



## **Prowalls 17R Beta**

# **User Manual**

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## **Chapter 1 Installation and attention**

### **1. Maintenance**

- To reduce the risk of electrical shock or fire, do not expose this unit to rain or moisture.
- Intermittently using will extend this item's service life.
- Please clear the fan ,fan net , and optical lens in order to keep good work state.
- Do not use the alcohol or any other organic solvent to wipe the shell.

### **2. Statement**

The product has perfect performance and integrity packing. All users should be strictly complying with the warning and operating instructions as stated. Or we aren't in charge of any result by misusing. Any damage resulting by misuse is not within the Company's warranty. Any fault or problem caused by neglecting the manual is also not in the charge of dealers.

**Note:** All information is subject to change without prior notice.

### **3. Safety Precaution**

- In order to guarantee the product's life, please don't put it in the damp places or even the environment over 60degrees.
- Always mount this unit in safe and stable matter.
- Install or dismantle should operate by professional engineer.
- Using lamp, the change rate of power voltage should be within $\pm 10\%$ , If the voltage is too high, it will shorten the light's life; If it's not enough, will influence the effect.
- Please restart it 20 minutes later after turning off light , until full-cooling. Frequent switching will reduce the life span of lamps and bulbs; intermittent using will improve the life of bulbs and lamps.
- In order to make sure the product is used well, please read the Manual carefully.

### **4. Product Instruction**

- Lamp: YODN MSD R17 350W Lamp (life:2200 hours Color temperature: 8000K)
- Beam Wash Spot 3in1
- Channel mode:16/20 channels DMX512 Channel
- Pan scan: 540°(16bit) Electric correction
- Tilt scan: 270° (16bit) Electric correction
- Amazing dot matrix, four tact switch, 180° turning show
- Color wheel: one color wheel, 13 kinds of color chips in one color wheel
- Gobo: 13 static gobos, 9 rotation gobos;
- Effect Wheel: Rotation eight prism, effect move , frost

- 0-100% mechanical dimming, mechanical dimming and free dimming available.
- strobe macro control available.
- 3° -20° Beam Angle, Three level varying Beam splitting
- Over heat protection
- Power Input: 100-240V, 50/60Hz
- Power Dissipation: 450W
- IP level :IP20
- Magnetic ballast and AC/Dc power supply

## 5. Cable connection (DMX)

Use a cable conforming to specifications EIA RS-485: 2-pole twisted, shielded, 120Ohm characteristic impedance, 22-24 AWG, low capacity. Do not use microphone cable or other cable with characteristics differing from those specified. The end connections must be made using XLR type 3 or 5-pin male/female connectors. A terminating plug must be inserted into the last projector with a resistance of 120Ohm (minimum 1/4 W) between terminals 2 and 3.

**IMPORTANT:** The wires must not make contact with each other or with the metal casing of the connectors. The casing itself must be connected to the shield braid and to pin 1 of the connectors.

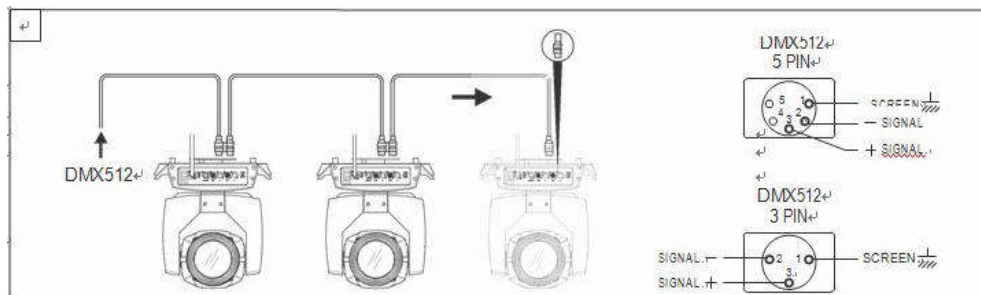


Figure 1 DMX Cable connection

## 6. Rigging (Optional)

This equipment can be positioned and fixed by clamp in every direction of the stage. Locking system makes it easy to fasten to the bracket.

