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CAUTION!

Keep this decice away from rain and moistture! Unplug mains lead before opening the housing! For your own safety, please read this user manal carefully before you initial start-up!

Introduction

Thank you for choosing our moving head light. You acquired a versatile, powerful and intelligent lighting-effect. Please unpack your casing and make sure that there are no damages caused by transportation. Should there be any, please refer to your local dealer or our factory and do not take the device into operation.

Multi-function moving head light trait:

- Color system: one color wheel with 13 colors plus white
- Gobo wheel 1: rotatable with 9 glass gobos plus white plus auto rotation, changeable gobos (diameter: 15.4 mm, effective inner diameter: 13 mm)
- Gobo wheel 2: 13 metal gobos plus white
- Two rotating prisms: Bilateral circular 8-face prism and Bilateral straight line 6-face prism, with frost effect
- double strobe function, 0.5-14 times / sec adjustable)
- The lighting of the stock size
- Addressing, special functions setting, effects calibration via control panel with LCD TOUCH SCREEN
- Readout fixture and lamp usage, receiving DMX values, temperature, etc
- Macro-function for rotating Gobo/re-rating prism combinations
- Black out while the light head moving or Gobo color changing
- Remote reset function
- Intelligent control panel with 4-digit LED display
- Silent fans cooling
- 16/24DMX channels
- Pan movement rang 530°, Tilt movement rang 280°
- High luminous-efficiency parabolic mirror and double condenser system
- Mechanical multi-step focus
- Focus is controllable through the mechanization of DMX
- Preprogrammed changeable or stochastic grating pulse effect
- All lenses are anti-reflection coated
- 16 units mute sound motors s, containing 2 units three-phase motors, 16bit drive
- Self-resettable thermo-fuse
- For YODN MSD 10R 280W lamp

Safety Instructions

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

This device has left our premises in absolutely 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.

Important statement:

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 drastic temperature fluctuation, (e.g. after transportation), do not open the light at once. The agglomeration of vapor is likely destroying your product. Do not open the product until it reach normal temperature.
- This device falls under protection class 1. The power plug must only be plugged into a protection class 1 outlet. Never let the power cord come into contact with other cables! Handle the power cord all connections with the mains with particular caution!
- 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 by sharp edges. Check the device and the power cord by the plug. Never pull out the plug by tugging the power-cord.
- 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 the initial start-up some smoke or smell may arise. This is a normal process and does not necessarily mean that the device is defective.
- CAUTION: During the operation, the housing becomes very hot.
- Never frequently open/close the lighting for reducing the life of the lamp
- Never look directly into the light source, as sensitive persons may suffer an epileptic shock (especially meat for epileptics)!
- Damages caused by non-observance are not subject to warranty.
- Keep away children and amateurs!

Operating Determinations:

- This device is a moving-head spot for creating decorative effects. And was designed for indoor use only.
- This device is designed for professional use, for example, on stages, in discotheques, and theatres, etc.
- 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.
- Never lift the fixture by holding it at the projector head, as the mechanic may be damaged. Always hold the fixture at the transport handles.
- When choosing the installation spot, please make sure that the device is not exposed to extreme heat, moisture or dust. There should not be cables lying around. Make sure the safety of others and yours.
- Always fix the fixture with an appropriate safety-rope. Fix the safety rope at the correct holes only.
- Only operate the fixture after having checked that the housing is firmly closed and all screws are tightly fastened.
- The lamp must never be ignited if the objective lens or any housing cover is open, as discharge lamps may expiose and emit a high ultraviolet, which may cause burn.

- The maximum ambient temperature must never be exceeded.

CAUTION: The lens has to be replaced when it is obviously damaged, so that its function is impaired, e.g. dug to cracks or deep scratches.

- Operate the device only after you have familiarized with its functions. Persons not qualified are not allowed to operate the device. Most damages are the result of unprofessional operation.

CAUTION: The lamp has to be replaced when it is damaged or deformed due to the heat!

- Please use the original packing if the device is to be transported.
- Please consider that unauthorized modifications on the device are forbidden due to safety reasons.
- Never remove the serial barial barcode from the device as this would make the guarantee void.
- 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 dangers like short-circuit, burns, electric shock, lamp explosion, crash.

