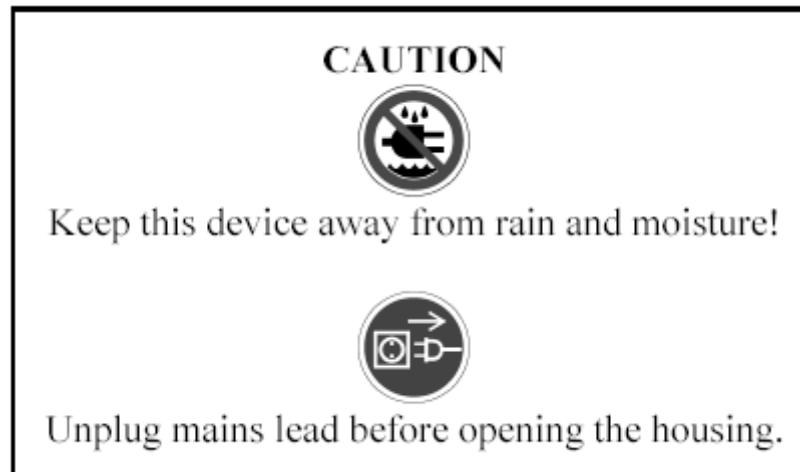


**PRO WASH 250 V26
USER MANUAL**



For your own safety, please read this user manual carefully before installing the device.



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 the professional wash head.
You will see you have acquired a powerful and versatile device.

Unpack the device. Inside the box you should find: the wash head, a power cable, an XLR connection cable, a safety cable and this manual. Please check carefully that there is no damage caused by transportation. Should there be any, consult your dealer and don't install this device.

Features

- colors :
 - 1 color wheel with 4 dichroic mirrors plus white , rainbow effect
- advanced C, M, Y color system : for a multicolored effect
- automatic run select
- control signal : standard DMX-512 12 channels
- pan and tilt movement :
 - 8 and 16 bit resolution : for smooth and precise motion
 - pan : 630° rotation / tilt : 265° rotation
- Iris

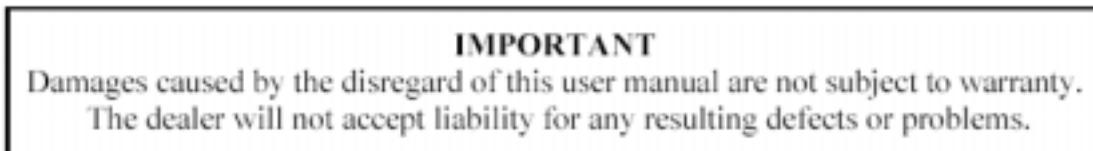
- strobe/shutter : high speed dual-blade shutter, 0-13 Hz
- dimmer : mechanical adjustment 100%~0%
- auto-programme : 8 pre-built programmes can be selected
- display : can turn 180° if the mounting location so requires
- local or remote resetting
- lamp switches ON/OFF locally
- auto test for all functions
- value of each DMX-channel can be displayed
- save program :

edit and save the program to the incorporated EEPROM through the front control panel or external controller; can save maximum 15 scenes, and run the saved program by the “run” menu from the control panel

SAFETY INSTRUCTIONS



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.



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 temperature.

This device falls under protection-class I. Therefore it is essential that the device be earthed.

A qualified person must carry out the electric connection.

Make sure that the available voltage is not higher than stated at the end of this manual.

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 normal, it should decrease gradually.



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

GENERAL GUIDELINES

This device is a lighting effect for professional use on stages, in discotheques, theatres, etc.

This fixture is only allowed to be operated with the alternating current which stated in the specifications in the last page. This equipment was designed for indoor use only. Lighting effects are not designed for permanent operation. Consistent operation breaks will 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.

When choosing the installation spot, please make sure that the device is not exposed to extreme heat, moisture or dust. The minimum distance between light-output from the projector and the illuminated surface must be more than 0,5 meter.

Always fix the fixture with an appropriate safety cable . When fixing the device on a raised-from-the-ground support, be sure to use no less than screws and nuts of M10 x 25 mm and insert them in the pre-arranged screw holes in the base of the fixture.

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. Furthermore, any other operation may lead to short-circuit, burns, electric shock, lamp

explosion, crash, etc. 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.

INSTALLATION INSTRUCTIONS

a) *Installing or replacing the lamp*



Before replacing the lamp let the lamp cool down, because during operation, the lamp can reach very high temperature.