Attention! Two clamps is needed to fix the equipment. Every clamp is locked by fastener of 1/4 kind. Fastener can only be locked clockwise.

Attention! Fasten a safety string to the additional hole of side aluminum piece. The secondary accessory can not hang on the delivery handle. Nip the equipment on bracket.

- Check if rigging clamp (not including the one inside) damaged or not? If stand ten times weight as the equipment. Make sure the architecture can stand ten times weight as all the equipments, clamps, wirings and other additional fixtures.
- Screws for clamping must be fixed firmly. Take one M12 screw (Grade 8.8 or higher) to

clamp bracket, and then screw the nuts.

- Level the two hanging points at the bottom of clamp. Insert fastener to the bottom, lock the two levers by 1/4 rotating clockwise; then install another clamp.
- Install on safety string which stands at least ten times weight as equipment. Terminal of the accessory is designed for clamps.
- Make sure pan/tilt lock unlocked or not. Keep the distance more than 1M from equipment to flammable material or lighting source.

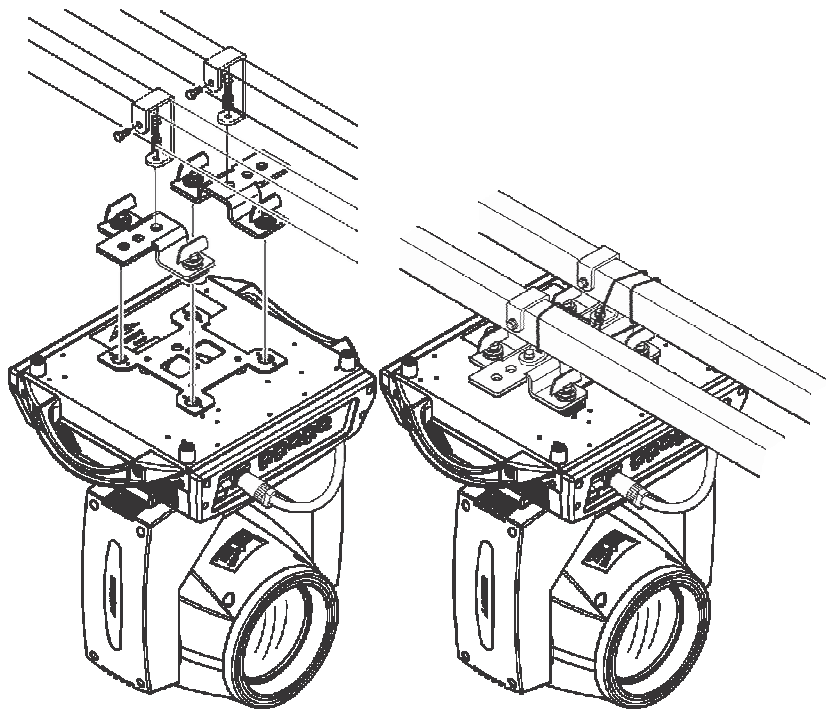


Figure 2 Installation

## Chapter 2 Panel operation

### 1. Brief

The light panel diagram show as Figure 3, Left area is TFT Displayer, support touch, and right area is encoder button, both of touch and coder button can operate light and setting.

Display & operation just like 'Android operation system', touch the item will set or modify setting.

Note: Prevent damage the touch or TFT displayer, Can not use sharp objects chick displayer.

