

# WW TONE

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Thank you for your patronage. We are confident that our excellent products and service can satisfy you. For your own safety, please read this user manual carefully before installing the device.

In order to install, operate, and maintain the lighting safely and correctly. We suggest that the installation and operation should be done by the verified technician and follow the instructions strictly.



**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 LED moving head. You will see you have acquired a powerful and versatile device.

Unpack the device. Inside the box you should find:

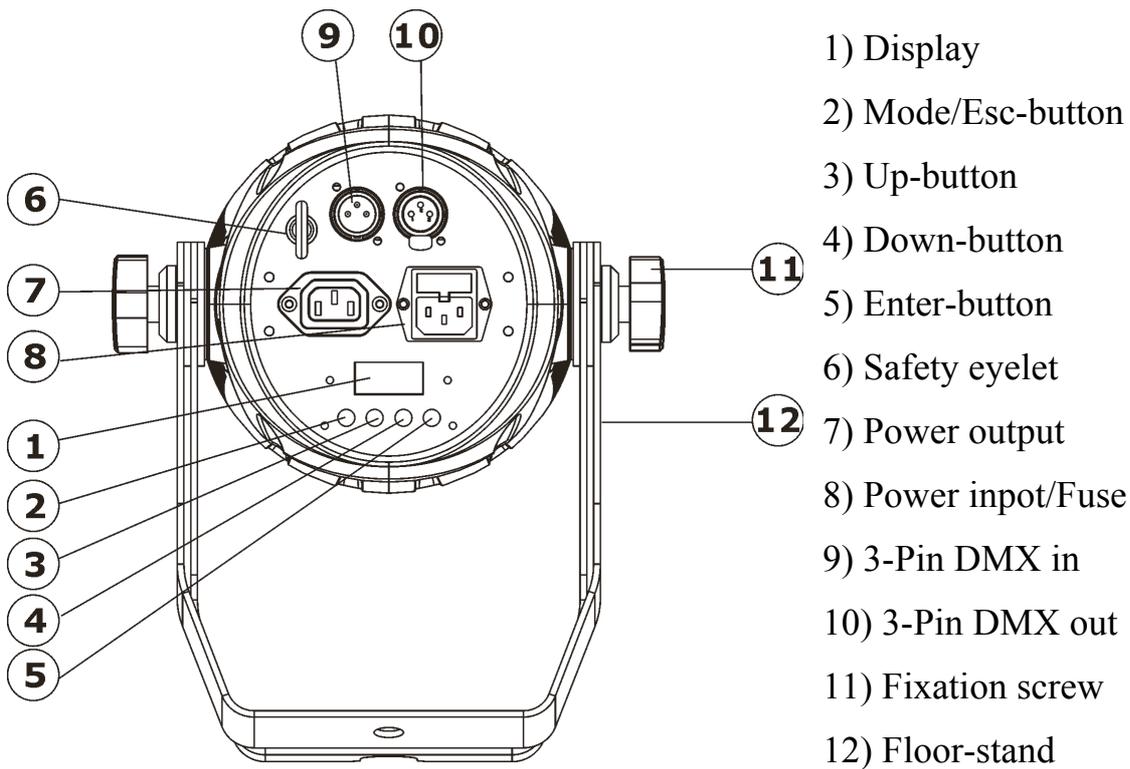
1. One XLR connection cable
2. A power cable
3. One safety rope
4. Manual
5. Barn-door
6. Frost filter

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**

- LED type: BXRA-W3000
- Channel mode: 2 channels
- Strobe effect with 1-13 flashes per second and pulse effect
- 4 digit LED display
- Display: Can be changed 180° reverse to fit for different installation position.
- Software-upload by optional accessory via DMX line

## Overview



## 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.

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.

Please don't project the beam onto combustible substances.

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.

	<b>CAUTION!</b> Never touch the device during operation! The housing may heat up
	<b>CAUTION!</b> Never look directly into the light source, as sensitive persons may suffer an epileptic shock.

**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., the device was designed for indoor use only.

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.

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. Please don't project the beam onto combustible substances. The minimum distance between light-output from the projector and the illuminated surface must be more than 0,1 meter.