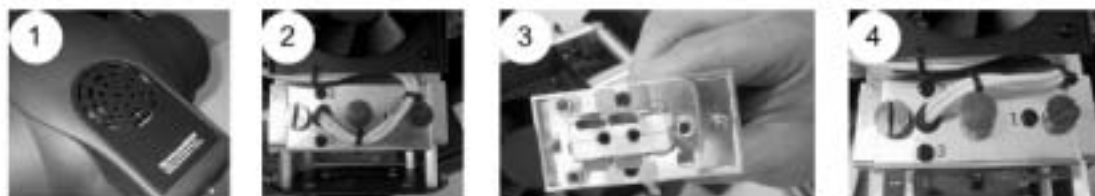
During the installation of halogen lamps do not touch the glass bulbs bare handed. Always use a cloth to handle the lamps during insertion and removal.

Do not install lamps with a higher wattage. They generate higher temperatures than for which the device was designed for.

For the installation, you need one 230V / 250W MSD GY9.5 lamp :

□ ordercode : LAMP250MSD (Philips) or LAMP250MSD/2

Procedure :

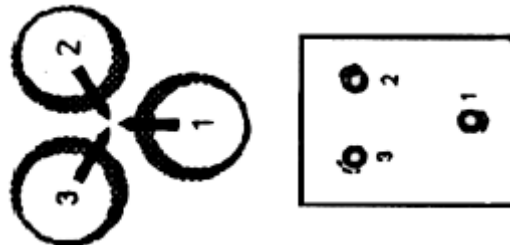


1) Unscrew the 3 screws on the top of the housing, holding the plate where the lamp is underneath. Carefully remove the metal plate

2) Unscrew the 2 big screws and gently pull the socket holder using the knob in the middle.

3) Carefully insert the lamp into the socket. Please remember there is only one way to insert the lamp. Gently slide the lamp and its lamp holder back into place and fasten the 2 big screws.

4) On the access plate there are 3 small screws marked 1,2 and 3, which are used to adjust the lamp holder in the lamp housing. You can adjust the 3 screws to fine-tune the position of the lamp to get the maximum light output as shown below.



Please remember the lamp is not a hot-restrike type, you must wait for approximately 10 minutes after having turned off the lamp before you can turn it back on again.



b) Mounting the device



The installation of the effect has to be built and constructed in a way that it can hold 10 times the weight for 1 hour without any harming deformation.

The installation must always be secured with a secondary safety attachment, e.g. an appropriate safety cable.

Never stand directly below the device when mounting, removing or servicing the fixture

The operator has to make sure the safety relating and machine technical installations are approved by an expert before taking the device into operation for the first time. These installation should be approved by a skilled person once a year.

Cautions:

The effect should be installed outside areas where persons may reach it, walk by or be seated.



Overhead mounting requires extensive experience, including amongst others calculating working load limits, installation material being used, and periodic safety inspection of all installation material and the device. If you lack these qualifications, do not attempt the installation yourself. Improper installation can result in bodily injury.

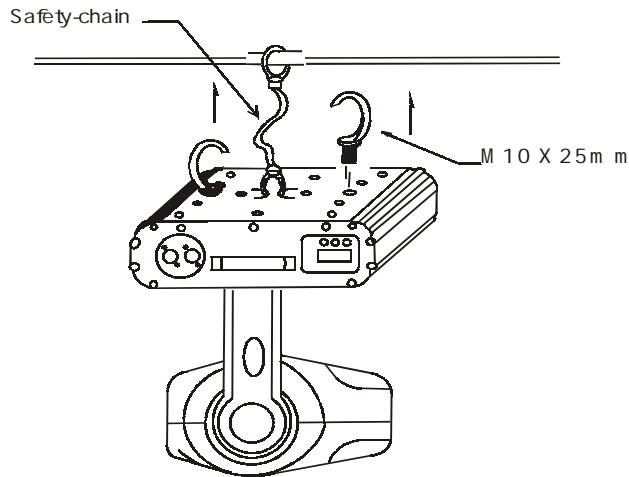


Before mounting make sure that the installation area can hold a minimum point load of 10 times the device's weight.



Installation via clamp

See the picture below:



Screw one clamp each via a M10 screw and nut directly into the base bottom. Pull the safety-chain through the holes on the bottom of the base and over the trussing system or a safe fixation spot. Insert the end in the carabine and tighten the safety screw.

