	OFF
Display	Rectify Enable	ON
Test	PAN Offset	008
	TILT Offset	020
Advance	Lamp on when	pwr on
Status	Factory Setting	
Escape		

Figure 11 page of run parameter

### 6. View status

Enter the page as shown in Figure 12:

- View light current status, version;
- DMXClr: Click to clear all DMX data to '0'.
- SysRst: Click to reset light.

Address	Work Mode	DMX ...
WrokMode	Address	001
Display	Version	B5R. 1. 1 16n
Test	Elapse	000H 04M
Advance	Tatol	00000H 04M
Status	<input type="button" value="DMX Clr"/> <input type="button" value="SysRst"/>	
Escape		

Figure 12 page of status

## Chapter 3 Channel description

### 1. Channel table

SR-260 DMX Channel Control	
<b>CH1</b> Pan	0 Pan 255 0° 540°
<b>CH2</b> Tilt	0 Tilt 255 0° 250°
<b>CH3</b> Pan Fine	0 Pan 255 0° 3.6°
<b>CH4</b> Tilt Fine	0 Tilt 255 0° 3°
<b>Ch5</b> X/Y Speed	0 255 X/Y Speed Fast to slow
<b>Ch6</b> 6 color	0 255
<b>Ch7</b> Strobe	0 240 241-255 
<b>Ch8</b> Dimmer	0 240 241-255 
<b>Ch9</b> Color	0-7 8-15 16-23 24-31 32-39 40-47 48-55 56-63 64-71 72-79 80-87 88-95 96-103 104-111 112-127 128-191 192-255 
<b>Ch10</b> GOBO	
<b>Ch11</b> Prism1	0 31 128 191 192 255 
<b>Ch12</b> Prism1 rotate	0 127 128 191 192 255 360度定位 fast speed Low speed fast speed
<b>Ch13</b> Prism2	0 31 128 191 192 255 
<b>Ch14</b> Prism2 rotate	0 127 128 191 192 255 360度定位 fast speed Low speed fast speed
<b>Ch15</b> Focus	0 255 
<b>Ch16</b> Reset	100-105 Turn off the lamp 200-205 Turn on the lamp (off the lamp after 1 minute) 255 Later 2s System Reset