



XLED 300 Beam

PR-8115

The user manual contains important information about the safe installation and use of a projector. Please read and follow these instructions carefully and keep the manual in a safe place for future reference.

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ACCESSORIES

The following items are supplied with the projector and please check:

Name	Quantity	Unit	Remark
G clamps	1	Pc	
XLR connector	1	Set	Male and female
Safety cord	1	Pc	
User manual	1	Pc	
Ω clamps	1	Pc	Optional
Wireless Module	1	Set	(Optional)

Please note that as part of our ongoing commitment to continuous product development, specifications are subject to change without notice. Whilst every care is taken in the preparation of the manual we reserve the right to change specifications in the course of product improvement. The publishers cannot be held responsible for the accuracy of the information herein, or any consequence arising from them.

Every unit is tested completely and packed properly by the manufacturer. Please make sure the packing and / or the unit are in good condition before installation and use. Should there be any damage caused by transportation, consult your dealer and do not use the unit. Any damage caused by improper use will not be assumed by the manufacturer and / or dealer.

1. SAFETY AND WARNINGS



NOTE

Before a projector's installation, power-on, operation and maintenance, please carefully read the safety information hereinafter!

The following safety signs are used in the user manual.

Warning	User Manual	Electrical shock	Goggles	Protective Gloves	Flames	High Temperature



- When unpacking , check if there is transportation damage before using the projector. Should there be any damage caused by transportation, consult your dealer and do not use it.
- The manufacture is not responsible for loss caused by the user not following the manual or changing the projector as he/she likes
- Please be noted that the damage caused by changing the projector at will is not warranted.
- Do not hesitate to contact the dealer or the manufacturer if any questions or advice.



- The projector is for indoor use only, IP20.
- Use only in dry locations. Keep this unit away from rain and moisture, excessive heat, humidity and dust. Do not allow contact with water or any other liquids.
- The projector should be kept away from high temperature, fire, electrical surge, vibration and strong light while being operated
- The projector is only intended for installation, operation and maintenance by qualified personnel. And the operation must strictly follow the procedures in the manual
- No repairable parts in the projector and do not open covers for maintenance by yourself.



- Don't look straightly into the light sources especially for epileptics, otherwise eyes will be burned.
- Do not connect this device to any type of dimmer pack
- After lamp switched on, the minimum distance between the projector and illuminated surface is 1.5m
- lens and other optical parts shall be replaced immediately if they have deformed or been damaged, otherwise the light output will be compromised.



- Before operation, please confirm that all covers(housing) are on and screws tightened. It's forbidden to use a projector while covers(housing)are off
- Keep the lamp clean and do not touch it with bare hands.
- While operating it, wear protective items.



- Any electrical connection must be carried out by a qualified person .
- Before installation, please confirm the voltage supplied matches what is required for the projector
- Each projector must be properly earthed and installed as per related electrical standards.
- Do not use power cord with its insulator damaged and connect the power cord with other cables.
- If the projector is not used or under cleaning,, please hold the plug and unplug it. Do not unplug it forcefully or by pulling the power cable.
- All power cords must conform to related safety and regulations
- While being operated, the projector should not be under rains or in humidity.
- Do not switch on and off the projector constantly in very short intervals, otherwise the light source's and other electrical parts' life will be shortened .




- There are safety cord holes at the bottom of the base of a projector. In view of safety, please run the safety cord supplied through the safety cord holes for safety support.
- Before any installation, maintenance and cleaning work, please ensure the projector is disconnected from power mains.



- After running for 30 minutes, the temperature of the housing of the projector is 45°C. After stable operation, its temperature is 60°C.
- While the lamp is stricken for the first time, there will be smoke and strange smell. It's normal and does not mean the projector has some defects.



- Do not mount the projector directly on inflammable surface. 
- Do not project the beam straightly on combustible items and the minimum distance between the projector and illuminated items is 1.3m.
- A projector should be installed with good ventilation and the minimum distance between the projector and walls is 50cm. At the same time, please ensure the fans and air inlets and outlets are workable.

2. INSTRUCTIONS

●CLEANING AND MAINTENANCE

If a projector can't start. Please check if the fuse is blown up. If it does, replace it with a new fuse with same ratings. And the projector has over-temperature protective device. If the temperature is too high, the protective device will be triggered to shut the projector off. When it happens, please check if the fans run normally or fan shield is blocked by dust. After the issue is solved, restart the projector.

The accumulation of oil, smoke and dust on the lens will compromise the light output. Cleaning a projector is very necessary to ensure a reliable use of it. Cooling fans need to be cleaned every 15 days. Internal lens, reflector and hot mirror need to be cleaned periodically to optimize light output.

Cleaning frequency is to be decided by operations and its environment. Use soft cloth and normal detergent for glass for cleaning work. It's advised external optical system be cleaned every 20 days and internal optical systems every 30/60 days. Keep lens clean and do not touch optical parts with bare hands.



- Before any maintenance and cleaning, please ensure the project is off the power
- Only qualified person is allowed to do maintenance
- During maintenance and before maintenance, the projector must be off power.

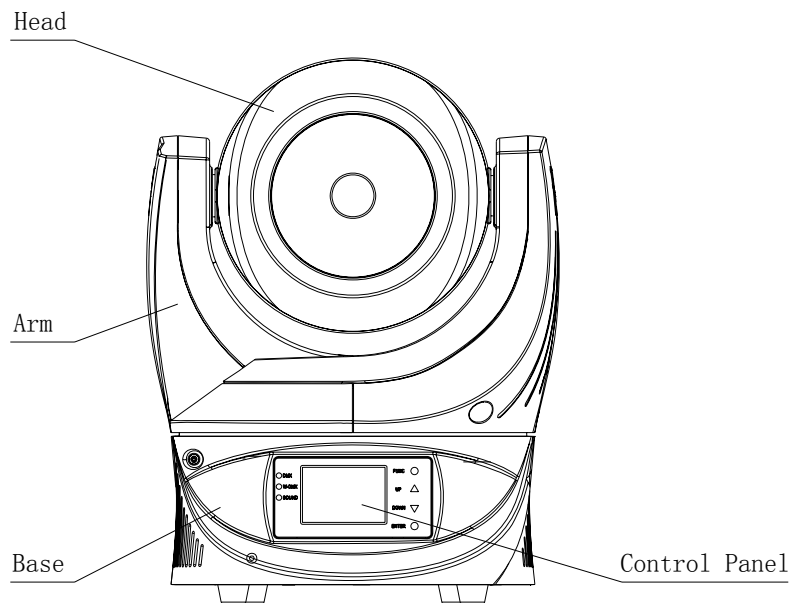


- To avoid internal damage, sun light or other light mustn't penetrate into the projector via front lens whether it runs or not
- Do not use alcohol or other organic solvent to clean the housing to avoid damage.
- Do not use any solvent with chemical elements to clean color filters or hot mirror.