INSTRUCTIONS ON USE

The moving head is controlled by 12 DMX channels :

CHANNEL FUNCTION												
%	1 Color	2 C	3 M	4 Y	5 Pan	6 Tilt	7 Strobe	8 Dimming	9 Iris	10 Pan High Resolution	11 Tilt High Resolution	12 Auto Program
100%										16 bit pan move	16 bit tilt move	Program 6
75%												Program 7
50%												Program 8
25%												Program 5
0%												Program 4
												Program 3
												Program 2
												Program 1
										Normal	Normal	Normal

CHANNEL 1 : select one of the 5 colours, colour cycle or rainbow effect

CHANNEL 2 : Cyan (0 – 100%)

CHANNEL 3 : Magenta (0 – 100%)

CHANNEL 4 : Yellow (0 – 100%)

CHANNEL 5 : pan movement (max. 630°)

CHANNEL 6 : tilt movement (max. 265°)

CHANNEL 7 : select strobe (0-13Hz)

CHANNEL 8 : Dimmer control 0-100% (only active when CHANNEL 7 is between position 12 –128)

CHANNEL 9 : Electronic iris adjustment (5% - 100%)

CHANNEL 10 : Pan 16 bit resolution

CHANNEL 11 : Tilt 16 bit resolution

CHANNEL 12 : auto program control

DMX channel's functions and their values:

Channel 1 – Color Wheel 1 :

0 – 32	Open/White
33 – 65	Light blue
66 – 98	Red
99 – 131	Blue
132 – 163	Green
164 – 255	rainbow effect from slow to fast

Channel 2 – Color Wheel 2 : (Cyan)

0 – 255	Color effect
---------	--------------

Channel 3 – Color Wheel 3 : (Magenta)

0 – 255	Color effect
---------	--------------

Channel 4 – Color Wheel 4 : (Yellow)

0 – 255	Color effect
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Channel 5 – PAN movement 8 bit

Channel 6 – TILT movement 8 bit

Channel 7 – Shutter , strobe

1 – 11	Shutter closed
12 – 128	Shutter open
129 – 239	Strobe effect slow to fast
240 – 255	No function (shutter open)

Channel 8 – Dimmer (intensity)

0 – 255	Intensity 100 to 0%
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Channel 9 – Iris

0 – 255	0 to 100%
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Channel 10 – Internal programme

0 – 26	No function
27 – 57	Internal program 1
58 – 86	Internal program 2
87 – 115	Internal program 3
116 – 144	Internal program 4
145 – 173	Internal program 5
174 – 202	Internal program 6

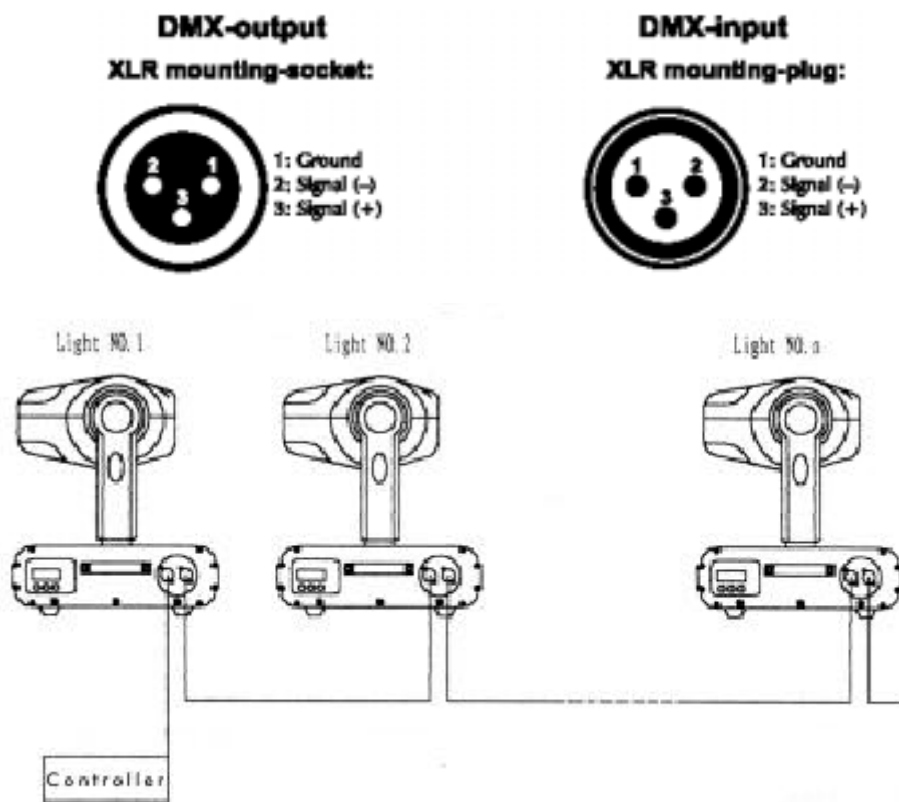
203 – -231 Internal program 7
232 – -255 Internal program 8

