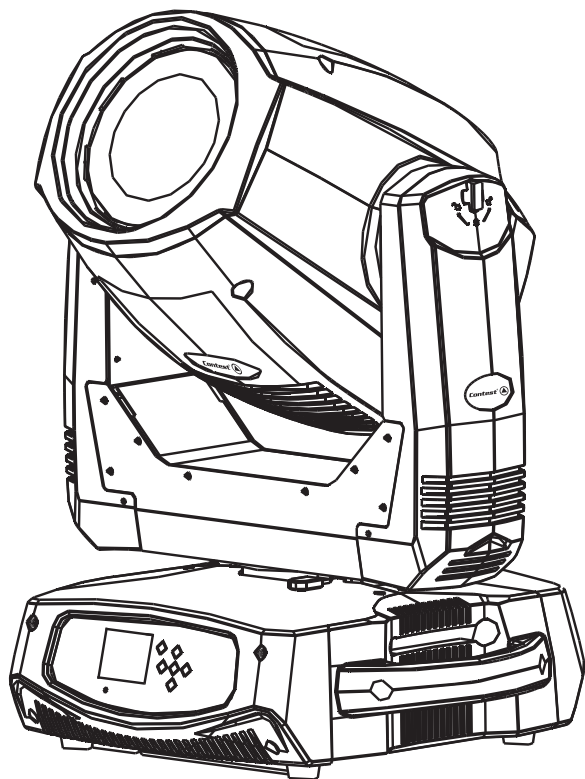


BEAM MOVING HEAD WITH PLATINUM 15R LAMP

**Contest<sup>®</sup>** 



# **Evora**

## Beam 15R

**USER GUIDE**

10296 - 1 January 2015 version



# 1 - Safety information

## Important safety information



This unit is intended for indoor use only. Do not use it in a wet, or extremely cold/hot locations. Failure to follow these safety instructions could result in fire, electric shock, injury, or damage to this product or other property.



Any maintenance procedure must be performed by a CONTEST authorised technical service. Basic cleaning operations must thoroughly follow our safety instructions.



This product contains non-isolated electrical components. Do not undertake any maintenance operation when it is switched on as it may result in electric shock.

## Symbols used



This symbol signals an important safety precaution.



The WARNING symbol signals a risk to the user's physical integrity. The product may also be damaged.



The CAUTION symbol signals a risk of product deterioration.

## Instructions and recommendations

### 1 - Please read carefully :

We strongly recommend to read carefully and understand the safety instructions before attempting to operate this unit.

### 2 - Please keep this manual :

We strongly recommend to keep this manual with the unit for future reference.

### 3 - Operate carefully this product :

We strongly recommend to take into consideration every safety instruction.

### 4 - Follow the instructions:

Please carefully follow each safety instruction to avoid any physical harm or property damage.

### 5 - Avoid water and wet locations :

Do not use this product in rain, or near washbasins or other wet locations.

### 6 - Installation :

We strongly encourage you to only use a fixation system or support recommended by the manufacturer or supplied with this product. Carefully follow the installation instructions and use the adequate tools. Always ensure this unit is firmly fixed to avoid vibration and slipping while operating as it may result in physical injury.

### 7 - Ceiling or wall installation :

Please contact your local dealer before attempting any ceiling or wall installation.

### 8 - Ventilation :

The cooling vents ensure a safe use of this product, and avoid any overheating risk. Do not obstruct or cover these vents as it may result in overheating and potential physical injury or product damage. This product should never been operated in a closed non-ventilated area such as a flight case or a rack, unless cooling vents are provided for the purpose .

### 9 - Heat exposure :

Sustained contact or proximity with warm surfaces may cause overheating and product damages. Please keep this product away from any heat source such as a heaters, amplifiers, hot plates, etc...



**CAUTION**  
RISK OF ELECTRIC SHOCK  
DO NOT OPEN



**WARNING :** This unit contains no user-serviceable parts. Do not open the housing or attempt any maintenance by yourself. In the unlikely even your unit may require service, please contact your nearest dealer.

In order to avoid any electrical malfunction, please do not use any multi-socket, power cord extension or connecting system without making sure they are perfectly isolated and present no defect.



## Recycling your device

- As HITMUSIC is really involved in the environmental cause, we only commercialise clean, ROHS compliant products.
- When this product reaches its end of life, take it to a collection point designated by local authorities. The separate collection and recycling of your product at the time of disposal will help conserve natural resources and ensure that it is recycled in a manner that protects human health and the environment.

### 10 - Electric power supply :

This product can only be operated according to a very specific voltage. These information are specified on the label located at the rear of the product.

### 11 - Power cords protection:

Power-supply cords should be routed so that they are not likely to be walked on or pinched by items placed upon or against them, paying particular attention to cords at lugs, convenience receptacles and the point where they exit from the fixture.

### 12 - Cleaning precautions :

Unplug the product before attempting any cleaning operation. This product should be cleaned only with accessories recommended by the manufacturer. Use a damp cloth to clean the surface. Do not wash this product.

### 13 - Long periods of non use :

Disconnect the unit's main power during long periods of non use.

