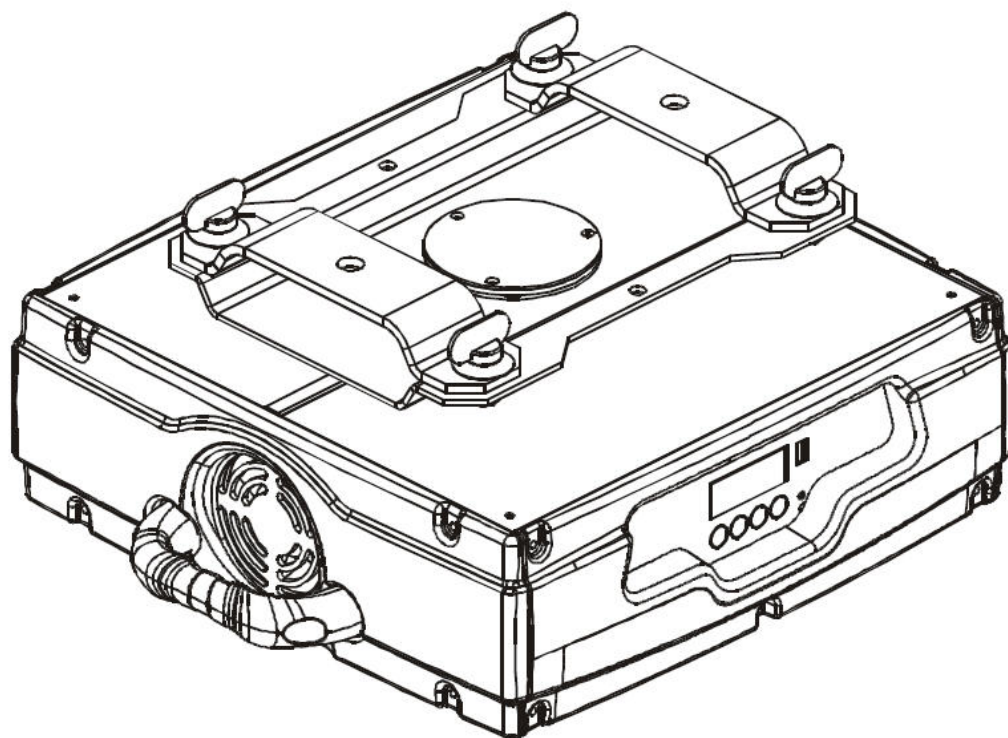




DESIGN PROMO 360 USER MANUAL



KEEP THIS MANUAL FOR FUTURE NEEDS



For your own safety, please read this user manual carefully before installing the device.



CAUTION!

Keep this device away from rain and moisture !



CAUTION!

Unplug mains lead before opening the housing.

Every person involved with the installation, operation and maintenance of this device has to:

- be qualified
- follow carefully the instructions of this manual

INTRODUCTION:

Thank you for having chosen this professional advertisement lighting.
You will see you have acquired a powerful and versatile device.

Unpack the device. Inside the box you should find:

1. The fixture device
2. A power cable
3. An XLR connection cable
4. A safety cable and this manual

Please check carefully that there is no damage caused by transportation. Should there be any, consult your dealer and don't install this device.

Features:

- 16 bit resolution
- Movement: 540°/630° optional
- For smooth and precise resolution
- Can rotate continuously
- While Channel 4 on DMX value 0-63 , channel 1,2,3 can do 16 bit high resolution movement
- While Channel 4 on DMX value 64-127, the base rotates continuously in clockwise direction
- While Channel 4 on DMX value 128-191, the base rotated continuously in counterclockwise direction
- While Channel 4 on DMX value 236-245 , reset after 8 seconds

SAFETY INSTRUCTIONS



CAUTION!

Be careful with your operations. With a dangerous voltage you can
Suffer a dangerous electric shock when touching wires!

This device has left the factory in 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:**

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 temperature changes due to environmental changes, do not switch it on immediately. The arising condensation could damage the device. Leave the device switched off until it has reached room temperature.

If the external flexible cable or cord of this luminaire is damaged, it shall be exclusively replaced by the manufacturer or his service agent or a similar qualified person in order to avoid a hazard.

This device falls under protection-class I. Therefore it is essential that the device be earthed.

The electric connection must carry out by qualified person.

Make sure that the available voltage is not higher than stated at the end of this manual.

Make sure the power cord is never crimped or damaged by sharp edges. If this would be the case, replacement of the cable must be done by an authorized dealer.

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 initial start-up some smoke or smell may arise. This is a normal process and does not necessarily mean that the device is defective, it should decrease gradually.