If you use the quick lock cam in hanging up the fixture, please make sure the 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

### a) *Mounting the device*

	<b>CAUTION!</b> Please consider the GB7000.15/EN60598-2-17 and the other respective national norms during the installation. The installation must only be carried out by a qualified person.
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The applicable temperature for the lighting is between  $-25^{\circ}\text{C}$  to  $45^{\circ}\text{C}$ . Do not use the lighting under or above the temperature.

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 rope.

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.

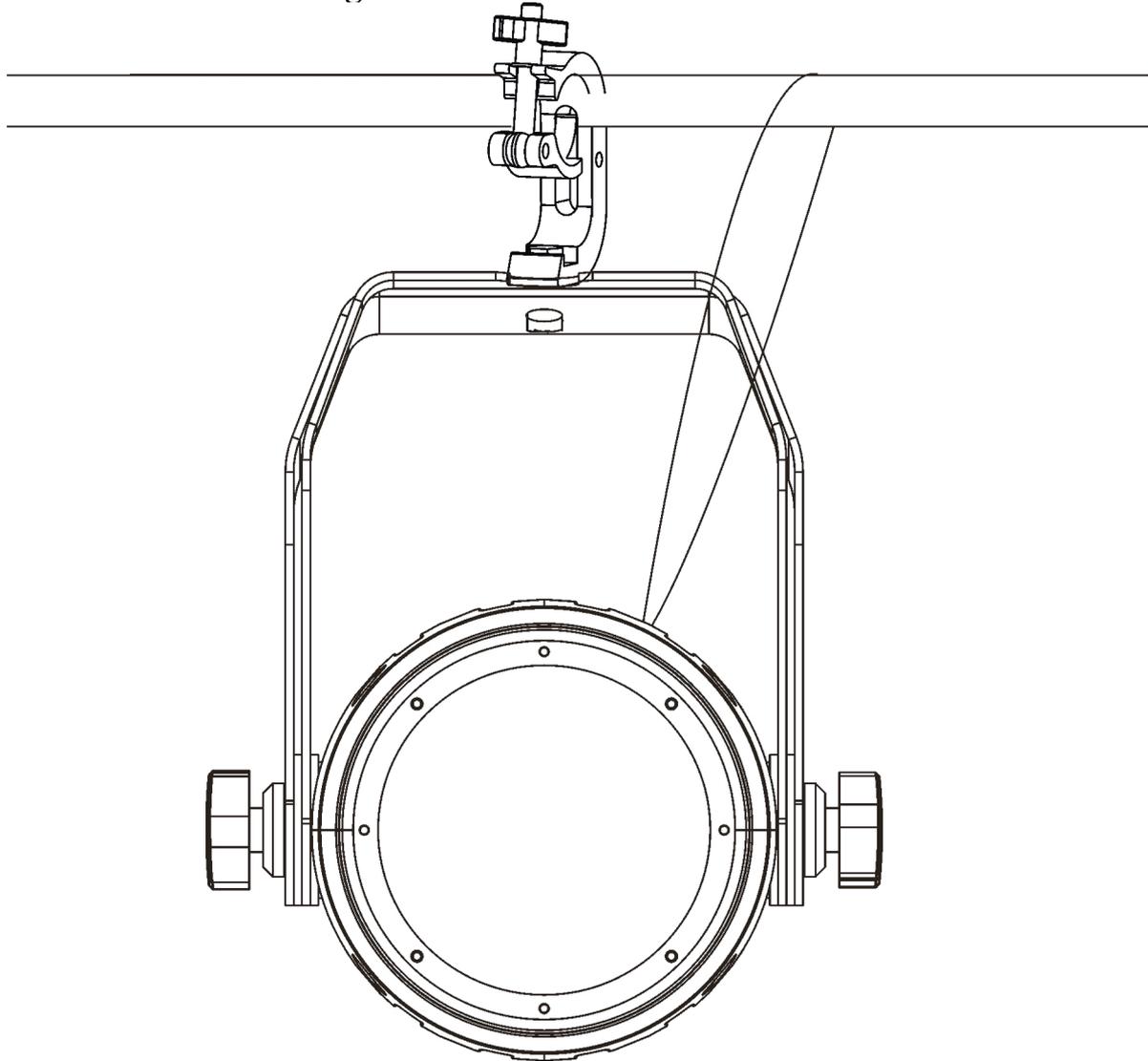
Overhead mounting requires extensive experience, including amongst others calculating working load limits, installation material being used, and periodic safety inspection of all installation material and the device. If you lack these qualifications, do not attempt the installation yourself. Improper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