### 14 - Liquids or objects penetration :

Do not let any object penetrate this product as it may result in electric shock or fire. Never spill any liquid on this product as it may infiltrate the electronic components and result in electric shock or fire.

### 15 - This product should be serviced when :

- Please contact the qualified service personnel if :
- The power cord or the plug has been damaged.
  - Objects have fallen or liquid has been spilled into the appliance.
  - The appliance has been exposed to rain or water.
  - The product does not appear to operate normally.
  - The product has been damaged.

### 16 - Inspection/maintenance :

Please do not attempt any inspection or maintenance by yourself. Refer all servicing to qualified personnel.

### 17 - Operating environment :

Ambient temperature and humidity: +5 - +35°C, relative humidity must be less than 85% (when cooling vents are not obstructed). Do not operate this product in a non-ventilated, very humid or warm place.

## 2 - Introduction

Thank you for purchasing the Evora-Beam15R moving head. You now have in your possession a high-quality, powerful and intelligent device absolutely perfect for parties, animations, live events...

## 3 - Technical specifications

### Light source

- Philips© MSD PLATINUM 15R Lamp - 8000°K
- Lifespan limited to 2000 hours for safety reasons
- Power consumption : 300W

### Colours, Gobos and Effects

- 1 colour wheel with 8 dichroic colours and rainbow effect
- 1 gobo wheel with 8 indexable gobos and gobo shake effect
- 1 gobo wheel with 13 fixed gobos and gobo shake effect
- 8 facet rotating prism with 16 macros
- 1 - 13 flashes per second strobe and random strobe
- 8/16-bit motorised focus
- Adjustable dimmer: 0 - 100%
- Frost filter

### Control

- Standard DMX-512
- 16, 14 or 22 DMX channels (3 modes : Standard, Basic or Expert)
- Assignable patch to every channel
- 7 built-in programs accessible from the DMX
- Built-in musical programs
- Automatic detection of the DMX, slave or master mode
- Colour LCD drop-down menu to choose and assign the different modes
- Battery-operated memory system to address and choose modes without the 230V power supply
- Compatible with RDM for console feedbacks

### Movements

- 8 or 16 bits Pan and Tilt resolutions
- Ranges : Pan 540 or 630° - Tilt 270°

### Optical

- Beamwidth: 1 - 4.8°
- Light output: 106400 Lux at 15m

### Additional characteristics

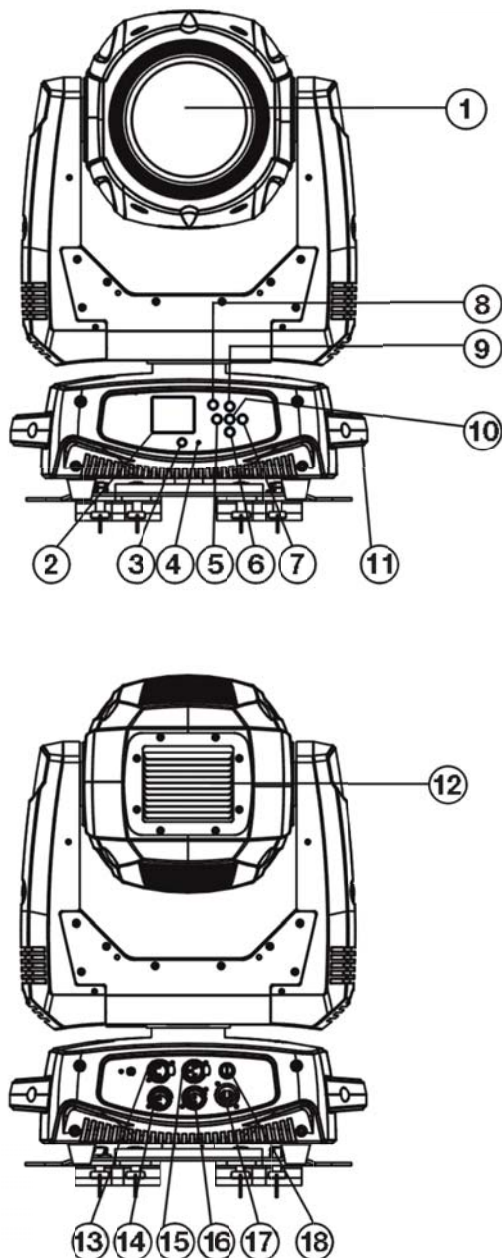
- Power consumption : 500W max.
- Power supply : AC 100/240V - 50/60Hz
- Net weight : 22 Kg

### Package contents

- The Evora-Beam15R moving head and its lamp
- Bracket with quick lock system
- The user guide
- 1 safety chain
- 1 DMX cable
- 1x2-pole + earth power cord / Powercon® socket

**NOTE : The internal software can be updated via the DMX input and very specific tools.  
This update can only be performed by a qualified technician.**

## 4 - Description



**1 - Lens**

**2 - Display**

Allows you to visualise menus.

**3 - DC SWITCH button**

Switches the menu on when the moving head is not plugged in.

**4 - MIC**

Used for music-sensitive modes.

**5 - Navigation button**

Allows you to browse through menus and change values.

**6 - Navigation button**

Allows you to browse through menus and change values.

