

AQUAMOVE 600BSW IP65

USER MANUAL



Please read this manual before operate the light

Product Instruction

Input voltage: AC90V-240V/ 50Hz-60HZ

Light source specification: LED 600W module,7500K

Light source life: 20000 hours

Channel mode: 23 CH

Pan/Tilt: 540°/270°,16bit precision scan, electronic error correction

Dimming system: 0-100% linear adjustment

Focusing system: linear adjustment from 4 meters to 50 meters

Frost system: 1 independent frost effect, soft and natural light spot

Zoom angle: 4° - 45°

High-speed strobe: 0-30 times/second, adjustable

Color: 4 colors + white light

Color mixing system: linear CMY color mixing system,CTO 3200k - 5600k

Fixed gobo: 6 fixed gobos + Animation

Rotate gobo: 7 rotate gobos, each pattern can be independently forward and backward

Prism: standard 8 facet prisms and 6 facet prisms, each prism can be independently rotate forward and backward

Macro function: console reset function, self-propelled mode, master-slave mode

Display: 2.8-inch touch screen+ key operation, bilingual operating system, can reverse 180° display

Control signal: international standard DMX512. With RDM function, online software upgrade is available, dial address codes

Net weight: 23KG

Product size: 36*27*66CM

Menu Display :

Since the product model is numerous, the function is different, and often upgrades, causes the menu content to change frequently, this manual instruction is hard to update in time, therefore only lists part of the important menu items here.

DMX Addr: Use the menu to set desired fixture address setting

Channel Mode: Use the menu to select desired DMX channel mode. The numbers on the menu represents the number of control channels.

Reset Operating: Reset Motors

Motor power off: Select “Y” to turn off the motors power, and select “N” to turn on the motors power, it will reset automatically. You can plug the motor and reset it without turn off main power supply via this menu.

Pan/Tilt: Use the menu to reset Pan and Tilt

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Run: Use the menu to select operational mode

Following is the instructions of the menu options (Note: the “test” mode option may be different according to product model):

- DMX: Controlled by DMX512 signal.
- Test(factory): Controlled by built-in program which is for factory test.
- Program: Controlled by User's program. User the menu [Running Cnfg]- [Mixed Scene] and [Scene Edit] to set up or edit the scenes.

Lamp: Use the menu to turn on or off the lamp. It will take effect after 3 seconds, if the value was switched back in 3 seconds, the operation will be canceled. If the lamp was turn off, it must wait for 1 to 2 minutes before it can turn on again. You can set the menu value to “on” and it will turn on automatically after 1 to 2 minutes.

An example of the value is shown below :

Manual Control: Set DMX value manually

Running Cnfg: configuration of Running.

M/S Mode: Slave mode is for receiving external DMX signals and Master mode is for sending DMX signals to external slave fixtures

Maunual Pan/Tilt: Select “Y” to Manual Pan/Tilt.

Pan Reverse cnfg:

Reverse: The item allows to invert Tilt movement

Tilt Reverse cnfg:

Reverse: The item allows to invert Tilt movement

Pan Cnfg:

Origin: Set desired Origin value to change Pan Movement range (set the DMX value to 0 before changing this value, the tile motor will move when changing this value)

End: Set desired final stop value to change Pan movement range (set the DMX value to 255 before changing this value, the tile motor will move when changing this value)

Tilt Cnfg:

Origin: Set desired Origin value to change Tilt movement range (set the DMX value to 0 before changing this value, the tile motor will move when changing this value)

End: Set desired final stop value to change Tilt movement range (set the DMX value to 255 before changing this value, the tile motor will move when changing this value)

Color linear: You can set the color wheel rotate by “half color” or “linear”.

Dim Curves: Select the dim curve (For LED light only).

DMX Lost: Use the menu to select run mode when external DMX cannot be connected.

Start Up: Following is the instructions of the menu options:

- Middle: The DMX of pan and tilt are set to 128, all other DMX are set to 0.
- Test (factory/gobo/color) : Controlled by built-in program. Refer to the menu “Run” for more information.
- Program: Program: Controlled by User's program. User the menu [Running Cnfg]- [Mixed Scene] and [Scene Edit] to set up or edit the scenes.

Running: Whenever the DMX is lost:

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- **Keep:** Keep the last state when reset finished..
 - **Shutter Off:** shutter off.

Advanced:

Fine Adj: This is the factory adjustment function locked with password.

Display: Display flip setting.

Language: Use the menu to select desired system language

Ignore Errors: Some error reports may not affect the final use effect, or for the general purpose of the product, you can choose to turn off some meaningless error reports.

FactorySetting: Show Logo.

Fine tune recovery: After replacing the display board, use this menu to restore the trim data saved by the motor board to the display board.

Lamp Off: Use the menu to select what the motor should do when lamp is off. If ""No Act"" is selected, lamp doesn't lead to any changes of motors. If "Sleep" is selected, motors except Pan/Tilt will sleep when lamp is off.