Installation

DANGER: Install the lamp with the devicd switched off or unplug from mains!

Fitting/Exchanging the Lamp:

Open the small lamp cover by loosening 3 screws, open the small back cover at the back panel from the lighting, and gently pull the lamp out. If you want to change the lamp, remove the old lamp from the socket.

Do not install the lamp with a higher wattage! If so, the lamp will generate high temperatures, and the divice is not desgned for that case.

Damages caused by non-observance are not subject to warranty. Please follow the lamp manufactrurer's announcement! Do not touch the glass buld bare handed during the installation. Make sure that the lamp is installed tightly into the lampholder.

Reinstall the topcover of the head and tighten those 4 screws.

Do not operate the fixture with operate housing-cover!

The brightness of the lighting has been aligned at the factory. Due to the difference between lamps, fine adjusted may improve light performance. Strike the lighting, open the grating and the diaphragm, adjust the brightness to 100%, then focus the light on a flat surface (eg. wall). Through using three "A/B/C" adjusting screws, you can make the light focus on the hot spot (the brightest of the light line), Rotate one screw once to drag the hot spot through projectile shadow in the direction of diagonal. If you cannot find the hot spot, adjust the lamp untill the light line is even. Through adjusting three "A/B/C" screws at the same time and deasil 1/4 rotate until the light line distribute equably then pull the lamp into, doing so can reduce hot spot. If the

light in the edge is brighter than in the centre, or the light output is very low, it means the lamp is too back at the reflecting shelf. Through adjusting three “A/B/C” screws at the same time and deasil 1/4 rotate to push out the lamp until the light is bright and distribute equably.

Rigging and Hook:

- Pay attention to the safety!
- Please respectively consider the EN 60598-2-17 and the national standard during the installation! The outhorized dealer must only carry out the installation.
- The installation of the projectile shelf has to be built and constructed in a way that it can hold 10 times the weight for 1 hour without any harming demolishment.
- The installation must always be secured with a secondary safety attachmant, e.g.an appropriate catch net. This secondary safety attachment must be constructed in a way that no part of the installation can fall down if the main attachmant fails.
- When rigging, derigging or servicing the ficture staying in the area below the installation place, on bridges, under high working plases and other endangered areas is forbidden.
- The operator has to make sure that the safety measure and the mechine’s technical installation is approved by an expert before taking into operator for the first time and after changes before taking into operation anther time.
- The operator has to make sure that an expert approves safety measure and the machine’s technical installation after every four years in the course of an acceptance test.
- The operator has to make sure that a technician approves the relative safety measure and the machine’s technical installation once a year.
- Procedure: The projectile shelf should be installed outside areas where persons may walk by or be seated.

IMPORTANT MATTER! Overhead rigging requires extensive experience, including (but not limited to) calculating working load limits, installation material being used, and periodic safety inspection of all installation material and the projector. If you lack these qualifications, donot attempt the installation yourself, but instead use a professional structural rigger. Improper installation can result in bodily injury or property loss.

- The projectile shelf has to be installed out of the reach of people.
- If the projectile shelf shall be lowered from the ceiling or high joists, professional trussing systems have to be used. The projectile shelf must never be fixed swinging freely in the room.

CAUTION: Projectile shelf may cause severe injuires when crashing down! If you have doubte concerning the safety of a possible installation, donot install the projectile shelf!

- Before rigging make sure that the installation area can hold a minimum point load of 10 times the projector’s weight.
- DANGER OF FIRE! When installing the device, make sure there is no highly inflammable material (decoration articles, etc.) within a distance of minimun 0.5 metre.

CAUTION ! Use two appropriate clamps to rig the fixture on the truss. Follow the instructions mentioned at the bottom of the base. Make sure that the device is fixed properly! Ensure that the structure (truss) to which you are attaching the fixtures is secure.

- The moving head light can be placed directly on the floor or rigged in any orientation on a truss without altering its operation characteristics. There are two possibilities to fix the base of the lighting, Use the rigging clamp to merge M10 or M12 screw—please check the base. For overhead use, always install a safety rope that can hold at least 10 times the weight of the fixture. You must only use safety rope with screw on carabines.