**7 - Navigation button**

Allows you to browse through menus and change values.

**8 - MODE/ESC button**

Enters/leaves menus.

Allows you to browse through menus and change values.

**9 - Navigation button**

Allows you to browse through menus and change values.

**10 - ENTER button**

Selects functions and saves changes.

**11 - Transport handle**

**12 - Lamp panel**

**13 - DMX input via 3-pin XLR**

**14 - DMX output via 3-pin XLR**

**15 - DMX input via 5-pin XLR**

**16 - DMX output via 5-pin XLR**

**17 - POWERCON® Power supply input**

100-240V, AC ~ 50/60Hz

**18 - Fuse**

Fuse : T8A - 250V ; 5 x 20 mm

## 5 - Replacing the lamp



Please unplug the device and wait at let it cool down for at least 1 hour before trying to replace the lamp.



Any damaged or disformed lamp must be replaced.



This unit was designed to use a PHILIPS™ PLATINUM 15R lamp.  
The use of any other lamp voids the warranty.

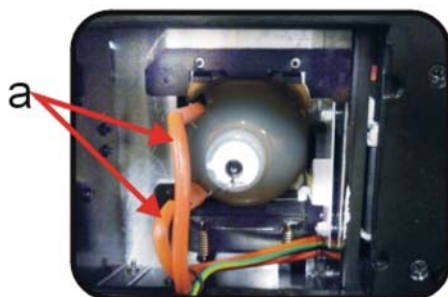


Figure 1



Figure 2

- 1 - Remove the 3 panel screws (labeled A, B, and C)
- 2 - Slowly pull it backwards. Disconnect the two wires connected to the lamp (a). Squeeze the lamp holding clips together and lift the holder.
- 3 - Insert the new lamp. Please make sure not to touch the lamp with your bare fingers as it will damage it. A fabric is supplied with the lamp to manipulate it safely. Assurez vous que la lampe soit dans la bonne position, the connection lugs must be on the left of the lamp.
- 4 - Reassemble the fixation system and reconnect the wires. Put the panel back.

The Evora-Beam15R device uses a Philips™ PLATINUM 15R® lamp.

This lamp cannot be hot started. Once turned off, please wait at least 10 minutes before turning it back on.



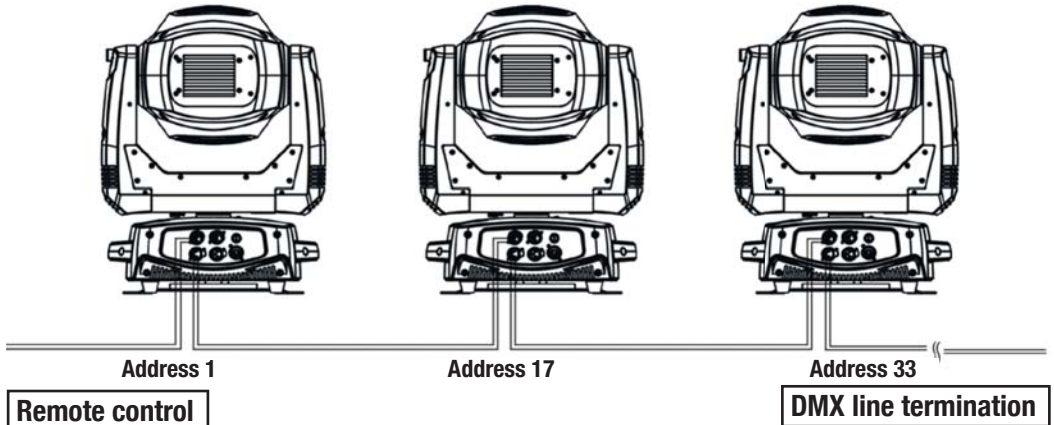
For your safety and the life length of the unit the Philips® Platinum 15R Discharge lamp has its lifetime limited to 2,000 hours.

Because of the nature of the extreme heat associated with the Platinum 15R lamp and the tight nature of the internal optical system it is imperative that the lamp be replaced every 2000 hours. This is done to protect the internal optical system as well as prevent accidental lamp explosion, which could lead to hot glass particles falling from the fixture. Failure to change the lamp within 300 hours of operation will result in automatic shut down of the fixture's electronics. At 2000 hours the display will begin to flash "Replace The Lamp" and the lamp will flicker for the first five minutes of operation. At this point the lamp has reached the maximum rated life and should be replaced immediately. The fixture will continue to operate for an additional 300 hours, however the "Replace the Lamp" warning will continue to flash in the display. Keep in mind that the flicker protection circuitry will only work for about 300 hours (lamp clock life of 2000-2300 hours). After 2300 hours the fixture will no longer respond to DMX commands and immediately enter a hibernation mode that will electronically discontinue all fixture functionality with the exception of a few menu commands. The fixture will continue to enter hibernation mode until the lamp is replaced and the lamp clock has been reset. (Menu : Clear Lamp Time).

## 6 - Cabling, addressing and daisy chaining

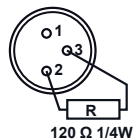
Connecting the DMX remote control :

Connect the female plug of your XLR cable to your DMX remote control XLR output, then connect your cable male output to the moving head. Daisy chain your moving heads with XLR cables.