**CAUTION!**

**Never touch the device during operation!
The housing may heat up**

Please be aware that damages caused by manual modifications to the device are not subject to warranty. Keep away from children and non-professionals.

GENERAL GUIDELINES

This device is a lighting effect for professional use on stages, in discotheques, theatres, etc.

This fixture is only allowed to be operated with the max alternating current which stated in the technical specifications in the last page of this manual, the device was designed for indoor use only.

Lighting effects are not designed for permanent operation. Consistent operation breaks may 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.

While choosing the installation-spot, please make sure that the device is not exposed to extreme heat, moisture or dust. The minimum distance between light-output from the projector

Always fix the fixture with an appropriate safety cable if you use the clamp to hang up the fixture.

When fixing the device on a raised-from-the- ground support, be sure to use no less than screws and nuts of M10 x 25 mm and insert them in the pre-arranged screw holes in the base of the fixture.

If you use the quick lock cam in hanging up the fixture, please make sure the 4 quick lock fasteners turned in the quick lock holes correctly.

Operate the device only after having familiarized with its functions. Do not permit operation by persons not qualified for operating the device. Most damages are the result of unprofessional

operation.

Please use the original packaging if the device is to be transported.

For safety reasons, please be aware that all modifications on the device are forbidden.

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 short-circuit, burns, electric shock, lamp explosion, crash, etc.

INSTALLATION INSTRUCTIONS

Mounting the device



CAUTION!

Please consider the EN 60598-2-17 and the other respective national norms during the installation. The installation must only be carried out by a qualified person.

The installation of the effect has to be built and constructed in a way that it can hold 10 times the weight for 1 hour without any harming deformation.

The installation must always be secured with a secondary safety attachment, e.g. an appropriate safety cable.

Never stand directly below the device when mounting, removing or servicing the fixture.

The operator has to make sure the safety relating and machine technical installations are approved by an expert before taking the device into operation for the first time.

These installations have to be approved by a skilled person once a year.



CAUTION!

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

Cautions:

The effect should be installed outside areas where persons may reach it, walk by or be seated.

Overhead mounting requires extensive experience, including amongst others calculating working load limits, installation material being used, and periodic safety inspection of all installation material and the device. If you lack these qualifications, do not attempt the installation yourself. Improper installation can result in bodily injury.



CAUTION!

The electric connection must only be carried out by a qualified electrician.

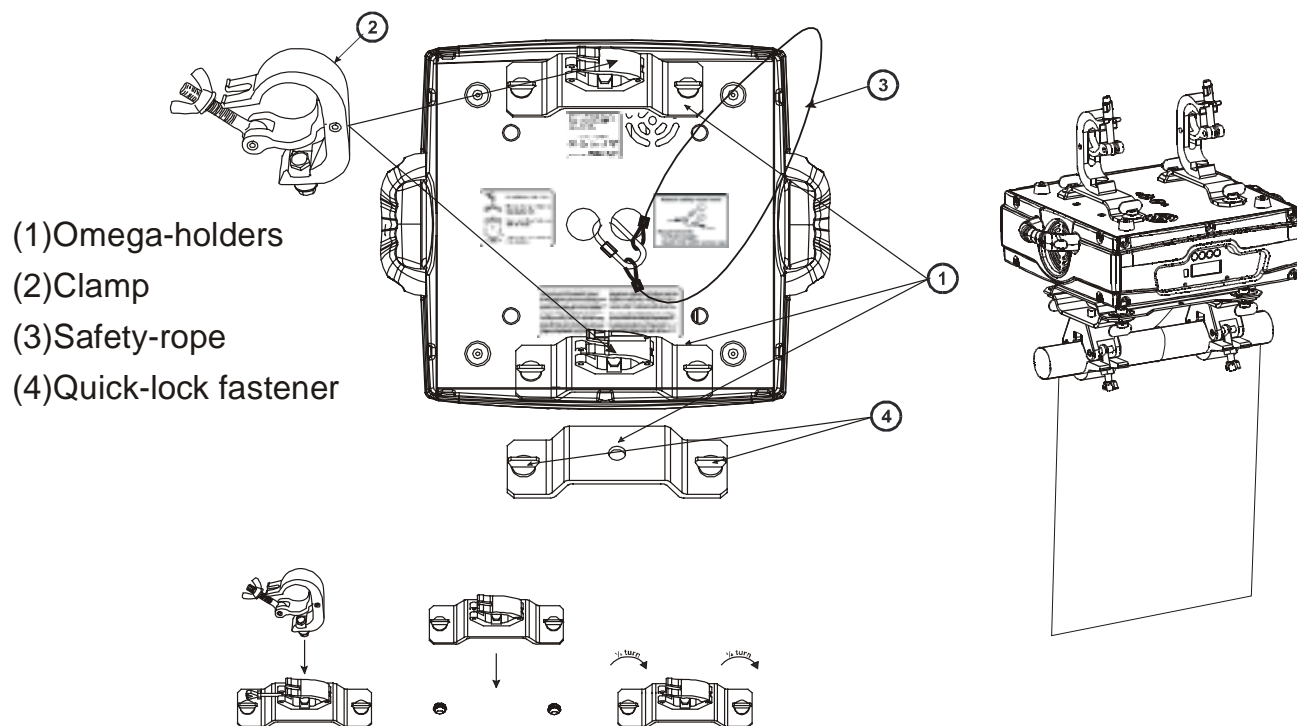
Before mounting make sure that the installation area can hold a minimum point load of 10 times the