Connection with the Mains:

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

The occupation of the connection-cables is as follow :

Cable	Pin	International
Brown	Live	L
Blue	Neutral	N
Yellow/green	Earth	

The earth has to be connected !

Pay attention to the safety !

Before taking into operation for the first time, the installation has to be approved by an expert !

DMX-512 Connection/Connection between Fixtures

The wires must not come into contact with each other; otherwise the fixtures will not work at all, or will not work properly.

Only use a stereo-shielded cable and 3-pin XLR-plugs and connectors in order to controller with the fixture or one fixture with another.

Occupation of the XLR Connection

- | | |
|---------------------|--------------------|
| DMX-output | DMX-input |
| XLR mounting-socket | XLR mounting-plug: |
| 1-Ground | |
| 2-Signal (-) | |
| 3-Signal (+) | |

If you are using the recommended controllers, you can connect the DMX-output of the controller directly with the DMX-input of the first fixture in the DMX-chain. If you wish to connect DMX-controllers with other XLR-output, you need to use adapter-cables.

Building a Serial DMX Chain

Connect the DMX-output of the first fixture in the DMX-chain with the DMX-input of the next fixture. Always connect one output with the input of the next fixture until all fixtures are connected.

CAUTION: At the last fixture, the DMX cable has to be terminated with a terminator. Solder a 120-ohm resistor between Signal (-) and (+) into a 3-pin XLR-plug it in the DMX-output of the last fixture.

DMX Channels

DMX Channel Description: 16 DMX Channels

DMX Channel	Function	Data	Function Description
CH1	Pan	0-255	Pan
CH2	Tilt	0-255	Tilt
CH3	Pan/Tilt speed	0-255	Pan/Tilt speed
CH4	Marco function	0-19	No function
		20-24	Power saving (230W)
		25-129	No function
		130-139	Lamp ON
		140-149	Pan/Tilt reset
		150-159	No function
		160-169	Effect reset
		170-199	No function
		200-209	Light reset
		210-229	No function
		230-239	Lamp OFF
		240-255	No function
CH5	Color Wheel	0-8	White
		9-17	Crimson
		18-26	Blue
		27-35	Yellow
		36-44	Green
		45-53	Magenta
		54-62	Azure
		63-71	Red
		72-80	Dark green
		81-89	Amber
		90-98	Blue
		99-107	Orange
		108-116	UV
		117-127	Blue
		128-129	White
		130-134	Blue + UV
		135-138	UV + Orange
		139-143	Orange + Blue
		144-147	Blue + Amber
		148-152	Amber + Dark green
153-157	Dark green + Red		
158-161	Red + Azure		
162-166	Azure + Magenta		

		167-171	Azure + Green
		172-176	Green + Yellow
		177-180	Yellow + Dark blue
		181-185	Dark blue + Crimson
		186-189	Crimson + White
		190-220	Color wheel Rotation (fast-slow)
		221-250	Color wheel Rotation (slow-fast)
		251-255	No function
CH6	No Function	0-255	No function
CH7	Gobo Wheel	0-3	No function
		4-9	Gobo1
		10-15	Gobo2
		16-21	Gobo3
		22-27	Gobo4
		38-33	Gobo5
		34-39	Gobo6
		40-45	Gobo7
		46-51	Gobo8
		52-57	Gobo9
		68-63	Gobo10
		64-69	Beam 1
		70-75	Beam 2
		76-87	Beam 3
		88-95	Gobo1 shakes (slow-fast)
		96-103	Gobo2 shakes (slow-fast)
		104-111	Gobo3 shakes (slow-fast)
		112-119	Gobo4 shakes (slow-fast)
		120-127	Gobo5 shakes (slow-fast)
		128-135	Gobo6 shakes (slow-fast)
		136-143	Gobo7 shakes (slow-fast)
		144-151	Gobo8 shakes (slow-fast)
		152-159	Gobo9 shakes (slow-fast)
		160-167	Gobo10 shakes (slow-fast)
		168-175	Beam 1
		176-183	Beam 2
184-199	Beam 3		
200-255	Gobo Wheel (slow-fast)		
CH8	Gobo Change	0-8	No function
		9-17	Gobo1
		18-26	Gobo2
		27-35	Gobo3
		36-44	Gobo4
		45-53	Gobo5