### Using a DMX line termination :

When long runs of cable are used (more than 100m), you may need to use a terminator on the last unit to avoid erratic behavior. A terminator is a 110-120 ohm 1/4 watt resistor which is connected between pins 2 and 3 of a male XLR connector. This unit is inserted in the female XLR connector of the last unit in your daisy chain to terminate the line.



### Addressing the units :

Every unit must have a DMX address in order to respond to DMX signals. The address corresponds to the channel number on which the unit receives an incoming DMX signal sent by the DMX remote control. The DMX addressing can be performed by programming the channel number via the display located on the base of the unit.

You can either assign the same address to your units so they all react to the same signal, or assign a unique address per unit to control them independently.

In the example above, the Evora-Beam15R uses 16 channels.

You must skip 23 channels between each address you assign.

The address of the first unit will be 1, the second unit will be 17 (1+16), the third unit will be 33 (17+16) and so on.


NB : Once switched on, the Evora-Beam15R automatically detects any incoming DMX signal, and the display indicates "A.001" (the unit DMX address). If the unit does not receive any DMX signal, the display will flash. In such a case, please make sure the cable is properly plugged into the DMX input of your moving head, your remote control is switched on and the cables used are not defective.

## 7 - Menus

The Evora-Beam15R features many menus allowing you to configure its every move and function.

Press **MODE / ESC** to access the main menu.

Use the navigation keys to browse through submenus. Then press **ENTER** to access a submenu.

Use the  and  navigation keys to change values.

Press **ENTER** to save changes.

Press **MODE /ESC** again to leave a submenu.

Please note :

- Values in bold are the default values.
- In order to access menus (via the internal battery) when the moving head is turned off, press DC Switch and hold for more than 2 seconds. If the buttons are not used and remain inactive for 1 minute, the display will automatically turn off.
- When browsing through menus, values in blue are values currently in use. When entering a new value, it will be written in red until you save changes by pressing **ENTER**.

### 7.1 FUNCTION

This menu allows you to change the initial DMX address, visualise the channels DMX values and select an operating mode.

Submenus	Values	Description
Set DMX Address	From <b>001</b> - 495	Assigns a DMX address. The moving head automatically activates the DMX mode once the DMX address has been configured.
DMX Value	<b>All</b> , Chase speed, Color mode, ...	Allows you to visualise the DMX value of each channel.
Slave Mode	<b>Slave1</b> , Slave2, Slave3	Allows you to determine how the moving head will react when the slave mode is activated. When many devices are required, you can create several groups (1,2 or 3). Using the master/slave mode allows you to send different programs to each group.
Auto Program	<b>Alone</b> , Master	Once the Automatic mode is activated, the moving head can operate by itself or as a Master unit.
Sound Control	<b>Alone</b> , Master	Once the Music-sensitive mode is activated, the moving head can operate by itself or as a Master unit.



**7.2 INFORMATION**

This menu allows you to visualise the moving head running time, its temperature, and the current version of the internal software.

Submenus	Values	Description
Time Information	Current Time	Current running time since the unit was last switched on.
	Total Run Time	Overall running time since the very first time the device was switched on.
	Last Run Time	Running time since the last running time reset.
	Lamp Hours	Displays the running time of the lamp.
	Lamp Off Time	Displays the running time of the lamp the last time it was on.
	Last Run Password	Password allowing you to reset the Last Run Time. The password is: 038
	Clean Last Run	Allows you to reset the Last Run Time.
	Lamp Time Password	Password allowing you to reset the overall lamp running time (Lamp Hours). The password is: 038
	Clear Lamp Time	Allows you to reset the lamp overall running time. Please only use this function each time you replace the lamp.
Temperature Info	Head Temperature	Temperature of the projector head (°C).
Software Version	V1.1 .....	Current version of the internal software.

**7.3 LAMP CONTROL**

This menu allows you to configure the lamp ignition, power off and responses depending on the internal temperature.

Submenus	Values	Description
Lamp On/Off	ON/OFF	Turns the lamp on or off.
Automatic On	ON/OFF	The lamp automatically turns on when the projector is on.
Lamp On Via DMX	ON/OFF	Allow you to switch the lamp on via a DMX controller. Values: 40 to 59 of channels 23, 21 or 34 depending on the mode used.
Lamp Off Via DMX	ON/OFF	Allow you to switch the lamp on via a DMX controller. Values: 60 to 79 of channels 23, 21 or 34 depending on the mode used.
Max On at Temp.	20~79° ou <b>45°</b> 68~174°F ou <b>113°</b>	Sets the inside temperature from which the lamp will restrike after automatic shut off.
Lamp Off Temp.	80~139° ou <b>130°</b> 176~282°F ou <b>266°</b>	Sets the inside temperature at which point the lamp will shut off.

**Note:** In order to reposition the potentially disturbed sensors, the projector will automatically resets once the lamp is turned on.

## 7.4 PERSONALITY

This menu allows you to configure the moving head reactions, adjust the ventilation, customise the display and reset all functions to factory settings.