device's weight.

Connect the fixture to the mains with the power plug.

Installation method via clamp

Please refer to the picture below:



Screw one clamp each via a M12 screw and nut onto the Omega holders.

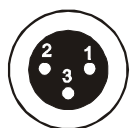
Insert the quick-lock fasteners of the first Omega holder into the respective holes on the bottom of the device. Tighten the quick-lock fasteners fully clockwise. Install the second Omega holder.

Pull the safety-rope through the holes on the bottom of the base and over the trussing system or a safe fixation spot. Insert the end in the carabine and tighten the safety screw.

DMX-512 control connection

Connect the provided XLR cable to the female 3-pin XLR output of your controller and the other side to the male 3-pin XLR input of the ad lighting. You can chain multiple ad lighting together through serial linking. The cable needed should be two core, screened cable with XLR input and output connectors. Please refer to the diagram below.

DMX -output
XLR mounting-socket



1:Ground
2:Signal(-)
3:Signal(+)

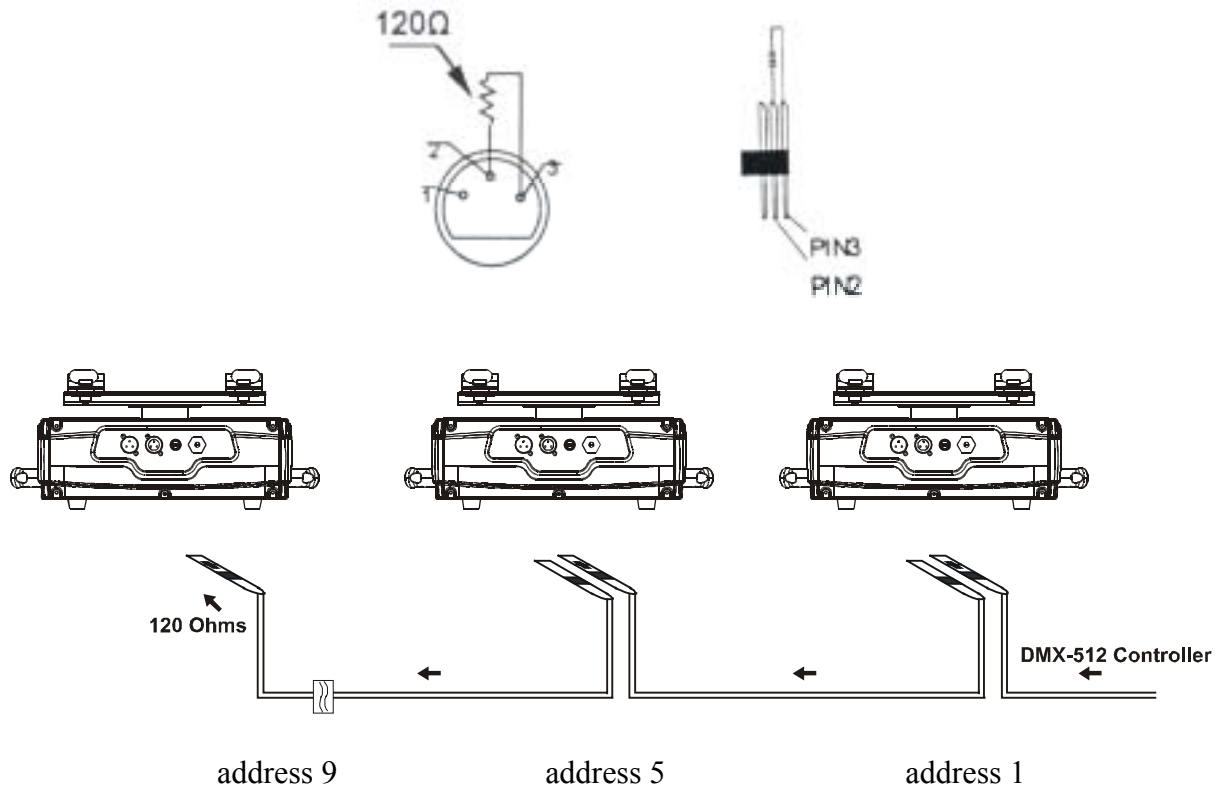
DMX -input
XLR mounting-socket



1:Ground
2:Signal(-)
3:Signal(+)

