



PROFESSIONAL SHOW LIGHTING

PIN SCAN

12Vmax 100W

INSTRUCTION MANUAL

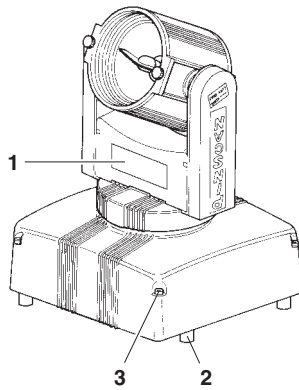
IMPORTANT: Read carefully. It is essential for the correct and safe use of the equipment that erectors and operators should be fully conversant with the information and instructions given in this manual.

1 INSTALLING THE PROJECTOR

• Unpacking

Open the box, remove the projector from the packing and place it on a flat, horizontal surface. Unpack the standard accessories supplied with the fixture. Inspect the lamp change label (1) and replace it with one of the optional language versions if necessary.

Make sure that the label is never removed, as it displays important safety information.



• Fitting the lamp

Refer to the directions for replacement of the lamp given under heading 4 MAINTENANCE.

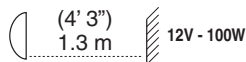
• Installing the projector

The projector can be placed on the floor on the rubber feet (2) or installed on the ceiling or wall using the holes (3) in the base.

Make certain that the anchorage is stable before positioning the projector.

• Minimum distance from target objects

The projector must be positioned in such a way that objects struck by the beam are located at least 1.3 m (4' 3") from the lens.



• Minimum distance of inflammable materials from any part of the fixture: m 0.1 (4").

F The fixture may be mounted on surfaces rated normally inflammable.

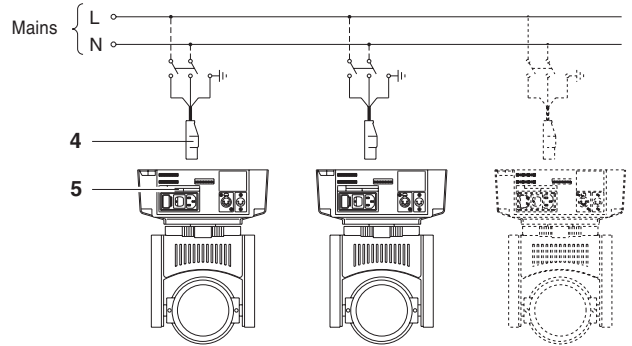
IMPORTANT: For better and more reliable operation of the fixture, the ambient temperature must not exceed 35° C (95° F). Protection factor IP 20: the fixture is protected against penetration of solid bodies more than 12mm (0.5") in diameter (first digit 2), but can be damaged by spray, jet, drip or rain water (second digit 0).

2 POWER SUPPLY AND INTERFACE

• Connecting to the electrical power supply

The operations described in this heading must be carried out by a licensed electrician. The projector must be wired up to the electrical power supply using the special socket connector provided (4).

It is good policy to connect projectors to the power supply by way of dedicated switches, so that each can be turned on and off individually from a remote station.

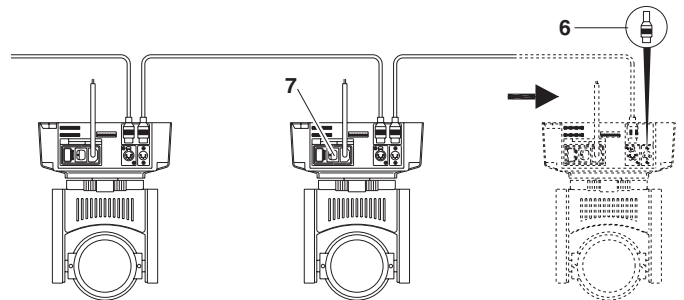


The projector is designed to operate at the voltage and frequency indicated on the electrical data plate (5). Check that these two values correspond to the mains voltage and frequency.

IMPORTANT: the projector must be connected to a power supply circuit having a proper earth system (Class I appliance).