Submenus	Lower-level menus	Values	Description
Status Setting	Address via DMX	ON/OFF	Activates addressing via a DMX controller.
	No DMX Status	Close Shutter/ <b>Hold</b> / Auto Program/Music Control	Configure the moving head reactions in case of DMX signal interruptions : <ul style="list-style-type: none"> <li>• <b>Close Shutter</b> : The projector blacks-out</li> <li>• <b>Hold</b> : The projector holds onto the last information received</li> <li>• <b>Auto Program</b>: The projector activates the Auto mode via built-in programs</li> <li>• <b>Music Control</b> : The projector activates the Music-sensitive mode via built-in programs</li> </ul>
	Pan Reverse	ON/OFF	Reverses PAN movements.
	Tilt Reverse	ON/OFF	Reverses TILT movements.
	Pan Degree	<b>Pan 540</b> Pan 540-90 Offset Pan 630	Determine the PAN movement range : <ul style="list-style-type: none"> <li>• <b>Pan540</b> : 540° rotation ( 1,5 turn)</li> <li>• <b>Pan540-90 Offset</b> : The head rotates on a 540° angle but aligns to the base when the projector is turned on.</li> <li>• <b>Pan630</b> : 630° rotation ( 1,75 turn)</li> </ul>
	Feedback	ON/OFF	The projector sends movement feedbacks
	Movement Speed	Speed 1 ~ 4	Determines the AUTO mode movement speed : 1 = fastest ; 4 = slowest
	Mic Sensitivity	0 ~ 99%	Configures the internal mic sensitivity when using the music-sensitive mode
	Hibernation	OFF 01m ~99m ( <b>15m</b> )	Sets a timer for the moving head to enter the sleep mode if no DMX signal has been received. The moving head will automatically resets when a DMX signal is detected again. The default value is 15 minutes.
Service setting	Password	Password = XXX	Password giving you access to the Service setting menu : 050
	RDM PID	XXXXXX	Unique identification code used for remote settings via the DMX network. The RDM protocol is made out of data packets transmitted via DMX signals. The RMD PID depends on the RDM compatible controller.

Fans Control	<b>Auto</b> / High / Low		Allows you to configure the cooling fan speeds. <ul style="list-style-type: none"> <li>• <b>Auto</b> : The projector controls its fans speed according to its temperature.</li> <li>• <b>High</b> : Maximum fan speed.</li> <li>• <b>Low</b> : Decreases cooling speed. This is especially useful to reduce the noise when an installation requires silent devices.</li> </ul>
Display setting	Shutoff time	02 ~60m <b>(05m)</b>	Timer after which the display shuts off when it remains inactive.
	Display Reverse	ON/OFF	Rotates the display on a 180° angle
	Key Lock	ON/OFF	Locks the keyboard when it remains inactive for more than 15 seconds. They keyboard can be unlocked by holding the menu button for more than 3 seconds.
Temperature C/F	<b>Celsius</b> / Fahrenheit		Allows you to choose which unit of temperature will be displayed.
Initial Status	Auto Program = XXX PAN = XXX ....etc		Allows you configure the initial state of each function when the projector is switched on.
Reset Default	ON/OFF		Resets to factory settings. <b>Note:</b> user programs will be erased.

## 7.5 Reset Function

This menu allows you to reset the motors step-by-step (e.g. if positioning errors are detected).

Submenus	Description
Reset ALL	Resets all motors.
Reset Pan^Tilt	Resets PAN and TILT motors.
Reset Colors	Resets the colour wheel motor.
Reset Gobos	Resets the gobo wheel motor.
Reset Shutter	Resets the shutter motor.
Reset Others	Reset other motors.

## 7.6 Effect Adjust

This menu allows you to test and manually control each function, and recalibrate PAN and TILT movements.

Submenus	Values	Description
Test Channel	AUTO PAN .... etc	Tests each function individually.
Manual Control	AUTO = XXX PAN = XXX .... etc	Controls each function manually.
Calibration	-Password-	Password to unlock calibration = 050
	PAN = XXX TILT = XXX	Allows you to set very precisely the initial PAN and TILT positions (after resetting or when the moving head is turned on).

## 7.6 User Mode Set

This menu allows you to choose one of the preset DMX modes (number of channels used) or edit your own patch (order and number of channels used).

Next chapter will detail more precisely functions assigned to each channel depending on the mode used.

Submenus	Values	Description
User Mode	<b>Standard mode</b>	This default mode uses 16 DMX channels with the most frequently used functions.
	Basic mode	Uses 14 channels, this is the simplest mode.
	Expert Mode	This mode uses 22 channels, and gives you access to very precise settings (16 bits).
	User Mode A	User Mode A
	User Mode B	User Mode B
	User Mode C	User Mode C

Edit User mode A	Max Channel = XX PAN = CHXX ...etc	User mode A editing : - Max Channel is the number of channels used. - PAN = CHXX is the channel used by the PAN function. When a function is moved to another channel, it will be replaced by the former function using the same channels.
Edit User mode B	Max Channel = XX PAN = CHXX ...etc	""
Edit User mode C	Max Channel = XX PAN = CHXX ...etc	""

7.6 Edit Program

This menu allows you to select the programs assigned to each of the 3 program groups, edit the 10 built-in programs and edit the 250 scenes forming these programs.  
The Evora-Flex15R can be assigned to 3 different slave groups (via the Slave mode function in the Function menu).  
The designated Master unit sends programs containing slave groups information.  
Programs are sent in a loop as follows :



Slave units receive every program but only reacts to those assigned to their group.  
A unit assigned to the Slave 2 group will only react to the Auto Pro Part 2 program.