DMX-512 connection with DMX terminator

For installations where the DMX cable has to run a long distance or is in an electrically noisy environment, such as in a discotheque, it is recommended to use a DMX terminator. This helps in preventing corruption of the digital control signal by electrical noise. The DMX terminator is simply an XLR plug with a 120 Ω resistor connected between pins 2 and 3, which is then plugged into the output XLR socket of the last fixture in the chain. Please see illustrations below.



Projector DMX starting address selection

All fixtures should be given a DMX starting address when using a DMX signal, so that the correct fixture responds to the correct control signals. This digital starting address is the channel number from which the fixture starts to “listen” to the digital control information sent out from the DMX controller. The allocation of this starting address is achieved by setting the correct number on the display located on the base of the device.

You can set the same starting address for all fixtures or a group of fixtures, or make different address for each fixture individually.

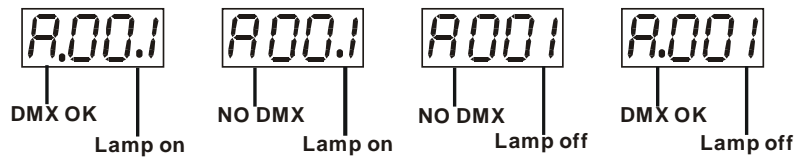
If you set the same address, all the units will start to “listen” to the same control signal from the same channel number. In other words, changing the settings of one channel will affect all the fixtures simultaneously.

If you set a different address, each unit will start to “listen” to the channel number you have set, based on the quantity of control channels of the unit. That means changing the settings of one channel will affect only the selected fixture.

In the case of the ad lighting, which is a 4 channel fixture, you should set the starting address of the first unit to 1, the second unit to 5 (4 + 1), the third unit to 9 (5 + 4), and so on.

Note:

The modes of DMX 512 data and lamp are shown via the display:



1. After switching on, the device will automatically detect whether DMX 512 data is received or not. If the data is received, the the display will show "**A.001**" with the actually set address. If there is no data received at the DMX-input, the display will flash "**A001**" with the actually set address.

This situation can occur if:

- the 3 PIN XLR plug (cable with DMX signal from controller) is not connected with the input of the device.
- the controller is switched off or defective, if the cable or connector is defective or the signal wires are swap in the input connector.

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

2. If the lamp is on, the the display will show "**A00.1**" with the actually set address. If the lamp is off, the the display will show "**A001**" with the actually set address.

Control Board

The Control Board offers several features: you can simply set the starting address, switch on and off the lamp, run the pre-programmed program or make a reset.

The main menu is accessed by pressing the **Mode/esc-button** until the display starts flashing. Browse through the menu by pressing the **Up-button** or **Down-button**. Press the **Enter-button** in order to select the desired menu. You can change the selection by pressing the **Up-button** or **Down-button**. Confirm every selection by pressing the Enter-button. You can leave every mode by pressing the **Mode/esc-button**. The functions provided are described in the following sections.

Default settings shaded

0	MODE	ADDR	VALU	A001~A511 (AXXX)	DMX address setting
			SLAV	ON/OFF (SLAV)	Slave setting
		RUN	AUTO	ALON (AU-A)	Automatic Run in Stand Alone
				MAST (AU-M)	Automatic Run as Master
			SOUN	ALON (SO-A)	Sound-controlled Run in Stand Alone
				MAST (SO-M)	Sound-controlled Run as Master
		DISP	VALU	D-XX D-00 (DXXX)	Display the DMX 512 value of each channel
			RDIS	ON/OFF	Reverse display
			CLDI	ON/OFF	Shut off LED display
1	SET	RPAN	ON/OFF		Pan Reverse
		16BI	ON/OFF		Switch 16 bit/8 bit
		DEGR	630/540		Pan degree select
		SPEE	LOW/HIGH		Pan/Tilt speed mode select
		MIC	M-XX M-70		Mic sensitivity
		AUTO	ON/OFF		Automatic Run by no DMX
		SOUN	ON/OFF		Sound Run by no DMX
		REST			Reset
		LODA	ON/OFF		Restore factory settings
		VER	V-1.0~V-9.9		Software version
2	TIME	MATI	0000~9999(hours)		Fixture running time
		CLMT	ON/OFF		Clear fixture time
3	EDIT	STEP	S-01 ~S-48		Steps of Program Run
		REC.	RE.XX		Auto Save Scene
		SC01 ~ SC48	C-01~C-30	0 1 XX(00~FFH) 3 0 XX(00~FFH)	Edit the channels of each scene
			TIME	T XXX(001~999)	Time for each scene
			CNIN	ON/OFF	Edit program via controller

Note:

By default setting, the lamp is not ignited with power on. Lamp can be turned on via DMX controller.