• Connecting the control signals

RS 232/423(PMX) - DMX 512

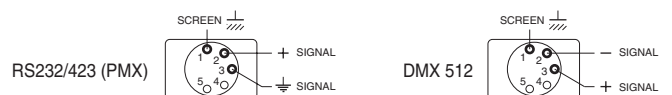


Projectors are wired up to the controller and one to the next using two-core screened cable and Cannon 5 pin XLR type plug/socket connectors.

To connect a DMX line, a terminating plug (8) with a 100Ω resistor wired between pins 2 and 3 must be fitted to the last projector connected in series; the plug is not required when using an RS232/423(PMX) signal.

The wires must not come into contact with each other or with the metal casing of the plug.

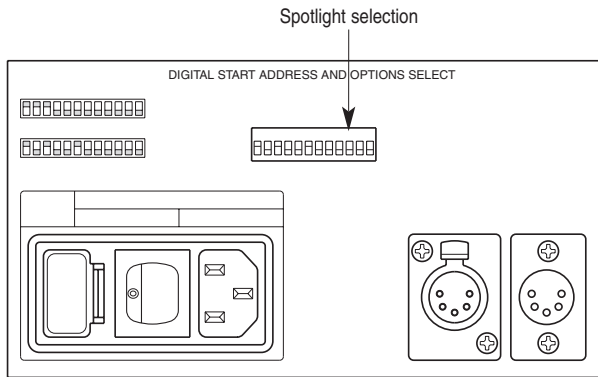
The casing of the plug/socket must be connected to the screen and to pin 1 of the connectors.



Having completed the operations described above, press the on/off switch (7). Check that the lamp comes on and the auto-reset sequence starts.

• **Projector address codes**

A single PIN SCAN projector utilizes 3 control channels. To ensure that the different projectors are addressed correctly by the controller, a code must be assigned to each one. The operation is carried out on each PIN SCAN by setting the microswitches as indicated in the table below.



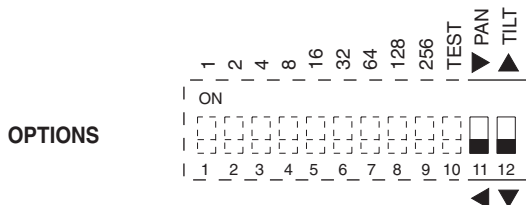
CODE	1	2	4	8	16	32	64	128	256	TEST
Projector 1 - Channels 1-3	ON	▲	▼	▼	▼	▼	▼	▼	▼	▼
Projector 2 - Channels 4-6	ON	▼	▼	▲	▼	▼	▼	▼	▼	▼
Projector 3 - Channels 7-9	ON	▲	▲	▲	▼	▼	▼	▼	▼	▼
Projector 4 - Channels 10-12	ON	▼	▲	▼	▲	▼	▼	▼	▼	▼
Projector 5 - Channels 13-15	ON	▲	▼	▲	▲	▼	▼	▼	▼	▼
	ON									▼
	OFF									▲

Setting the TEST switch to the ON position for a few seconds with the projector powered-up, an auto-reset routine is carried out. Leaving the TEST switch at the ON position for a longer period, a full self-test program will be completed; once the operation has terminated, return the switch to the OFF position.

3 CHANNEL FUNCTIONS AND OPTIONS

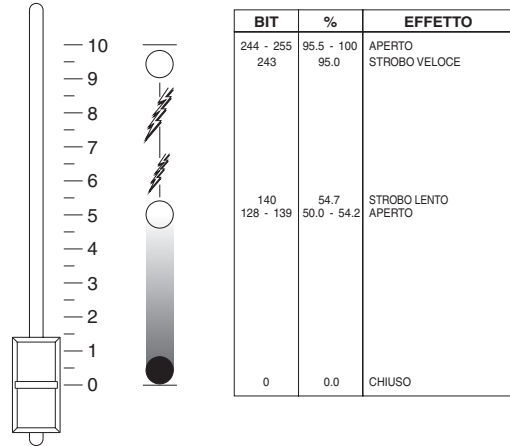
CHANNEL	FUNCTION
1	DIMMER / STOPPER / STROBE
2	PAN
3	TILT

Select the options by setting the microswitches as indicated.