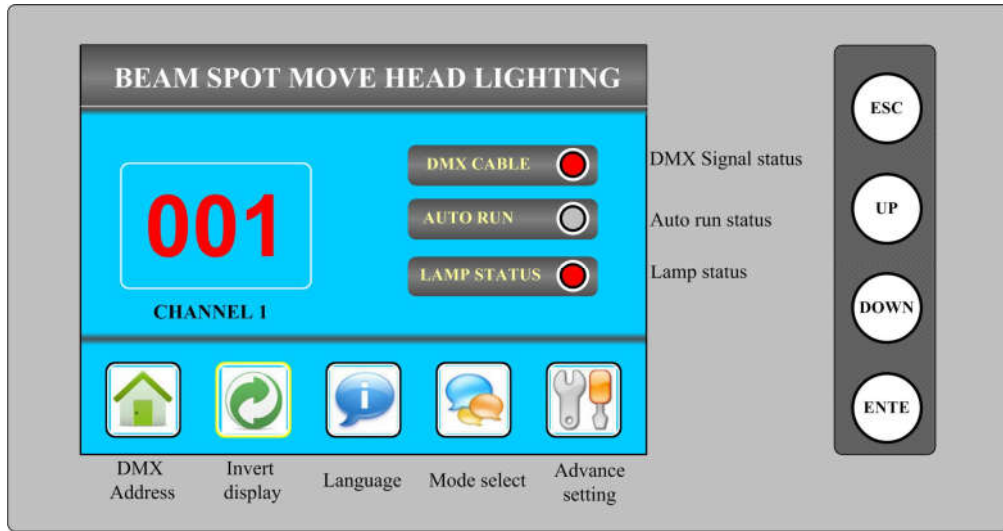


Figure 3 Panel diagram

### 2. Operation

#### 1. Operate light with touch or encoder button

- The left area is TFT Displayer and touch, click item or value with finger will to complete operation of set light setting(parameters) or view light state.
- The area on the right hand side is rotary encoder with button, As auxiliary input interface, if disable touch function,, the encoder can been choose to set or view the item, and then press the encoder button to confirm the selection, rotary encoder again set the parameter value, finally, Press encoder button one again to save value or setting.

#### 2. Parameter value setting

When the selected item is value need to been modified, the dialog shown in Figure 4 will popup.

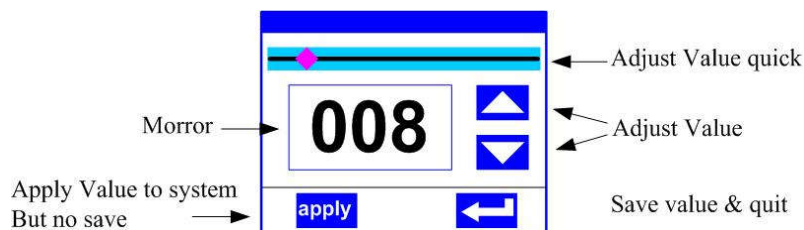


Figure 4 Dialog of value setting

- **Modify value:** Can quickly modify value via pull the slider to the desired position, or click

the button of ‘up’ or ‘down’ whit finger on the right side to set the exact desired value, another way is roll encoder on the right hand side of panel.

- **Apply value:** When Value had been modified, Then press the bottom of ‘apply’ in the left corner to apply to the light, but hav’t saved;
- **Save Value:** Any time, click on the lower right corner of the "OK" button, the setting will been saved into internal memory.

### 3. Boolean parameter setting

- when the selected parameters is a Boolean value (such as ON or OFF), can directly modify setting by chick corresponding item, the setting will been saved right now.
- When the parameter is a key item, chick corresponding item, a dialog shown in Figure 5 will been popup ask for the confirm. Chick ‘sure’ to confirm.

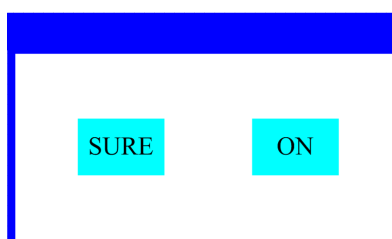


Figure 5 Dialog of confirm

### 4. Sub Menu (Parameter)

Chick item of main menu, enter corresponding sub menu, shown in Figure 6, total 6 sub menu, includes class of parameter and status:

- ADDRESS: Set light DMX address.
- WORKMOD: Set light work mode, master or slave mode when in auto run mode.
- DISPLAY: Set display parameter, eg. select language.
- TEST: Used for test light, modify DMX channel data to test function, the corresponding function of reference channel function table.
- ADVANCE: Set light running parameter.
- STATUS: view light current status.