Submenus	Values		Description
	Auto Pro Part1 = Program 1 ~ 10 <b>Program 1</b> Auto Pro Part2 = Program 1 ~ 10 <b>Program 2</b> Auto Pro Part3 = Program 1 ~ 10 <b>Program 3</b>		Allows you to assign one of the 10 built-in programs to each Auto Pro Part X
Edit Program	Program 1 Program 2 ... Program 10	<ul style="list-style-type: none"><li>• Pro Test</li><li>• Step 01 ~ 64</li></ul>	Allows you to select the scenes assigned to each program. Press ENTER to assign one of the available scenes to each step. A single scene can be assigned to different steps. Assign the <b>End</b> scene to the last step of the program to set the end of the program. Use the <b>Pro Test</b> submenu to visualise the scenes assigned to the program you are currently editing.

Edit Scene	Scene 1 Scene 2 .... Scene 250	<ul style="list-style-type: none"> <li>• Auto Program, PAN, TILT Fine, ...</li> <li>• Scene Time</li> <li>• Fade Time</li> <li>• Input By Out</li> </ul>	<p>This submenu allows you to edit one of the 250 scenes. Select a scene and press ENTER.</p> <p>Sélect each function (PAN, TILT, ...etc) and press ENTER, then assign a value included between 000 and 255 to each function. Then indicate the scene duration (in seconds) and the fade out duration.</p> <p>The Input By Out function allows you to receive a scene sent by a DMX controller.</p>
Rec Controller	XXX - XXX		<p>This submenu allows you to automatically record a scene sent by a DMX controller.</p> <p>You can store up to 250 scenes.</p> <p>Indicate the number of scenes you want to save, precisising the opening and ending scenes.</p> <p>The opening scene selection uses the left and right arrow buttons.</p> <p>The ending scene selection uses the up and down arrow buttons.</p> <p>Press ENTER. The moving head now awaits incoming scenes from the DMX controller.</p>

#### More details about program groups sequencing and scenes they include:

Example :

Program 2 includes scenes 10, 11, 12 and 13

Program 4 includes scenes 8, 9 and 10

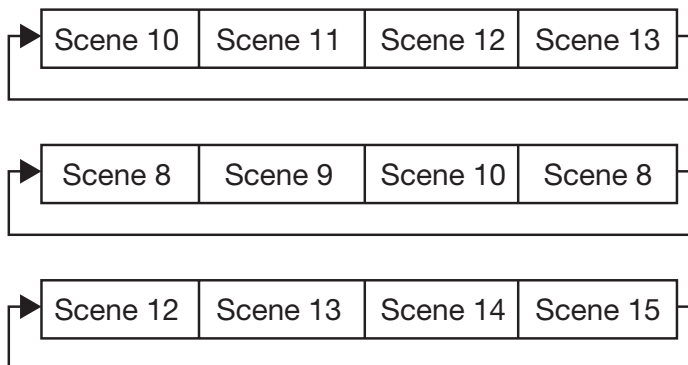
Program 6 includes scenes 12, 13, 14 and 15

Auto Pro Part 1 is assigned to program 2

Auto Pro Part 2 is assigned to program 4

Auto Pro Part 3 is assigned to program 6

The 3 slave groups will run the programs according to the same number of steps as follows:



## 8 - DMX channels and their functions

The Evora-Beam15R moving head includes 3 preset DMX modes :

The Basic mode features 14 channels, the Standard mode features 16 channels and the Expert mode features 22 channels.

The following chart indicates the DMX values of each channels.

Note : St = Standard, Ba = Basique et Ex = Expert.

Mode / Channels			Values	Functions and effects
St	Ba	Ex		
1	1	1	<b>PAN movement</b>	
			000 - 255	PAN movement
2		2	<b>16-bit PAN movement</b>	
			000 - 255	Very precise PAN movement settings
3	2	3	<b>TILT movement</b>	
			000 - 255	TILT movement
4		4	<b>16-bit TILT movement</b>	
			000 - 255	Very precise TILT movement settings
5	3	5	<b>PAN/TILT movements speed and reaction</b>	
			000 - 225	Fast to slow speed settings
			226 - 235	Black out during movements
			236 - 245	Black-Out during wheels rotation
			246 - 255	No function
6	4	6	<b>Shutter et Strobe</b>	
			000 - 031	Shutter closed
			032 - 063	No action, shutter open
			064 - 095	Slow to fast strobe
			096 - 127	No action, shutter open
			128 - 159	Slow to fast pulse effect
			160 - 191	No action, shutter open
			192 - 223	Slow to fast random strobe
			224 - 255	No action, shutter open
7	5	7	<b>Dimmer</b>	
			000 - 255	Intensity: 0 - 100%
		8	<b>16-bit dimmer</b>	
			000 - 255	Very precise intensity settings
8	6	9	<b>Colour wheel</b>	
			000 - 014	Open / White
			015 - 029	Colour 1
			030 - 044	Colour 2
			045 - 059	Colour 3
			060 - 074	Colour 4
			075 - 089	Colour 5
			090 - 104	Colour 6
			105 - 119	Colour 7
			120 - 127	Colour 8
			128 - 189	Clockwise, fast to slow Rainbow effect
			190 - 193	No rotation
			194 - 255	Counterclockwise, slow to fast Rainbow effect