OPTION	FUNCTION
11	Pan direction change.
12	Tilt direction change

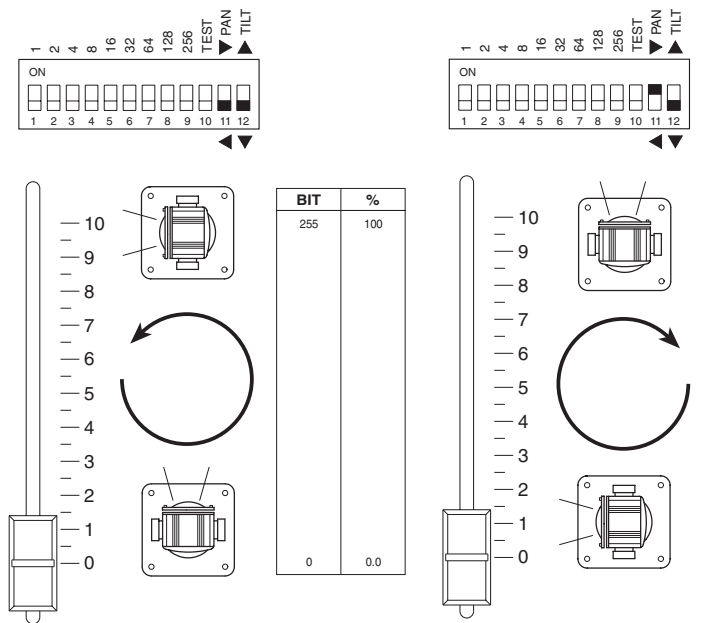
• **DIMMER / STOPPER / STROBE - channel 1**



