

# COLOR PAR 56

# COLOR PAR 64



## TABLE OF CONTENTS

1. Safety Instructions
2. Technical Specifications
3. Installation
4. DMX512 Address setting
5. How to control the fixture
6. DMX 512 Connections
7. Troubleshooting
8. Fixture Cleaning

# User Manual

*Please read the instructions carefully before use*

# 1. Safety Introductions



**WARNING**

Please read the instructions carefully which includes important information about the installation, operation and maintenance.

- Please keep this User Manual for future consultation. If you sell the fixture to another user, be sure that they also receive this instruction booklet.
- Unpack and check carefully there is no transportation damage before using the fixture.
- Before operating, ensure that the voltage and frequency of power supply match the power requirements of the fixture.
- It's important to ground the yellow/green conductor to earth in order to avoid electric shock.
- Disconnect main power before servicing and maintenance.
- Use safety chain when fixes this fixture. Don't handle the fixture by taking its head only, but always by taking its base.
- Maximum ambient temperature is Ta : 40°C. Don't operate it where the temperature is higher than this.
- In the event of serious operating problem, stop using the fixture immediately. Never try to repair the fixture by yourself. Repairs carried out by unskilled people can lead to damage or malfunction. Please contact the nearest authorized technical assistance center. Always use the same type spare parts.
- Do not connect the device to any dimmer pack.
- Do not touch any wire during operation and there might be a hazard of electric shock.
- To prevent or reduce the risk of electrical shock or fire, do not expose the fixture to rain or moisture.
- The housing must be replaced if they are visibly damaged.
- Do not look directly at the LED light beam while the fixture is on.
- There are no user serviceable parts inside the fixture. Do not open the housing or attempt any repairs by yourself. In the unlikely event your fixture may require service, please contact your nearest dealer.

# 2. Technical Specifications

● **Power supply**

Input Voltage : AC 120V~60Hz or AC 230/240/250V~50Hz

Power consumption : 21W (Color Par 56)

28W (Color Par 64)

● **LED**

Color Par 56 : total 156pcs, Red 50pcs, Green 53pcs, Blue 53pcs

Color Par 64 : total 212pcs, Red 70pcs, Green 71pcs, Blue 71pcs

● **Channels**

Channel 1 = Red

Channel 2 = Green

Channel 3 = Blue

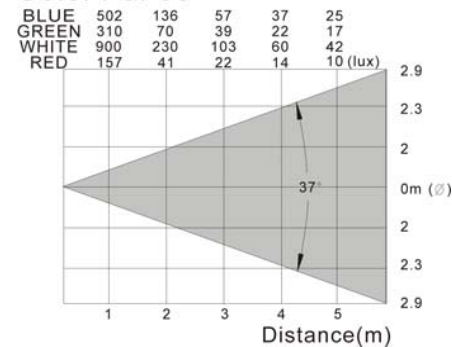
Channel 4 = Dimmer / Sound Chase / Strobe

● **Dimension** : Ø190mm x 185mm (Color Par 56)

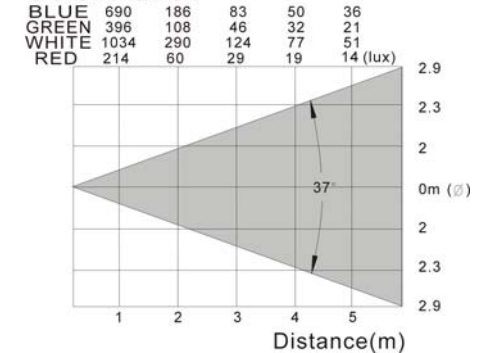
Ø 216mm x 205mm (Color Par 64)

**Luminous intensity:**

**Color Par 56**



**Color Par 64**

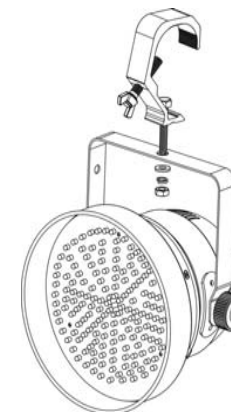


- **Weight :** 2.5KG (Color Par 56)  
3 KG (Color Par 64)



### 3. Installation

Please checkout the voltage before applying power.  
Do not connect the fixture to an electrical dimmer System which it could damage the inside electronics



### 4. DMX512 Address Setting

Each fixture needs to have a start address set to receive the data sent by the controller. The address number is between 0-511 (usually 0 & 1 are equal to 1). The address, also know as the start channel, is the first channel used to receive instructions from the controller.