Info:

DMX Monitor: Display the DMX value from controller

Chn: Use the menu to select desired channel which you need to watch.

Value: Show the current value of the selected channel

Err State: Error information (If there is any error shown in this menu, a exclamatory mark will show at the top right corner of menu cover)

Storage: This message will appear when Flash goes bad.

Sensor Err: The states of all of the sensors

Pan Raster: Is the position sensor (raster) error.

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Lamp: The communication between CPU and lamp driver. If this communication go out of work, the CPU cannot determine the lamp is on or off, and some functions may be affected.

Bus: This message informs you that the communication between the display PCB in the fixture base and the motor driver PCB in the fixture head failed, and cables may be broken.

Lamp Driver: The communication between CPU and lamp driver. If this communication go out of work, the CPU cannot determine the lamp is on or off, and some functions may be affected.

RAM Err: A memory allocation failure occurs. Please contact your Dealer or Fabricator for repair assistance.

Fan Stalling: Fan stop.

Lamp Service time: Lamp service time

ThisTime (m): The menu shows the total number of the operation hours with the lamp on since the last operation of clear.

Clear Lamp Time: Use the menu to reset the counter of operation hours with the lamp to 0, when a new lamp replaces the old one.

Test mode: for factory test, users do not need to pay attention to it

Product Code: the internal code of the product, which is only for product production and maintenance reference.

Channels description

Channels table

23CH	FUNCTION	VALUE	DESCRIPTION
CH1	PAN	0-255	0-540 Degrees
CH2	PAN FINE	0-255	0-2 Degrees
CH3	TILT	0-255	0-270 Degrees
CH4	TILT FINE	0-255	0-1 Degree
CH5	P/T SPEED	0-255	From fast to slow
CH6	DIMMER	0-255	0-100% Dimmer
CH7	STROBE	0-3	Dark
		4-103	Pulse strobe slow to fast
		104-107	Open
		108-155	Gradual strobe slow to fast
		156-207	Random strobe slow to fast
		208-212	Open
		213-251	Random strobe slow to fast
		252-255	Open
CH8	COLOR	0-133	Linear colour
		134-139	Red
		140-145	Green
		146-151	Blue
		152-157	Yellow
		158-163	White+Red
		164-169	Red+Green
		170-174	Green+Blue
		175-191	Blue+Yellow
		192-222	Forward water effect from fast to slow
		222-224	Stop
		225-255	Backward water effect from slow to fast

CH9	CTO	0-255	CTO
CH10	C	0-255	C
CH11	M	0-255	M
CH12	Y	0-255	Y
CH13	FIXED GOBO	0-4	White
		5-12	Gobo1
		13-20	Gobo2
		21-28	Gobo3
		29-36	Gobo4
		37-44	Gobo5
		45-52	Gobo6
		53-102	Animation
		103-110	Shake slow to fast Gobo1
		111-118	Shake slow to fast Gobo2
		119-126	Shake slow to fast Gobo3
		127-134	Shake slow to fast Gobo4
		135-142	Shake slow to fast Gobo5
		143-150	Shake slow to fast Gobo6
		151-199	Shake slow to fast Animation
200-221	Forward water effect from fast to slow		
222-223	Stop		
224-255	Backward water effect from fast to slow		
CH14	ZOOM	0-255	From big to small
CH15	FOCUS	0-255	From far to near
CH16	ROTATING GOBO	0-9	White
		10-19	Gobo 1
		20-29	Gobo 2
		30-39	Gobo 3
		40-49	Gobo 4
		50-59	Gobo 5
		60-69	Gobo 6
		70-79	Gobo 7
		80-89	Shake slow to fast Gobo1
		90-99	Shake slow to fast Gobo2
		100-109	Shake slow to fast Gobo3
		110-119	Shake slow to fast Gobo4
		120-129	Shake slow to fast Gobo5
		130-139	Shake slow to fast Gobo6

		140-149	Shake slow to fast Gobo7
		150-200	Forward water effect from fast to slow
		201-205	Stop
		206-255	Backward water effect from slow to fast
CH17	GOBO ROTATION	0-127	0-360 degrees
		128-190	Rotate forward fast to slow
		191-192	Stop
		193-255	Rotate backward slow to fast
CH18	8 FACET PRISM	0-127	None
		128-255	Insert 8 facet prisms
CH19	8 FACET PRISM ROTATION	0-127	0-360 degrees
		128-187	Rotate forward fast to slow
		188-195	Stop
		196-255	Rotate backward slow to fast
CH20	6 FACET PRISM	0-127	None
		128-255	Insert 6 facet prisms
CH21	6 FACET PRISM ROTATION	0-127	0-360 degrees
		128-187	Rotate forward fast to slow
		188-195	Stop
		196-255	Rotate backward slow to fast
CH22	FROST	0-127	None
		128-255	Frost
CH23	RESET	0-209	None
		210-215	Reset XY motor over 4 seconds
		216-219	None
		220-235	Reset Effect motor over 4 seconds
		236-239	None
		240-255	Reset all after 4 seconds