Main functions

MODE - SET - LINE - EDIT

MODE - Main menu 0

1. Press [MODE/ESC] to enter the main menu "MODE" (display flashing)
2. Press [ENTER] and select "ADDR", "RUN" or "DISP" by pressing [UP] or [DOWN] button.
3. Press [ENTER] for selecting the desired sub menu.

MODE - ADDR
RUN
DISP

ADDR - DMX address setting, Slave setting

MODE - ADDR - VALU - ADDR-AS 11
SLAV - ON/OFF

VALU - DMX address setting

With this function, you can adjust the desired DMX-address via the Control Board.

1. Select "VALU" by pressing [UP] or [DOWN] button.
2. Press [ENTER], the display shows "AXXX", "XXX" stands for the DMX address from 001 to 511.
3. adjust the DMX address by pressing [UP] or [DOWN] button.
4. Press [ENTER] to confirm or pressing [MODE/ESC] to return to main menu.

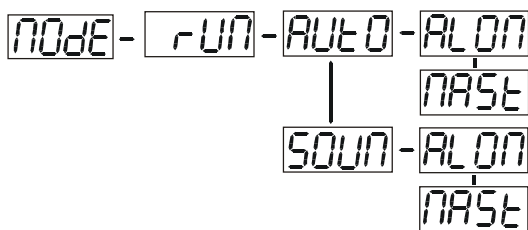
SLAV - Slave setting

With this function, you can define the device as slave.

1. Select "SLAV" by pressing [UP] or [DOWN] button.
2. Press [ENTER], the display shows "ON" or "OFF".
3. Press [UP] to select "ON" if you wish to enable this function or press [DOWN] to select "OFF" if you don't.
4. Press [ENTER] to confirm or press [MODE/ESC] to return to main menu.

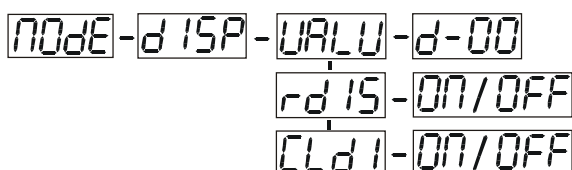
RUN - Program Run, Master setting

With the function "RUN", you can run the internal program. You can set the number of steps under Step. You can edit the individual scenes under Edit. You can run the individual scenes either automatically (AUTO), i.e. with the adjusted Step-Time or sound-controlled (SOUN). The selection "ALON" means Stand Alone-mode and "MAST" that the device is defined as master.



1. Select "AUTO" or "SOON" by pressing [UP] or [DOWN] button.
2. Press [ENTER] for selecting the desired extension menu.
3. Select "ALON" or "MAST" by pressing [UP] or [DOWN] button.
4. Press [ENTER] to confirm or Press [MODE/ESC] to return to the main menu.

d1SP - Display the DMX-value, Reverse display, Shut off LED display



VALU - Display the DMX 512 value of each channel

With this function you can display the DMX 512 value of each channel.

1. Select "VALU" by pressing [UP] or [DOWN] button.
2. Press [ENTER] to confirm; the display shows "D-00". In this setting, the DMX-adjustment of every channel will be displayed.
3. The display shows "D-XX", "XX" stands for the DMX-value of the selected channel, Press [UP] or [DOWN] button in order to select the desired channel. If you select "D-14" the display will only show the DMX-value of the 14th channel.
4. Press [ENTER] to confirm or Press [MODE/ESC] to return to the main menu.

rdis - Reverse display

With this function you can rotate the display by 180 ° .

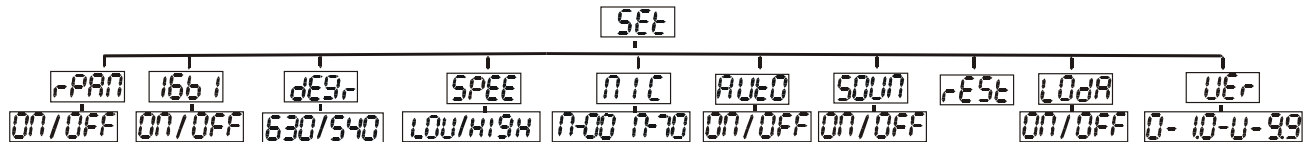
1. Select "RDIS" by pressing [UP] or [DOWN] button.
2. Press [ENTER], the display shows "ON" or "OFF".
3. Press [UP] to select "ON" if you wish to enable this function or press [DOWN] button to "OFF" if you don't; the display will rotate by 180 ° .
4. Press [ENTER] to confirm or Press [MODE/ESC] to return to the main menu.