There are four ways to set the fixture DMX start address:

- A. DMX address setting by dip-switches
- B. Automatic DMX-addressing
- C. Remote DMX address setting by CA-T DMX TESTER
- D. Remote DMX address setting by universal DMX controller

**If you use the function B, C or D to set the DMX start address, the fixtures of the chain all DIP switch MUST be set to OFF).**

#### A. DMX address setting by dip-switches

1. Select the channels of DMX controller
2. Dipswitches

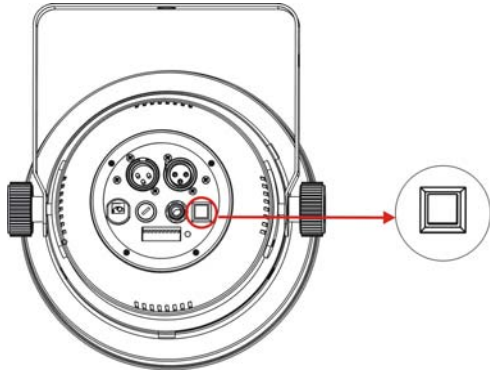
Dip	# 1	# 2	# 3	# 4	# 5	# 6	# 7	# 8	# 9	# 10
Value	1	2	4	8	16	32	64	128	256	No Function

- Examples:

Channel 01 : dip / on : # 1 (=1)  
 Channel 05 : dip / on : # 1, # 3 (1+4=5)  
 Channel 09 : dip / on : # 1, # 4 (1+8=9)  
 Channel 13 : dip / on : # 1, # 3, # 4 (=13)

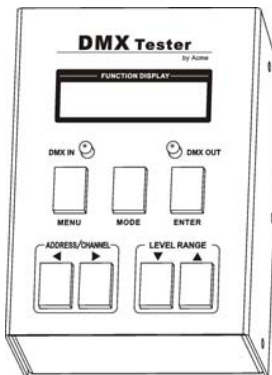
## B. Automatic DMX-addressing

1. The DMX address of fixture can be set automatically. You have to press the auto addressing button from the first fixture. When you hold the button 5secs, the fixture will be set the DMX start address to 1, and the other fixtures of the chain will be set their own DMX start address automatically.
2. The LED fixtures use four channels, the next fixture's will be automatic calculate their own DMX address, not need to calculate the DMX channels of each fixture in the chain. (Fixture 1 = 1, Fixture 2 = 5, Fixture 3 = 9, Fixture 4 = 13, Fixture...)
3. Not need to turn the fixture off when you change the DMX address, as new DMX address setting will be effect at once. Every time you turn the fixture on, it will be ready to receive DMX signal or run the built-in programs.



## C. Remote DMX address setting by CA-T DMX TESTER

The fixture can be set the DMX address remotely by CA-T *DMX TESTER*. Please refer to the CA-T user manual to set the DMX address to the fixture.



## D. Remote DMX address setting by universal DMX controller

- Make sure the DMX cables of all units are connected.
- Connect the first unit to a universal DMX controller.
- Connect all units to the mains so they are switched on.
- Set all DMX-channels on your DMX-controller to zero (value 000).
- Set the DMX-channel, that you want to assign as DMX start address on you projector, tot maximum (value 255).
- Press the "Auto DMX address" button on the projector shortly.
- If you want to set another projector to the same DMX start address, simply press it's "Auto DMX address", button and it will receive the same address.
- Done!

### An example to make things clear:

- We will set the DMX start address of a projector to 106:
- Connect the projector to the DMX-controller as described above and make sure all is switched on.
- Set all DMX-channels on the controller to zero (000).
- Now set DMX-channel 106 to maximum (255).
- Press the "Auto DMX address" button on the projector shortly.
- Done! Your projector now has DMX address 106!