Channel 11 – Pan fine

Channel 12 – Tilt fine

DMX-512 control connection

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 wash light. You can chain multiple wash head's 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.

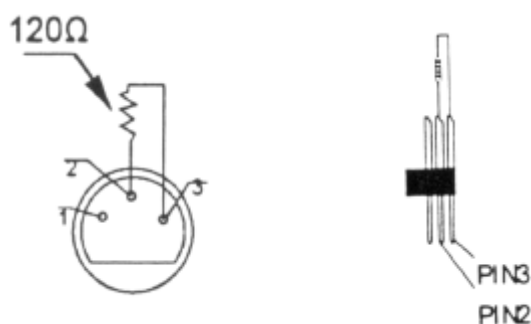


DMX-512 connection with DMX terminator

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 Ω . 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.



Projector DMX start address selection

All fixtures should be given a DMX starting address when using a DMX signal, so that the correct fixture responds to the correct control signals. This digital starting address is the channel number from which the fixture starts to “listen” to the digital control information sent out from the DMX controller. The allocation of this starting address is achieved by setting the correct number on the display located on the base of the device.

You can set the same starting address for all fixtures or a group of fixtures , or make different address for each fixture individually.

If you set the same address, all the units will start to “listen” to the same control signal from the same channel number. In other words, changing the settings of one channel will affect all the fixtures simultaneously.

If you set a different address, each unit will start to “listen” to the channel number you have set, based on the quantity of control channels of the unit. That means changing the settings of one channel will affect only the selected fixture.

In the case of the wash head, which is a 12 channel fixture, you should set the starting address of the first unit to 1, the second unit to 13 (12 + 1), the third to 25 (13 + 12), and so on.

Function selection

Different functions can be set by means of the 3 push buttons and the display. When you turn on the fixture the display setting will be the same as the setting before you turned it off.

Please refer to the list below for the different settings :

S/N	Function display	Option select	Return to main menu	Display	Function explanation	
0	A---	AD01_AS 11	√	A000	DMX start address setting	
1	RUN	ON / OFF	√	RUN	Run pre-installed program in the EEPROM	
2	FOCU	ON / OFF	√		Focus, opens the shutter, selects white light	
3	DISP	DP - X	√	0000	Display the DMX value for each channel	
4	RDIS	ON / OFF	√		Reverse display	
5	RPRM	ON / OFF	√		Reverse pan	
6	RTILT	ON / OFF	√		Reverse tilt	
7	REST	ON / OFF	√		Reset	
8	INDR	ON / OFF	√		Install software into the EEPROM	
9	LAMP	ON / OFF	√		Lamp ON/OFF control	
10	VER	V - 1.0	√		Software version	
11	TIME	OPEN	√	XXXX	Lamp work time (future releases only)	
		CLR	√		Reset lamp work time	
12	TEST	TE - 1 ↓ TE - 16	√		Test the function of each channel	
13	CONT	CN - X	√			
14	EDIT	SCE1	PAR-1 ↓ PAR-N	11 XX ↓ 1 N XX	Edit a scene without controller	
			TIME	1 T - X	The run time of that scene	
		CONT	ON/OFF	Edit a scene through a controller		
		↓				
	SCEIS	PARL ↓ PAR-N	F 1 XX ↓ F N XX			Edit a scene without controller
		CONT	ON/OFF	Edit a scene through a controller		
		↓				

Menu Structure

The Control Board situated on the front side of the base offers several features. You can simply set the starting address, switch on and off the lamp, run a test program, make a reset and also use special functions for manual control and service purposes.