	<b>CAUTION!</b> The electric connection must only be carried out by a qualified electrician.
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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 via the Omega holders

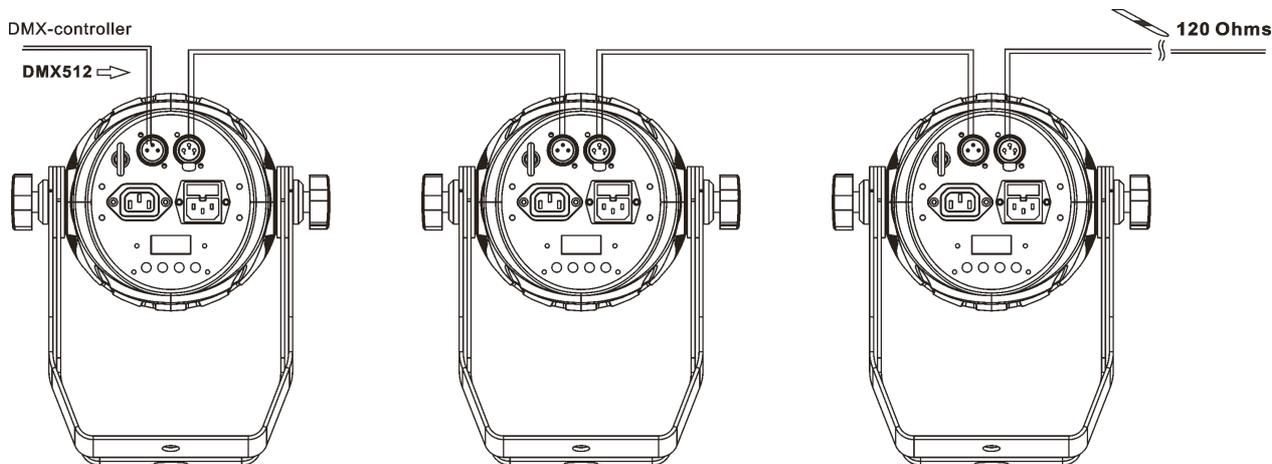
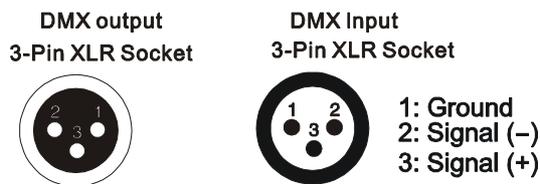


- a) Fixed the clamp on the bracket by tighten up the M12 screw on the bracket to the  $\Phi 13$  hole in the middle of the bracket.
- b) Insert the quick-lock fasteners of the first Omega holder into the respective holes on the bottom of the device. Tighten the quick-lock fasteners fully clockwise.
- c) Install the second Omega holder.
- d) 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.

**Notice: this step is quite important to ensure that the fixture will not drop out by the damage of the clamp.**

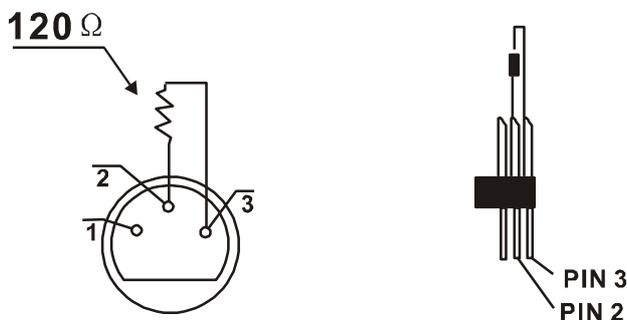
### **DMX-512 control connection**

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 moving head. You can chain multiple Moving head 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-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 start 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.