●TROUBLESHOOTING

PROBLEM	ACTION
The projector doesn't switch on	<ul style="list-style-type: none">➤ Check the fuse on the power socket.➤ Check the lamp.
The lamp is on but the projector doesn't respond to the controller	<ul style="list-style-type: none">➤ Make sure that the fixture's start address is right➤ Replace or repair the XLR signal cable.
The projector functions intermittently	<ul style="list-style-type: none">➤ Make sure the fan is working well or fans and their shields are not blocked
Beam appears dim, Low in brightness	<ul style="list-style-type: none">➤ Make sure the lamp is within its lifespan➤ Remove dust or grease from the lenses.
The project image appears to have a halo	<ul style="list-style-type: none">➤ Carefully clean the lamp, optical lenses and other components.
Heavily Defective Beam	<ul style="list-style-type: none">➤ Check if lens are in good condition(not cracked)➤ Clean dust or grease on the lens.

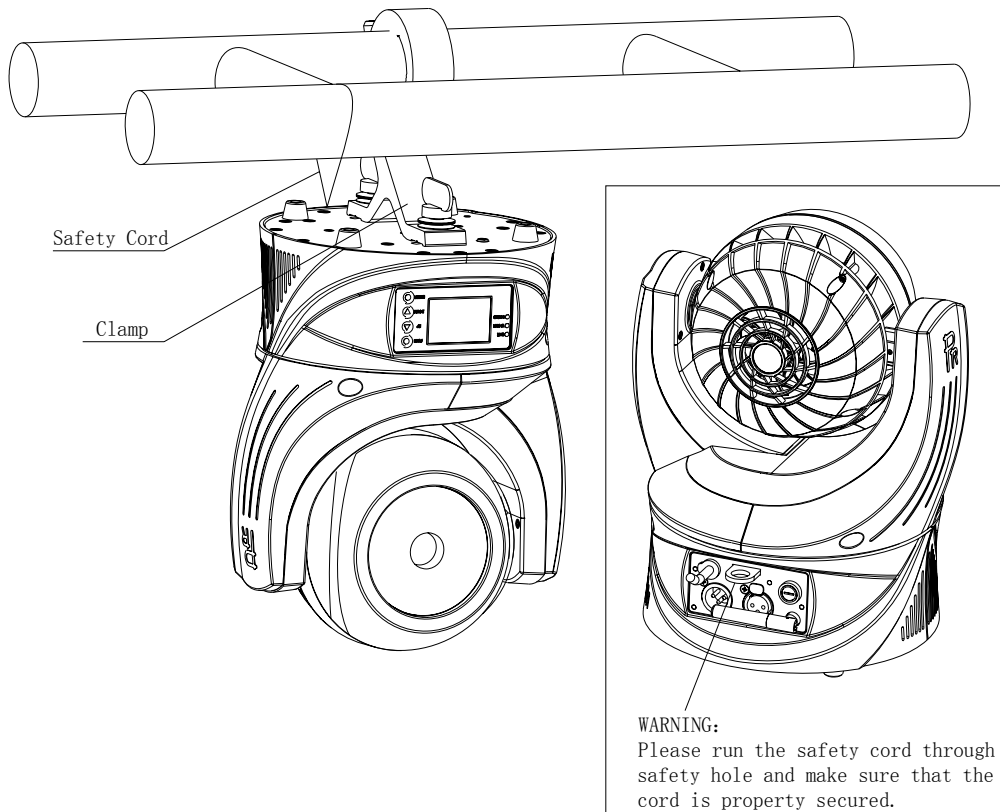
3. APPEARANCE



4. INSTALLATION

● RIGGING

Before moving a projector, Please lock Pan and Tilt. Before its operation, please unlock them. It's forbidden to run a projector with power while it is locked



Take 2 clamps and the safety cord out from the package and mount 2 clamps on the underside of fixture with 2 retainers attached to each clamp. Hang the fixture on the structure and fasten the screws attached to each clamp. (See the **WARNING** on the underside of the base as shown above) **To pass the SAFETY CORD through the HOLES for safety!** Always ensure that the projector is firmly anchored to avoid vibration and slipping whilst functioning. Always ensure that the structure that you are going to mount the projector to is secure and strong enough to support the weight of a XR 1000 Framing



WARNING:

- The projector **MUST** be lifted or carried by the HANDLES instead of clamps.
- For safety the safety cord should afford 10 times the Projector's weight.

● POWER CONNECTION

Connect the power cord as follows:

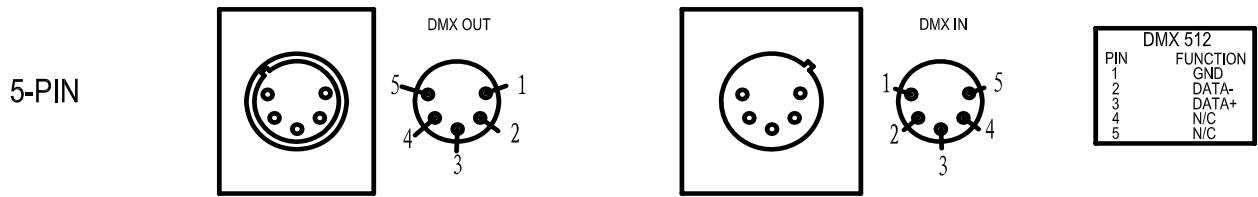
- L (live) =brown
- E (earth) =yellow/green
- N (neutral) =blue

Before power connection, please ensure the power supplied must match what the nameplate says. It is recommended that each projector be connected with power separately so that they may be individually switched on and off.