		54-62	Gobo6
		63-71	Gobo7
		72-80	Gobo8
		81-89	Gobo9
		90-97	Gobo1 shakes (slow-fast)
		98-106	Gobo2 shakes (slow-fast)
		107-115	Gobo3 shakes (slow-fast)
		116-124	Gobo4 shakes (slow-fast)
		125-133	Gobo5 shakes (slow-fast)
		134-142	Gobo6 shakes (slow-fast)
		143-151	Gobo7 shakes (slow-fast)
		152-160	Gobo8 shakes (slow-fast)
		161-169	Gobo9 shakes (slow-fast)
		170-179	Gobo9 shakes (stop)
		180-217	Gobo change (slow-fast)
		218-255	Gobo change (slow-fast)
CH9	Gobo Rotation	0-127	No function
		128-191	Gobo rotating (slow-fast)
		192-193	Gobo rotating stop
		194-255	Gobo rotating (fast-slow)
CH10	Prism	0-19	No function
		20-75	straight line 6-face prism
		76-255	circular 8-face prism
CH11	Prism Rotation	0-127	No function
		128-191	Rotating clockwise from fast to slow
		192-193	No function
		194-255	Rotating anticlockwise from slow to fast
CH12	Frost	0-64	No function
		65-255	Frost
CH13	Zoom In	0-255	Zoom in
CH14	Focus	0-255	Focus
CH15	Strobe	0-31	Strobe close
		32-63	Strobe open
		64-95	Strobe from slow to fast
		96-127	Strobe open
		128-143	Strobe from fast to slow
		144-159	Strobe from slow to fast
		160-191	Strobe open
		192-223	Random strobe from slow to fast
224-255	Strobe open		
CH16	Dimmer	0-255	Dimmer

24 DMX Channels

DMX Channel	Function	Data	Function Description
CH1	Pan	0-255	Pan
CH2	Pan fine	0-255	Pan fine
CH3	Tilt	0-255	Tilt
CH4	Tilt fine	0-255	Tilt fine
CH5	Pan/Tilt speed	0-255	Pan/Tilt speed
CH6	Marco function	0-19	No function
		20-24	Power saving (230W)
		25-129	No function
		130-139	Lamp ON
		140-149	Pan/Tilt reset
		150-159	No function
		160-169	Effect reset
		170-199	No function
		200-209	Light reset
		210-229	No function
		230-239	Lamp OFF
		240-255	No function
CH7	Color Wheel	0-8	White
		9-17	Crimson
		18-26	Blue
		27-35	Yellow
		36-44	Green
		45-53	Magenta
		54-62	Azure
		63-71	Red
		72-80	Dark green
		81-89	Amber
		90-98	Blue
		99-107	Orange
		108-116	UV
		117-127	Blue
		128-129	White
		130-134	Blue + UV
		135-138	UV + Orange
		139-143	Orange + Blue
		144-147	Blue + Amber
		148-152	Amber + Dark green
153-157	Dark green + Red		
158-161	Red + Azure		
162-166	Azure + Magenta		
167-171	Azure + Green		

		172-176	Green + Yellow
		177-180	Yellow + Dark blue
		181-185	Dark blue + Crimson
		186-189	Crimson + White
		190-220	Color wheel Rotation (fast-slow)
		221-250	Color wheel Rotation (slow-fast)
		251-255	No function
CH8	No Function	0-255	No function
CH9	No Function	0-255	No function
CH10	Gobo Wheel	0-3	No function
		4-9	Gobo1
		10-15	Gobo2
		16-21	Gobo3
		22-27	Gobo4
		38-33	Gobo5
		34-39	Gobo6
		40-45	Gobo7
		46-51	Gobo8
		52-57	Gobo9
		68-63	Gobo10
		64-69	Beam 1
		70-75	Beam 2
		76-87	Beam 3
		88-95	Gobo1 shakes (slow-fast)
		96-103	Gobo2 shakes (slow-fast)
		104-111	Gobo3 shakes (slow-fast)
		112-119	Gobo4 shakes (slow-fast)
		120-127	Gobo5 shakes (slow-fast)
		128-135	Gobo6 shakes (slow-fast)
		136-143	Gobo7 shakes (slow-fast)
		144-151	Gobo8 shakes (slow-fast)
		152-159	Gobo9 shakes (slow-fast)
		160-167	Gobo10 shakes (slow-fast)
		168-175	Beam 1
		176-183	Beam 2
184-199	Beam 3		
200-255	Gobo Wheel (slow-fast)		
CH11	Gobo Change	0-8	No function
		9-17	Gobo1
		18-26	Gobo2
		27-35	Gobo3
		36-44	Gobo4
		45-53	Gobo5