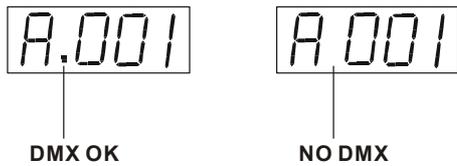
If you set the same address, all the units will start to “listen” to the same control signal from the same channel number. In other words, changing the settings of one channel will affect all the fixtures simultaneously.

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 move head, which is a 2 channel fixture, you should set the starting address of the first unit to 1, the second unit to 3 (2 + 1), the third to 5 (2 + 3), and so on.

**Note:**

The modes of DMX 512 data 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 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.

## Control Board

There are four keys on the control panel , which could be used to set the address, turn ON/OFF, operating the program and reset.

**[Mode/Esc]** press this key to enter into edit mode. Press this key under the edit mode if you want to return to previous menu. it will exit from edit mode 60 seconds after the last keypress

**[UP]** screen will flash when pressing this key in normal mode, the adress value will increasing. Keep pressing this key, the address value will increase rapidly. it will exit from flash 60 seconds after the last keypress. Press this key under edit mode, you can choose the function you want from the buttom up in the menu.

**[DOWN]** screen will flash when pressing this key in normal mode, the adress value will idecreasing. Keep pressing this key, the address value will decrease rapidly. it will exit from flash 60 seconds after the last keypress. Press this key under edit mode, you can choose the function you want from the top down in the menu.

**[ENTER]** this key is functionless when in normal mode. Press this key under the edit mode, it will enter into next menu.

MODE	<ADDR>	VALU	A001~AXXX (AXXX)	DMX address setting
		SLAV	ON/OFF	Set as Slave
		RDMX	ON/OFF	Change address via DMX
	<RUN>	AUTO	ALON/MAST	Run Auto program
	<DISP>	VALU	D-XX D-00(DXXX)	Display DMX value
		FLIP	ON/OFF	Flip display
		D ON	ON/OFF	Delay shutting off LED display
		LOCK	ON/OFF	Key lock (Press the MENU button for 3 seconds to activate)
SET	<FAIL>	OFF/HOLD/AUTO	Status while there is no DMX	
	<DFSE>	ON/OFF	Default setting	
	<POHO>	ON/OFF	Power on to preserve the MANL settings	
	<FANS>	AUTO/HIGH/LOW	Fan's mode select	
	<VER>	V-1.0~V-9.9	Software version	
MANL	<WHIT STRB>	WXXX SXXX	Manual adjust intensity Manual adjust intensity.	
TIME	<LIFE>	0000~9999(HOURS)	Life time of machina running	
	<CODE>	CXXX	Passord of clear time "038"	
	<CLFE>	ON/OFF	Clear machina running time	
EDIT	<STEP>	S-01~S-48	Select steps of program	
	REC.	RE.XX	Auto Save Scene	
	<SC01> ~<SC48>	WHIT STRB	WXXX SXXX	Edit the internal scenes
		FADE	XXX	
		TIME	XXX.X(000.1S~999.9 S)	
		CEDT	ON/OFF	
			Edit program via controller	

Default settings shaded

## Main Menu Functions

### **MODE** - “MODE” - Function Mode:

**<ADDR> - DMX address setting** – This function is used to set or adjust the fixture’s starting DMX address. Every device controlled by DMX has to have a unique starting address. The addressing feature is what allows DMX to function properly. The DMX address of a fixture is what allows it to communicate with a controller properly. The DMX addressing also allows the fixture to ignore any DMX information coming from the controller that is not meant specifically for the fixture. Because each fixture is connected in a daisy-chain fashion it is imperative to assign a proper and unique starting DMX address to each and every fixture. The DMX address is non-destructive and will remain in the fixture’s memory even when the power to the unit is switched off. Memory is backed-up and retain by an internal power source that should last about five years.

### **VALU** “VALU” - Display the DMX 512 value of each channel

With this function you can display the DMX 512 value of each channel. The display will automatically detail the changing DMX values as they are received from the controller.

### **SLAV** “SLAV” - Slave setting for Master/Slave Operation

With this function, you can define the device as slave for operation in Master/Slave mode. Each slave setting will have a different function for a dynamic lightshow without a controller.