- The earth wire(yellow/green) must be connected to the ground. And electrical connection must be in accordance with the standards concerned.
- If any questions about the electrical installation, do not continue but consult a qualified electrician.

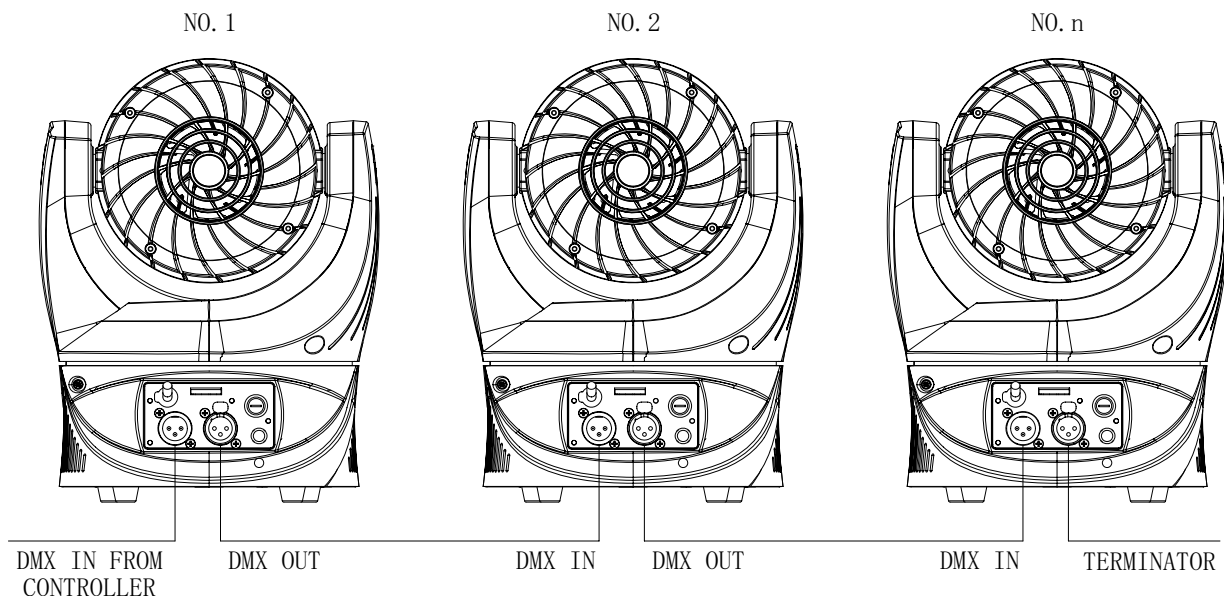
●DMX CONTROL CONNECTION:



Connection between controller and projector and between one projector and another must be made with a twin-screened cable, with each wire having at least a 0.5mm in diameter. Connection to and from the projector is via cannon 5 pin (which are included with the projector) or 5 pin XLR plugs and sockets. The XLR's are connected as shown in the figure above.

Note: care should be taken to ensure that none of the pins touch the metallic body of the plug or each other. XLR plugs and sockets mustn't be connected in any way other than mentioned in the above figure. The XR330BWS accepts digital control signals in protocol DMX512 (1990).

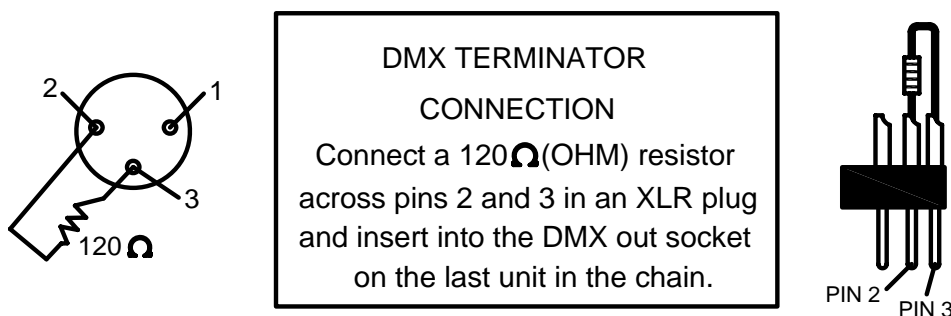
Connect the controller's DMX output to the first fixture's DMX input, and connect the first fixture's DMX output to the second fixture's DMX input and connect the rest fixtures in the same way. Eventually connect the last fixture's DMX output to a DMX terminator as shown in the figure below.



●DMX TERMINATOR

In the Controller mode, at the last fixture in the chain, the DMX output has to be connected with a DMX terminator. This prevents electrical noise from disturbing and corrupting the DMX control signals.

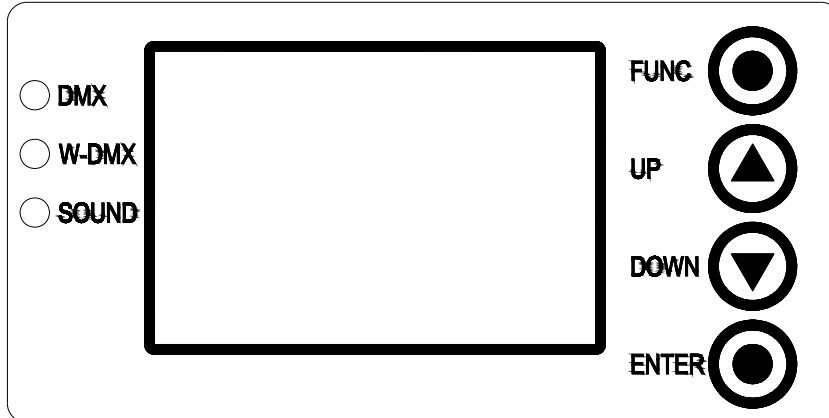
The DMX terminator is simply an XLR connector with a 120Ω (ohm) resistor connected across pins 2 and 3, which is then plugged into the output socket on the last projector in the chain. The connections are illustrated below.