CLDI - Shut off LED display

With this function you can shut off the LED display after 2 minutes.

1. Select "CLDI" by pressing [UP] or [DOWN] button.
2. Press [ENTER], the display shows "ON" or "OFF".
3. Press [UP] to select "ON" if you wish to enable this function or press [DOWN] button to "OFF" if you don't.
4. Press [ENTER] to confirm or Press [MODE/ESC] to return to the main menu.

SET - Main menu 1



1. Press [MODE/ESC] to enter the main menu (display flashing).
2. Press [UP] or [DOWN] button. to select “SET”.

RPAN - Pan Reverse

With this function you can reverse the Pan-movement.

1. Select “RPAN” by pressing [UP] or [DOWN] button.
2. Press [ENTER], the display shows “ON” or “OFF”.
3. Press [UP] to select “ON” if you wish to enable this function or press [DOWN] button to “OFF” if you don’t.
4. Press [ENTER] to confirm or Press [MODE/ESC] to return to the main menu.

16b1 - Switch 16 bit/8 bit

With this function you can switch the device from 16 bit to 8 bit resolution.

1. Select “16BP” by pressing [UP] or [DOWN] button.
2. Press [ENTER], the display shows “ON” or “OFF”.
3. Press [UP] to select “ON” if you wish to enable this function or press [DOWN] button to “OFF” if you don’t.
4. Press [ENTER] to confirm or Press [MODE/ESC] to return to the main menu.

DEGR - Pan degree select

With this function you can select pan angle 630° or 540°.

1. Select “DEGR” by pressing [UP] or [DOWN] button.
2. Press [ENTER], the display shows “630” or “540”.
3. Press [UP] or [DOWN] button to select “630” or “540”.
4. Press [ENTER] to confirm or Press [MODE/ESC] to return to the main menu.

SPEED - Pan/Tilt speed mode select

With this function you can select Pan/Tilt speed mode

1. Select “SPEED” sing [LOW] or [HIGH] button.
2. Press [ENTER], the display shows “LOW” or “HIGH”.
3. Press [UP] or [DOWN] button to select “LOW” or “HIGH”.
5. Press [ENTER] to confirm or Press [MODE/ESC] to return to the main menu.

MIC -Mic sensitivity

With this function you can adjust the sensitivity of the microphone.

1. Select “MIC” by pressing [UP] or [DOWN] button.
2. Press [ENTER], the display shows “M-XX ”, “XX”stands for the number from 0 to 99 .“M-70” is defaulted value.
3. Press [ENTER] to confirm or Press [MODE/ESC] to return to the main menu.

AUTO -Automatic Run by no DMX

With this function you can automatic run the device by no DMX.

1. Select “**AUTO**” by pressing [UP] or [DOWN] button.
2. Press [ENTER], the display shows “ON” or “OFF”.
3. Press [UP] to select “ON” if you wish to enable this function or “OFF” if you don’t.
4. Press [ENTER] to confirm or Press [MODE/ESC] to return to the main menu.

SOUN

-Sound Run by no DMX

With this function you can sound run the device by no DMX.

1. Select “**SOUN**” by pressing [UP] or [DOWN] button.
2. Press [ENTER], the display shows “ON” or “OFF”.
3. Press [UP] to select “ON” if you wish to enable this function or “OFF” if you don’t.
4. Press [ENTER] to confirm or Press [MODE/ESC] to return to the main menu.

REST

- Reset

With this function you can Reset the device via the Control Board.

1. Select “**REST**” by pressing [UP] or [DOWN] button.
2. Press [ENTER] to confirm or Press [MODE/ESC] to return to the main menu.

LODA

- Restore factory settings

With this function you can restore the factory settings of the device. All settings will be set back to the default values (shaded). Any edited scenes will be lost.

1. Select “**LODA**” by pressing [UP] or [DOWN] button.
2. Press [ENTER], the display shows “ON” or “OFF”.
3. Press [UP] to select “ON” if you wish to enable this function or press [DOWN] button to “OFF” if you don’t.
4. Press [ENTER] to confirm or Press [MODE/ESC] to return to the main menu.

VER

- Software version

With this function you can display the software version of the device.

1. Select “**VER**” by pressing [UP] or [DOWN] button.
2. Press [ENTER], the display shows “V-X.X”, “X.X” stands for the version number, e.g. “V-1.0”, “V-2.6”.
3. Press [MODE/ESC] to return to the main menu.