The main menu can be accessed by pressing the [ENTER] key for about 3 seconds until the display flashes the message "A---"; browse through the menu by pressing [up] key, press [ENTER] if you wish to select one of them.

A--- - DMX address setting:

1. Press [ENTER] for 3 seconds to enter main menus (Display flashing);
2. Select "A---" by pressing [UP] button;
3. Press [ENTER], adjust the DMX address by pressing [UP] or [DN]
4. Press [ENTER] TO confirm
5. Press [EXIT/DN] return to main menu.

When the display on AXXX status, such as A001, you can direct press [UP] or [DN] to change the

DMX start address.

RUN---Run the pre-built in program in the memory (EEPROM)

1. Press [ENTER] for 3 seconds to enter main menu;
2. Select “RUN” by pressing [UP] button;
3. Press [ENTER], the display shows “ON” or “OFF”;
4. Press [UP], to select “ON” or “OFF”
5. Press [ENTER] to confirm
6. Press [EXIT/DN] to return to main menu.
7. If you selected “ON”, the machine now will run the Built-in program.

DISP----Display the DMX 512 value of each channel

1. Press [ENTER] for 3 seconds to enter main menu;
 2. Select “DISP” by pressing [up] button;
 3. Press [ENTER], the display shows “DP-X”, ”X” stands for the channel NO., value “1”-“F”;
 4. Press [UP] TO choose the value for “X”, for example: when you choose “DP-E”, it displays the DMX value of the 14th channel.
 5. Press [ENTER] TO confirm
 6. Press [EXIT/DN] to return to main menu.
- Now, the display value will change as per the 14th channel DMX value.

FOCU----Focus

1. Press [ENTER] for 3 seconds to enter main menu;
2. Select “FOCU” by pressing [up] button;
3. Press [ENTER], the display shows “ON” or “OFF”;
4. Press [UP] to select “ON” if you wish to enable this function or “OFF” if you don’t;
5. Press [ENTER] TO confirm
6. Press [EXIT/DN] to return to main menu.

Now the projector will open the shutter and the white sped is appear for easy focusing, The projector will not respond to any control signal at this control mode.

rDIS---Reverse the display 180° :

1. Press [ENTER] for 3 seconds to enter main menu;
2. Select “rDIS” by pressing [up] button;
3. Press [ENTER], the display shows “ON” or “OFF”;
4. Press [UP] to select “ON” if you wish to enable this function or “OFF” if you don’t;
5. Press [ENTER] TO confirm
6. Press [EXIT/DN] to return to main menu, the display will change 180°

rPAN---Pan reverse movement:

1. Press [ENTER] for 3 seconds to enter main menu;
2. Select “rPAN” by pressing [UP] button;
3. Press [ENTER], the display shows “ON” or “OFF”;
4. Press [UP] to select “ON” if you wish to enable this function or “OFF” if you don’t;

5. Press [ENTER] TO confirm
 6. Press [EXIT/DN] to return to main menu.
- The movement of the Pan will be reversed.

rTILT----Tilt reverse movement:

1. Press [ENTER] for 3 seconds to enter main menu;
2. Select “rTIL” by pressing [UP] button;
3. Press [ENTER], the display shows “ON” or “OFF”;
4. Press [UP] to select “ON” if you wish to enable this function or “OFF” if you don’t;
5. Press [ENTER] TO confirm
6. Press [EXIT/DN] to return to main menu.

The movement of the Tilt will be reversed.

rEST----Reset:

1. Press [ENTER] for 3 seconds to enter main menu;
2. Select “rEST” by pressing [UP] button;
3. Press [ENTER], the display shows “ON” or “OFF”;
4. Press [UP] to select “ON” if you wish to enable this function or “OFF” if you don’t;
5. Press [ENTER] TO confirm
6. Press [EXIT/DN] to return to main menu.

When you selected “ON” and exit the fixture begins the reset motion.

INDA---Reload the data into the EEPROM and revise the factory settings:

1. Press [ENTER] for 3 seconds to enter main menu;
2. Select “INDA” by pressing [UP] button;
3. Press [ENTER], the display shows “ON” or “OFF”;
4. Press [UP] to select “ON” if you wish to enable this function or “OFF” if you don’t;
5. Press [ENTER] TO confirm
6. Press [EXIT/DN] to return to main menu.

When exit the fixture begins the data reload.