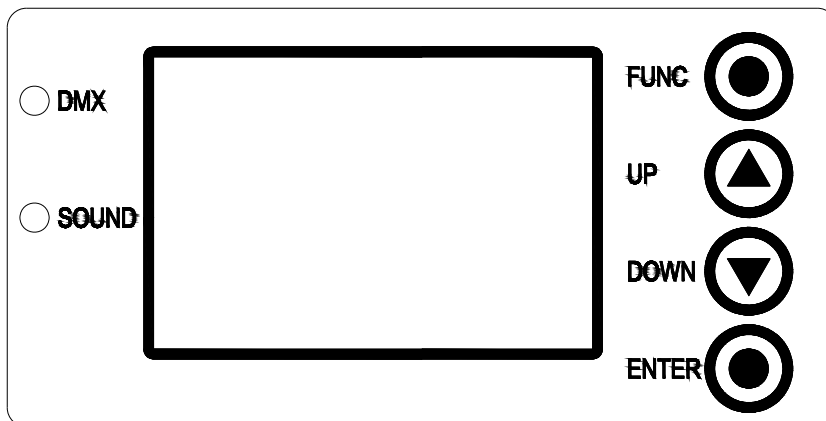
5. SETUP AND CONFIGURATION

● Front Panel Operation

Front Panel with Wireless Control Function



Front Panel without Wireless Control Function



Projector configuration can be set conveniently via push button and LCD display.

Launch the projector and press button **ENTER** for more than 2 seconds to unlock the panel, the LCD will show the function menu of the projector, each main menu has its submenus and each submenu has a specific function. For details, please see the “OPERATION MENU” section.

Press button **UP** or **DOWN** if you want to browse through the various Setup Options.

Press button **ENTER** to save your settings or enter the submenu.

Press button **UP** or **DOWN** to change values (plus or minus)

Press button **FUNC**, it will return to the upper menu. If button **FUNC** not pressed, the default will show display status automatically.

● DMX START ADDRESS

Each Projector must be given a DMX start address so that the correct projector responds to the correct control signals. This DMX start address is the channel number from which the projector starts to “listen” to the digital control information being sent out from the controller. The Unit has 2 DMX modes. There are standard mode and extended mode. For example standard mode has **18** channels, so set the No. 1 projector’s address 001, No. 2 projector’s address 019, No. 3 projector’s address 037, No. 4 projector’s address 056, and so on.

Launch the projector. Press button **ENTER** more than 2 seconds to unlock panel.

Press button **ENTER** to display DMX address;

Press button **UP** and **DOWN**, you can set the address;

Press button **ENTER** to confirm; after powered on next time, the default will be last value saved

Press button **FUNC**, it will return to the upper menu

●DMX WIRELESS CONTROL (If the projector has the function)

The projector has wireless control function with wireless receiver module and antenna for remote control.

The setup of it is below:

1. Enter into the projector's menu. Select the menu "Config Settings" via the bottoms of **UP** and **DOWN**
2. Select **DMX control Mode--- Wireless First** (Note: do not select **XLR ONLY**), then wireless indication in the front panel will be on, meaning wireless control function is activated.

Only after the projector is linked with a transmitter, can it receive wireless signal sent by the transmitter. If unlinking it, Press "Enter" for the menu of Unlink Wireless under the upper level menu of Config Settings .

●STAND-ALONE MODE

Operate the projector without connecting with a controller, enable the master mode through the operation panel, the projector will run in Stand-Alone mode automatically.

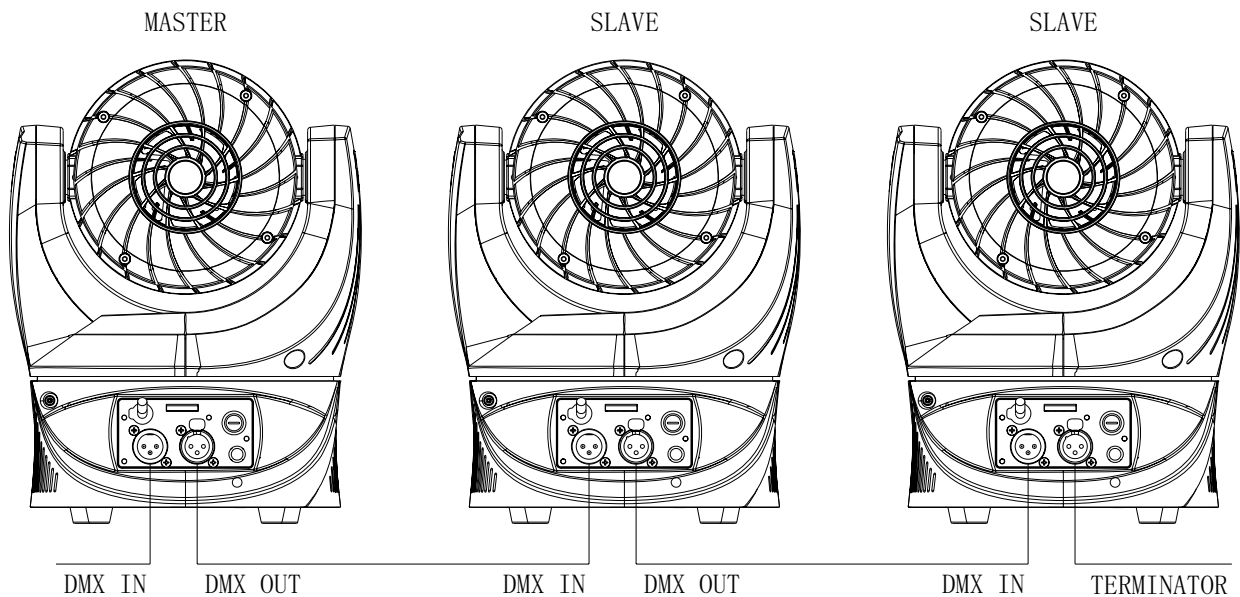
DMX address can be set at any number within 512.

●MASTER/SLAVE MODE

Many projectors can run synchronously in the Master/Slave mode by linking them with each other. First, connect the first fixture's DMX output to the second fixture's DMX input using XLR-XLR control cable and then connect the second fixture's DMX output to the third fixture's DMX input, and so on until all projector are connected in this way. Eventually connect the last fixture's DMX output to a DMX terminator. Set 1st projector as the master and others are Slaves.

Start Addresses of all Slaves are 001; Operation mode of the Master can be set any mode for a Master' and Slaves' operation mode can be set accordingly.