		54-62	Gobo6
		63-71	Gobo7
		72-80	Gobo8
		81-89	Gobo9
		90-97	Gobo1 shakes (slow-fast)
		98-106	Gobo2 shakes (slow-fast)
		107-115	Gobo3 shakes (slow-fast)
		116-124	Gobo4 shakes (slow-fast)
		125-133	Gobo5 shakes (slow-fast)
		134-142	Gobo6 shakes (slow-fast)
		143-151	Gobo7 shakes (slow-fast)
		152-160	Gobo8 shakes (slow-fast)
		161-169	Gobo9 shakes (slow-fast)
		170-179	Gobo9 shakes (stop)
		180-217	Gobo change (slow-fast)
		218-255	Gobo change (slow-fast)
CH12	Gobo Rotation	0-127	No function
		128-191	Gobo rotating (slow-fast)
		192-193	Gobo rotating stop
		194-255	Gobo rotating (fast-slow)
CH13	No Function	0-255	No function
CH14	Prism	0-19	No function
		20-75	straight line 6-face prism
		76-255	circular 8-face prism
CH15	Prism Rotation	0-127	No function
		128-191	Rotating clockwise from fast to slow
		192-193	No function
		194-255	Rotating anticlockwise from slow to fast
CH16	Frost	0-64	No function
		65-255	Frost
CH17	Zoom In	0-255	Zoom in
CH18	Zoom In Fine	0-255	Zoom in fine
CH19	Focus	0-255	Focus
CH20	Zoom In Fine	0-255	Zoom in fine
CH21	No Function	0-255	No function
CH22	Strobe	0-31	Strobe close
		32-63	Strobe open
		64-95	Strobe from slow to fast
		96-127	Strobe open
		128-143	Strobe from fast to slow
		144-159	Strobe from slow to fast
		160-191	Strobe open
		192-223	Random strobe from slow to fast

		224-255	Strobe open
CH23	Dimmer	0-255	Dimmer
CH24	No Function	0-255	No function

Addressing

The control board on the front side of the base allows you to assign the DMX fixture the address, which is defined as the first channel. For example, if you set the address to channel 5, this lighting will use the channel 5 to 16 for control

Please make sure that you do not have any overlapping channels in order to control each lighting correctly and independently from any other fixture on the DMX data link.

Addressing setting:

1. Turn on the moving head, wait till finishing the reset (RST flashes on the display).
2. The main menu is accessed by pressing the [MODE] key, press this one until the display shows message "R001". Press [ENTER] to confirm.
3. Use the [UP] and [DOWN] keys to select the required address.
4. Press [ENTER] to confirm or press [MODE] to cancel.

Controlling:

After having addressed the lighting, you may now start operating these via your lighting controller.

Note: After switching on, the lighting will automatically detect whether DMX512 signal is received or not. If there is no signal received at the DMX input, the display will not flash.

This situation can occur if:

- The three-pin XLR plug (cable with DMX signal from controller) is not connected with the input of the moving head light.
- The controller is switched off or defective, if the cable or connector is defective or the signal wires are swapped in the input connector.