LAMP----Switch on/off the lamp:

1. Press [ENTER] for 3 seconds to enter main menu;
2. Select “LANP” by pressing [up] button;
3. Press [ENTER], the display shows “ON” or “OFF”;
4. Press [UP] to select “ON” if you wish to switch on the lamp or “OFF” if you wish to switch off the lamp;
5. Press [ENTER] TO confirm
6. Press [EXIT/DN] to return to main menu.

VER----Software version:

1. Press [ENTER] for 3 seconds to enter main menu;
2. Select “UER” by pressing [UP] button;

3. Press [ENTER], the display shows “U-X.X”, “X.X “ stands for the version NO. such as the display may shows “U-1.0”. “U-2.6” etc;
4. Press [ENTER] or [EXIT/DN] to exit.

TEST---Make a test of the function of each channel:

1. Press [ENTER] for 3 seconds to enter main menu;
2. Select “tEST” by pressing [UP] button;
3. Press [ENTER], the display shows “tE-X”, “X” stands for the channel NO., value “1-F”, such as if you selected “tE-X”, the machine will test the color channel, change the color one by one and show the rainbow effect with different speed.
4. Press [ENTER] or [EXIT/DN] to exit.

EDIT-Editing program:

This menu item allows you to write a program into the memory (EEPROM) via the control panel or via the external controller. It compose of “ EDIT” , “CONT” , “RUN” .

EDIT Procedure: (Via control board only, edit and save the scene do not use controller)

1. Press [ENTER] for 3 seconds to enter main menu;
2. Select “EDIT” by pressing [UP] button;
3. Press [ENTER], the display shows “SCEX”, “X” stands for the scene NO. to be edited , value “1-F”. Such as “SCE1” means you will edit the scene 1;
4. Change the scene NO. by pressing [UP],
5. Press [ENTER], the display shows “ParX”, “X” stands for the channel NO. Such as “ Par1”, it means you are editing the channel 1 of you select scene
6. Select the channel No. you would like to edit by pressing [UP] BUTTON;
7. Press [ENTER] to enter editing for the selected channel , the fixture re-acts to your settings. The display shows the DMX value for the editing channel relatively. Such as “ 11XX”, it stands for in the channel 1 of the scene 1, the DMX value is XX , XX is a number value “01-FF”;
8. Adjust the DMX value by pressing [UP], until you get the expect effect of this channel;
9. Press [ENTER] to enter the editing of the others channel of the scene;
10. Repeat steps 5-9, until you finish setting all the DMX values for all channels of this scene, each scene can have 15(F) channels maximum.
11. Once all the channels completed, the display will flash “tINE”, “tINE” stands for the time needed to run this scene;
12. Press [ENTER] to edit the time needed, the display shows “Nt-X”, “N” stands for the scenes NO., value “1-F”, “X” stands for the time needed to run in this scene, value “1-F”. For example, “1t-2” means you need 2 seconds to run on scene 1, “ 5t-F” means you need 15 seconds to run on the 5th scene;
13. Adjust the time needed by pressing [UP];
14. Press [ENTER] to save the settings for the scene you are editing, the display will change to the next scene automatic ;
15. repeat step 3-14 to edit and other scenes, you can edit and save 15 (F) scenes maximum.
16. Press [EXIT/DN] to exit, now you have edit and saved 15 (maximum) scenes through the

control board, without use controller, and this type saved scenes can be saved by “**CONT**”, and can be run when you enter to “**RUN**”

EDIT Procedure (Via external controller)

1. Press [ENTER] for 3 seconds to enter main menu;
2. Select “**EDIT**” by pressing [UP] button;
3. Press [ENTER], the display shows “**SCEX**”, “X” stands for the scene NO. to be edited , value “1-F”. Such as “SCE1” means the scene 1;
4. Change the scene NO. by pressing [UP],
5. Press [ENTER], the display shows “**ParX**”, “X” stands for the channel NO. Such as “ Par1”, it means you are editing the channel 1 of you selected scene;
6. Select the channel No. you would like to edit by pressing [UP] button;
7. Select “**tINE**” by pressing [UP]
8. Press [ENTER] to edit the time needed, the display shows “**Nt-X**”, “N” stands for the scene NO. value “1-F”, “X” stands for the time needed to run the scene, value “1-F”.For example, “1t-2” means you need 2 seconds to run on scene 1, “ 5t-F” means you need 15 seconds to run on the 5th scene;
9. Adjust the time needed by pressing [UP];
10. Press [ENTER] to exit;
11. Select “**CNIN**” by pressing [UP];
12. Press [ENTER], the display shows “**ON**” or “**OFF**”;
13. Select “**ON**” if you want to edit the scene from a external controller, by pressing [UP];
14. Use the controller to edit the settings of each channel for this scene;
15. Press [ENTER] to save and turn to the editing for the next scene;
16. repeat step 4-15 to edit other scenes , you can edit and save 15 scenes maximum;
17. Press [EXIT/DN] to exit. now you have edit and saved 15 (maximum) scenes through the controller, and this type saved scenes can be saved by “**CONT**”, and can be run when you enter to “**RUN**”