After Powered on, the group will run in Master/Slave Mode



●AUDIO CONTROL

Select audio control under operation mode and set audio sensitivity(0-100) in the parameter settings based on different application environment.

Note: If multiple projectors are connected in series, only master's sound control works.

6. OPERATION MENU

1 st level menu	2 nd level menu	3 rd level menu	4 th level menu
DMX Address	Standard: 1~495 Extended : 1~491		
Reset	Are You Sure		
Config Set	DMX Mode (Default: Standard 18)	Standard 18	
		Extended 22	
	Loss of DMX (Default: Normal Time Out)	Normal Time Out	
		Hold Last Value	
	Wireless Mode (Default: XLR First)	XLR First	
		XLR Only	
		Wireless Only	
		Wireless First	
		Wireless To XLR	
	Master/Slave (Default: Slave)	Slave	
		Master	
	Display Mode (Default: Off After Delay)	Off After Delay	
		On Always	
	Display Reverse (Default: Off)	Off	
		On	
	Language (Default: English)	English	
		Chinese	
	Sound Level (Default:50)	1~100	
	Display Contrast (Default:16)	0-31	
	Unlink Wireless	YES	
	Reset User Data	YES	
	Reset Option Set	YES	
	Factory Settings	YES	
	Parameter Transm	YES	
Option Set	Pan DMX Invert (Default: Off)	Off	
		On	
	Tilt DMX Invert (Default: Off)	Off	
		On	
	Pan Tilt Swap (Default: Off)	Off	
		On	
Information	Pan Angle Range (Default: 360 degree)	360 degree	
		720 degree	
	Power On Hours	XXXX	
	Software Version	Main Board X.X.X	
		Pan&Tilt X.X.X	
		LED Driver X.X.X	
	Temperature	Head Sensor	XX
		Main Board	XX
		Pan&Tilt	XX
		LED Driver	XX
	View DMX Values	Channel XXX=XXX	
	Electronic SN	SN=XXXXXXXXXXXX	
	RDM Device Lable	Version X.X.X	
	Sensor Error View	X Opto Ok/Er	
		Y Opto Ok/Er	
		X Hall Ok/Er	

		Y Hall Ok/Er	
Test Mode	Self Test	YES	
	Lamp	OFF	
		Red	
		Green	
		Blue	
		White	
		R&G	
		G&B	
		R&B	
		R&G&B	
		ON	
	Pan Location	0-255	
	Pan Rotaing	0-255	0-127Stop 128-191Forward Rotation from slow to fast 192-255 Reverse Rotation from slow to fast
	Tilt Location	0-255	
	Tilt Rotaing	0-255	0-127Stop 128-191Forward Rotation from slow to fast 192-255 Reverse Rotation from slow to fast
	Pan & Tilt Speed	0-255	
Operation Mode	DMX Operation		
	Preset Memory		
	User Memory		
	Sound Operation		
	Static Scene 1~16	CH1 Strobe	0-255
		CH2 Dim	0-255
		CH3 Dim Speed	0-255
		CH4 Red	0-255
		CH5 Green	0-255
		CH6 Blue	0-255
		CH7 White	0-255
		CH8 Pan Location	0-255
		CH9 Pan Rotaing	0-255
		CH10 Tilt Location	0-255
		CH11 Tilt Rotaing	0-255
		CH12 P&T Speed	0-255
		CH13 Keep Time	0-255 X*40mS

Note:

1. In one DMX chain, only one unit can be made as the master. Before master works, unplug its XLR cable connected with the console.
2. The parameters transmitted from the master include after several units are synchronized: DMX channel mode, display settings(display contrast excluded),operation mode(including user memory).During parameter transmission, set the unit transmitting data as master and others as slaves
3. The contents marked with * apply only if the unit has wireless control function.

7. DMX PROTOCOL

Standard mode	Extended mode	Function	DMX	Description
1	1	Strobe	000	No
			001-127	Pulse strobe from slow to fast
			128-255	Strobe from slow to fast
2	2	Dimmer	000-255	Linear Dimming 0%-100%
	3	Dimming fine	000-255	Dimming in 16 bit
4	4	Dimming Speed	000-255	Dimming from slow to fast
5	5	ColorTemperature	000	No
			001-255	CT linear adjustment from low to high
6	6	Color Macros	000	No
			001-015	3200K
			016-031	5600K
			032-047	7200K
			048-063	10000K
			064-079	Red
			080-095	Green
			096-111	Blue
			112-127	Yellow
			128-143	Cyan
			144-159	Magenta
			160-175	Red +White
			176-191	Green +White
			192-207	Blue + White
			208-223	White
			224-255	Rainbow effect (speed from slow to fast between 224 and 255)
7	7	Red	000-255	Linear change from light to dark
	8	Red fine	000-255	Red in 16 bit
8	9	Green	000-255	Linear change from light to dark
	10	Green fine	000-255	Green in 16 bit
9	11	Blue	000-255	Linear change from light to dark
	12	Blue fine	000-255	Blue in 16 bit
10	13	White	000-255	Linear change from light to dark
	14	White Fine	000-255	White in 16 bit
11	15	Pan Indexing	000-255	Pan Indexing (0~360°)
12	16	Pan Indexing Fine	000-255	Pan Indexing in 16 bit
13	17	Pan Rotation	000-127	Stop
			128-191	Reverse Rotation from slow to fast
			192-255	Forward Rotation from slow to fast
14	18	Tilt Indexing	000-255	Tilt Indexing 0~270°
15	19	Tilt Indexing Fine	000-255	Tilt Indexing in 16 bit
16	20	Tilt Rotation	000-127	Stop
			128-191	Reverse Rotation from slow to fast
			192-255	Forward Rotation from slow to fast
17	21	Pan and Tilt Speed	000-255	Pan and Tilt speeds from fast to slow
18	22	Control	000-048	Reserve
			049-255	Reset

Note: DMX channel priority: Color macros>single color dimming and CT ; Pan continuous rotation>Pan Indexing
Tilt continuous rotation>Tilt Indexing

8. LED INDICATION

DMX indication	On	DMX signal OK
	Off	No DMX signal
	Flash	DMX signal error
W-DMX indication	On	Linked with a transmitter
	Off	Not linked with any transmitter
	Flash	Being linked with a transmitter or losing link with it or without any wireless signal
Sound control indication	On	Sound Control OK
	Off	Sound Control Off