TIME

- Main menu 2

TIME - **NAT 1** - **0000-9999**
CLNT - **ON/OFF**

1. Press [MODE/ESC] to enter the main menu (display flashing).
2. Press [UP] or [DOWN] button to select “**TIME**”.

NAT 1

- Fixture running time

With this function you can display the running time of the device.

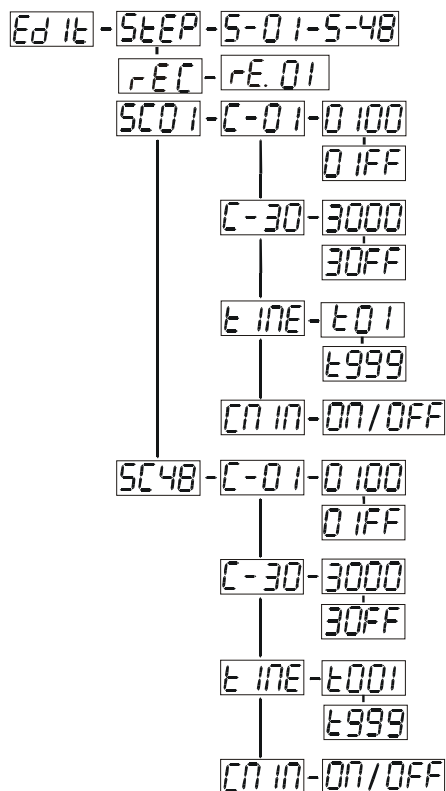
1. Select “**MATP**” by pressing [UP] or [DOWN] button.
2. Press [ENTER], the display shows “XXXX”, “X” stands for the number of hours.
3. Press [ENTER] to confirm or Press [MODE/ESC] to return to the main menu.

CLMT - Clear fixture time

With this function you can clear the running time of the device.

1. Select **"CLMT"** by pressing [UP] or [DOWN] button.
2. Press [ENTER], the display shows **"ON"** or **"OFF"**.
3. Press [UP] to select **"ON"** if you wish to enable this function or press [DOWN] button to **"OFF"** if you don't.
4. Press [ENTER] to confirm or Press [MODE/ESC] to return to the main menu.

Edit - Main menu 3



1. Press [MODE/ESC] to enter the main menu (display flashing).
2. Press [UP] or [DOWN] button to select **"EDIT"**.

STEP - Define the number of steps in Run

With this function you can define the number of steps in the Program Run.

1. Select **"STEP"** by pressing [UP] or [DOWN] button.
2. Press [ENTER], the display shows **"S-XX"**, "X" stands for the total amount of steps you want to save, so you can call up to 48 scenes in **"RUN"**. For example if the "XX" is 05, it means that **"RUN"** will run the first 5 scenes you saved in **"EDIT"**.
3. Press [ENTER] to confirm or Press [MODE/ESC] to return to the main menu.

REC -Auto Save

With this function you can automatic save the number of steps in the Program Run.

1. Select **"REC"** by pressing [UP] or [DOWN] button.
2. Press [ENTER], the display shows **"RE.XX"**, "XX" stands for the number from 1 to 400.
3. Press [ENTER] to confirm or Press [MODE/ESC] to return to the main menu.

SC01 - Editing the channels of the individual scenes

With this function you can edit the program to be called up in Run.

a) Editing via the Control Board

1. Select **"SC01"** by pressing [UP] or [DOWN] button.
2. Press [ENTER], the display shows **"SCXX"**, "X" stands for the scene no. to be edited.
3. Change the scene no. by pressing [UP] or [DOWN] button.
4. Press [ENTER], the display shows **"C-X"**, "X" stands for the channel no. Such as **"C-01"**, it means you are editing channel 1 of the selected scene.
5. Select the channel no. you would like to edit by pressing [UP] or [DOWN] button.
6. Press [ENTER] to enter editing for the selected channel, the fixture reacts to your settings. The display shows the DMX value of the edited channel. Such as **"11XX"**, it stands for in the channel 11 of the editing scene, the DMX value is XX, XX is a hexadecimal number value **"01-FF"**.
7. Adjust the desired DMX value by pressing [UP] or [DOWN] button.
8. Press [ENTER] in order to edit other channels of this scene.
9. Repeat steps 5-9 until you finish setting all the DMX values for all channels of this scene.
10. Once all the channels completed, the display will flash **"TIME"**.
11. Press [ENTER] to edit the time needed, the display shows **"TXXX"**, "XXX" stands for the time needed to run the current scene, value **"001-999"**. E.g., **"002"** means you need 0.4ms(002*0.2ms) to run the current scene.