CONT---- Save the scenes you edit to the “RUN”

1. Press [ENTER] for 3 seconds to enter main menu;
2. Select “**CONT**” by pressing [UP] button;
3. Press [ENTER], the display shows “**CN-X**”, “ X” stands for the total amount of steps you want to save to “**RUN**”, value “1-F”, so you totally can save 15 scenes to the “**RUN**”. For example if the “X” is 5, it means in the “**RUN**”, will run the first 5 scenes you saved in “**EDIT**”;
4. Press [ENTER] TO save and exit, you will find in the “**RUN**”, you edited scenes will run as per you set time.

ERROR MESSAGE

When you turn on the fixture, it will make a reset first. The display may show “Xerr” while there are problems with one or more channels. “X” stands for channel 1,2,3,4,5,6 who has the testing

sensor for positioning .

For example, when the display shows “2Err”, it means there is some error in channel 2. If there are some errors on channel 1, channel 2, channel 5 at the same time, you may see the error message “1Err”, “2Err”,”5Err” flash repeatedly for 5 times, and then the fixture will generate a reset signal, all the stepper reset. If the fixture remain error message after performing reset more than 3 times, it will detect whether the fixture has more than 3 errors. If the fixture has more than 3 errors (including 3 errors), all the channels can not work properly; but if the fixture has less than 3 errors, only the channels which have errors can not work properly, others can work as usual.

1Err:

(Color-wheel error) This message will appear after the reset of the fixture if the magnetic-indexing circuit malfunctions (sensor failed or magnet missing) or the stepping-motor is defective (or its drive circuit on the main PCB). The color wheel is not located in the default position after the reset.

2Err:

(Cyan-wheel error) This message will appear after the reset of the fixture if the magnetic-indexing circuit malfunctions (sensor failed or magnet missing) or the stepping-motor is defective (or its drive circuit on the main PCB). The color wheel is not located in the default position after the reset.

3Err:

(Magenta-wheel error) This message will appear after the reset of the fixture if the magnetic-indexing circuit malfunctions (sensor failed or magnet missing) or the stepping-motor is defective (or its drive circuit on the main PCB). The color wheel is not located in the default position after the reset.

4Err:

(Yellow-wheel error) This message will appear after the reset of the fixture if the magnetic-indexing circuit malfunctions (sensor failed or magnet missing) or the stepping-motor is defective (or its drive circuit on the main PCB). The color wheel is not located in the default position after the reset.

5Err:

(PAN-yoke movement error) This message will appear after the reset of the fixture if the yoke’s magnetic-indexing circuit malfunction (sensor failed or magnet missing) or the stepping-motor is defective (or its driving IC on the main PCB). The yoke is not located in the default position after the reset.

6Err:

(TILT-head movement error) This message will appear after the reset of the fixture if the head’s magnetic-indexing circuit malfunctions (sensor failed or magnet missing) or the stepping-motor is defective (or its driving IC on the main PCB). The head is not located in the default position after the reset.

CLEANING AND MAINTENANCE

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, color lenses, fixations and installation 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.

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

There are no serviceable parts inside the device except for the lamp. Please refer to the instructions under “Installation instructions”.

Should you need any spare parts, please order genuine parts from your local dealer.

TECHNICAL SPECIFICATIONS

Power supply : 230VAC, 50Hz

Power consumption : max. 400W

Lamp : 1 x 230V / 250W MSD GY9.5 socket, Metal Halide

Motors : 9 micro motors

Packing dimension: 66x56x52cm

Net weight : 23 kgs

Gross weight: 27kgs

Remark : errors and omissions for every information given in this manual excepted.

All information is subject to change without prior notice.