Explanations for the signs on top right of the display:

S	Slave
M	Master
D	DMX 512 Mode
I	Reset memory
V	Sound Control
U	User memory
T	Test Mode
Lock sign	Buttons locked, press ENTER for more than 3s to unlock the buttons with lock sign disappearing

9. TECHNICAL DATA

INPUT VOLTAGES: 100V~240V AC, 50/60Hz

RATED POWER :120W@220V

LIGHT SOURCE SPECIFICATIONS:

OSRAM	OSTAR Stage LE RTDUW S2WP
Power Consumption	60W(RGBW 4 in 1)
Manufacturers Rated Lamp Life	50000 hours

COLORS:

RGBW linear color mixing with macros

COLOR TEMPERATURE:

Color temperature linear adjustment from low to high

DIMMER:

Linear dimming 0%-100%

STROBE:

Electronic strobe 0-25 F.P.S.(Pre set memory for strobe effect)

BEAM ANGLE:

Beam Angle(1/2 peak): 4.7°

CONTROL:

DMX512, 3-pin and 5-pin interfaces

18channels in standard mode and 22channels in extended mode

Master/Slave Mode

Stand Alone Mode, Preset Memory, Test Mode and Single Scene Mode

OTHER FUNCTIONS:

Pan: 720°or 360° and endless rotation;

Tilt: 270° and endless rotation;

Touch buttons ,LCD display with brightness and contrast adjustable

Sound control

DMX 512 wireless control

Over temperature protection

Fixture time, DMX 512 channel display, software version display and display invert

Advanced RDM function

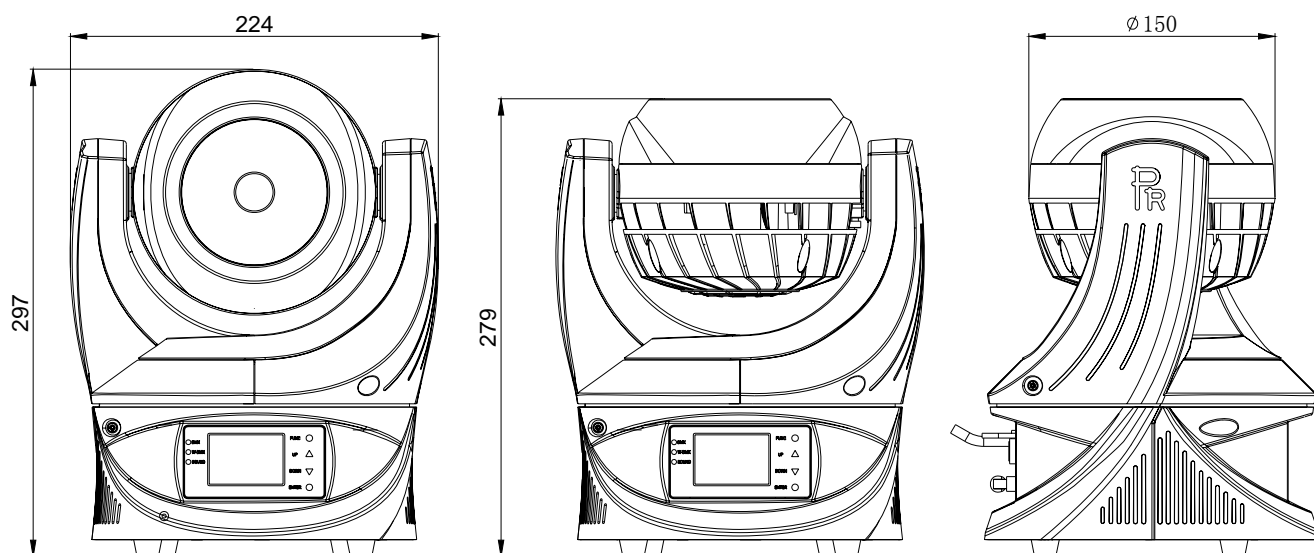
HOUSING: High temperature ABS, IP20

NET WEIGHT: 4.5Kg

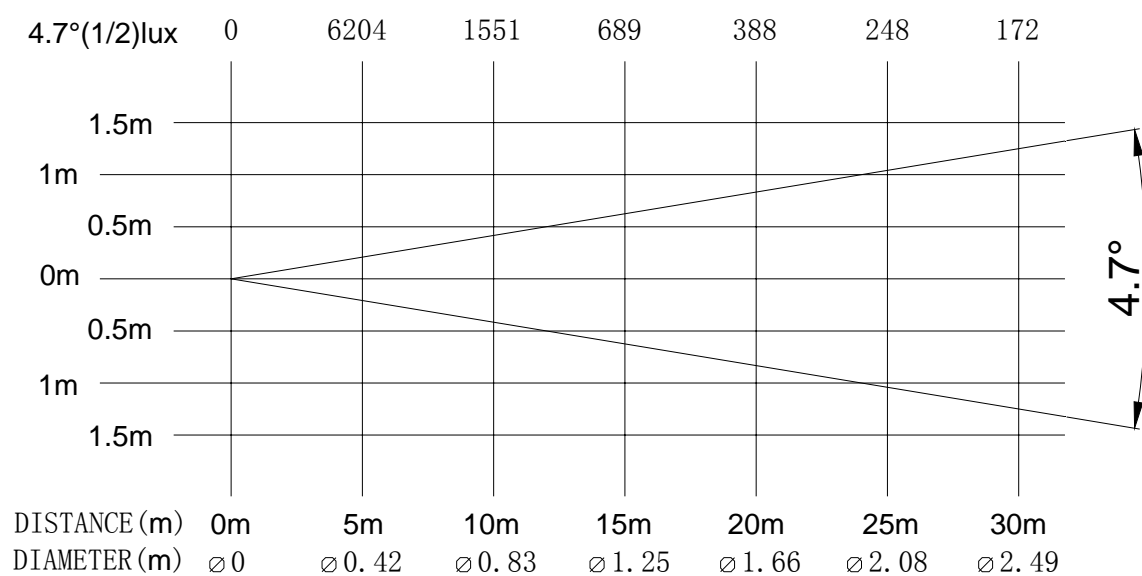
OPERATION TEMPERATURE:

-20°C~40°C

SIZES:

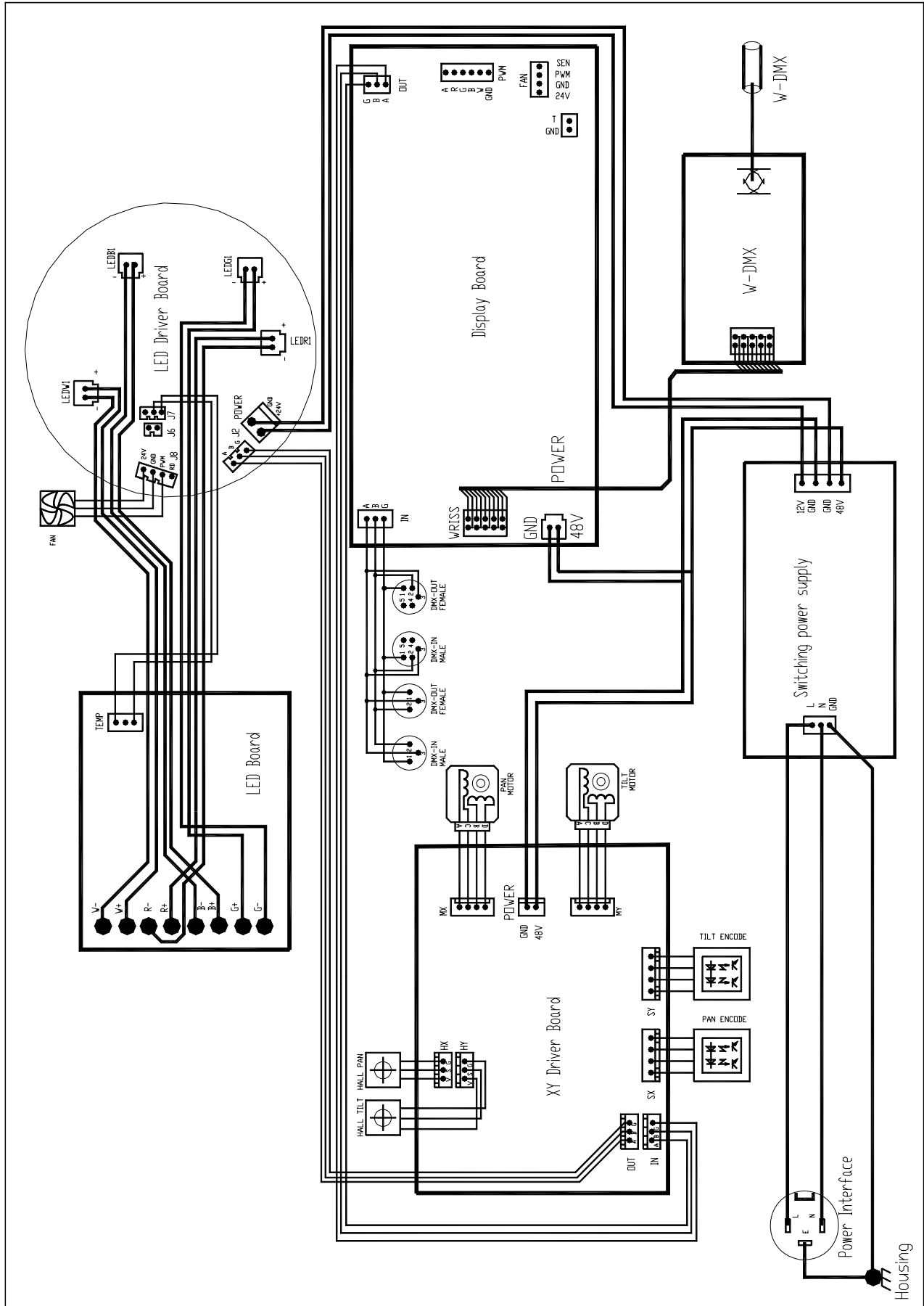


LIGHT OUTPUT:

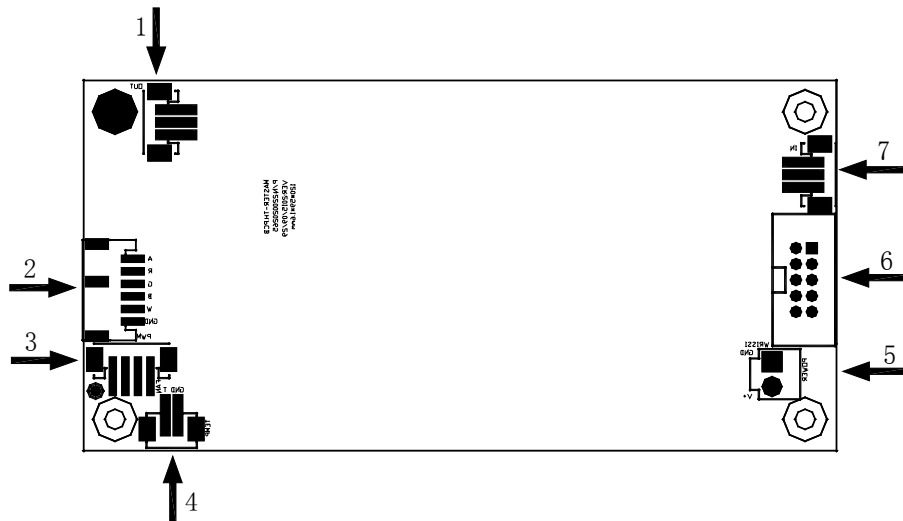


10. CIRCUIT DIAGRAM AND PCB CONNECTIONS

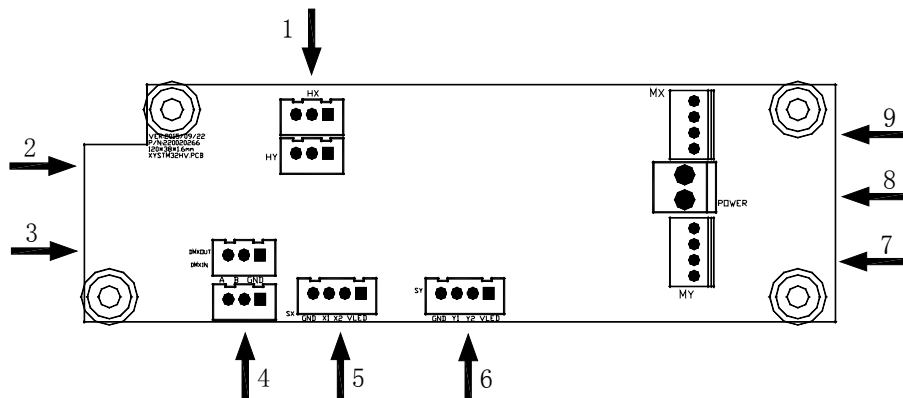
●CIRCUIT DIAGRAM



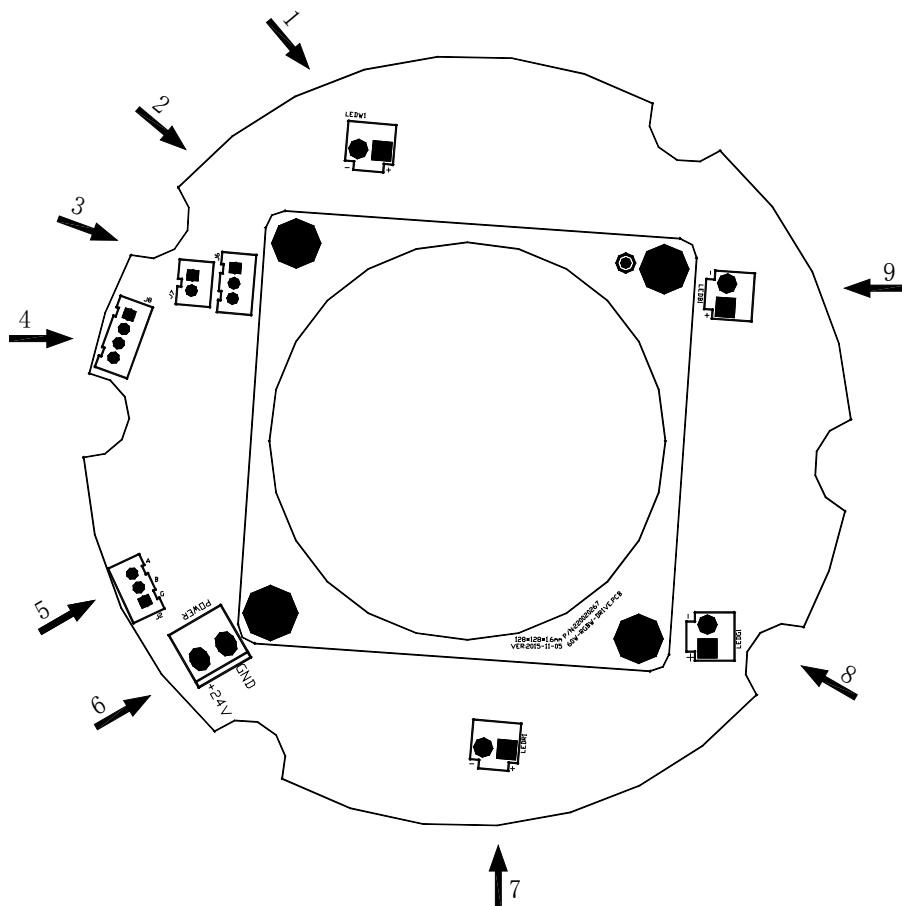
●PCB CONNECTIONS



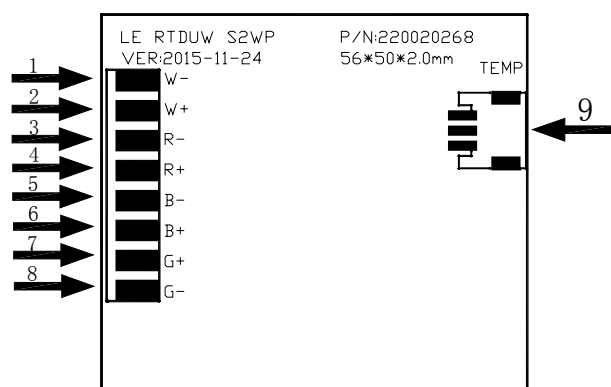
1	Signal Output	5	Power
2	PWM output	6	Wireless
3	Fan	7	Signal input
4	Thermal Switch		



1	Pan Encoder	6	Tilt Magnet Sensor
2	Tilt Encoder	7	Tilt Motor
3	Signal Output	8	Power
4	Signal input	9	Pan Motor
5	Pan Magnet Sensor		



1	LED Lamp White	6	Power
2	Thermal Resistor	7	LED Lamp Red
3		8	LED Lamp Green
4	Fan	9	LED Lamp Blue
5	Signal Input		



1	LED Lamp White(-)	6	LED Lamp Blue(+)
2	LED Lamp White(+)	7	LED Lamp Green(-)
3	LED Lamp Red(-)	8	LED Lamp Green(+)
4	LED Lamp Red(+)	9	Thermal Switch
5	LED Lamp Blue(-)		

11. COMPONENT ORDER CODES

N0	Name	Code Number	Qty	Remarks
1	Power Switch	192010180A	1	
2	Lens	070070059	1	φ94×55mm
3	Fuse	270041037	1	φ5.2×20mm 250V 3.15A
4	Pan & Tilt Belt	290151337	2	HTD-297-3M
5	7020 Fan	030060087	1	MGT7012HB-W20
6	4010 Fan	030060093	1	HA4010V4-000C-999
7	Pan & Tilt Motors	030040175	2	42×42×38-φ5×19
8	LCD Display	230060505	1	
9	Pan & Tilt Driver	230060507	1	
10	LED Driver	230060509	1	
11	LED lamp board	230060510	1	
12	Wireless Antenna	W006512	1	Optional
13	Wireless Receiver board	W006511	1	Optional

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PR lighting will try its best to offer accurate and overall information about a product's technical data. Any changes won't be notified if necessary. Patented Products.
Counterfeiting Will be Prosecuted!

P/N: 320020391
Version: 20151201 (Preliminary)