12. Adjust the desired time by pressing [UP] or [DOWN] button.
13. Press [ENTER] to save the settings for the scene you are editing, the display will change to the next scene automatically.
14. Repeat step 3-14 to edit and other scenes, you can edit and save a maximum of 48 scenes.
15. Press [MODE/ESC] to exit. The number of steps can be defined under “STEP” and the scenes can be called up under “RUN”

b) Editing via the external controller

Call up the first scene in your controller now.

1. Select “SC01” by pressing [UP] or [DOWN] button.
2. Press [ENTER], the display shows “SC01”.
3. Press [ENTER], the display shows “C-01”.
4. Select "CNIN" by pressing [UP] or [DOWN] button.
5. Press [ENTER], the display shows "OFF".
6. Press [UP] or [DOWN] button .the display shows "ON".
7. Press [ENTER], the display shows "SC02". You successfully downloaded the first scene.
8. Adjust the Step-time as described above under point 12.
9. Call up the second scene in your controller now.
10. Repeat steps 5-11 until all desired scenes are downloaded.
11. Press [MODE/ESC] to exit. The number of steps can be defined under “STEP” and the scenes can be called up under “RUN”

INSTRUCTIONS ON USE:

DMX channel’s functions and their values (4 DMX channels):

Channel 1 - PAN movement 8bit :

Channel 2 – Pan fine 16bit

Channel 3 - Speed pan movement:

0-255 PAN max to min speed

Channel 4 - PAN Function :

0-63	Normal
64-127	forwards Pan rotation from
128-191	Backwards Pan rotation
192-235	no function
236-245	Motor reset
246-255	no function

ERROR CODES:

When power is applied, the unit will automatically enter “reset/test” mode. This mode brings all the internal motors to a home position. If there is an internal problem with one or more of the motors an error code will flash in the display in the form of “XXEr” where as XX will represent a function number. For example, when the display shows “05Er,” it means there is some type of error with the channel 5 motor. If there are multiple errors during the start-up process they will all flash in the display. For example: if the fixtures has errors on channel 1, channel 1, and channel 1 all at the same time, you will see the error message “01Er,” “02Er,” and “03Er” flash repeated 5 times. If an error does occur during the initial start-up procedure the fixture will self-generate a second reset signal and try to realign all the motors and correct the errors, if the error persists after a second attempt a third attempt will be made.

If after a third attempt all the errors have not been corrected the fixture will make the following determinations:

- 1) 3 or more errors - The fixture cannot function properly with three or more errors therefore the fixture will place itself in a stand-by mode until subsequent repairs can be made.
- 2) Less than 3 errors - The fixture has less than 3 errors, therefore most other functions will work properly. The fixture will attempt to operate normally until the errors can be corrected by a technician. The errors in question will remain flashing in the display as a reminder of internal errors.

01 Er – pan movement-wheel error:

The pan movement wheel is not located in the default position after start-up or after a reset command. This message will appear after a fixture reset if the pan movement wheel’s magnetic-indexing circuit malfunctions (sensor failed or magnet is missing) or there is a stepper motor failure (defective motor or a defective motor IC drive on the main PCB).

CLEANING AND MAINTENANCE

The following points have to be considered during the inspection:

- 1) All screws for installing the devices or parts of the device have to be tightly connected and must not be corroded.
 - 2) There must not be any deformations on the housing, color lenses, fixations and installation spots (ceiling, suspension, trussing).
 - 1) Mechanically moved parts must not show any traces of wearing and must not rotate with unbalances.
 - 2) The electric power supply cables must not show any damage, material fatigue or sediments.
- Further instructions depending on the installation spot and usage have to be adhered to by a skilled installer and any safety problems have to be removed.



CAUTION

Disconnect from mains before starting maintenance operation.

We recommend a frequent cleaning of the device. Please use a moist, lint-free cloth. Never use alcohol or solvents.

There are no serviceable parts inside the device except for the lamp. Please refer to the instructions under “Installation instructions”.

Should you need any spare parts, please order genuine parts from your local dealer.

TECHNICAL SPECIFICATIONS

Power supply:

98VAC,50Hz; 120VAC, 50Hz; 208VAC, 50Hz; 220VAC,50Hz; 230VAC,50Hz; 240VAC, 50Hz;
98VAC,60Hz; 120VAC,60Hz; 208VAC, 50Hz; 220VAC,60Hz; 230VAC,60Hz; 240VAC,60Hz;

Power consumption: max. **45W**

Motors: 1 micro motors

PCB model: MH 250-PT-05D

PCB fuse: F1=4L F2=5L(2PCS)

Packing dimensions: 45x31x49cm

Net weight: 10.5 KGS

Gross weight: 14KGS

Remark: errors and omissions for every information given in this manual excepted. All information is subject to change without prior notice.