**RDMX** “RDMX” - Address via DMX - This function allows the DMX address to remotely be adjusted from a DMX console. This setting requires special settings for both the controller and the fixture. RDMX is on by default. For operational instructions please see Section 9/Page 23 of this manual “Remote DMX addressing.”

### **RUN** <RUN> - Internal Program Settings

This function allows the internal programs to run in either stand-alone or master/salve mode. In “Master” mode the fixture will send DMX data to other fixtures connect via the DMX chain. In “Alone” mode the fixture will operate as a single fixture. The program for this mode is selected in the “**Select program**” section of the control

menu. You can set the number of steps under “**Edit program**”. You can edit the individual scenes under “**Edit scenes**”. With this function, you can run the individual scenes either automatically, i.e. with the adjusted Step-Time.

**DISP** <DISP> - Menu Display Settings

This function allows the internal programs to run in either stand-alone or master/slave DMX chain. In “Alone” mode

**VALU** “VALU” - Display the DMX 512 value of each channel

This function will electronically display the current DMX value for any channel that is currently being adjusted. The display will automatically detail the changing DMX values as they are received from the controller. This function is “off” by default.

**FLIP** “FLIP” – This function will flip the display readout by 180° allowing for better visualization when the fixture is mounted in an inverted position.

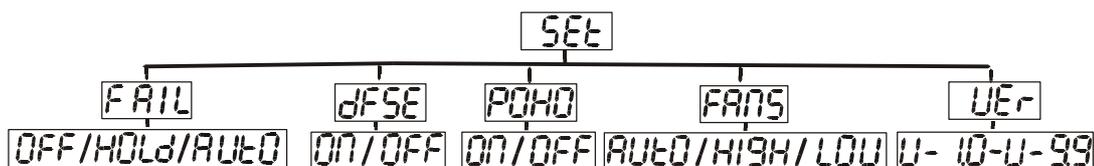
**D ON** “D ON” – The display is designed to turn off during normal operation to avoid excessive light in situations that require an extremely dark environment. This function will adjust the time delay the fixture will remain on before it turns off. ***This function is disabled as default.***

**LOCK** –This function allows you to lock the keys.

This function activates the automatic key lock command. If this function is activated, all menu keys will automatically lock within 15 seconds of the last menu function. To temporarily deactivate the key lock function, press and hold down the Mode/Esc-button for 3 seconds.

**SET** “SET” – Fixture Personality Settings:

These functions set specific running modes and operating parameters.



## **FAIL** <FAIL> DMX Fault Protection

This function dictates how the fixture will operate in the event DMX signal is suddenly lost while operating in DMX mode. The three fail safe modes are; 1) “OFF” which will blackout all light output. 2) “HOLD,” which will hold the last DMX command, or 3 “AUTO,” which will put the fixture in sound-active mode.

## **DFSE** <DFSE> - Restore Default

This function is used to restore the factory settings of the device. All settings will be set back to the default values (shaded). Any edited scenes will be lost.

## **POHO** - Power on to preserve the MANL settings

This function will preserve all the manual setting that are made in the “MANL” menu section. If this function is not activated all manual settings will be lost once the fixture is tuned off.

**FANS** - This function is used to change the functionality of the internal cooling fans. Follow the procedure below to access the fan menu:

1. Access the main menu.
2. Tap the UP or DOWN button until “SPEC” is displayed, press ENTER.
3. Tap the UP or DOWN button until “FANS” is displayed, press ENTER.
4. The display will show “HIGH/AUTO/LOW”.
5. Press UP or DOWN button to select “HIGH” , “AUTO” or “LOW”.
6. Press ENTER to confirm.
7. Press MODE/ESC to return to the main menu.

## **VER** <VER> Software Version

This function will display the current firmware version.

## **MANL** “MANL” – Manual Fixture Settings:

This function allows the each of the ten DMX channels to be controlled manually.

This will allow the fixture to be preset to a specific color or built-in program without the use of a DMX console.

1. Select “MANL” by pressing [UP] or [DOWN] button.
2. Press [ENTER], the display shows “WHIT”, “STRB”.

3. Press [UP] or [DOWN] button to select “WHIT”, “STRB”
4. Press [ENTER] to confirm or Press [MODE/ESC] to return to the main menu.