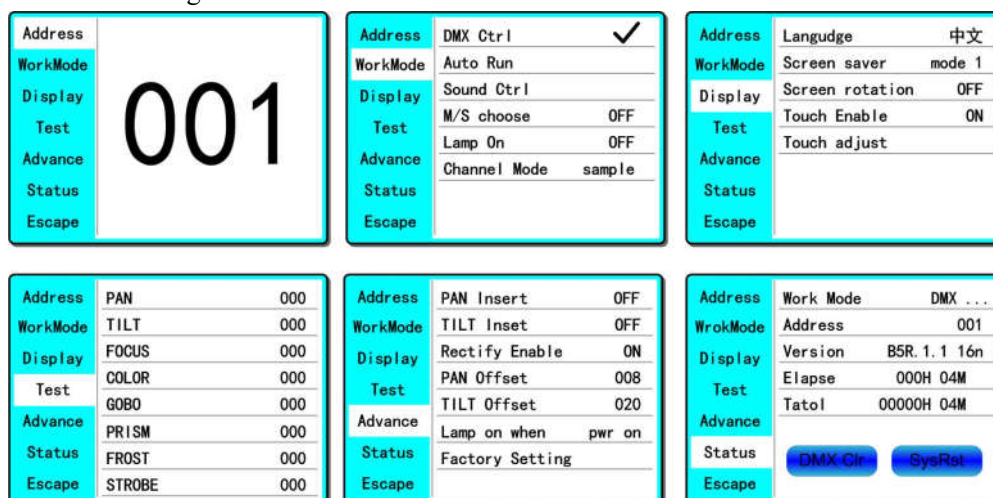


Figure 6 Parameter menu

### 3. Operation and parameter instruction

Via following operation, enter sub menu(parameter menu) shown in Figure 6

- In main menu, click 1/6 function button into corresponding parameter menu.
- In sub menu(page), click main item on the left side of display, can shift to corresponding sub menu(page) quickly.

#### 1. Set DMX Address

Click and select the "ADDR", can enter the page of DMX address setting, range from 1 to 512, the address code shouldn't is not greater than (512- channels quantity), otherwise the light will not been controlled. Following is the operation:

Enter the page of DMX address, as shown in Figure 7, click the blank area in right side of display will pop-up diglog as in Fig. 4, modify value, then click 'ENTER' to confirm and save DMX address code.

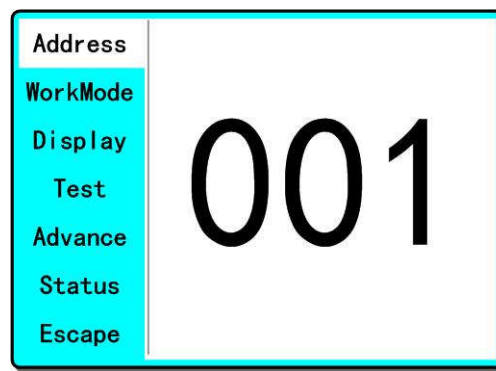


Figure 7 page of DMX Address

#### 2. Set Light work mode

Enter the page of 'WORK MOD' as shown in Figure 8 and modify setting. Can set light work mode, control lamp and DMX channel mode..

Light includes 3 work mode: DMX MODE, AUTO RUN and SOUND MODE, Parameter definition as following:

- **DMX Mode:** Under this mode, the light receive data from the DMX controller and move.
- **AUTO RUN:** Under this mode, light will run with inside code(data), ignore data from DMX controller.
- **SOUND Ctrl:** Under this mode, light ignore data from DMX controller., When there is a strong sound in stage, the light will run a scene, otherwise it will keep the last scene.
- **M/S Choose:** 'M/S Choose' is available when light just in 'AUTO RUN' or 'SOUND Ctrl' mode. If this item is set as 'OFF', the light don't send data to other light via DMX Cable. When 'ON', the data will send to other slave light immediately.
- **Lamp control:** Turn on lamp when this item is set 'ON', otherwise, turn off lamp. The gap between operation is limited to 30 second.
- **Channel mode:** Light support 2 DMX Channel mode: sample or extend.