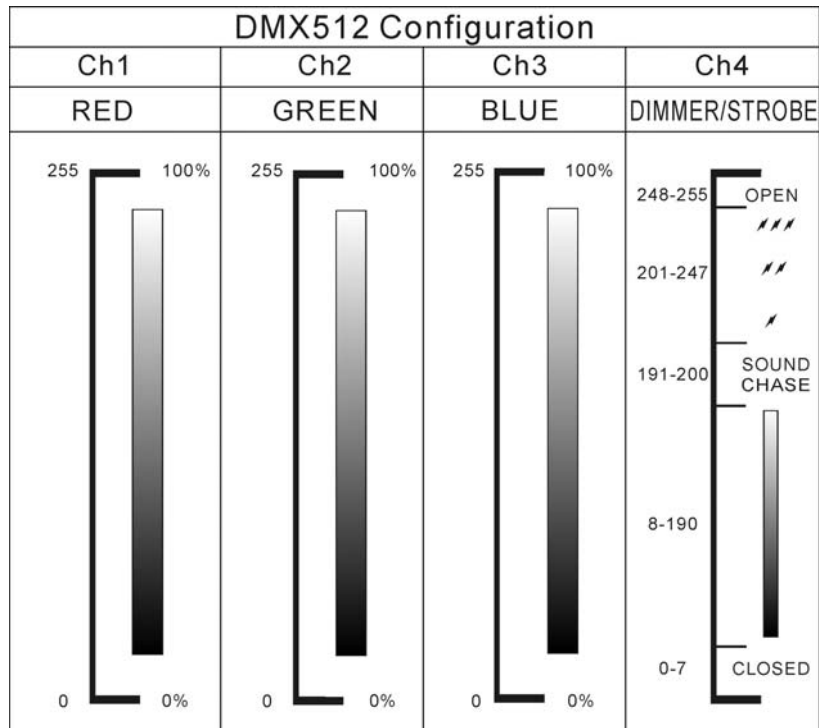
## 5. How to control the fixture

There are three ways to control the fixture

- A. Universal DMX controller
- B. Master/Slave operation
- C. Easy controller (by CA-8)

### A. Universal DMX controller

The fixture can be set the DMX address remotely by universal DMX controller. First, you need to programming two scenes into a chase, and then link the fixtures to the universal DMX controller. When you run the chase, all the fixtures of the chain will be set the series DMX address automatically. If you use a controller with 5 pins DMX connector, you need to use a 5 to 3 pin adapter. The fixture uses four channels. Please refer to the following diagram to use your controller to activate the fixture.

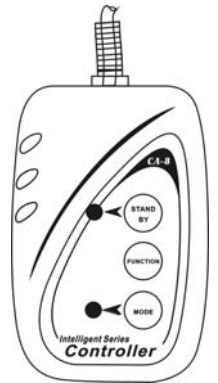


### B. Master/Slave operation

The fixture will allow you to link 16 fixtures together and operate without a controller. In Master/Slave mode, the first fixture will control the others to give an automatic, sound activated, synchronized light show. This function is good when you want an instant show. The first fixture it's DMX input cable will have nothing connect it, and the other fixtures will be set in slave mode automatically. Their DMX input cables connect the last fixture DMX output cable (daisy chain). Any fixture can act as a Master or as a Slave

### C. Easy Controller (by CA-8)

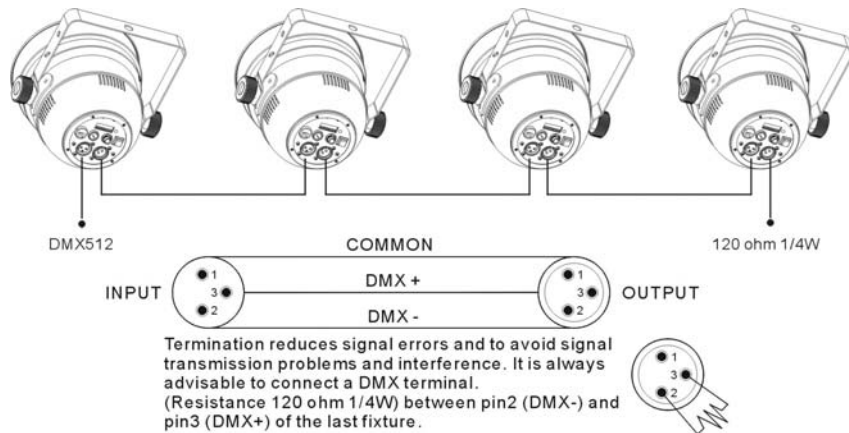
The easy remote control is used only in master/slave mode. There is a terminator for connect the easy controller inside the fixture. By connecting the cable into DMX IN waterproof cable entry gland to the CA-8 terminator of the first fixture, you will find that the remote control on the first fixture will control all the other fixtures for Stand by, Function and Mode functions.