## **TIME** “TIME” – Operating Hours

These functions will detail different time functions associated with the fixture.

```

TIME - LIFE - 0000-9999
      |
      CODE - 038
      |
      CLFE - ON/OFF
  
```

### **LIFE** <LIFE> (0000~9999 Hours)

This function tracks the running time of the fixture from the point it was last cleared. Where “XXXX” represents the total number of running hours. This time is non-destructive and will remain in the fixture's memory indefinitely. Use this time to track rentals or show durations.

### **CODE** <CODE> Clear run time access code

This lock-out code prevents the current run time from being erased accidentally. The access code is “038”

### **CLFE** <CLFE> Clear Fixture Run Time

This function resets the run time to zero.

## **Edit** “Edit” Internal Program Settings:

The fixture comes equipped with a built-in DMX recorder that allows custom programs to be installed and recalled directly from the fixture's control board. Programs can be created and stored using the fixture's control board or by using an external DMX controller. For detailed instructions on how to complete this task please see “Working with Built-In Programs” Section 11/ Page 27.

**Select program** – This function allows the user to select one of ten of the user defined built-in programs. This program is then accessed in “Function Mode” under “Program Run.”

**REC** – Auto save function.

**Edit program** – This function allows the user to edit the built-in programs.

**Edit Scenes** – This function allows the user to edit or define the actual scenes that are stored in the user defined built-in programs that are accessed in the previous step.

**CEDT** - Edit program using a external controller.

**Editing procedure 1:** Using the control board only.

1. Access the main menu.
2. Tap the UP button until “EDIT” is displayed and press ENTER.
3. The display will show “SC-01”, this stands for the scene number. For example, “SC-01” is displayed, it means you will be editing scene 1, press ENTER. You can change the scene number by tapping the UP button.
4. Press ENTER, the display will show “C-01,” this represents the channel number. If “C-01” is displayed, you will be editing the fixture’s channel 1 value of the selected scene, press ENTER. You can change the channel number by tapping the UP button.
5. The display will show the DMX value for the channel that is being edited. It will be displayed as “11XX,” it stands for Channel 11 of the editing scene, the DMX value is “XX.”
6. Adjust the DMX value by tapping the UP button, until you get the expected effect for this channel.
7. Press ENTER to enter the editing of the other channels of the scene.
8. Repeat steps 5-8, until you finish setting all the DMX values for all the channels of this scene, each scene can have 16 channels maximum.
9. Once all the channels are completed, the display will begin to flash “TIME,” this indicates the time needed to run this scene.
10. Press ENTER to edit the time needed, the display shows “TXXX” , “XXX” represents the time needed to run this scene. For example, “T002” means scene 1 needs 0.4 seconds to run, “T-15” means this scene needs 3.0 seconds to run. Note: “XX” is always 0.2 seconds not one second.
11. Adjust the time needed by tapping the UP button.
12. Press ENTER to save the settings for the scene you are editing, the display will change to the next scene automatically.
13. Repeat steps 3-12 to edit other scenes, you can edit and save 48 scenes

maximum.

14. Press MODE/ESC to exit and save your edited scene into the fixtures internal memory. The number of steps can be defined under "EDIT" and the scenes can be called up under "Run." To run the scenes see page 30.

**Editing procedure 2:** Using an external controller.

1. Call up the first scene in your controller now.
2. Select "SC01" by pressing the UP or DOWN buttons.
3. Press MODE/ESC, the display shows "SC01".
4. Press MODE/ESC, the display shows "C-01".
5. Select "**CEDT**" by pressing the UP or DOWN buttons.
6. Press MODE/ESC, the display shows "OFF".
7. Press UP, the display will read "ON".
8. Press MODE/ESC, the display shows "SC02". You successfully downloaded the first scene.
9. Adjust the Step-time as described above.
10. Call up the second scene in your controller now.
11. Repeat steps 5-11 until all desired scenes are downloaded.
12. 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 :		
Channel	Value	Function
<b>2CH</b>		
1		<b>White LED :</b>
	0-255	White ( 0-Black , 255-100% White )
2		<b>Shutter, strobe:</b>
	0-31	Led trun off
	32-63	Led turn on
	64-95	Strobe effect slow to fast
	96-127	Led turn on
	128-159	Pulse-effect in sequences
	160-191	Led turn on
	192-223	Random strobe effect slow to fast
224-255	Led turn on	