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

Technical Specifications

Power Supply

Europe voltage: 208/230/240V AC, 50/60HZ

Fuse: T5A, 250V

The USA voltage: 100/115/208/230V AC, 50/60HZ

Lamp: YODN MSD 10R 280W

Fuse: T10A

Power consumption: 470W

Optical System

High luminous efficiency parabolic mirror and double condenser system

All lenses are anti-reflection coated

Color

one color wheel with 13 colors plus white

Gobo Rotation

Gobo wheel 1: rotatable with 9 glass gobos plus white plus auto rotation, changeable gobos (diameter: 15.4 mm, effective inner diameter: 13 mm)

Gobo wheel 2: 13 metal gobos plus white

Strobe

Double strobe function, 0.5-14 times / sec adjustable)

Dimmer

0-100% linear adjustment, supporting mechanical strobe, adjustable speed strobe effect and strobe macro functions

Prism

Two rotating prisms: Bilateral circular 8-face prism and Bilateral straight line 6-face prism, with frost effect

Focus

Linear adjustment

Shutter

Mechanical (non step can be adjusted) shutter are suitable for different line angles

Effect

Bilateral circular 8-face prism and Bilateral straight line 6-face prism, with frost effect

Motor

16 units mute sound motors s, containing 2 units three-phase motors, 16bit drive

Electronics

Digital serial input DMX512

Pan movement range 530 degree

Tilt movement range 270 degree

Rigging

Stands directly on the floor

Use two clamps to install

Two truss orientation

Safety chain/cord attachment point

Temperature

Maximum ambient temperature t_a : 40 degree

Maximum housing temperature t_b : (steady state) 80 degree

Dimensions and Weight

Length of base (including handles): 365mm

Width: 265mm

Height (head horizontal): 589mm

Weight (net weight): 16kg

Shipping weight: 20kg

Maintenance and Cleaning

The operator must make sure that correlative safety equipment and an expert inspects machine's technical installations after every four years in the course of an acceptance test.

The operator must make sure that correlative safety equipment and machine's technical installations are inspected by a skilled technician once a year.

The following points need to be considered during the inspection:

1. All screws used for installing the devices have to be tightly connected and must not be corroded.
2. There cannot be any deformations on housing, fixations and installation spots (ceiling, suspension, trussing).
3. Mechanically moved parts like axles, eyes and others must not show any traces of wearing (e.g. material abrading or damages) and must not rotate with unbalances.
4. The electric power supply cables must not show any damages, material fatigue (e.g. porous cables) 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.

Danger! High power! Danger to life!

Disconnect from mains before starting maintenance operation!

- We recommend a frequent cleaning of the device. Please use a moist flax to clean. Never use alcohol or solvents.
- CAUTION! The lens has to be replaced when it is obviously damaged, so that its function is impaired, e.g. due to cracks or deep scratches!
- The objective lens will require weekly cleaning as smoke fluid tends to building up residues, reducing the light-output very quickly. The cooling-fans should be cleaned monthly.
- The gobos may be cleaned with a soft brush. The interior of the fixture should be cleaned at least annually using a vacuum cleaner or an air-jet.
- The dichroic color filters, the gobo-wheel and the internal lenses should be cleaned monthly.
- To ensure a proper function of the gobo-wheel, we recommend lubrication in six month intervals. The quantity of oil must not be excessive in order to avoid that oil runs out when the gobo-wheel rotates.
- There are no serviceable parts inside the device except for the lamp and the fuse. Maintenance and service operations are only to be carried out by authorized dealers. Please refer to the "inserting and exchanging lamp" chapter in this manual.

Replacing the Fuse

If the lamp burns out, the fine-wire fuse of the device might fuse, too. Only replace the fuse of same type and rating. Before replacing the fuse, unplug mains lead.

Procedure:

STEP 1: Unscrew the fuseholder on the rearpanel with a fitting screwdriver from the housing (anti-clockwise).

STEP 2: Remove the old fuse from the fuseholder.

STEP 3: Install the new fuse in the fuseholder.

STEP 4: Replace the fuseholder.

- Should you need any spare parts, please use genuine parts.
- If the power supply cable of this device becomes damaged, it has to be replaced by authorized dealers only in order to avoid hazards.
- Should you have further questions, please contact your dealer.

We hope you will enjoy your lighting. We can assure you that you will enjoy this device for years if you follow the instructions given in this manual.