St	Ba	Ex		
		10	<b>Precise colour wheel settings</b>	
			000 - 225	Very precise colour wheel settings
			<b>Rotating gobos</b>	
			000 - 009	Open
			010 - 019	Rotating gobo 1
			020 - 029	Rotating gobo 2
			030 - 039	Rotating gobo 3
			040 - 049	Rotating gobo 4
			050 - 059	Rotating gobo 5
			060 - 069	Rotating gobo 6
			070 - 079	Rotating gobo 7
			080 - 089	Rotating gobo 8
			090 - 104	Rotating gobo 1 shake effect
			105 - 119	Rotating gobo 2 shake effect
			120 - 134	Rotating gobo 3 shake effect
			135 - 149	Rotating gobo 4 shake effect
			150 - 164	Rotating gobo 5 shake effect
			165 - 179	Rotating gobo 6 shake effect
			180 - 194	Rotating gobo 7 shake effect
			195 - 209	Rotating gobo 8 shake effect
			210 - 255	Gobo wheel rotation at increasing speed
			<b>Gobo rotation</b>	
			000 - 127	Gobo indexing
			128 - 189	Clockwise, fast to slow gobo rotation
			190 - 193	Pas de rotation
			194 - 255	Counterclockwise, slow to fast gobo effect
		13	<b>Gobo indexing</b>	
			000 - 255	Very precise gobo indexing
			<b>Fixed gobos</b>	
			000 - 007	Open
			008 - 015	Gobo 1
			016 - 023	Gobo 2
			024 - 031	Gobo 3
			032 - 039	Gobo 4
			040 - 047	Gobo 5
			048 - 055	Gobo 6
			056 - 063	Gobo 7
			064 - 071	Gobo 8
			072 - 079	Gobo 9
			080 - 087	Gobo 10
			088 - 095	Gobo 11
			096 - 103	Gobo 12
			104 - 111	Gobo 13
St	Ba	Ex		



11	9	14	112 - 119	Gobo 1 shake effect
			120 - 127	Gobo 2 shake effect
			128 - 135	Gobo 3 shake effect
			136 - 143	Gobo 4 shake effect
			144 - 151	Gobo 5 shake effect
			152 - 159	Gobo 6 shake effect
			160 - 167	Gobo 7 shake effect
			168 - 175	Gobo 8 shake effect
			176 - 183	Gobo 9 shake effect
			184 - 191	Gobo 10 shake effect
			192 - 199	Gobo 11 shake effect
			200 - 207	Gobo 12 shake effect
			208 - 215	Gobo 13 shake effect
			216 - 255	Fixed gobo wheel rotation at increasing speed
12	10	15	<b>Fixed gobo wheel indexing</b>	
			000 - 255	Precise fixed gobo wheel indexing
			<b>8-facet prism, prism and gobo macros</b>	
			000 - 031	No function
			032 - 127	Prism rotation
			128 - 135	Macro 1
			136 - 143	Macro 2
			144 - 151	Macro 3
			152 - 159	Macro 4
			160 - 167	Macro 5
			168 - 175	Macro 6
			176 - 183	Macro 7
			184 - 191	Macro 8
			192 - 199	Macro 9
			200 - 207	Macro 10
			208 - 215	Macro 11
			216 - 223	Macro 12
			224 - 231	Macro 13
			232 - 239	Macro 14
			240 - 247	Macro 15
			248 - 255	Macro 16
13	11	17	<b>Prism rotation</b>	
			000 - 127	Prism indexing
			128 - 189	Clockwise rotation at decreasing speed
			190 - 193	No rotation
			194 - 255	Counterclockwise rotation at increasing speed
		18	<b>16-bit prism rotation</b>	
			000-255	Very precise prism indexing
14	12	19	<b>Focus</b>	
			000 - 255	Focus settings
<b>St</b>	<b>Ba</b>	<b>Ex</b>		

		20	<b>16-bit focus</b>	
			000 - 255	Very precise focus settings
15	13	21	<b>Frost</b>	
			000 - 127	Frost deactivated
			128 - 255	Frost activated
16	14	22	<b>Lamp management, built-in programs and resets</b>	
			000 - 019	Regular colour changes
			020 - 029	Linear colour wheel (can create half-colours)
			030 - 039	Linear gobo and color wheels (can create half-colours/gobos)
			040 - 059	Lamp on (Only if this mode has been activated via the Lamp Control menu)
			060 - 079	Lamp off (Only if this mode has been activated via the Lamp Control menu)
			080 - 084	Resets all motors
			085 - 087	Resets movement motors
			088 - 090	Reset the color wheel motor
			091 - 093	Resets the gobo wheel motors
			094 - 096	Resets the Dimmer and Shutter motor
			097 - 099	Resets other motors
			100 - 119	Internal program 1
			120 - 139	Internal program 2
			140 - 159	Internal program 3
			160 - 179	Internal program 4
			180 - 199	Internal program 5
			200 - 219	Internal program 6
			220 - 239	Internal program 7
			240 - 255	Automatic music-sensitive program

## 9 - Error messages

Once switched on the unit will launch an initialisation. The display will indicate "Error channel is XX" if a problem occurs with one or several channels. The XX variable may correspond to 1,2,3,4,5, or 6 since these are movement-dedicated channels.