• **PAN - channel 2**

Operation with option 11 OFF

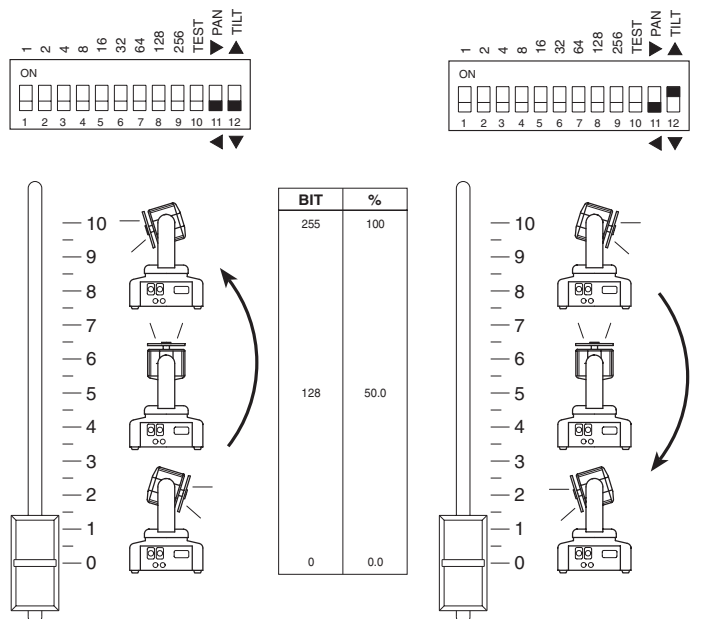
Operation with option 11 ON



• **TILT - channel 3**

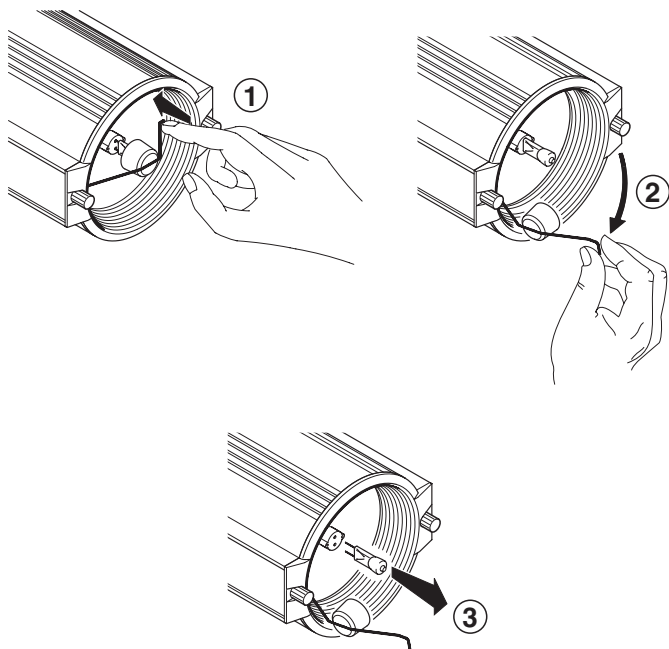
Operation with option 12 OFF

Operation with option 12 ON

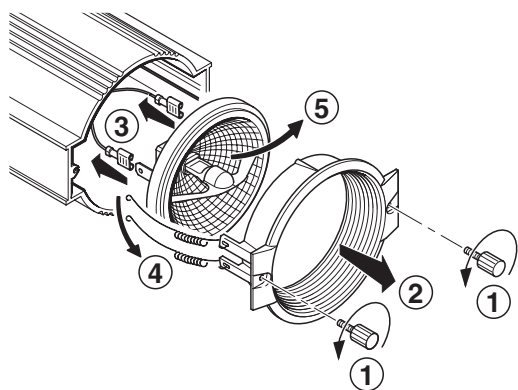


IMPORTANT: isolate the projector from the electrical power supply before commencing maintenance work of any description.
The maximum temperature on the outer surface of the projector under normal operating conditions is 100°C (212° F).
After switching off, do not remove any part of the projector for at least 10 minutes; once this time has elapsed, the risk of a lamp exploding is practically zero. If the lamp needs changing, wait a further 15 minutes to avoid the risk of burns.

• Changing the lamp: type HALOSTAR 12V max 100W with G 6.35 fitting



• Changing the lamp: type HALOSPOT 12V max 100W with G 53 fitting



CAUTION:

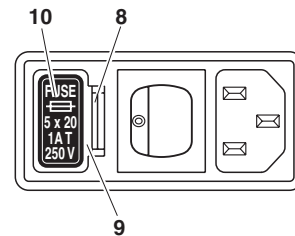
- When fitting a new lamp read the manufacturer's instructions carefully.
- The lamp must always be changed without delay if damaged or deformed by heat.

• Only use 12V halogen lamps with a maximum power of 100W made with low pressure technology.



• Changing fuses

To change the fuses, press the tab (8) and pull out the fuse holder (10). Replace any blown fuse with one of the same type and rating as indicated on the label (10) attached to the holder (9). Insert the fuse holder and push in to engage the tab (8).



• Routine cleaning

To maintain the light output of the projector undiminished, parts that tend to accumulate dust and grease must be cleaned periodically.
To remove dirt from the reflector and filter use a soft cloth moistened with any liquid detergent suitable for cleaning glass.
CAUTION: Do not use solvents or alcohol

5 TROUBLESHOOTING

PROJECTOR DOES NOT LIGHT UP		FAULTS
PROJECTION FAULTY		
REDUCED BRIGHTNESS		
	POSSIBLE CAUSES	CHECKS AND REMEDIES
●	No electrical power supply.	Check that power is available at the mains socket and/or that fuses are intact.
● ●	Lamp expended or faulty.	Change lamp (see instructions).
● ●	Deposit of dust or grease.	Clean (see instructions).

6 TECHNICAL DATA

Power supply

- 100-120V 50/60Hz
- 200-240V 50/60Hz

Cooling

Forced ventilation cooling system using axial flow fan.

Lamps

- 12V 90W (Halostar).
To be used with special Clay Paky pencil beam parabola (2.5°).
- 12V/50-75-100W (Halospot).
Built-in reflector with different beam apertures.

Housing

- Extruded die-cast aluminium.
- Epoxy powder coated finish.

Power consumption

150VA max. (consumption varies in relation to the lamp).

Operating position

Will function in any position.

Weight and dimensions

Weight: 5.8 kg (12 lbs 12 ozs).

Channels

N. 3 control channels.

Inputs

- RS232/423(PMX)
- DMX512

Moving body

- Movement generated by two microstepping motors with full micro-processor control.
- Range of adjustment:
 - PAN = 360°
 - TILT = 227°
- Resolution:
 - PAN = ± 1.41°
 - TILT = ± 0.89°