Address	DMX Ctrl	✓
WorkMode	Auto Run	
Display	Sound Ctrl	
Test	M/S choose	OFF
Advance	Lamp On	OFF
Status	Channel Mode	sample
Escape		

Figure 8 page of work mode

### 3. Set display

Light support 2 language, rotation display , Enter page as shown in Figure9 to set parameter following:

- **Language:** Select display as simplified Chinese or English.
- **Screen Saver:** when panel is idle(these is no operation in 10 second), displayer will enter saver status. When set as 'mode 1', saver status is close display, as 'mode 2' saver status will display DMX address code(DMX MODE) or display LOGO(AUTO RUN or SOUND CTRL). As 'OFF', keep light up displayer and show main menu.
- **Screen Rotation:** rotate displayer.
- **Touch enable:** Disable or enable touch function, when disable, use encoder to operate light and set parameter.
- **Touch adjust:** adjust touch function, normally, not enter this item.

Address	Langudge	中文
WorkMode	Screen saver	mode 1
Display	Screen rotation	OFF
Test	Touch Enable	ON
Advance	Touch adjust	
Status		
Escape		

Figure9 page of display

### 4. Test light

Enter the page as shown in Figure 10, Light will into test mode, in this mode, the light does not receive the data for DMX controller.:

- PAN: range for 0 to 255;
- TILT: range for 0 to 255;
- FOCUS: range for 0 to 255;
- COLOR: range for 0 to 255;
- GOBO: range for 0 to 255;
- PRISM: range for 0 to 255;
- FROST: range for 0 to 255;;
- STROBE: range for 0 to 255;.

Address	PAN	000
WorkMode	TILT	000
Display	FOCUS	000
Test	COLOR	000
	GOBO	000
Advance	PRISM	000
Status	FROST	000
Escape	STROBE	000

Figure 10 page of Test

## 5. Set light run parameter

Enter the page as shown in Figure 10, set the parameter of light:

- Pan Invert: Reverse PAN move.
- Tilt Invert: Reverse TILT mover.
- Rectify enable: set as 'OFF', PAN or TILT will disable position rectify function. As 'ON', when PAN or TILT lose steps, light will rectify auto.
- Pan Offset: Set PAN original position.
- Tilt Offset: Set TILT original position.
- Lamp up when: Select lamp on mode, includes 3 mode: power on, after reset done and manual;
- Factory setting: restore all parameter to factory setting.

Address	PAN Inset	OFF
WorkMode	TILT Inset	OFF
Display	Rectify Enable	ON
Test	PAN Offset	008
	TILT Offset	020
Advance	Lamp on when	pwr on
Status	Factory Setting	
Escape		

Figure 11 page of run parameter

## 6. View status

Enter the page as shown in Figure 12:

- View light current status, version;
- DMXClr: Click to clear all DMX data to '0'.
- SysRst: Click to reset light.

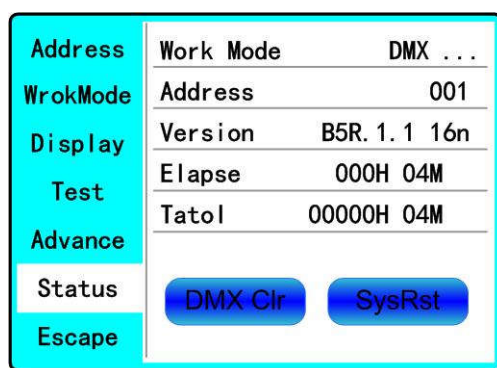


Figure 12 page of status

## Chapter 3 Channel description

### 1. Channel table

Light support 2 DMX mode: 20ch (Standard) and 16ch (sample), as shown in Table 1:

Table 1 Channel brief

Channel1	Channel2	Name	Value	Brief
1	1	PAN	0~255	Pan movement by 540
2		PAN Fine	0~255	Fine control of pan movement
3	2	TILT	0~255	Tilt movement by 270
4		TIL Fine	0~255	Fine control of tilt movement
5	3	XY Speed	0~255	Fast to slow
6	4	Strobe	0~31	Close
			32~63	Open
			64~95	Fade in strobe, Slow to fast
			96~127	Open
			128~159	Free strobe, Slow to fast
			160~191	Open
			192~250	Pulse strobe, Slow to fast
			251~255	Open
7	5	Dimmer	0~255	0~100% Linear dimming
8	6	Color Wheel	0~4	White
			5~9	Color 1
			10~14	Color 2
			15~19	Color 3
			20~24	Color 4
			25~29	Color 5
			30~34	Color 6
			35~39	Color 7