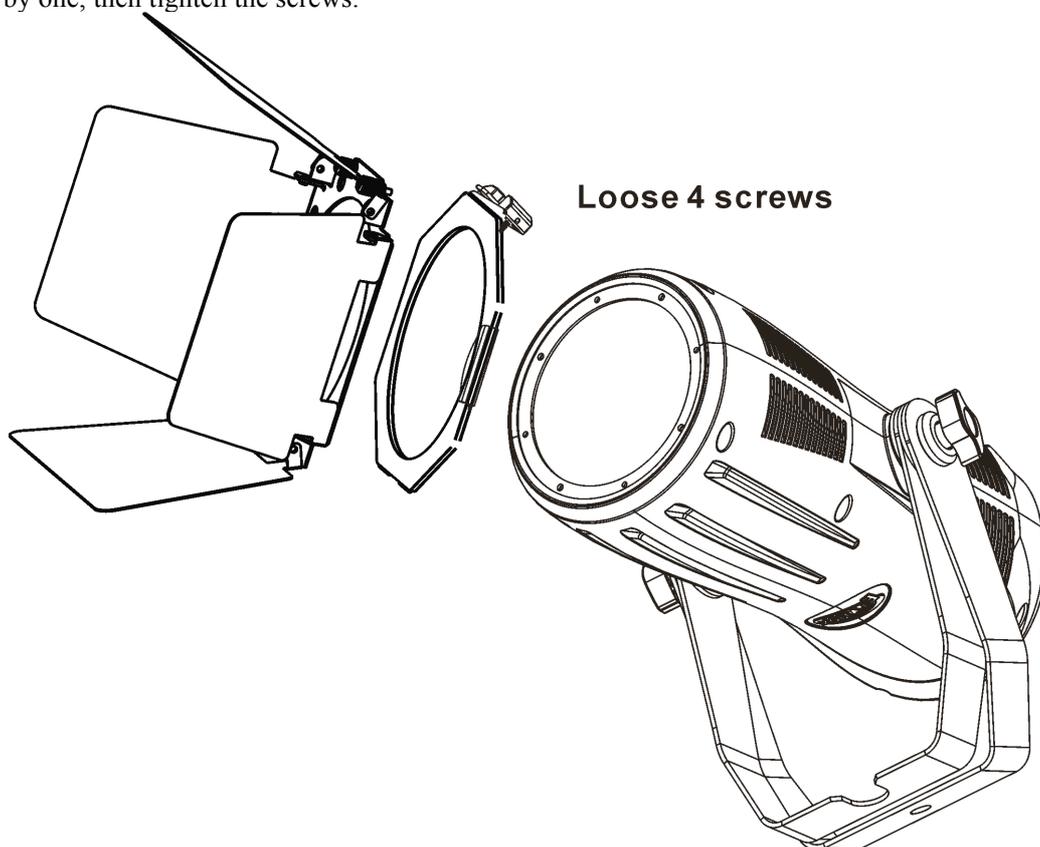
### Instructions for installing the barn-door and frost filter:

For this device, the barn door and the frost filter can be installed separately or together.

1. When only install the frost filter, use the rotating clips on the lens cover to fix it.

2. When only install the barn door, loose the 4 M4 screws on the lens cover, put on the bar door and tighten the screws.

3. When install the barn door and frost filter together, loose the 4 M4 screws, put on the frost filter and the bar n door one by one, then tighten the screws.



## 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).
  - 3) Mechanically moved parts must not show any traces of wearing and must not rotate with unbalances.
  - 4) 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 by a skilled installer and any safety problems have to be removed.



### CAUTION!

Disconnect from mains before starting maintenance operation.

In order to make the lights in good condition and extend the life time, we suggest a regular cleaning to the lights.

- 1) Clean the inside and outside lens each week to avoid the weakness of the lights due to accumulation of dust.
- 2) Clean the fan each week.
- 3) A detailed electric check by approved electrical engineer each three month, make sure that the circuit contacts are in good condition, prevent the poor contact of circuit from overheating.

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:** AC 100V-240V~, 50Hz/60Hz

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