Blackout	To blackout all the fixture			
Function	<p>Strobe</p> <ol style="list-style-type: none"> <li>1. Synchronous strobe in white color</li> <li>2. The same color chase</li> <li>3. Different color strobe</li> </ol>	<p>Colors select</p> <ol style="list-style-type: none"> <li>1. White</li> <li>2. Red</li> <li>3. Blue</li> <li>4. Purple</li> <li>5. Orange</li> <li>6. Green</li> <li>7. Yellow</li> <li>8. Magenta</li> <li>9. Cyan</li> </ol>	<p>Color Chase</p> <ol style="list-style-type: none"> <li>1. The same color</li> <li>2. Different color</li> <li>3. One light chase</li> <li>4. Two lights chase</li> <li>5. Four lights chase</li> </ol>	<p>Color Fade</p> <ol style="list-style-type: none"> <li>1. Fast speed</li> <li>2. Middle speed</li> <li>3. Slow speed</li> </ol>
Mode	Sound 1 (LED OFF)	Manual (LED ON)	Sound 2 (LED slow blinking)	Auto (LED fast blinking)

## 6. DMX512 Connections

The DMX512 is widely used in intelligent lighting control, with a maximum of 512 channels.



1. Connect the fixture together in a “daisy chain” by XLR plug cable from the output of the fixture to the input of the next fixture. The cable cannot be branched or split to a “Y” cable. Inadequate or damaged cables, soldered joints or corroded connectors can easily distort the signal and shut down the system
2. The DMX output and input connectors are pass-through to maintain the DMX circuit when no power is connected to the fixture.
3. At last fixture, the DMX cable has to be terminated with a terminator to reduce signal errors. Solder a 120-ohm 1/4W resistor between pin 2(DMX-) and pin 3(DMX+) into a 3-pin XLR-plug and plug it in the DMX-output of the last fixture.
4. Each lighting fixture needs to have an address set to receive the data sent by the controller. The address number is between 0-511 (usually 0 & 1 are equal to 1).
5. 3 pin XLR connectors are more popular than 5 pins XLR.  
3 pin XLR: Pin 1: GND, Pin 2: Negative signal (-), Pin 3: Positive signal (+)  
5 pin XLR: Pin 1: GND, Pin 2: Negative signal (-), Pin 3: Positive signal (+)

## 7. Troubleshooting

Following are a few common problems that may occur during operation. Here are some suggestions for easy troubleshooting:

### A. The fixture does not work, no light and the fan does not work

1. Check the connection of power and main fuse.
2. Measure the mains voltage on the main connector.

### B. Not responding to DMX controller

1. DMX LED should be on. If not, check DMX connectors, cables to see if link properly.
2. If the DMX LED is on and no response to the channel, check the address settings and DMX polarity.
3. If you have intermittent DMX signal problems, check the pins on connectors or on PCB of the fixture or the previous one.
4. Try to use another DMX controller.
5. Check if the DMX cables run near or run alongside to high voltage cables that may cause damage or interference to DMX interface circuit.

### C. Some fixtures don't respond to the easy controller

1. You may have a break in the DMX cabling. Check the LED for the response of the master/ slave mode signal.
2. Wrong DMX address in the fixture. Set the proper address.

### D. No response to the sound

1. Make sure the fixture does not receive DMX signal.
2. Check microphone to see if it is good by tapping the microphone.

### E. One of the channels is not working well

1. The stepper motor might be damaged or the cable connected to the PCB is broken.
2. The motor's drive IC on the PCB might be out of condition.

## **8. Fixture Cleaning**

The cleaning of internal must be carried out periodically to optimize light output. Cleaning frequency depends on the environment in which the fixture operates: damp, smoky or particularly dirty surrounding can cause greater accumulation of dirt on the fixture's optics.

- Clean with soft cloth using normal glass cleaning fluid.
- Always dry the parts carefully.
- Clean the external optics at least every 20 days. Clean the internal optics at least every 30/60 days.

**Innovation, Quality, Performance**