			40~44	Color 8
			45~49	Color 9
			50~54	Color 10
			55~59	Color 11
			60~64	Color 12
			65~69	Color 13
			70~189	Linear Color Wheel
			190~219	Forwards rainbow effect from fast to slow
			220~224	Stop
			225~255	Backwards rainbow effect from slow to fast
9	7	<b>Static Gobo Wheel</b>	0~3	White
			4~9	Gobo 1
			10~15	Gobo 2
			16~21	Gobo 3
			22~27	Gobo 4
			28~33	Gobo 5
			34~39	Gobo 6
			40~45	Gobo 7
			46~51	Gobo 8
			52~57	Gobo 9
			58~63	Gobo 10
			64~69	Gobo 11
			70~75	Gobo 12
			76~81	Gobo 13
			82~87	White
			88~95	Gobo 1 shake, Slow to fast
			96~103	Gobo 2 shake, Slow to fast
			104~111	Gobo 3 shake, Slow to fast
			112~119	Gobo 4 shake, Slow to fast
			120~127	Gobo 5 shake, Slow to fast
			128~135	Gobo 6 shake, Slow to fast
			136~143	Gobo 7 shake, Slow to fast
			144~151	Gobo 8 shake, Slow to fast
			152~167	Gobo 9 shake, Slow to fast
			168~175	Gobo 10 shake, Slow to fast
			176~183	Gobo 11 shake, Slow to fast

			184~191	Gobo 12 shake, Slow to fast
			192~199	Gobo 13 shake, Slow to fast
			200~201	White
			202~227	Forwards rainbow effect from fast to slow
			228~229	Stop
			230~255	Backwards rainbow effect from slow to fast
10	8	<b>Rotating Gobo Wheel</b>	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	Gobo 8
			90~99	Gobo 9
			100~110	Gobo 1 shake, Slow to fast
			111~121	Gobo 2 shake, Slow to fast
			122~132	Gobo 3 shake, Slow to fast
			133~143	Gobo 4 shake, Slow to fast
			144~154	Gobo 5 shake, Slow to fast
			155~165	Gobo 6 shake, Slow to fast
			166~176	Gobo 7 shake, Slow to fast
			177~187	Gobo 8 shake, Slow to fast
			188~199	Gobo 9 shake, Slow to fast
			200~201	White
			202~227	Forwards rainbow effect from fast to slow
			228~229	Stop
			230~255	Backwards rainbow effect from slow to fast
11	9	<b>Rot. Gobo</b>	0~127	0~400 angle
			128~191	Forwards rainbow effect from fast to slow
			192~255	Backwards rainbow effect from slow to fast
12	10	<b>Prism 1</b>	0~127	Open position (hole)

			128~255	Insert prism1
13	11	<b>Prism 2</b>	0~127	Open position (hole)
			128~255	Insert prism2
14	12	<b>Prism Rot</b>	0~127	0~400 angle
			128~191	Forwards rainbow effect from fast to slow
			192~255	Backwards rainbow effect from slow to fast
15	13	<b>Frost</b>	0~255	0~100% frost
16	14	<b>Focus</b>	0~255	Continuous adjustment from far to near
17		<b>Focus Fine</b>	0~255	Fine Focus
18	15	<b>Zoom</b>	0~255	Zoom from max. to min.beam angle
19		<b>Zoom Fine</b>	0~255	Fine Zoom
20	16	<b>Function</b>	30~50	Lamp ECO over 3 seconds
			60~80	Lamp full power out over 3 seconds
			100~105	Lamp Off (Over 3 seconds)
			120~129	Blackout when color wheel moving
			130~139	Blackout when gobos wheel moving
			140~149	Blackout when prisms moving
			150~159	Blackout when color, gobos, prisms moving
			200~205	Lamp on (Over 3 seconds)
			240~255	Reset All (Over 3 seconds)