Errors may have various origins. Sensors are used to set the motors in their default position.

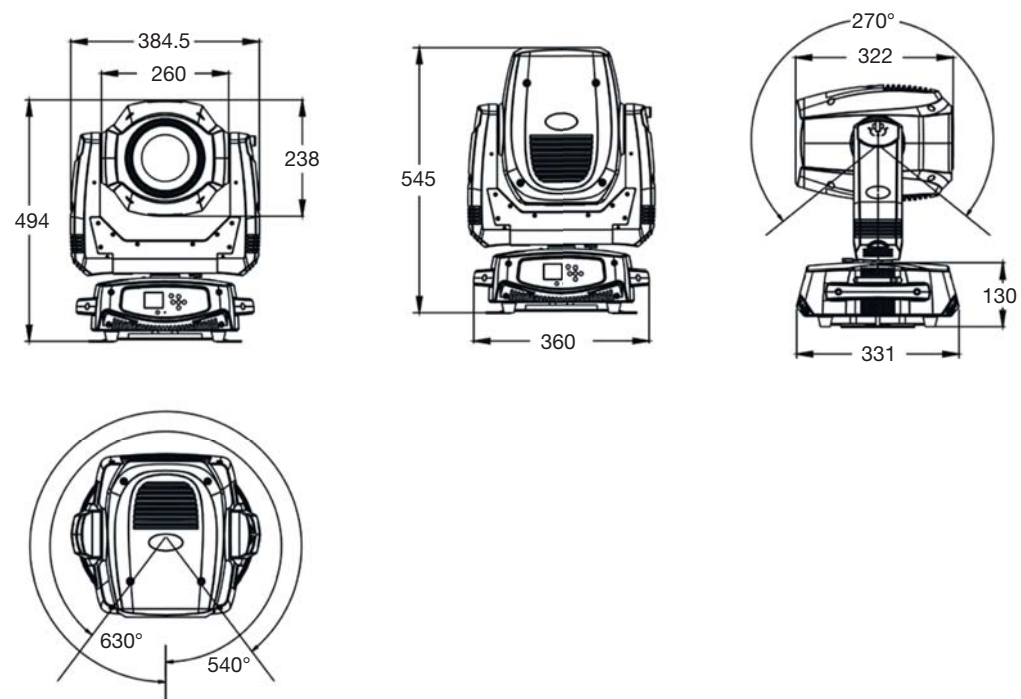
Either the magnetic sensors are defective, or the magnets have been displaced.

Problems might also come from a defective motor or the motor electronic management.

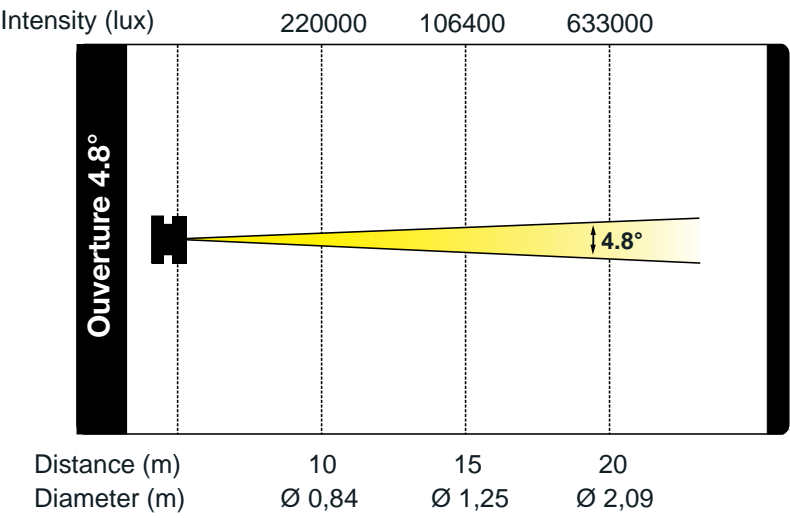
In any case, please write down the error displayed and contact your retailer to launch a maintenance procedure.

Do NOT attempt to repair it by yourself as only Contest-approved technicians are allowed to perform maintenance operations. réparation par vous même, seul les techniciens habilités par Contest peuvent intervenir sur ce type de matériel.

10 - Dimensions



11 - Photometric datas



Because CONTEST® takes the utmost care in its products to make sure you only get the best possible quality, our products are subjects to modifications without prior notice. That is why technical specifications and the products physical configuration might differ from the illustrations.

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